

Encyclopedia Magica™

Accessory

Credits

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Volume One

Abacus of Calculation to Dust of Blending

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Introduction

When the **DUNGEONS & DRAGONS**[®] Game first appeared in 1974, no one was sure how the public would receive it. Nothing could prepare the fledgling Tactical Studies Rules for the stir that **D&D**[®] created in the hearts and minds of millions of fantasy lovers all over the world. Twenty years later, fantasy role-playing, the **ADVANCED DUNGEONS & DRAGONS**[®] and the **DUNGEONS & DRAGONS** games are better than ever, and there is no end in sight.

The uniqueness of these two game systems lies in the fact that they are open-ended. The game constantly changes and continually expands with new monsters, extra spells for Spellcasters, supplementary proficiencies, and supernumerary magical items—there is nothing that can't be added to the **AD&D**[®] game system.

Throughout the 20-year history of the D&D and AD&D game worlds, reams of paper and gallons of ink have detailed thousands of magical items. From the original D&D boxed set and the first issue of *THE STRATEGIC REVIEW* Magazine, to the last products shipped in December 1993, almost every product has featured at least one new magical item, and you will find them all in the **ENCYCLOPEDIA MAGICA**[™] collection. Since many of these products are long out of print, it is impossible for the majority of players and Dungeon Masters around the world to enjoy these unique treasures. We had to call a halt at some point, so these volumes only include those products shipped through December 1993.

Besides the magical items from game products, we have included those from **DRAGON**[®] Magazine, up to #200; **DUNGEON**[®] Magazine, issues 1 through 45; all 30 issues of **IMAGINE** Magazine; **POLYHEDRON**[®] Newszines through 90, and all seven issues of *THE STRATEGIC REVIEW*.

In 1992 and 1993, TSR produced a two-volume set, *The Magical Encyclopedia*. The older encyclopedia is an index of magical items and where these PC trophies can be found among the myriad TSR products. Unfortunately, most of those older products are **unavailable**—many are now collectors' items.

We decided to do something about that. The **ENCYCLOPEDIA MAGICA** volumes feature every magical item we could find, in every product we have ever created. From obscure references to

special weapons in the first modules to the detailed weapons of the *DUNGEON MASTER*[®] Guide (*DMG*), players and DMs alike will have years of enjoyment discovering the thousands of items enchanted by the wonderful power of magic.

DMs are forewarned though, just because an item is listed here does not mean it should be given to players casually. Many items are artifacts (often believed to be items of extreme **power**), relics (items of historic or sacred value), or items of such potency they can destroy a continuing campaign. **Be** very careful when releasing these items to your players.

With the enormous number of magical items woven into game systems, it is difficult to overcome the attitude that magic is everywhere and easy to obtain. Given the amount of time, energy, and self-sacrifice required to produce even a *dagger +1*, finding a single magical item should be a marvelous event in the lives of your characters. (See the *Book of Artifacts* for information on magical item creation.)

It is not surprising then that the earliest magical items (especially weapons) were given names. From *Bucknards everfull purse* to the *Equalizer* (an extremely lethal sword), rare items were named for the individuals who created them or who first used them heroically. However they came by their titles, they now belong to the realm of legend.

Players should be encouraged by the DM to name the items they possess, or the DM should name them before granting them to a player. After all, finding *Prismal's wand of lightning* with 10 charges remaining is much more exciting than stumbling over a generic *wand of lightning* with 10 charges, especially when the players learn that *Prismal's wand* overwhelmed the chateau of a renowned and virtuous noble. Players will enjoy items of historical significance more than mundane ones, and a note of realism will be added to your campaign. Remember too, that items themselves can become characters.

ALWAYS AN ADVENTURE![™] is the basic premise for every product produced by TSR, and this encyclopedia is no exception. The **ENCYCLOPEDIA MAGICA** collection is designed to be a useful and enjoyable addition to any role-player's library, one that will stimulate years of adventure.



How to Use These Books

The last volume of this encyclopedia contains tables that randomly determine which magical items are found in a treasure **hoard**, though artifacts and most relics are excluded from the tables. (For those players and DMs who prefer to play a tongue-in-cheek game, we included pun items in the random tables.) We suggest that DMs select the items PCs discover in order to keep game-busters from appearing at random.

Each **item** listed in the *ENCYCLOPEDIA MAGICA* collection marks its type and name, gives the experience point and gold piece values, the source, and a detailed description. To find a particular **item**, look under its name or use the detailed index supplied in the final volume.

Magical Item Name: Most often, this is the name given to the item in its first (and **usually**) subsequent appearances. Unfortunately, some names changed. This was done for three reasons. First, we tried to make items more useful, exciting, or easier to find. **Second**, a few were changed in order to make placement more convenient and logical. **Finally**, some of the D&D and first edition items had names that were changed in later editions, updates, and product lines. These were brought into line with current usage to prevent confusion.

In many cases, items were grouped together to create order and make it easier to find things. For example, short swords, bastard swords, and all other swords are grouped together under the single entry **Sword**. This means that a DM looking for information on the *sword of dancing* doesn't have to remember if it's a short sword or a long sword. These entries typically have a random table at the beginning of the entry that allows the Dungeon Master to create a larger repertoire of magical items. (The **Sword** entry's random table, for example, includes rapier, bastard **sword**, **gladius**, **claymore**, **khopesh**, cutlass, ninja-to, among many, many others.)

Experience Point Value: To make use of an item's experience point value, check the particular set of rules you are using. In the original AD&D game, experience is awarded only for items kept and used on an adventure. This helped to check the idea that killing monsters and NPCs is the only way to gain experience. In the AD&D 2nd Edition game, experience is awarded to the

character who creates an item in order to slow level progression. In the D&D game, experience points are not usually awarded for magical items. However, many Dungeon Masters find it convenient to grant experience points to characters who find and **keep** items no matter what rules the campaign uses.

In some entries, experience point value is listed as "—". This indicates a unique and potent item (often called an artifact or relic). Artifacts and relics have powers far beyond what even the most heroic mortal can wield without detrimental effects to his or her health and psyche. Experience is *never* given for these items, and the DM must carefully monitor their use in a campaign. **Generally**, it is unwise to introduce any magical item into a game unless the DM understands the item's powers and how those powers affect **play**—this is especially true for artifacts and relics.

Gold Piece Value: Throughout the *ENCYCLOPEDIA MAGICA* volumes, items are given a value, listed in gp. This does not mean that every item can be purchased by simply surrendering the specified coinage. Instead, **gp value** is used to rate the **relative** values of different items to **each** other. In individual campaigns, the Dungeon Master may wish to increase the "bartering value" of items **two-fold**, **ten-fold**, or even 100-fold to keep magical items the rare and wonderful things that they are, and it's a great way to keep the campaign from overbalancing. See the section below on *Monetary System Conversions* for an extensive table to convert the AD&D gold piece standard to any AD&D campaign world that uses a different standard. Many entries have a gold piece value rated "—". This means that the item is so priceless that it is impossible to rate its true barter value.

First Appearance or Best Reference: The small type (DRAGON Magazine 2) designates either the first source in which an item **appeared**, or the title of the most complete reference.

Description/Explanation: This is the descriptive text of an **item**. Often, the original passage has been altered or expanded to clarify the use of the item or its history. In a **few** cases, the description is either significantly or **completely** changed (but this is rare).

Running Magical Item Total: Along the footer of each page is a series of numbers. These enumerate the number of magical items cited up



to that page. Each new header for a **magical** item increases the number of items described in the entry. To find the total magical items detailed in this encyclopedia, look at the final magical item entry in the last volume.

Design Notes

The items listed in the *ENCYCLOPEDIA MAGICA* accessory are categorized wherever possible. This may cause some initial confusion until the reader gets used to the format. The summary below should help solve these problems.

Ammunition: There are three basic types of ammunition in the AD&D game: Arrows (including bolts), sling bullets (for sling weapons), and shot (for powder weapons). All ammunition is to be found in one of these three categories.

Armor: All armor (but not shields, helmets, or gauntlets) is placed in a single category. Random selection charts augment the unique nature of these items.

Books: Magical books have been categorized in five different sections: Book, Libram, Manual, Spellbook, and Tome. *Books* are used exclusively by priests and *librams* only by wizards. *Manuals* can be used by any character class and *tomes* are magical volumes that can be used by thieves or fighters. *Spellbooks* contain spells for both wizards and priests.

Musical Instruments: Instruments are separated into three basic types: Wind, percussion, and stringed. In general, if you are looking for a harp, guitar, or **harpsichord**, look under Stringed **Instrument**. To find bagpipes, flutes, organs, trumpets, and the like, refer to Wind Instrument. To locate drums, rattles, chimes, bells, or other noisemakers, look under Percussion Instrument.

Potions vs. Oils: A great deal of confusion exists about the difference between potions and oils. Potions, philters, and elixirs are things that must be swallowed to gain the magical effect or property they contain. Oils, salves, and ointments are liquids that are rubbed into the flesh or hair, or coated on items to release their magical properties.

Weapons: There are so many different types of weapons (and many of them have but a single magical version), it was necessary to categorize these as well. The 19 sections on weapons in this encyclopedia are: Axe, Bow (including crossbows), **Club**, Dagger, Dart, Flail Weapon,

Hammer, Lance, Mace, Mattock, **Polearm**, Powder Weapon, Sickle, Sling, Spear, Staff, Sword, Throwing **Star**, and Whip. (Quarterstaves and similar weapons are included with magical staves.) To find your favorite weapon, please refer to the index. At the top of each weapon category is a random chart that allows the DM to create unique, magical items that exist **only** in his or her campaign. For instance, in the *DUNGEON MASTER Guide*, the *holy avenger* is always a long sword. Using the charts, it is possible to have a *holy avenger khopesh*, or even a ninja-to; the possibilities are almost endless.

Most items, clothing, block and tackle, cloaks, wands, staves, etc., are to be found in their usual position in the alphabetical listings. Again, if you have problems finding a particular item, please refer to the index in the last volume. The index is your guide to exciting, magic-laden campaigns.

While this game accessory is intended to be used with the AD&D game system, a **little** tinkering is all that is required to make the items listed here compatible with traditional D&D game campaigns. The *DUNGEONS & DRAGONS Rules Cyclopedic*, Appendix Two contains rules that will make conversions easy.

Navigating the Encyclopedia

We tried to make using this encyclopedia as simple and as easy as possible, and we developed our own system of classification. First, all common items, amulets, books, cloaks, daggers, have their own combined entries. This was done to avoid the boredom of reading "Sword of, Sword of, Sword of," and to make it easier for you to **find** the items you need quickly. Within the multiple **listings** you will find a header, Amulet, for example, followed by alphabetical listings of the amulets. These are listed simply as "*of the Abyss, Against Disease, of Amiability,*" and so on. If the object type was preceded by a title or a name, Cartographer's, for example, it is listed with just the name of the **object**—we thought "*Attacks Upon the Owner, Jewel of*" was a bit unwieldy.

When searching for unique items that are not covered by the group entries, look under an item's name, not under the subject. For example, you will find Queen Ehlissa's Marvelous Nightingale under Q, listed just that way—**not** as "*Nightingale, Queen Ehlissa's Marvelous*"



References

In a set of volumes that compiles over 20 years worth of material, there is little space leftover. It was not possible to reveal and detail all of the people and places that appear in the text. Entire modules and boxed sets have been dedicated to them—besides, a little mystery about magical items is a good thing. For the truly curious (and for those of you who want to make sure this encyclopedia is complete), we have placed the name of the TSR product in which the item first appeared (or the one with the most details, if there was more than one use) beneath the GP/XP values of each item. You can research the background of the item, or go creative. You might use the information given as a starting point and tell your own tales. The choice is yours.

Rules, Stats, and Monsters

Twenty years have elapsed since some of these items have appeared. It was necessary, therefore, to convert all game statistics to AD&D 2nd Edition rules. The *D&D Rules Cyclopedica* has a chapter on conversion, for those of you who need it, and First Edition DMs and players should be well used to tweaking 2nd Edition rules and stats.

Some of the items from earlier products were altered, names of monsters were brought into line with current practices, and the names of the planes were altered to avoid confusion with the new PLANESCAPE™ line—Tarterus, for example, is now Carceri. Some things could not be changed, however. *Athena's Shield* is still *Athena's Shield*. Wherever possible, we have tried to keep the flavor and integrity of the earlier works intact while bringing older material into a new and more enjoyable light.

Monetary System Conversion

Many campaign worlds under the AD&D banner do not use the same gold piece standard. The DRAGONLANCE® campaign world, DARK SUN® adventure setting, and the Oriental Adventures realm (found in the *Kara-Tur* boxed set and the *Oriental Adventures* rulebook) are just three examples. Therefore, before an item can be used (purchased, stolen, or traded), you must convert

the value of the item into the monetary system of the game world in which your campaign is set.

In a DRAGONLANCE campaign, the gold piece is either devalued by a factor of 10 or has been replaced by the steel piece (stl). To change this into the proper currency, the DM should either convert the prices given here to steel pieces, or simply multiply the gp value by 10 and keep prices in gold. In the Oriental Adventures realm, the gold piece is not even a viable coin. Therefore, assume the characters must pay in Ch'aoor Tael and multiply the value by two.

Please note that the tables on the following page allow easy conversion of the different coinage found throughout TSR's game worlds.

Note—The abbreviations used in these volumes are:

DMG = DUNGEON MASTER Guide

PHB = Player's Handbook



Monetary Conversion Tables

AD&D Game	ADVANCED DUNGEONS & DRAGONS Game					Oriental Adventures						
	PP	GP	EP	SP	CP	Ch'ien	Ch'ao	Tael	Yuan	Fen		
Platinum =	1	5	10	50	500	1	10	10	200	1000		
Gold =	1/5)	2	10	100	1/5	2	2	40	200		
Electrum =	1/10	1/2	1	5	50	1/10	1	1	20	100		
Silver =	1/50	1/10	1/5	1	10	1/50	1/5	1/5	4	20		
Copper =	1/500	1/100	1/50	1/10	1	1/500	1/50	1/50	1/4	2		
Oriental Adventures Campaign												
Ch'ien =	1	5	10	50	500	1	10	10	200	1000		
Ch'ao =	1/10	1/2	1	5	50	1/10	1	1	20	100		
Tael =	1/10	1/2	1	5	50	1/10	1	1	20	100		
Yuan =	1/200	1/40	1/20	1/4	4	1/200	1/20	1/20	1	5		
Fen =	1/1000	1/200	1/100	1/20	1/2	1/1000	1/100	1/100	1/5	1		
DRAGONLANCE Campaign												
Platinum =	1	5	10	50	500	1	10	10	200	1000		
Steel =	1/5	1	2	10	100	1/5	5	5	100	500		
Iron =	1/10	1/2	1	5	50	1/10	1	1	20	100		
Bronze =	1/25	1/5	1/2.5	2	20	1/25	1/2.5	1/2.5	8	40		
Gold =	1/50	1/10	1/5	1	10	1/50	1/5	1/5	4	20		
Silver =	1/100	1/20	1/10	1/2	5	1/100	1/10	1/10	2	10		
Copper =	1/500	1/100	1/50	1/10	1	1/500	1/50	1/50	1/10	1/2		
DARK SUN Campaign												
Platinum =	1	5	10	50	500	1	10	10	200	1000		
Gold =	1/5	1	2	10	100	1/5	2	2	40	200		
Electrum =	1/10	1/2	1	5	50	1/10	1	1	20	100		
Silver =	1/50	1/10	1/5	1	10	1/50	1/5	1/5	4	20		
Ceramic =	1/500	1/100	1/50	1/10	1	1/500	1/50	1/50	1/4	2		
Bit =	1/5000	1/100	1/500	1/100	1/10	1/5000	1/500	1/500	1/40	1/2		
DRAGONLANCE ADVENTURES												
AD&D Game	Stl	IP	BP	GP	SP	CP	PP	GP	EP	SP	CP	Bit
Platinum =	5	10	25	50	100	500	1	5	10	50	500	5000
Gold =	1	2	5	10	20	100	1/5	1	2	10	100	1000
Electrum =	1/2	1	2.5	5	10	50	1/10	1/2	1	5	50	500
Silver =	1/10	1/5	1/2	1	2	10	1/50	1/10	1/5	1	10	100
Copper =	1/100	50	1/20	1/10	1/5	1	1/500	1/100	1/50	1/10	1	10
Oriental Adventures Campaign												
Ch'ien =	5	10	25	50	100	500	1	5	10	50	500	5000
Ch'ao =	1/5	1	2.5	5	10	50	1/10	1/2	1	5	50	500
Tael =	1/5	1	2.5	5	10	50	1/10	1/2	1	5	50	500
Yuan =	1/100	1/20	1/8	1/4	1/2	10	1/200	1/40	1/20	1/4	4	40
Fen =	1/500	1/100	1/40	1/20	1/10	2	1/1000	1/200	1/100	1/20	1/2	2
DRAGONLANCE Campaign												
Platinum =	5	10	25	50	100	500	1	5	10	50	500	5000
Steel =	1	2	5	10	20	100	1/5	1	2	10	100	1000
Iron =	1/2	1	2.5	5	10	50	1/10	1/2	1	5	50	500
Bronze =	1/5	1/2.5	1	2	4	20	1/25	1/5	1/2.5	2	20	200
Gold =	1/10	1/5	1/2	1	2	10	1/50	1/10	1/5	1	10	100
Silver =	1/20	1/10	1/4	1/2	1	5	1/100	1/20	1/10	1/2	5	50
Copper =	1/100	1/50	1/20	1/10	1/5	1	1/500	1/100	1/50	1/10	1	10
DARK SUN Campaign												
Platinum =	5	10	25	50	100	500	1	5	10	50	500	5000
Gold =	1	2	5	10	20	100	1/5	1	2	10	100	1000
Electrum =	1/2	1	2.5	5	10	50	1/10	1/2	1	5	50	500
Silver =	1/10	1/5	1/2	1	2	10	1/50	1/10	1/5	1	10	100
Ceramic =	1/100	1/50	1/20	1/10	1/5	1	1/500	1/100	1/50	1/10	1	10
Bit =	1/1000	1/500	1/200	1/100	1/50	1/10	1/5000	1/100	1/500	1/100	1/10	1

Random Power Tables for Artifacts

Book of Artifacts

Although complete descriptions of the magical powers of many artifacts are given, there are many items that lack detailed explanations. Random tables for determining unlisted powers are presented here. To discover the powers of an artifact, find the appropriate table in this section and either select one appropriate to your campaign, or roll the dice.

The tables provide broad categories to define a wide variety of artifact powers. DMs are urged to select powers from the lists, rather than rely on dice rolls. Blind chance can easily lead to unusual and illogical results, destroying the continuity of an artifact's nature and history, as well as disrupting your campaign. There are only a few items where a completely random selection is truly appropriate. It works well with the *horn of change*, and possibly even with a device like the *machine of Lum the Mad*. With these items, randomness is a basic property, but randomness is applicable to few others.

In addition to selecting powers, the DM must also decide how the power is applied. A suggested use is given for most powers, but this can hardly account for all possible shapes, forms, and usages. A character can strike an enemy with the *sword of Kas*, but that would be quite a trick with *Heward's mystical organ*. As a guideline, hand held items (swords, scepters, etc.) should touch the target to activate a power, while those items that are worn are activated by thought or spoken command. The large, immobile items (like the *machine of Lum the Mad*) either have immediate effects on characters or charge them with powers that can be released later. The machine could immediately increase prime requisite ability scores or provide the knowledge needed to cast *afireball* (for a single use, or even once per day!) into a character's mind.

Most of the random artifact powers duplicate existing spells and have the same restrictions. Obviously, magical items never require material components. Spells that vary by level should operate as if cast by a 20th-level wizard or priest (within the limitations of the spell), unless otherwise noted. Powers marked in *italic boldface* are

from spells found in the *Tome of Magic*.

Some random artifact powers are unique. These are described where they appear, but because of the necessity to be brief, not every rule can be covered. DMs are once more encouraged to resolve these as they think best. Individual judgments add to each campaign's unique flavor. As an aid to designing new artifacts, each table has a brief description of its category.

Two of the tables below—**Table 1-19: Nature** and **Table 1-20: Necromancy**—are not used in this book. They are provided to round out the collection for those DMs who want to design their own artifacts.

The tables cannot include every possible power an artifact might have. In addition to the tables here, there could be others based on any imaginable topic. Those who want more variety should add whatever powers they need, creating new tables when necessary. Nor should anyone consider themselves limited to AD&D game rules. Other genres—horror, science fiction, as well as your own imagination, can provide inspiration for the creation of new and unique magical items. For example, many of the mutations found in the GAMMA WORLD™ game could become strange and wonderful powers in a bizarre, other-worldly device. In short, have fun, expand, experiment.

In Ravenloft: Due to their unusual power and purpose, artifacts and relics may transcend the limitations of Ravenloft. At the DM's discretion, spells cast from an artifact or relic are unchanged by the demiplane (as are any spell-like abilities). These powerful items may even help characters escape from Ravenloft. An evil artifact may not want to leave, however. Furthermore, any character who owns an evil artifact or relic must make a Ravenloft powers check once a week.

Table 1-00: Abjuration

Abjuration primarily negates properties and powers. Unlike offensive spells, these powers do not destroy, rather they remove enchantments, bindings, and the like.

Roll	Power
1	Cast <i>abjure</i> (3/day)
2	Cast <i>avoidance</i> between a creature and the user (1/day)
3	Cast <i>banishment</i> by touch (1/week)

Artifact Tables

4	Instantly dismiss an elemental (1/week)		
5	Cast <i>dismissal</i> upon any planar creature by touch (1/week)	3	Blanket the area of effect with a blizzard, dropping temperatures to 0° F and inflicting 1d6 points of damage per hour to those unsheltered. Overland movement is impossible. The storm lasts 1d6+12 hours and snows remain 1d3 days (summer), 2d6 days (spring/fall), or 2d20 days (winter).
6	Cast <i>dispel evil/dispel good</i> (1/day)	4	Ravage the area of effect with <i>call lightning</i> for 72 hours (432 bolts), randomly striking any targets
7	Cast <i>dispel magic</i> by touch (1/day)	5	Create a <i>cloudkill</i> spell upon the area of effect for 1d6 hours
8	Cast <i>holy word/unholyword</i> (1/week)	6	Form a ring of <i>creeping doom</i> around the area of effect that constricts in a solid blanket inward, not diminishing until the center is reached (4 hours to reach center).
9	Cast Hornung's random dispatcher by touch (1/week)	7	Settle a <i>death fog</i> over the area of effect that remains in place for 2d20 rounds
10	Cast <i>imprisonment/freedom</i> by touch. Imprisoned creatures are freed by naming them (1/month).	8	Strike the area of effect with a permanent drought. All water present or brought into the area of effect evaporates instantly.
11	Cast <i>knock</i> (3/day)	9	Hit the area of effect with an <i>earthquake</i> spell.
12	Cast <i>lower resistance</i> (7/day)	10	Rain a <i>firestorm</i> down upon the area of effect for 2d6 rounds
13	Have <i>minor spell turning</i> continually in effect while the artifact is in hand. Roll 1d4 to determine the maximum level of the spell turned.	11	Flood the entire area of effect, destroying buildings and fields. All living creatures unable to fly risk drowning in the rushing waters. The waters recede to safe levels in 1d6 hours but remain for 2d20 days.
14	Cast <i>purify food & drink</i> on all items within a 10' radius of the artifact (7/day)	12	Sweep an <i>incendiary cloud</i> through the entire area of effect
15	Cast <i>remove curse</i> by touch (3/day)	13	Settle an <i>insect plague</i> upon the area of effect for 1d6 hours that, besides other spell effects, destroys all plants.
16	Have <i>repel insects</i> in a 10' radius in constant effect while the artifact is held	14	Instantly create a permanent magic-dead area of effect. Nonartifact magical items do not function in the zone, spellcasting is impossible, and all existing spells are negated, including permanent enchantments on creatures. Summoned beings are driven back to their own plane.
17	Cast <i>repulsion</i> upon one named creature (1/week)	15	Create a <i>meteor swarm</i> to rain down upon the area of effect for 1d2 hours (8 spheres/round, or 480/hour), randomly striking targets within the area of effect
18	Cast <i>spell turning</i> for two turns duration (1/day)	16	Create a permanent <i>spiral of degeneration</i>
19	Dispel illusions within a 60' radius (3/day)		
20	Have <i>turn wood</i> continually in effect while the artifact is in hand		

Table 1-01: Cataclysm

Cataclysms cannot be intentionally called upon by an artifact's owner. They occur at random intervals. While a character might get lucky and trigger an *incendiary cloud* just as orcs storm the stronghold, the cataclysm takes no sides. Human defenders and orc attackers are equally vulnerable to the artifact's *vengeance*—even the artifact's owner. All of the cataclysms described here affect a minimum area one mile in diameter.

Roll Power

- 1 Cast *acid storm* to rain down upon the area of effect for two full turns
- 2 Create a *permanent aura of desolation* that settles over the area of effect. Individuals of good alignment are haunted by terrifying dreams and suffer -2 penalties to THACO and saving throws while evil creatures gain +2 penalties to the same.

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tion that settles upon the area of effect. Only artifacts remain unaffected.

- 17 Create a permanent **wildzone** in the area of effect
- 18 Transfer the whole area of effect to a randomly chosen lower plane. The artifact is not transported.
- 19 Strike the entire area of effect with a **storm of vengeance**.
- 20 Create permanent **wolf spirits** to guard the area of effect; they are hostile to all nonanimal life forms.

Table 1-02: Combat

The powers on this table are associated with weapons and generally give advantages in melee combat.

Roll	Power
1	Cause paralyzation by touch (3/day)
2	Provide initiative each combat round
3	Have blur constantly in effect while the artifact is in hand
4	Cast choose future (1/day)
5	Provide double attacks per round
6	Cast energy drain by touch (1/week)
7	Cast fire shield (1/day)
8	Cause an opponent to fumble (7/day)
9	Cause an opponent to suffer greater malison (7/day)
10	Imbue the user with the skills to use the weapon, despite class
11	Cast harm upon an opponent struck by the weapon (1/week)
12	Cast improved invisibility (1/day)
13	Cast mirror image (7/day)
14	Imbue the user with the combat skills to use two weapons at no penalty
15	Weapon is aware of its surroundings. The user is never struck from behind and never suffers penalties for blind fighting.
16	Cast slay living upon an opponent struck by the weapon (1/week)
17	Imbue the user with all benefits of weapon specialization
18	Cast Tenser's transformation upon the user (1/day)
19	Function as a vampiric regeneration ring
20	Cast warband quest (1/month)

Table 1-03: Conjunction

The powers here relate to the ability to summon creatures or objects from other places or to create things out of thin air.

Roll	Power
1	Cast aerial servant (1/week)
2	Cast animal horde (1/month)
3	Cast animal summoning I-III —the user chooses the creature summoned (1/day)
4	Cast animate object (1/day)
5	Cast call lightning (1/week)
6	Cast a conjure elemental spell of the user's choice (1/week)
7	Cast Leomund's secure shelter (1/day)
8	• Cast fabricate (1/day)
9	Call upon Leomund's secret chest at any time, using the chest to store the artifact when not needed
10	Cast maze (1/week)
11	Cast monster summoning I-VII with user choosing the monster summoned (1/week)
12	Cast prismatic sphere (1/week)
13	Summon 1d4 berserkers as a horn of Valhalla (1/week)
14	Summon a genie (1/week)
15	Summon an invisible stalker (1/week)
16	Cast summon shadow (1/week)
17	Inscribe a symbol of the user's choice (1/week)
18	Cast trap the soul upon a creature by touch (1/month)
19	Cast unseen servant to be constantly at hand to serve the user
20	Cast weather summoning (1/week)

Table 1-04: Cursed

These powers usually affect only the owner of an artifact. Once a curse triggers, the presence of the artifact is not important, since the effect centers on the character and not on the item. Most curses end when the character voluntarily surrenders the artifact, whether it is given up, lost, or stolen.

Roll	Power
1	Instantly pollute all holy water within 30' of the user
2	Reduce the user's Charisma by 1d4 points
3	Inflict a -1 penalty on the user's saving throws vs. magic

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- 4 Inflict a -2 penalty on the user's saving throws vs. poison
- 5 Cause the user's touch to rot away wooden items the size of a bow or less in 1d4 days
- 6 Cause the user's touch to kill plants (inflicts 1d6 points of damage to plant-based creatures)
- 7 Cause NPC reactions to the user to be neutral or worse
- 8 **Inflict** insatiable hunger upon the user, who must eat a full meal once every waking hour
- 9 Instantly change the gender of anyone handling an artifact for the first time
- 10 Inflict deafness upon the user, who then can only hear when people shout. Spellcasters must shout their spells to be successful.
- 11 Inflict an incurable disease upon the user. At the beginning of each month a saving throw vs. death magic must be made to avoid losing 1 point of Constitution. When the user's Constitution reaches 0, death occurs,
- 12 Cause the user's touch to have a 50% chance of draining the magic from any item not an artifact
- 13 Inflict 5d10 points of damage upon anyone handling the artifact for the first time
- 14 Cause a 50% chance of the user being struck by a *geas* each time a power of the artifact is used. The *geas* must be completed before the artifact can be used again.
- 15 Age the user 1d10 years each time the artifact is used. Although the user suffers all the effects of aging, death by old age is not possible as long as the artifact remains in possession.
- 16 Afflict the user with lycanthropy
- 17 Cause the user's touch to be poisonous (saving throw vs. poison or 2d12 points of damage are **inflicted**)
- 18 Inflict **photosensitivity** upon the user, who suffers a -1 penalty to all die rolls while in **daylight**
- 19 Cause the user's personal possessions to gradually disappear as if lost. Little things disappear first, then larger possessions, until the user is stripped of all worldly goods.

- 20 Cause the user to become forgetful, starting with small details and progressing until full amnesia occurs

Table 1-05: Detection

These powers are oriented toward finding and discovering things hidden, but not necessarily unknown. Unless **noted**, these powers are in effect whenever the artifact is held or worn.

Roll	Power
1	Provide a +1 bonus to the user's surprise rolls while the artifact is in hand
2	Imbue the user with all benefits of the appraisal proficiency
3	Have <i>comprehend languages</i> constantly in effect while the artifact is in hand
4	Have <i>detect charm</i> continually in effect while the artifact is in hand
5	Cast <i>detect evil/detect good</i> (3/day)
6	<i>Detect illusions</i> (3/day)
7	Cast <i>detect invisibility</i> (3/day)
8	Cast <i>detect magic</i> (3/day)
9	Cast <i>detect poison</i> (3/day)
10	Have <i>detect snares & pits</i> constantly in effect while the artifact is in hand
11	Detect stonework traps
12	Cast <i>detect undead</i> (3/day)
13	Cast <i>emotion read</i> (3/day)
14	Cast <i>extradimensional detection</i> (3/day)
15	Cast <i>findtraps</i> (1/day)
16	Have <i>infravision</i> continually in effect while the artifact is in hand
17	Cast <i>locate object</i> (3/day)
18	Cast <i>true seeing</i> (1/day)
19	Cast <i>wizard eye</i> (3/day)
20	Cast <i>wizard sight</i> (3/day)

Table 1-06: Divination

Divination is the complement of detection, revealing things unknown or uncertain. Unlike most detection **abilities**, these powers tend to reveal **intangibles**—**things** that cannot and could not have been seen without the aid of the power. In most cases the artifact must be touched against the desired target of the power.

Roll	Power
1	Cast <i>analyze balance</i> by touch (7/day)
2	Cast <i>augury</i> (3/day)
3	The user <i>communes</i> with the deity affiliated with the artifact. Questions about the

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- artifact are not answered (1/week).
- 4 Cast **consequence** (1/day)
Permits the wielder to use *contact other plane* through the artifact, which selectively screens out all information relating to itself or its powers (1/week)
- 6 Cast **detect lie** upon any creature within 10' (3/day)
- 7 Cast **detect scrying** (1/day)
- 8 Cast **divination** (1/day)
- 9 Cast **divine inspiration** (1/day)
- 10 Cast **ESP** by touch (3/day)
- 11 Cast **find the path** (1/day)
- 12 Cast **foresight** (1/week)
- 13 Cast **identify** by touch (1/day).
- 14 Cast **know alignment** by touch (3/day)
- 15 Cast **moment reading** (3/day)
- 16 Cast **past life** (3/day)
- 17 Cast **patternweave** by touch (1/day)
- 18 Cast **personal reading** upon a creature by touch (3/day)
- 19 Cast **read magic** by touching the artifact to written material (3/day)
- 20 Cast **stone tell** by touch (3/day)

Table 1-07: Elemental Air

These powers grant knowledge of or control of the elemental forces of Air. Most function identically to the spell of the same name. Some are activated by the touch of the artifact while others transfer their power to the wielder.

Roll Power

- 1 Cast aerial servant (1/week)
- 2 Cast cloud of purification (2/day)
- 3 Cast cloudkill (1/day)
- 4 Cast conjure air elemental (1/week)
- 5 Cast control winds (3/day)
- 6 Create a windstorm equal to a **djinni's** whirlwind. The storm lasts for 1 full turn (1/day)
- 7 Have feather fall constantly in effect while the artifact is in hand
- 8 Cast fly (3/day)
- 9 Change the user (and all possessions carried) into a gaseous form, vulnerable only to area-effect spells. The user can remain gaseous for 2d6 rounds and can move at full normal movement rate (1/day)
- 10 Cast **gust of wind** (5/day)
- 11 Cast solid fog (1/day)

- 12 Cast stinking cloud (3/day)
- 13 Cast wall of fog (3/day)
- 14 Cast weather summoning (1/day)
- 15 Cast wind walk (1/day)
- 16 Cast wind wall (1/day)
- 17 Have zone of sweet air (10' radius) continually surrounding the user while the artifact is in hand
- 18 Open a portal to the Elemental Plane of Air. The passage can be traversed in both directions and the portal remains open for 1 hour. Any creature may use the portal.
- 19 Imbue the user with immunity to the hostile environment found on the Elemental Plane of Air and the ability to fly through it normally while the artifact is in hand
- 20 Send messages in a fashion similar to a whispering wind. The user need only know the name of the recipient before whispering a message to the sky. The **user's** voice reaches its target within 24 hours, if that person is on the same plane (at will).

Table 1-08: Elemental Fire

These powers grant knowledge of or control of the elemental forces of Fire. Most function identically to the spell of the same name. Some activate by the touch of the artifact while others transfer their power to the wielder.

Roll Power

- 1 Cast **chariot of Sustarre** (1/week)
- 2 Cast **conjure fire elemental** (1/week)
- 3 Cast **delayed blast fireball** (1/day)
- 4 Imbue the user with the ability to breathe a cone of fire 30' x 10', inflicting 1d6 points of damage per level (1/day)
- 5 Cast **fire burst** (3/day)
- 6 Imbue the user with the ability to assume the form of a small fire elemental, changing body and possessions into flame. All within 5' suffer 2d6 points of damage each round (successful saving throw vs. spell reduces damage by one-half) and the user's physical blows inflict 2dS points of damage per hit. The user is immune to all types of fire. The form lasts 2d6 rounds.
- 7 Cast **fire shield** (1/day)

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- 8 Cast *fireball* (3/day)
- 9 Cast *fireflow* (3/day)
- 10 Cast *flame strike* (1/day)
- 11 Cast *flame walk* (3/day)
- 12 Cast *Forest's fiery constrictor* (1/day)
- 13 Imbue the user with immunity to the hostile environment found on the Elemental Plane of Fire while the artifact is in hand
- 14 Cast *light* (3/day)
- 15 Cast *Matec-Keth's flame fist* (3/day)
- 16 Have *protection from fire* constantly in effect while the artifact is in hand
- 17 Imbue the user with the ability to sculpt normal fire by hand (no damage suffered). The fire can be fashioned into any shape the user is capable of making, but does not gain any special powers because of it. Sculpted fire holds its form for 1d6 turns before returning to normal.
- 18 Cast *sunray* (1/day)
- 19 Cast *wall of fire* (1/day)
- 20 Open a portal to the Elemental Plane of Fire. The passage can be traversed both ways and the portal remains open for 1 hour—any creature may use it.

Table 1-09: Elemental Water

These powers grant knowledge of or control over the elemental forces of Water. Most function identically to the spell of the same name. Some are activated by the touch of the artifact while others transfer their power to the wielder.

Roll Power

- 1 Cast *airy water* (3/day)
- 2 Cast *cone of cold* (1/day)
- 3 Cast *conjure water elemental* (1/week)
- 4 Transform small quantities of liquids into holy water (or unholy water, depending upon the item's nature) by touch. Up to 1 pint can be transformed (3/day).
- 5 Cast *create water* (1/day)
- 6 Cast *ice storm* (1/day)
- 7 Shoot a watery blue beam at a single target. If struck, the target must roll a successful saving throw vs. death magic. If the saving throw fails, the target is slain as the victim melts into a puddle of ooze. If the save is successful, the target still

- suffers 2d8 points of damage. This power is not effective on water-based creatures or those that lack solid structure (puddings, oozes, jellies.) (1/day).
- 8 Empower any basin of water to function as a *magic font* spell by touch (1/day)
- 9 Cast *metamorphose liquids* by touch (at will)
- 10 Cast *Oriluke's freezing sphere* (1/day)
- 11 Cast *part water* (3/day)
- 12 Imbue the user with immunity to the hostile environment found on the Elemental Plane of Water and with the ability to breathe normally there while the artifact is in hand
- 13 Render any small body of water into a *reflecting pool* (1/day)
- 14 Imbue the user with all sailing and navigation proficiencies for as long as the artifact is in the user's possession
- 15 Transform any small body of water into a *time pool* (1/day)
- 16 Cast *wall of ice* (1/day)
- 17 Imbue the user with *water breathing* while the artifact is in hand
- 18 Imbue the user with the abilities of *water walk* while the artifact is in hand
- 19 Transform the user's body into liquid. The character can move through water at normal movement speeds and takes the form of a water weird. The user retains all normal abilities but cannot venture more than 30' away from a large body of water. The user is immune to water-based attacks and suffers only half damage from electrical attacks. Fire-based attacks cause double damage, while cold-based spells cause no damage but force the user to revert to true form. The power lasts for 1d6 hours or until canceled by the user (1/day).
- 20 Open a portal to the Elemental Plane of Water. The passage can be traversed both ways and the portal remains open for 1 hour. Any creature may use the portal.

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Table 1-10: Elemental Earth

These powers grant knowledge of or control of the elemental forces of earth. Most function like the spell of the same name. Some activate by touching the artifact while others transfer power to the user.

Roll	Power
1	Cast <i>animate rock</i> by touch (1/day)
2	Imbue the user with the ability to appraise gems and jewelry as long as the artifact is in the user's possession
3	Cast <i>conjure earth elemental</i> (1/week)
4	Imbue the user with the ability to detect depth underground as a dwarf while the artifact is in hand
5	Imbue the user with the ability to detect gems while the artifact is in hand
6	Imbue the user with the ability to detect stonework traps as a dwarf while the artifact is in hand
7	Cast <i>earthquake</i> (1/month)
8	Cast fi <i>st of stone</i> upon the user (3/day)
9	Cast <i>flesh to stone</i> by touch (1/day)
10	Imbue the user with the gem cutting proficiency
11	Cast <i>meld into stone</i> (3/day)
12	Cast <i>move earth</i> (1/week)
13	Cast <i>passwall</i> (1/day)
14	Cast <i>sink</i> (1/week)
15	Cast <i>stone shape</i> (3/day)
16	Cast <i>stone tell</i> (3/day)
17	Cast <i>stoneskin</i> (1/day)
18	Cast <i>transmute rock to mud</i> (1/day)
19	Cast <i>wall of stone</i> (1/day)
20	Open a portal to the Elemental Plane of Earth. The passage can be traversed both ways and the portal remains open for 1 hour. Any creature may use the portal.

Table 1-11: Enchantment/Charm

These are the charms, holds, suggestions, and other abilities that influence the minds of creatures. Most operate directly through the artifact—the owner must present the device boldly when activating the power. The targets may then be entranced by the power radiating from the artifact.

Roll	Power
1	Increase the user's Charisma score by 3, but the enhancement only affects the opposite gender. The user need not present the artifact, but the power vanishes when the artifact is no longer in possession.
2	Imbue the user with the effects of <i>animal friendship</i> while the artifact is in hand
3	Cast <i>charm monster</i> (1/day)
4	Cast <i>charm person</i> (2/day)
5	Cast <i>charm plants</i> (5/day)
6	Cast <i>cloak of bravery/cloak of fear</i> (2/day)
7	Cast <i>command</i> (7/day)
8	Cast <i>confusion</i> (1/day)
9	Cast <i>demand</i> (1/week)
10	Cast <i>domination</i> (1/week)
11	Cast <i>emotion</i> (1/day)
12	Imbue the user's gaze with the effects of <i>cause fear</i> while the device is in hand
13	Cast <i>feeblemind</i> by touch (1/week)
14	Cast <i>forget</i> by touch (3/day)
15	Cast <i>geas</i> by touch. The mission must relate to the goals of the artifact, if any (1/month).
16	Cast <i>hold person</i> (1/day)
17	Cast <i>hypnotism</i> (1/day)
18	Cast <i>Otto's irresistible dance</i> by touch (1/day)
19	Cast <i>quest</i> by touch. The mission must relate to the goals of the artifact, if any (1/month)
20	Cast <i>suggestion</i> (3/day)

Table 1-12: Fate and Fortune

This table is a collection of powers that grant the user the benefits of good fortune. Some powers are straightforward, many are unusual, and a few are quite potent. These powers tend to be automatic as long as the user possesses the artifact.

Roll	Power
1	Grant a +1 bonus to all saving throws
2	Grant a +1 bonus to the user's THACO
3	Grant a +1 bonus (assuming a high roll is good) to all die rolls for the division of treasure, including magical items (but not other artifacts). This bonus is <i>mandatory</i> .
4	Permanently imbue the user with all

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- knowledge of the gambling proficiency. If the user is already proficient in gambling, add +1 to the ability score.
- 5 Grant a +1 bonus to the user's encounter reaction rolls
 - 6 Imbue the user with natural luck in combat, granting a +1 bonus to all surprise rolls
 - 7 Grant a -1 bonus on all of the user's initiative rolls
 - 8 Grant the user a change of luck. Once per (game) day, the player can choose to have any die roll **rerolled**—an attack roll, damage roll, resurrection/survival roll, etc. The second roll is the actual result
 - 9 Grant the user incredible luck. Once per (game) week, the user's player can choose to alter any situation by declaring that an incredible event has **occurred**, (as long as it does not involve magical items or cause the death of a creature), and that incident follows. For example, evil wizards could be made to trip over their own robes in the middle of spellcasting, but could not be made to **fall off a cliff**.
 - 10 Grant the user's adventuring group automatic surprise (1/week)
 - 11 Allow the user to always find suitable work, despite status or skills
 - 12 Prevent the user from ever being completely destitute. Should all of the user's funds be **consumed**, some lucky chance happens to provide just enough to get by, such as a **reward**, coins found in the street or a kind stranger. The amount is never great, but it sees to basic needs.
 - 13 Always grant fair sailing winds to any ship or wind-powered vessel the user is aboard
 - 14 Prevent the user from ever being the target of pickpockets, thieves, house-breakers, or con artists—**except** for those who are **specifically** after the artifact. The power does not prevent general holdups by bandits and the like, only individual thefts.
 - 15 **Prevents merchants** from overcharging the user, always offering the best deals
 - 16 Prevent the user from ever getting lost
 - 17 Allow the user to always sell goods at 50% greater than normal prices

- 18 Prevent the user from ever going hungry. If the user is unable to buy or find food, some fortunate circumstance occurs to provide a **meal**. A deer may wander too close to camp, or an innkeeper may extend the hand of charity.
- 19 Cause the user to always appear innocent of crimes. The user is never suspected or accused of a crime unless there is no other possibility. Even then, plausible explanations cause a reaction roll to see if the story is accepted
- 20 Cause **all** spells cast by the user to operate at maximum effect

Table 1-13: Healing

These powers take away the injuries and woes that beset characters and make the world a better place. Most trigger by touching the artifact to the person to be healed or cured. Only a few are continually in effect. The artifact can:

Roll	Power
1	Constantly provide the user with the benefits of accelerated healing
2	Cast <i>aid</i> (5/day)
3	Cast <i>breath of life</i> (1/week)
4	Render one creature permanently immune to a specific disease or poison by touch (1/week)
5	Cast <i>cure blindness or deafness</i> (3/day)
6	Cast <i>cure critical wounds</i> (2/day)
7	Cast <i>cure disease</i> (3/day)
8	Cure insanity or restore the mind of one affected by <i>feeblemind</i> or similar spells (1/week)
9	Cast <i>cure light wounds</i> (7/day)
10	Cast <i>cure serious wounds</i> (3/day)
11	Purge a body of the effects of any drug , including drunkenness, by touch (1/day)
12	Cast <i>heal</i> (1/day)
13	Grant the user the power to heal according to the paladin's ability to lay on hands
14	Restore hit points to the user by draining 1d6 points from every other creature within 10'. Drained points are added to the user's but cannot exceed the original hp total.
15	Cast <i>neutralize poison</i> (3/day)
16	Cast <i>raise dead</i> (1/week)
17	Cast <i>regenerate</i> (1/week)

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- 18 Place a creature in stasis, halting all further decay and damage. The inert body is immune to gases, fire, cold, or lack of oxygen, but can still be harmed by physical attacks. Damage from these attacks is subtracted immediately, but death does not occur until the stasis is lifted. No further damage affects the body but all damage suffered and poisons still in the system continue their normal course when stasis ends. Only willing targets can be placed in stasis and the effects last 1 week or until the user of the artifact cancels it. Those in stasis are completely static, and not even mental and psionic powers can function (1/week).
- 19 Cause all healing spells applied to the user to be doubly effective
- 20 Erase scars and other disfigurements caused by battle (at will)

Table 1-14: Immunity

These powers are similar to those found on **Table 1-23: Protection**, and prevent the user of the artifact from coming to harm. Those listed here, however, are much more sweeping—they provide a complete shield to certain effects. Unless otherwise noted, immunities are continually in effect—the character need only have the artifact at hand to gain the benefit. The artifact can:

- | Roll | Power |
|------|--|
| 1 | Make the user immune to all normal diseases—colds, flu, black death, even food poisoning. This does not include diseases caused by spells or monsters (like mummy rot). |
| 2 | Grant immunity to all magical diseases. While it offers no protection from things as mundane as the common cold or the flu, the immunity works against diseases like mummy rot and the results of <i>cause disease</i> spells. |
| 3 | Imbue the user with immunity to all forms of disease, both normal and magical |
| 4 | Create immunity to magically caused <i>fear</i> |
| 5 | Make the user immune to all forms of gas. The user must still breathe, however, |

- and could suffocate or drown.
- 6 Confer immunity to *charm-* and *hold-based* spells and spell-like effects—except those caused by artifacts
- 7 Make the user immune to missiles from *magic missile* spells
- 8 Imbue the user with immunity to all forms of psionics
- 9 Provide immunity to all magical mental attacks. The character is still vulnerable, though, to psionic attacks.
- 10 Grant immunity to all forms of paralysis, including all *hold-based* spells, and the results of *web* and *entangle* spells
- 11 Create immunity to cold temperatures as low as -50°. Saving throws vs. magical cold gain a +2 bonus
- 12 Bestows a 20% magic resistance or gives the user a 20% bonus to any existing magic resistance
- 13 Impart immunity to all forms of poison
- 14 Grant immunity to normal fire and provide a +2 bonus to saving throws vs. all forms of magical fire
- 15 Make the user immune to all forms of electrical attack
- 16 Make the user immune to energy drains
- 17 Imbue the user with complete immunity to illusions, always revealing these as shadowy forms. This power does not reveal anything where the physical form has actually been changed, such as *polymorphed* objects or creatures.
- 18 Serves as a moral guide. Whenever the user intends something evil or unlawful, the artifact delivers a powerful, numbing shock. No damage is taken, but the user is paralyzed for 1d6 rounds. The shocks end when the character gives up the intention or the temptation is gone. Note that this power is only suitable for lawful good artifacts.
- 19 Confer immunity to *polymorph* and *shapechanging* spells and spell-like effects
- 20 Make the user immune to petrification

Table 1-15: Major Powers

This table is a collection of powerful spells, many of which do not fit well into any other category. These powers must be invoked directly from the artifact and are identical to the spells named.

Artifact Tables

Roll	Power	19-20	Cast continual light (3/day)
1-3	Cast <i>age object</i> (1/day)	21-22	Cast <i>control temperature, 10' radius</i> (5/day)
4-7	Cast <i>animate dead</i> (1/day)	23-24	Cast <i>createfood and water</i> (5/day)
8-10	Cast <i>blade barrier</i> (1/day)	25-26	Cast <i>curse</i> (5/day)
11-13	Cast <i>cause critical wounds</i> (1/day)	27-28	Cast <i>dancing lights</i> (5/day)
14-17	Cast <i>cause serious wounds</i> (3/day)	29	Cast <i>darkness, 15' radius</i> (3/day)
18-20	Cast <i>control undead</i> (3/day)	30	Cast <i>dispel magic</i> (3/day)
21-23	Cast <i>control weather</i> (1/day)	31	Cast <i>dust devil</i> (5/day)
24-26	Cast <i>destruction</i> (1/week)	32-33	Cast <i>enlarge</i> (3/day)
27-30	Cast <i>forcecage</i> (1/day)	34	Cast <i>enthrall</i> (5/day)
31-33	Cast <i>globe of invulnerability</i> (1/day)	35-36	Cast <i>Evard's black tentacles</i> (3/day)
34-36	Cast <i>harm</i> (1/day)	38-39	Cast <i>faeriefire</i> (5/day)
37-40	Cast <i>hold monster</i> (2/day)	40	Cast <i>fear</i> (3/day)
41-43	Cast <i>liveoak</i> (3/day)	41	Cast <i>fire purge</i> (5/day)
44-46	Cast <i>magic jar</i> (1/day)	42-43	Cast <i>flame arrow</i> (5/day)
47-50	Cast <i>mindshatter</i> (1/week)	44-45	Cast <i>flaming sphere</i> (5/day)
51-53	Cast <i>Mordenkainen's disjunction</i> (1/day)	46	Cast <i>gaze reflection</i> (3/day)
54-57	Cause ghoulish paralysis by touch (3/day)	47-48	Cast <i>glyph of warding</i> (3/day)
58-60	Cast <i>physical mirror</i> (1/day)	49-50	Cast <i>grease</i> (7/day)
61-63	Cast <i>prismatic spray</i> (1/day)	51-52	Cast <i>hold animal</i> (5/day)
63-67	Cast <i>resurrection</i> (1/week)	53-54	Cast <i>hold plant</i> (5/day)
68-70	Cast <i>reverse gravity</i> (1/day)	55	Cast <i>hypnotic pattern</i> (3/day)
71-73	Cast <i>shades</i> (1/day)	56-57	Cast <i>invisibility</i> (3/day)
74-76	Cast <i>spacewarp</i> (1/day)	58	Cast <i>levitate</i> (5/day)
77-80	Cast <i>telekinesis</i> (3/day)	59-60	Cast <i>magic missile</i> (5/day)
81-83	Cast <i>rime stop</i> (1/week)	61	Cast <i>music of the spheres</i> (5/day)
84-86	Cast <i>veil</i> (1/day)	62-63	Cast <i>phantasmal force</i> (3/day)
87-90	Cast <i>wall of force</i> (1/day)	64	Cast <i>phantasmal killer</i> (3/day)
91-95	Cast <i>wall of thorns</i> (1/day)	65-66	Cast <i>plant growth</i> (5/day)
96-00	Cast <i>wither</i> (1/week)	67-68	Cast <i>polymorph other</i> (3/day)
		69-70	Cast <i>protection from cantrips</i> (7/day)
		71-72	Cast <i>shadow monsters</i> (3/day)
		73-74	Cast <i>shocking grasp</i> (5/day)
		75	Cast <i>shout</i> (3/day)
		76-77	Cast <i>silence, 15' radius</i> (3/day)
		78-79	Cast <i>sleep</i> (5/day)
		80	Cast <i>slow</i> (3/day)
		81	Cast <i>slow poison</i> (7/day)
		82	Cast <i>spike growth</i> (3/day)
		83-84	Cast <i>stinking cloud</i> (5/day)
		85-86	Cast <i>stone shape</i> (5/day)
		87-88	Cast <i>summon lycanthrope</i> (3/day)
		89-90	Cast <i>tongues</i> (5/day)
		91-92	Cast <i>trip</i> (5/day)
		93-95	Cast <i>vampiric touch</i> (3/day)
		96-98	Cast <i>web</i> (5/day)
		99-00	Cast <i>wizard lock</i> (5/day)

Table 1-16: Minor Powers

This table contains all of the minor powers that infuse many artifacts. All of these powers function as the spells they are named for and only work when the artifact is pointed at or touches the target or area of effect.

Roll	Power
1	Cast <i>accelerate healing</i> (5/day)
2-3	Cast <i>audible glamer</i> (7/day)
4-5	Cast <i>bless</i> (7/day)
6-7	Cast <i>burning hands</i> (5/day)
8	Cast <i>call upon faith</i> (5/day)
9-10	Cast <i>call woodland beings</i> (5/day)
11	Cast <i>calm chaos</i> (5/day)
12-13	Cast <i>chill touch</i> (5/day)
14-15	Cast <i>color spray</i> (5/day)
16	Cast <i>contagion</i> (3/day)
17-18	Cast <i>continual darkness</i> (3/day)

Artifact Tables

Table 1-17: Movement

These powers enhance a character's ability to maneuver and travel quickly. Since most artifacts cannot carry the user, their powers activate when the artifact is in hand. The artifact can:

Roll	Power
1	Cast <i>air walk</i> (2/day)
2	Cast <i>blink</i> (3/day)
3	Cast <i>dimensional folding</i> (1 /day)
4	Imbue the user with double the normal overland movement rate as long as the artifact is in hand
5	Cast <i>flame walk</i> (3/day)
6	Cast <i>fly</i> (2/day)
7	Cast <i>free action</i> (1/day)
8	Cast <i>haste</i> (1/day)
9	Cast <i>jump</i> (5/day)
10	Cast <i>pass without trace</i> (3/day)
11	Cast <i>passwall</i> (1/day)
12	Cast <i>rainbow bridge</i> (1/day)
13	Cast <i>shadow walk</i> (1/day)
14	Cast <i>spider climb</i> (3/day)
15	Cast <i>teleport without error</i> (1/day)
16	Cast <i>transport via plants</i> (3/day)
17	Cast <i>water walk</i> (5/day)
18	Cast <i>wind walk</i> (1/day)
19	Cast <i>word of recall</i> (1/day)
20	Cast <i>wraithform</i> (1/day)

Table 1-18: Offensive Powers

These are the powers that are coveted by players. Unlike those associated with **Table 1-02: Combat**, those listed here are not limited to weapons or hand-to-hand combat. These powers must be triggered from the artifact and most function as the spell of the same name.

Roll	Power
1	Cast <i>age creature</i> (1/day)
2	Cast <i>Bigby's crushing hand</i> (1/day)
3	Fire a black beam of death that causes 2d8 points of damage to any creature successfully hit. The beam's range is 100 yards (5/day).
4	Cast <i>cause critical wounds</i> (1/day)
5	Cast <i>chain lightning</i> (1/day)
6	Cast <i>claws of the umber hulk</i> (1/day)
7	Inflict an equal amount of damage upon any creature that inflicts nonspell damage upon the user
8	Cast <i>disintegrate</i> (1/week)

9	Cast <i>finger of death</i> (1/week)
10	Cast <i>fireball</i> (1/day)
11	Cast <i>flame strike</i> (1/day)
12	Cast <i>lightning bolt</i> (1/day)
13	Cast <i>mindshatter</i> (1/day)
14	Cast <i>powerword, blind</i> (1/day)
15	Cast <i>power word, stun</i> (1/day)
16	Cast <i>power word, kill</i> (1/week)
17	Cast <i>shape change</i> (1/week)
18	Cast <i>suffocate</i> (1/week)
19	Cast <i>vanish</i> (1/week)
20	Cast <i>weird</i> (1/week)

Table 1-19: Nature

The powers of this table are related to plants, animals, and weather. Most function as spells. Other powers are explained below.

Roll	Power
1	Have <i>animal friendship</i> constantly in effect as long as the artifact is in hand
2	Cast <i>animal growth</i> (3/day)
3	Transfer one of a creature's powers to the user by touch. This can include AC, movement, senses, or any noncombat special ability. The transfer lasts 1 hour and then fades (3/day).
4	Imbue the user with the ability to see through the eyes of any normal animal. The creature must be within sight and within 60' of the artifact at the time of activation. The power lasts 1d3 turns (3/day).
5	Cast <i>animal summoning III</i> (2/day)
6	Cast <i>call lightning</i> (1/day)
7	Protect the user as a <i>cloak of elvenkind</i>
8	Cast <i>charm plants</i> (3/day)
9	Cast <i>entangle</i> (3/day)
10	Heighten one of the user's senses— keen hearing, infravision, superior smell, and the like, granting a +1 bonus to all surprise rolls
11	Cast <i>hold animal</i> (3/day)
12	Have <i>pass without trace</i> continually in effect as long as the artifact is in hand
13	Cast <i>plant growth</i> (3/day)
14	Empower the user with the ability to <i>speak with plants</i> at will
15	Grant the user the ability to <i>speak with animals</i> at will
16	Cast <i>transport via plants</i> (1/day)
17	Cast <i>wall of thorns</i> (1/day)

Artifact Tables

- 18 Cast *warp wood* (3/day)
- 19 Cast *weather summoning* (1/day)
- 20 Cast *anti-plant shell* (1/day)

Table 1-20: Necromantic

These deadly powers are among the most hideous to be found in any artifact. All affect the life force of creatures. Unless otherwise noted, the artifact must touch the target for the power to be effective.

Roll	Power
1	Cast <i>Abi-Dalzim's horrid wilting</i> (1/day)
2	Cast <i>animate dead</i> (3/day)
3	Cast <i>Bloodstone's frightful joining</i> (2/day)
4	Cast <i>Bloodstone's spectral steed</i> (1/day)
5	Cast <i>breath of death</i> (1/day)
6	Cast <i>cause blindness</i> (1/day)
7	Cast <i>chill touch</i> (3/day)
8	Cast <i>contagion</i> (2/day)
9	Cast <i>control undead</i> (2/day)
10	Cast <i>death spell</i> (1/week)
11	Cast <i>energy drain</i> (1/week)
12	Cast <i>feign death</i> (3/day)
13	Create a window to the border of the Negative Material Plane that remains open for 1 hour. Creatures can pass through freely from both sides.
14	Cast <i>slay living</i> (1/week)
15	Imbue the user with the ability to use <i>speak with dead at will</i> , as long as the artifact is in hand
16	Cast <i>summon shadow</i> (1/week)
17	Transform the user into an undead creature. The user retains all original hit points and abilities and gains the immunities of an undead creature. In addition, the user is not affected by gasses or poisons that would harm a living being. The condition lasts 1d6 turns (1/day).
18	Cast <i>vampiric touch</i> (3/day)
19	Cast <i>wall of the banshee</i> (1/week)
20	Cast <i>wither</i> (1/week)

Table 1-21:

Personal Enhancements

Aside from artifacts of massive power, the powers many player characters dream about are personal enhancements—undeserved rewards for simply finding an artifact. Unlike many other powers,

those given here can be used virtually without restriction. Unless otherwise stated, these powers last as long as the character owns the artifact. A few are noted as permanent, remaining with the character even after the artifact is gone. Permanent powers take effect as soon as the artifact is touched, but may only be used for a single adventure (or until the owner is dead).

Roll	Power
1	Cast <i>alter self at will</i> for as long as the artifact is owned
2	Cast <i>Clairaudience at will</i> for as long as the artifact is owned
3	Cast <i>clairvoyance at will</i> for as long as the artifact is owned
4	Have <i>animal friendship</i> constantly in effect for as long as the artifact is owned
5	Provide the user with the effects of <i>deep-pockets</i> , regardless of what is worn for as long as the artifact is owned
6	Imbue the user with invisibility to undead for as long as the artifact is owned
7	Shield the user continually with <i>protection from evil/protection from good</i> (as appropriate to the artifact) for as long as the artifact is owned
8	Regenerate two of the user's hit points per turn for as long as the artifact is owned
9	Cast <i>feign death at will</i> for as long as the artifact is owned
10	Cast <i>friends at will</i> for as long as the artifact is owned
11	Cast <i>lasting breath at will</i> for as long as the artifact is owned
12	Provide the user with a permanent +1 bonus to saving throws
13	Permanently increase the user's prime requisite score (or scores) by 1
14	Give the user the permanent ability to use <i>comprehend languages at will</i>
15	Endow the user with the permanent ability to use <i>negative plane protection at will</i>
16	Grant the user the permanent ability to <i>speak with monsters at will</i>
17	Impart permanent ability to <i>speak with animals at will</i>
18	Provide the user with the permanent ability to <i>speak with plants at will</i>

Artifact Tables

- 19 Furnish the permanent ability of *water breathing* at will
- 20 Bestow upon the user the ability to use *ventriloquism* at will permanently

Table 1-22: Planar

The powers of this table transcend the limitations of single realms of existence, allowing the character access to other dimensions. These powers only function when the artifact is present and most require that they be activated by a specific command.

Roll	Power
1	Cast <i>astral spell</i> (1/week)
2	Cast <i>astral window</i> (1/week)
3	Cast <i>binding</i> (1/week)
4	Cast <i>contact higher plane</i> about any topic other than the artifact or its powers (1/week)
5	Cast <i>dimension door</i> (1/day)
6	Energy drain one level/Hit Die from an opponent on a successful touch (1/day)
7	Cast <i>estate transference</i> (1/month)
8	Open a gate to a particular island of pro- tomatter in the Ethereal Plane 100' x 100' across. This can be used by the character as a residence, storage place, or even prison (2/day),
9	Create a 10' x 10' ethereal window, allowing viewing of whatever lies beyond. The window is one-way, so those viewed do not know it is there. Stepping through the window strands the person in the Ethereal Plane (1/day).
10	Cast <i>exaction</i> (1/week)
11	Cast <i>extradimensional manipulation</i> (1/week)
12	Cast <i>gate</i> (1/week)
13	Cast <i>Mordenkainen's magnificent mansion</i> (2/week)
14	Imbue the user with the ability to phase like a phase spider (2/day)
15	Grant the user immunity to the hostile environment of one plane, DM's choice. This lasts as long as the user owns the artifact.
16	Open a window to any outer plane. Nothing can pass through the window, but events can be seen and heard in both directions (1/week).
17	Cast <i>plane shift</i> (1/week)
18	Cast <i>speak with astral traveler</i> (1/day)

- 19 Summon one nondeity from the outer planes. The name or type of creature must be known. Obedience is not guaranteed (1/month).
- 20 Cast *wish* (1/month)

Table 1-23: Protection

This table contains powers that enhance the safety of the artifact's owner **and**, in some cases, any companions present. Unlike **Table 1-14: Immunity**, not all of these powers are constant nor are they 100% effective. Some function all the time, some require the artifact to be in **hand**, and others must be invoked by the user.

Roll	Power
1	Grant an Armor Class bonus of +2 to the user when held
2	Function as a <i>ring of protection</i> +2 when held
3	Cast <i>anti-magic shell</i> (1/day)
4	Cast <i>anti-plant shell</i> (2/day)
5	Cast <i>armor</i> upon any creature the artifact touches (5/day)
6	Protect the user constantly with the effects of <i>a featherfall</i> spell
7	Cast <i>fire shield</i> (1/day)
8	Generate a sphere of forbiddance 15' in radius, centered on the artifact. The forbiddance is not permanent (as is the spell), but has a duration of 2d6 hours. It can be password locked, however (1/week).
9	Hold <i>mind blank</i> in effect as long as the artifact is in hand
10	Keep <i>Negative Plane Protection</i> continually in effect as long as the artifact is in hand , with no saving throw necessary
11	Maintain <i>nondetection</i> constant effect as long as the artifact is in hand
12	Hold <i>protection from normal missiles</i> continual effect as long as the artifact is in hand
13	Keep <i>protection from lightning</i> constantly in effect as long as the artifact is in hand
14	Maintain <i>protection from fire</i> continually in effect as long as the artifact is in hand
15	Hold <i>protection from paralysis</i> in constant effect as long as the artifact is in hand

- 16 Keep *shield* in effect when the artifact is boldly presented (5/day)
- 17 Cast *thief's lament* on any nonliving item of chest size or smaller by touch. The effect is permanent (1/week)
- 18 Cast *unceasing vigilance of the holy sentinel* (1/week)
- 19 Cast *undead ward* upon a 100' by 100' cube. The undead are turned as if by an 18th level priest (1/week)
- 20 Cast *zone of truth* (1/week)

Table 1-24: Divination Results

Oriental Adventures

Roll	Result
1-2	Ill omen. The characters should not undertake any task this day. If this advice is ignored , all characters suffer a -1 on attack rolls and saving throws for the rest of the day. Their chance for encounters are doubled and a -10% reaction modifier is applied to all encounters.
3-4	Great danger exists. The chance for encounters doubles for the day and a -10 reaction modifier applies to all encounters. Adversaries have a +1 applied to their attack rolls for that day.
5-7	Neutral omen, no special modifiers apply.
8-9	Favorable omen. The characters will be able to travel half again their normal traveling rate that day. Opponents will have a -1 on their attack rolls for that day.
10	Auspicious omen. All the effects of a favorable omen apply. In addition, the characters gain a +1 on all saving throws made that day.





Enchanted enhancements are magical quirks or additional enchantments that can be added to any item. These can make an item more or less valuable depending upon the enchantment. Each of the random tables supplied in the last volume of this Encyclopedia has a single entry titled "Enchanted Enhancement." If that is the result of the die roll, refer to the table below to determine the exact type of enhancement.

Roll	Enhancement Type
01-10	Anything Item
11-20	Aquatic*
21-30	Cloaked Wizardry*
31-40	Lightweight Equipment*
41-50	Miniature Gear*
51-60	Polymorphed Gear*
61-70	Psionic Dampener*
71-80	Quirk*
81-90	Racial Enhancements*
91-00	Weightless Item*

Anything Item

XP Value: 4,000 **GP Value:** 40,000

Unearthed Arcana

A magical item of this sort appears to be any one of the small, rather weak miscellaneous magic items that are more frequently found—typically one with a limited number of usages, although this is not always true. If the possessor commands it to do so, the item suddenly alters itself to become any other miscellaneous magic item except an artifact or relic. This enables the owner to command the item to become some form of *horn of Valhalla*, for instance.

Limitations: No form can ever be repeated. If the item commanded into being is normally destroyed in usage, the *anything item* is also destroyed. If the item duplicated has a short-term, single-use effect (such as a horn or drums), then the *anything item* returns to its original form after one use of that power. If the item has a long-term effect (such as a *helm of underwater action*), the dweomer of the *anything item* lasts for one day (24 hours). In any case, the item disappears after three uses.

Aquatic*

XP Value	GP Value
With free action: -25%	-25%
Without free action: -50%	-50%

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Ideal gear for the fledgling underwater adventurer, these are weapons and suits of armor that have their bonuses **only** underwater. After all, since the PCs are out of their element underwater, they may need advantages they would not need on dry land. *Aquatic weapons* and *armor* cost half as much as their normal counterparts. Note that *free action* is not included in their powers, so an *aquatic long sword +1* is still difficult to swing undersea.

Free Action: The DM may provide these weapons and armor with *free action* ability (only while underwater, of course), for an XP value equal to that of a normal, magical weapon or suit of armor. Note that *with free action*, an *aquatic long sword +7* is not difficult to swing undersea.

Cloaked Wizardry*

XP Value: +800 **GP Value:** +4,000

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The item is magical but does not radiate a dweomer upon the casting of a *detect magic* spell (though other divination spells do reveal its true nature). Some items, such as *wings of flying* or a flask ringed with magical writings, are obviously magical despite their "cloaks."

Drow Treasure*

XP Value: +650 **GP Value:** +3,250

FIEND FOLIO* Tome

Cloaks, armor, weapons, and other miscellaneous magical drow treasure have special properties, although they do not radiate magic. The items are made in the strange homeland of the drow, the vast underground cities of carved stone and minerals, places of weird, fantastic beauty inundated with unknown radiations that impart the special properties to drow goods. When these are exposed to direct sunlight, irreversible decay begins and the items become totally useless in 2d6 days. If protected from sunlight, they retain their special properties for 1d20+30 days before becoming normal nonmagical items. If exposed to the radiations of the drow homeland for a period of one week out of every four, the items can remain potent indefinitely. Drow poisons, on the other hand, decay instantly in sunlight and are rendered



completely ineffective 60 days after exposure to air, although unopened packets of drow poison remain potent for one year.

Lightweight Equipment*

XP Value: +10

GP Value: +100

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For thieves, mountain climbers, fast scouts, and others in a hurry, these items are extremely useful. Weight and encumbrance may be reduced by half (**rounding down**) when these weapons and armor are used instead of ordinary ones. No additional advantages are given in combat, though they do count as magical for attack purposes against certain monsters.

Miniature Gear*

XP Value: +50

GP Value: +500

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Miniaturized items are shrunken, mundane items, the size of a bit of jewelry or any one of the patches on a *robe of useful items*. When the appropriate command word is **spoken**, they grow into full-sized, nonmagical weapons, armor, or tools. This gives PCs the ability to smuggle weapons and armor into restricted areas, which can be particularly useful in urban adventures.

The items are no heavier than one-tenth of a pound when small (the *dweomer* affects weight as well as size), increasing in weight when they **expand**. *Miniaturized armor* grown large must still be donned normally. This is also useful when the PCs climb vertical surfaces or when encumbrance is an issue. An ogre might chase a small knot of unarmed "**peasants**" and temporarily lose sight of them, only to discover upon catching up that the enemy is now a ring of heavily armed and armored heroes. The potential for PC and NPC ambushes is obvious.

Polymorphed Gear*

XP Value: +100

GP Value: +1,000

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Polymorphed items usually come in three basic types: a *brooch* that turns into a suit of armor, a *ring* that turns into a **shield**, and a *gem* or *wand* that turns into a weapon, giving the same advantages of lightness and surprise capability as miniature weapons and armor do. With an *armor brooch* or *shield ring*, the armor or shield is already being worn properly once the command word is spoken, whereas *polymorphed*

armor must be donned normally. *Most polymorphed* devices produce only one weapon or armor type.

Psionic Dampener*

XP Value:

GP Value:

Normal: +200

+1,000

Self-Dampening: —

+600

New Item

This item can be used on any world where psionics are present. The frequency of the item is, of course, determined by the frequency of the psionic ability.

Designed by wizards frustrated by their inability to defend themselves and their laboratories against those wielding the psionic arts, the *psionic dampener* has many applications and guises. Most common are helmets that limit sight, though some designs are collars and manacles that serve the same function.

Psionic dampeners, if placed on a psionic individual, immediately inflict a penalty of **-8** to any power score the psionicist has to make. Additionally, if the psionicist attempts to use psionic abilities more than once over the course of a **12-hour period**, the *dampeners* inflict a nasty shock worth 1d6 points of damage to the psionicist.

Psionic dampeners are permanently charged items, and require no more maintenance than an ordinary item. They can be removed as any ordinary items of the same variety; thus, a helmet can simply be **removed**, or manacles unlocked. If the one imprisoning the psionicist takes any precautions against this, the psionicist can be rendered fairly helpless.

There are also rumors of *psionic dampeners* that inhibit the use of psionics against a person wearing a *dampener*. Unfortunately, the truth of the rumor cannot be confirmed or **denied**, as no one has found one. Rest **assured**, however, that if someone has thought of it, someone else has invented it.

Quirk*

XP Value: —

GP Value: —

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The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of **nonstandard** magical item abilities is offered

Enchanted Enhancements

for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results can cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below; a specific table is thereafter used to determine the exact quirks that the magical item possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Roll Result

01-03	Item has a habit of burying itself in any sack, backpack, or container in which it is carried. If other items are in the container, 1d3 rounds are necessary for someone to find and retrieve the item.
04-07	Item works normally, but it appears dirty and ready to fall apart. For example, a <i>cloak of protection +1</i> might be moth-eaten and stained , but still functional.
08-11	Item attunes itself to one owner at a time; if it is removed from its owner, or if another person tries to use the device, it goes dormant for 1d4 days as it grows accustomed to its new owner.
12-16	Item has the annoying habit of buzzing when it is used. The buzzing is audible to anyone within 60 feet, and it is impossible to surprise anyone while the device is buzzing.
17-20	Item glows with a soft light (as per <i>faeriefire</i>) when it is used.
21-24	Item is durable and makes any necessary saving throws at +2 to the die roll.

25-29	Item does not function if user wears any kind of head gear or adornment (including a hood).
30-32	Item cannot function underground.
33	Item cannot function above ground.
34-36	Item cannot function at night.
37-38	Item cannot function during the day.
39-43	Item is unaffected by blows of any kind , unless the forces are of giant strength (19) or greater.
44-48	Item has a finite number of uses; it is found with 2d20 charges remaining. Whether or not the item can be recharged is up to the DM.
49-51	Item works erratically; it functions normally 70% of the time, fails 20% of the time, and acts as a <i>wand of wonder</i> 10% of the time.
52-55	Item is magically buoyant and tends to <i>levitate</i> upward at the rate of 5 feet per round unless held or tied down.
56-60	Item is immune to electricity or magical lightning. If the item is metal, it is also nonconductive.
61-64	Item can only be used twice per day; if used more often, it shorts itself out and cannot be used for 48 hours.
65-69	Item causes its owner to become extremely possessive of it. If the item is kept for more than 14 days, a mild form of paranoia sets in. The owner assumes that anyone mentioning the item wants it. The owner never relinquishes the item to anyone as a result. <i>Remove curse</i> cast by a 9th-level priest, or getting rid of the item before 14 days pass, are the only ways to negate the paranoia effect.
70-72	Item is powerful; it works 125% more effectively than a standard item of the same type, and any saving throw against its effects is made at -1.
73-78	Item is substandard and only works half as well as a standard item of the same type.
79-83	Item has a curse upon it. All saving throws attempted by its owner are made at -1 until the item has a <i>remove curse</i> cast upon it.
84-86	Item does not function underwater, unless it is an item specifically designed for underwater use. In that case , it never

Enchanted Enhancements

works outside of a watery environment—50% chance salt water, 50% chance fresh water.

- 87-90 Item belongs to an **extraplanar** creature or other powerful being (this is shown on the item by the creature's personal sign). After 1d4 weeks, the item is located by the being, and it shows up to claim "its" property.
- 91-95 **Item** must rest for six turns minimum between uses.
- 96-98 Item cannot be destroyed by any means short of an incredible excess of force (such as a deity), by dropping it into a lava pit, or the like.
- 99-00 Item is intelligent; roll on the **Sword Intelligence Table** (see **Sword, Special**) and disregard any result of no intelligence. The item also has an ego; its personality must be determined as well. Though the item does tell its owner of the powers it offers, it never discloses the number of charges it possesses. Note that an intelligent item never willingly uses its last few charges. These items can always be recharged, regardless of type and capabilities.

Racial Enhancements*

XP Value: +150 **GP Value:** +750
DRAGON Magazine 181

Racial weapons, armor, and equipment (the latter including rings and other protective devices) have magical bonuses, but only when being used by members of the race that created them. While it is possible, of course, for humans to make magical items of this sort, their main purpose should be to add more interest in the demihuman and humanoid races. Because these items are not so versatile as regular magical items, even a relatively weak humanoid tribal shaman or witch doctor could make one with a great deal of effort. When the owner fights a foe of another race, he or she always has the satisfaction that a victorious enemy won't get the same advantage from the magical item that he or she had with it. As for beefing up humanoid foes without upsetting game balance, you could equip an entire tribe of orcs with orcish chain mail +1 and orcish scimitars + 1; if the heroes win anyway, they won't be able to use one bit of the magical stuff that gave them so much trouble.

Weightless Item*

XP Value: +20 **GP Value:** +200
DRAGON Magazine 181

For thieves, mountain climbers, fast scouts, and others in a hurry, these items are extremely useful. **Weight** and encumbrance may be eliminated altogether when these weapons and armor are used instead of ordinary ones. No **additional** advantages are given in combat, though they do count as magical for attack purposes against certain monsters.





Abacus of Calculation

XP Value: 1,200 GP Value: 12,000

DRAGON Magazine 73

This device is a simple wooden frame, about 8 by 10 inches. Several heavy wires are strung across the frame, parallel to one another. On each wire are 10 wooden balls. When mathematical formulas involving numbers (adding, subtracting, multiplying, dividing and simple operations) are spoken near the object, the balls shift about and the answer is spoken aloud by a disembodied voice.

Accelerator

XP Value: 4,500 GP Value: 45,000

War Captain's Companion

The *accelerator* is a rapid-fire weapon built by the arcane for use on spelljamming craft of all types. Much in the same way that spelljamming helms gain their magical properties from the Spellcasters who sit in them, the *accelerator* gains its magical properties from the activated spelljamming helm. (Without the helm, the *accelerator* is nonfunctional.) When first found or purchased, it does not possess any dweomer at all. Only when fitted to a ship with an **occupied**, functioning spelljamming helm, does it radiate an aura of magic.

Looking much like a gigantic sextant, the *accelerator's* main arm is a 4-foot-long, 6-inch-diameter hollow tube with a hand-sized cup at one end. The arm can be elevated and swiveled once the weapon is bolted in place. Items placed in the cup are magically seized, accelerated through the arm's length, and shot out the far end. The weapon can be fired twice in a single round. The range of the weapon is six hexes (6,000 yards). It causes 1d2 points of hull damage to ships and 1d10 points of damage to individuals. On an attack roll of 19 or greater, it inflicts a critical hit.

When the *accelerator* is aboard a spelljamming ship, it decreases the ship's total SR by one point, even when the *accelerator* is not mounted or in use. The penalty occurs even if the *accelerator* is merely in the presence of an activated helm. There is no way to block the penalty or regain the lost SR. The **weapon-handler** must beware. Anything placed in the cup is shot out the other end, including sleeves, knives, daggers, fingers, toes, hands, rocks, **helmseekers**, etc. Anything living, including any of the vast

number of slimes, jellies, and molds, dies when shot by the *accelerator*.

It is not known if the arcane themselves use this weapon, but apparently only the arcane can repair or service it, should anything damage its delicate mechanisms.

Acorn of Wo Mai

XP Value: --- GP Value: ---

Book of Artifacts

The *acorn of Wo Mai* is a large lead vessel, dull gray in color. As its name suggests, it is fashioned to look like an enormous acorn, almost 3 feet in height. Two golden bands, inscribed with arcane characters, encircle it from bottom to top, where they meet under a large seal of a dragon coiled around a sword. Although it appears to be tremendously heavy, the artifact can be carried by a strong individual with ease. It sometimes makes faint thumping noises, and is warm to the touch.

According to ancient eastern **legend**, the *acorn of Wo Mai* is the prison of a powerful fiend who once ruled and terrorized a great empire at the edges of the eastern lands. The fiend was summoned by war-wizards but escaped their control. Hearing of the fiend's cruelties, the great Wo Mai challenged it to battle. They fought long, the fiend confident, for its life force was hidden far away, and it could not be slain. When Wo Mai discovered this, he bound the fiend in irons that it could not break. Next, he and his **companions** shaped the acorn, imprisoned the fiend inside, and brought the prize back to the imperial court. When the court fell to barbarian invaders, the acorn was lost.

The acorn is best used if allowed to fall into the hands of the player characters, since its powers (and curse) can create many role-playing opportunities. The PCs could find the acorn as part of a treasure trove, or wrest it from another victim over whom the fiend has gained control. The fiend seeks to seduce a PC to his **aid**, all the time stressing the need for secrecy. Should it be successful, the fiend manipulates the character and even the entire party into freeing it. Should any PC oppose it, the fiend does its best to turn the others against the enemy.

To rid themselves of this artifact, the PCs should find some way to bury the acorn away, preferably forever, or they could carry it to the lower planes and open it, trapping the fiend in its own plane.

Invoked Powers: The fiend within the acorn provides good advice (Int 20), telepathically providing answers to questions posed by its owner. It grants the ability to *polymorph any object* (1/day).

Random Powers: Three from the **Artifact Table 1-16: Minor Powers**.

Curse: The fiend trapped within the acorn is an evil demigod and craves its release more than anything else. It is aware of its surroundings, particularly the life forces of creatures nearby, and uses its powers (and advice) to persuade its owner to free it from its prison. Once freed, of course, it rewards its former master with death.

Suggested Means of Destruction:

- The seal must be broken with a +5 weapon upon the throne of the Emperor.
- The inscribed characters on the golden bands must be erased.
- It must be cast into a volcano of Carceri.

Air Spores

XP Value: 500

GP Value: 2,500

Tome of Magic

Rumors indicate that the famed wizard **Mordom** created these odd, pollen spores. Only a few wizards know how to make them today. *Air spores* that still exist are usually sequestered as specimens of study in the labs of powerful wizards.

When *air spores* are ingested by a creature, the spores work their way into the creature's lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The spores can live for 2d4 days.

In a normal environment, the spores hinder the character's normal respiration, causing all Constitution checks to be made with a -4 penalty. Fortunately, 12 hours of breathing in a normal environment for each day the spores were used will clear the lungs of the colony.

Chandrasakar's

XP Value: 1,000

GP Value: 5,000

1992 Fantasy Collector Card 394

It is rumored that **Chandrasakar** saved a crew of Reigar with these special *air spores*. The story goes that he was deep in wildspace, in a stolen elven flitter, when he encountered a Reigar ship whose air envelope had been exhausted. Chandrasakar had ingested some stolen, space-borne air spores and no longer required an oxygen enve-

lope to sustain him. While attempting mouth-to-mouth resuscitation on a Reigar, it soon became clear that the *air spores* were transmittable, which saved the entire Reigar crew.



Al-Azid's Ghostly Palace

XP Value: 4,000

GP Value: 40,000

Secrets of the Lamp

This huge palace of fine white marble and slender minarets is magically linked to the Ethereal Plane. It can be called into existence from that plane by the owner of the magical key to the palace's front gate. The owner of the key can summon the *ghostly palace* whenever needed, though it is only visible at night, when its walls shine in the darkness. By day the palace is invisible from the outside, though once inside, visitors can see its features easily.

The chambers within are well appointed, and gentle fountains play. Invisible musicians strum soothing tunes, and unseen servants take care of whatever cleaning, cooking, and menial chores the owner demands with a clap of the hands.

Al-Azid's ghostly palace is also subject to a curse, cast by **Al-Azid** to prevent others from enjoying his mansion after his death. Whoever bears the key that opens its doors is perpetually haunted by an invisible stalker.

Amulet

Amulets are magical devices **that** are commonly worn around the neck, suspended from a chain. The type of chain that comes with an amulet generally increases the **item's** aesthetic value, not its magical properties. Amulets can also be pinned to a shirt, cloak, or **headband**, but not boots, hats, or gloves. Only one amulet can be attached to an article of clothing and only one can be dangled from the neck.

In the AD&D game system, some amulets have restrictions, particularly if they were created to be used in a specific campaign world.

of the Abyss

XP Value: 2,000 GP Value: 6,000

DUNGEON Magazine 13

On the Prime Material Plane, an *amulet of the Abyss* is indeed rare, but it is an item commonly worn by honored guests when traveling through certain layers of the Abyss. The amulet consists of a 36-inch silver chain from which hangs a disk of tooled adamantite about 3 inches in diameter. Some type of identifying mark is placed on the *amulet's* front, and its inscribed back (in Tanar'ri) bears the name of the wearer and the areas to which access is allowed. Amulets usually radiate magic and possess a strong aura of evil.

The amulet enables the wearer to *summon tanar'ri aid* twice per day. At the wearer's option, it may summon 1d6 manes or 1-2 **dretch**. All *summoning* is done indirectly through Arzial, a baron serving under Graz'zt, and is subject to possible denial. If approved, the *summoned* creatures serve without question and remain for 3d6 hours or until dismissed. The summoning requires 1-8 rounds, depending on the speed of the baron's answer. Summoning may be performed only by evil persons with knowledge of the correct idiom and pronunciation of tanar'ri names. Any neutral PC attempting to summon creatures suffers 1d10 hp damage per attempt. Any PC of good alignment suffers 3d8 hp damage, and there is a 10% chance of attracting the attention of Arzial. The amulet may be used to communicate with Arzial directly, once per month, with two questions per contact. The answers received are not always correct, and Arzial dislikes frequent contact.

Against Crystal Balls & ESP

XP Value: 4,000

GP Value: 15,000

DUNGEONS & DRAGONS Expert Rules Set

The wearer of this item is automatically protected from being spied on by someone using a *crystal ball* or any type of *ESP*.

Against Disease

XP Value: 350

GP Value: 1,000

The Glory of Rome

This Roman magical item is an amulet inscribed to various gods and spirits of healing. It functions as a *periapt of health* (total protection vs. disease), but only against one specific form of disease or illness.

of Amiability

XP Value: —

GP Value: 3,500

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This amulet of unassuming appearance emits a dweomer of magic, but there is no way to tell the exact effect of the amulet short of trying it on. Once the amulet is on, the wearer is unable to take it off unless *remove curse* or *dispel magic* is cast. Any person wearing the amulet regardless of race, class, or alignment becomes incredibly nice, **kind**, and thoughtful. While the wearer cannot do anything to hurt him or herself, the victim of this "blessing" does everything possible to help those around him or her and falls in with their plans and suggestions. He or she freely gives away possessions, bestows spells, tries to be friendly with everyone (even monsters), helps others with camp **chores**—this character is "at your service." The wearer is appalled at the thought of theft and refuses to take treasure that belongs to someone else. The victim does not attack. If confronted by a monster or a hostile party member, gifts are offered and peace is sought. The character tries to explain to the attacker why everyone should live in love, peace, and harmony.

Note that the amulet does not actually alter a person's alignment, it only forces one to act in a friendly, helpful manner despite alignment. Actions under this enchantment do not endanger alignment in any way. The amulet also gives a +7 bonus to the existing Armor Class of the wearer and gives a bonus of +7 to all saving throws. The wearer is further endowed with the **ability** to conjure up infinite quantities of chocolate chip cookies (6 at a time) and fresh flowers (a handful at a time) simply by concentrating.

of Arachnid Control

XP Value: 2,000

GP Value: 8,000

War Captain's Companion

This amulet can control one giant or 1d10 normal arachnids of any type. This includes beings who have magically assumed arachnid form in whole or in part. Arachnids are allowed a saving throw if they have an Intelligence of three or better. Unlike the *ring of arachnid control*, all neogi (even the Great Old Masters) must make a saving throw vs. spell at a -2 penalty in order to avoid being magically compelled to obey the command of the amulet's wearer. (If successful, the neogi can choose whether or not to obey.)

of the Beast

XP Value

GP Value

Ivory: —

3,500

Silver: —

5,000

RAVENLOFT* Campaign Set

Two versions of the amulet exist—one is made of silver, the other of ivory. Both show the image of a wild, wolfish beast bonded in chains. Each amulet is round, and has a small hole at the top for threading a cord or chain.

The silver amulet functions only when worn by a lycanthrope. As long as the creature carries the amulet somewhere on his or her person, lycanthropy is suppressed. Even a true lycanthrope cannot change shape while holding the silver amulet. No magical force prevents its removal, but the owner may protect it by other means.

The ivory amulet, when touched to a character, gives its victim the symptoms of lycanthropy. (It does not affect creatures who are already lycanthropes.) Most ivory amulets produce "werewolves," but a given amulet could mimic any form of the disease. The amulet is magically attached to its owner until a *remove curse* spell is cast. Even then, the victim must save vs. spell successfully to be free of the amulet. Not every victim wants such freedom, however. When the amulet is gone, so are the symptoms of lycanthropy.

of the Cairn Hills

XP Value: 2,000

GP Value: 18,000

GREYHAWK* Adventures

Originally created to protect the common folk from the spirits that haunt these hills, this amulet has become a favorite among grave robbers. It

allows a saving throw vs. spell to avoid any special attacks from undead (aging, energy drain, fear, disease, Strength drain). Physical attacks and spells cast by undead are unaffected. A successful saving throw against an undead attack uses one charge, except the following: a two-level energy drain uses two charges, and aging uses one charge per 10 years of aging. The amulet has 2d10 charges and is not rechargeable.

Cartographer's

XP Value: 3,000

GP Value: 21,000

Revenge of Alphaks

This amulet, constructed from a huge flawless jacinth, is cut into a lens-shaped disk 6 inches in diameter and ½ inch thick. It has a platinum setting and chain. Twelve diamond chips are placed at 30° intervals on the left side of the setting and a single rune surrounds the top chip.

With the proper command words, the user can direct the amulet to display a scale map of the immediate, surrounding area once every three days. Remaining on the face of the amulet for one turn, the map can show either a small or large area. The rune indicates true north. The amulet must be held in the user's hand when the command word is spoken.

The small area map, when used indoors, shows the area within the 60-foot, radial area of the amulet. The map shows passages, stairways, doors, and other normal features such as fountains, furnishings and loose treasure. The user sees in the amulet what would be seen viewing the displayed area with normal vision in daylight. The map does not however, reveal traps, secret doors, creatures, nor the nature of what is shown.

Once the map is invoked, the user can describe up to four objects and the amulet locates them by number on the map. The user must know exactly what each object is. It is possible that secret doors or very familiar types of traps could be located in the same manner. If there are two or more of a particular object within range, only the one closest to the amulet is shown. The user can describe the same object more than once, up to a limit of four times.

Outdoors, the small area map displays the area within a 60-yard radius of the amulet showing hills, cave mouths, buildings, and other terrain features. Hidden objects do not appear if the user could not discern them in daylight using normal vision, although they may be located if the user

possesses the proper description.

The large area map can only be used outdoors and shows the area within a **3-league** radius of the amulet. The map is, out of necessity, less detailed than the **small** area map but otherwise has the same features. The user can command the amulet to locate only two special objects when using the map.

of Caterpillar Control

XP Value: 5 GP Value: 25

DRAGON Magazine 30

The *amulet of caterpillar control* allows the wearer to control the actions of 4 to 24 garden caterpillars.

of Charm Resistance

XP Value GP Value
+3: 1,500 8,000
+4: 2,000 10,000

Top Ballista

These small amulets of brass or bronze allow the wearer to save against all charm effects (*charm person* spells, the *charm song* of a harpy, the *charm* of a vampire) with a +4 bonus,

of Charming

XP Value: 2,500 GP Value: 12,500

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Anyone viewing the amulet is favorably disposed to the wearer (**saving** throw vs. spell negates the effect). Furthermore, the wearer's Charisma and comeliness are raised 3 points.

of Cheetah Speed

XP Value: 1,000 GP Value: 4,000

DUNGEON Magazine 15

This is an ordinary silver amulet engraved with the silhouette of a long-legged cat on one side. The movement rate of anyone wearing this amulet increases by 2. Once per day, the wearer can run at the speed of a cheetah (MV 45 for three rounds). This amulet works only for lightly encumbered characters wearing nonbulky or no armor.

of Communication

XP Value: 1,000 GP Value: 5,000

Kara-Tur

This amulet allows a person to communicate clearly with anyone who understands another dialect of the same parent tongue. The maker of

the amulet must know the parent tongue at the time the amulet is constructed. These amulets are much favored by foreign merchants and are commonly found at the gatherings of the Issacortae chieftains each year. Bearers of these amulets are **often** recognized as special messengers.

of Dragon Warding

XP Value: 8,000 GP Value: 47,500

DRAGON MOUNTAIN* Campaign Set

The *amulet of dragon warding* has the following powers: it acts as *bracers*, AC 0 and as a *ring of spell turning*. The amulet glows with a pure gold light. Any character touching it knows all of its powers,

of Dramatic Death

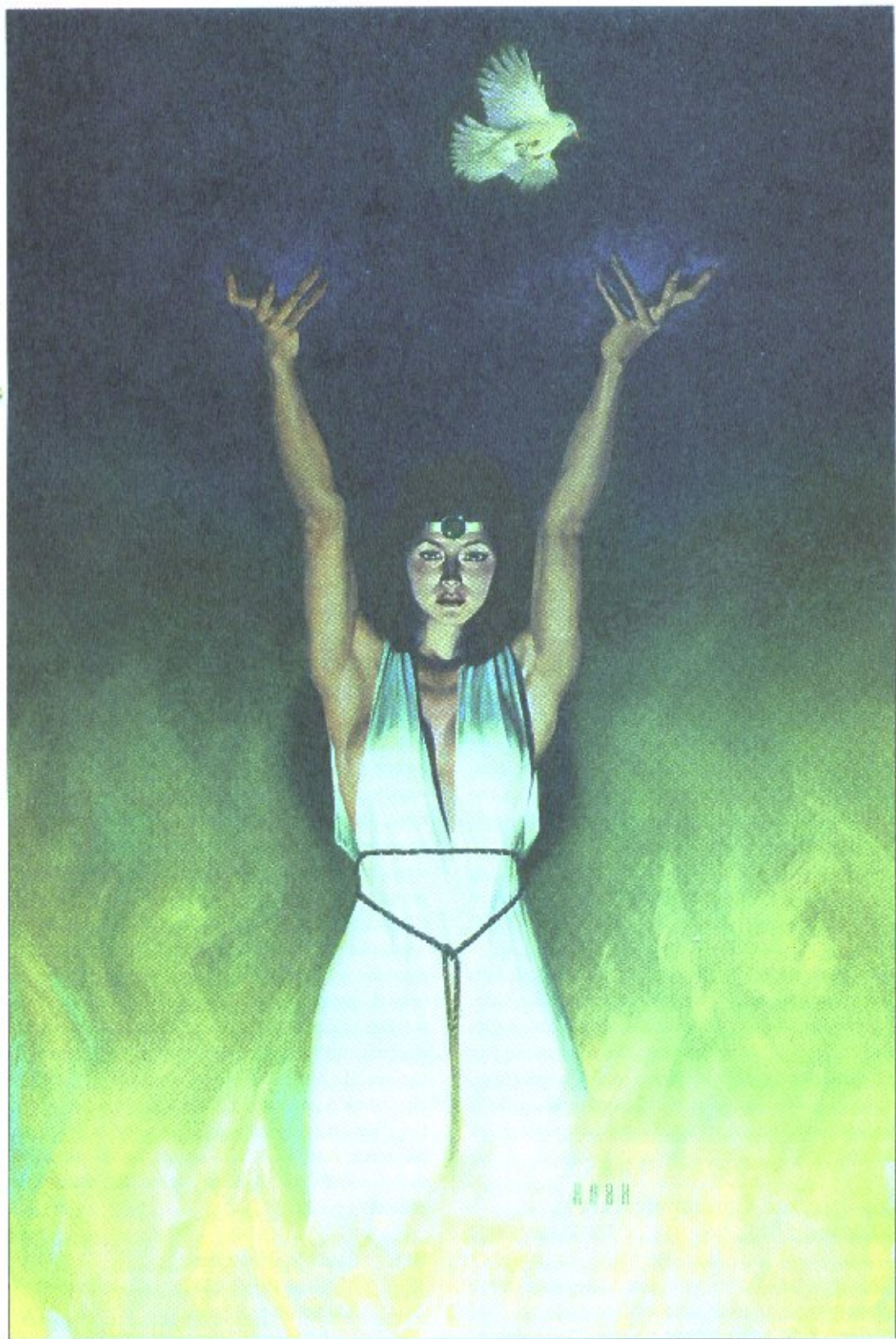
XP Value: 300 GP Value: 1,500

The **Complete Thief's Handbook**

Only a few of these prized items exist, each created for a high-level thief who was in the service of two powerful Spellcasters, a wizard and an illusionist. They combined their skills to create these unique items. There are six amulets known, which **differ** from each other in only one respect; all have the following common **properties**—the magic of amulet is activated when the wearer suffers one particular attack form (and only that attack form) that would be sufficient to kill or wholly disable the wearer (such as by petrification). Damage sustained from the attack is wholly **negated**, and special attacks (such as petrification) are likewise negated. The thief is at once made *invisible*. Lastly, a **powerful**, programmed illusion is brought into operation so that the wearer of the **amulet** appears to have been slain or disabled by the attack. The programmed illusion is both complete and **dramatic**—an amulet protecting against magical fire shows the victim of fireball attack as a burned corpse, complete with the smell of roasted flesh. Only direct, tactile checks or a powerful divination spell can reveal the illusion for what it **is**. The amulet functions once per day. Roll 1d6 on the table below to determine the single attack form that the amulet protects against.

Roll **Specific** Protection

- 1 Magical fire (includes red dragon breath and all other forms),
- 2 Lightning and Electrical attacks



- 3 Cold-based attacks
- 4 Petrification
- 5 Edged Weapons
- 6 Blunt Weapons

Draskilion's Amulet of Life

XP Value: 5,000 GP Value: 50,000

DUNGEON Magazine 28

Though only one of these devices is known to exist, it stands to reason that others may be created if its secrets are discovered.

Originally an *amulet of life protection*, this powerful item functions as follows: After the construction of the amulet is completed, the first living creature with an essence who touches the item is then attuned to it. When that being's body is destroyed, its essence is immediately absorbed into the amulet. The being whose essence is contained by it is fully cognizant of what is going on in his, her, or its environment. The occupant must then wait for the amulet to be placed about the neck of another creature. At that time, the occupant may attempt to dominate the new body.

There is a base 25% chance of a successful domination. For every point of Intelligence above or below that of the intended host, 10% is added to or subtracted from the odds. For every point of Wisdom above or below that of the intended host, 8% is added to or subtracted from the chance. For example, if the occupant's statistics are Intelligence 17 and Wisdom 16 and the victim's are Int 13 and Wis 15, the chance for successful possession is 73% (base chance of 25% plus 40% for superior Intelligence plus 8% for superior Wisdom = 73%). The struggle for control is totally internal and has no visible sign, nor is the victim alerted. After an unsuccessful domination attempt, the victim feels suddenly fatigued. Attempts can be made to possess the body every six turns.

As soon as domination is successful, the invader is in full control of the body and possesses all of the host's abilities (spells, combat skills, and all other skills). The host's essence is transferred into the amulet. Strength, Dexterity, Constitution, and Charisma are that of the victim, but Intelligence, Wisdom, and personality are that of the possessor. If an invader continues to wear the amulet, the victim may try to regain possession with a base 25% chance plus or minus modifiers for Intelligence and Wisdom.

This particular amulet is enchanted with a

powerful *suggestion* spell. Anyone touching it must save vs. spell at -5 to keep from putting the device about his or her neck. A save is required for every round a person is in contact with it.

of Elemental Command

XP Value: 1,000 GP Value: 10,000

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See *Talisman*, *Greater Talisman of Elemental Travel*.

of Emotions

XP Value: 1,000 GP Value: 5,000

The Revenge of Rusak

This amulet is identical to any other magical amulet. When worn or carried, the user does not notice any effect. However, the amulet magically alters a person's appearance to match his or her emotions of the moment, but greatly exaggerates them. Thus, rage and anger make the person appear horrific and hideous, fear makes the wearer appear weak and sniveling with mousy features, and milquetoast eyes. Once the amulet is put on it can only be removed by a *remove curse* spell.

of Extension

XP Value: 1,200 GP Value: 6,000

Tome of Magic

When desired by the caster, this amulet can be used to increase the duration of 1st- and 2nd-level spells by 50%, and the duration of 3rd- and 4th-level spells by 25%. Fractions of $\frac{1}{2}$ and above are rounded up (for example, a spell with duration of 1 round extended to $1\frac{1}{2}$ rounds is rounded to 2 rounds). Fractions less than $\frac{1}{2}$ are rounded down (a spell with 1 round duration extended to $1\frac{1}{2}$ rounds is rounded down to one round and thus gains no benefit from the amulet).

The amulet has no effect on spells with instantaneous or permanent durations. A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined when it is found. If this limit is exceeded on any given day, the amulet shatters and is destroyed permanently.

of Far Reaching

XP Value: 1,000 GP Value: 5,000

Tome of Magic

When willed by a caster, this amulet increases the range of 1st-level spells by 30%, 2nd-level spells

by 20%, and 3rd- and 4th-level spells by 10%. Fractions of $\frac{1}{2}$ and greater are rounded up—all others rounded down.

The amulet affects only range and does not alter a spell's area of effect. The amulet cannot affect spells with ranges of 0 or touch.

A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has an individual limit—secretly determined when found.

Fiend

XP Value: —

GP Value: —

FIEND FOLIO Tome

Fiend lords and princes maintain their vital essences in small containers, so they are at once protected and yet vulnerable if some enterprising character should gain the amulet. Fiends with amulets are able to *magic jar* once per day. *Fiend amulets* cannot be detected as such by any magical means, and they do not otherwise appear unusual in any way. The device need not be with the most powerful princes, although the lesser fiends typically need to carry them on or near their person.

Possession of an amulet gives the possessor power over the fiend to whom it "belongs" for the span of, for example, one adventure, and never more than a day (24 hours). The amulet must then be returned to the fiend—or it can be destroyed, condemning the prince to the Abyss for one year (it may return after that only if summoned). The use of these amulets is very, very dangerous. Possession of one doubles the chance of calling the attention of another fiend, and any fiend not controlled by the device immediately attacks the person possessing such an amulet. If the amulet leaves the hand of the one commanding the fiend to whom it belongs, that fiend attacks in its most effective fashion, immediately, trying to slay the former possessor. If successful, it carries all that remains to its own domain, and the character is lost and gone forever. On the positive side, however, if the wielder of the amulet carefully repays the fiend for aid rendered, then adds a considerable sum for having the temerity to dare to command the fiend in the first place, and carefully restores the amulet to the fiend, the prince might not bear a grudge forever afterward—nor seek to hunt its former master whenever possible.

of Finding

XP Value: 500

GP Value: 2,500

Temple of Death

These amulets work in pairs. Anyone wearing one may see through the amulet of a person wearing another. Each user sees whatever is in range of the other's amulet.

Furyondy's

XP Value: 1,400

GP Value: 7,000

GREYHAWK Adventures

The first of these amulets was enchanted to protect the good natives of Furyondy, though they have since been used by characters of many lands and alignments. Hung around the neck from a silver chain, the amulet bestows a *remove curse* upon any wearer who is **cursed**. The amulet glows, expending one charge, and any curse subject to the spell *remove curse* is broken. For example, it immediately allows a character to be rid of a cursed item, such as a *helm of alignment change*, although it does not cure lycanthropy. The amulet has 1d6+1 charges and cannot be recharged.

of the Golden Collar

XP Value: 1,500

GP Value: 12,000

IMAGINE Magazine 16

This amulet was designed to help a mummy free itself from its bandages on the long journey to the afterlife. A living user, however, can use the amulet to break any magical or nonmagical bonds. This includes the *rope of entanglement*, *web* spells, dexterously knotted ropes, and other forms of confinement. It takes one full round for the amulet to break the character free. It can be used twice per day.

Greenstone

XP Value: 5,000

GP Value: 30,000

DRAGON Magazine 39

These rare, highly prized devices are fist-sized green stones made by some forgotten magical process. They glow when in operation and are quite brittle. Worn next to the skin, they confer upon the wearer the protection (spell immunities) of a *mind blank* spell, as well as immunity to: *chaos*, *forget*, *geas*, *hold person*, *hypnotism* (but not *hypnotic pattern* or *fire charm*); *mass charm*, *quest*, *scare*, and *sleep*. The wearer also gains +4 on saving throws against: *fumble*, *ray of enfeeblement*, and *trip*, and is allowed a sav-

ing throw against both *Otto's irresistible dance* and *maze* spells. (If successful, the duration of effect of any spell is reduced by half, rounding up.)

These amulets may be worn by any class of character. The protection they give is involuntary. (The wearer cannot actually communicate *telepathically*, even if he or she so desires.) Protection only extends to 11–44 (1d4x11) spell levels before the amulet is exhausted. (For this purpose, protection against a psionic power drains the levels of the equivalent spell.) Note that the amulet only counters the listed spells, and is in no way affected by other spells (for instance *lightning bolt*). Exhaustion is mentally evident to the wearer, and visually evident to others; the amulet blazes brightly for 30 seconds before slowly fading to darkness. The amulet recharges at the rate of one spell level per turn, but it does not counter spells for which it lacks sufficient power to negate—that is, it does not provide partial protection.



Hands of the Healing Spirit

XP Value: 5,500

GP Value: 10,000

Tales of the Lance

This elegant amulet is made of white gold. The amulet is a circle formed by three crooked arms, with three hands clasped together at its center.

The amulet was crafted during the Age of Dreams by *Sirriion* and given to *Mishakal* so that she would intercede with *Shinare* for him. In time, the amulet came into the possession of *Trae Jerrold*, who gave it to *Mirri Witikell* upon their betrothal. The wicked schemes of *Hiddukel* betrayed the young lovers, entrapping *Mini's* life force in the amulet itself. According to a mystic prophecy, "Mirri shall one day find rest with the spirits of her lover and his brother."

Eventually, the *hands of the healing spirit* fell into the possession of *Huma* of the Lance, given to him by his uncle. When *Huma* at last admitted his love for the elf maid *Gwynneth* (the silver dragon *El'liolle* or "Silver Heart") he gave her this amulet as a pledge. *Gwynneth* wisely gave the amulet to her younger sister *Dargent* before she followed *Huma* through death's doorway. *Dargent* honored *Gwynneth* by taking the name of *Silvara* when she moved among mortals as a wild elf.

Centuries passed before the amulet again changed hands. This time it was given to a wild ogre of unexpected wit and compassion, who tried to lead his people away from darkness and into harmony. After the Cataclysm, the amulet was held by a mad gnome named *Fractore Gearslip*, the dark wizard *Dalamar*, and the kender *Glendoll Allseer*. At last, it returned to the dragon *Dargent*. Fate has decreed that the amulet must one day be given to another mortal who captures *Dargent's* heart.

The amulet detects only minor magic, for its might comes from the spirit of *Mirri* trapped within. It adds a +3 bonus to saves against all poisons and diseases and adds a +3 bonus to the wearer's Wisdom, allowing spell bonuses to priests. It continuously radiates an aura equal to a *protection from evil 10-foot radius* spell.

Once per day, the wearer can cast one of every healing spell: *cure blindness or deafness*; *cure critical wounds*, *cure disease*, *cure light wounds*, *cure serious wounds*, *heal*, and *neutralize poison*. It can evoke *continual light* as well. However, each time an effect is invoked, the user must make a system shock roll or become exhausted for 1d6 turns.

The *hands of the healing spirit* promotes harmony and cooperation, and grants a +3 to all reaction rolls made by the wearer. Further, the wearer slowly begins to shift alignment toward neutral good, and is repeatedly drawn to provide

succor for the oppressed and aid for the injured. This artifact doubles the **healing** rate of the wearer and protects against the infirmities of time and age, keeping the body healthy and vibrant. The wearer is undying.

The *hands of the healing spirit* is one of the three artifacts in the *Circle of Love*, created by **Mishakal** to end the war between two noble families. The spirit of Mirri's love is in the amulet, Trae and his brother **Heris** are trapped in the other two artifacts: the *ring of nature's healing* and the *armband of Truehear's warding*. The *hands of the healing spirit* oppose the *coin of greed* in the *Triad of Betrayal*, artifacts created by **Hiddukel**.

Hardwater

XP Value: 300 GP Value: 1,500

Otherlands

This beautiful, **starburst** amulet is made of clear crystal and is practically invisible on the wearer. Activated by the wielder's will, it can harden water to a granite like consistency. The user can create walls or hurl bolts of *hard water* at enemies. The volume of hardened water is equal to 30,000 square feet. This can be a single large mass or several **small** ones. The user can shape it into any desired form. The bolts cause 4d8 points of damage (half with a successful saving throw vs. breath weapon) and can be used five times a day. It requires no command **word**, but the wielder does incur a +3 initiative penalty when using the *hardwater amulet*.

Health

XP Value GP Value
Cursed: — 2,000
Standard: 2,000 10,000

Kara-Tur

A common Northern belief is that **illness** is a form of possession, the influence of evil spirits that have taken control of the afflicted person's spirit. A fever, for example, stems from the spirit's subjection to flames inflicted by **evil** spirits. For this reason, many *health amulets* also protect from possession, or even have powers of *exorcism*. *Health amulets* come in countless varieties. The *moiganis*, for example, is supposed to protect against diseases of the lungs. It is left to the DM to devise individual *health amulets* and empower them.

For example: One powerful *moiganis* may keep the bearer from contracting any lung ailments and

may in addition provide a bonus of +4 on saving throws against inhaled spore attacks (yellow **mold**, **basidirond**—others).

Cursed *health amulets* increase the chance of contracting diseases, or reduce the **bearer's** chance to save successfully against appropriate attack forms.

of the Hero

XP Value: 300 GP Value: 1,500

POLYHEDRON Introductory Issue

This amulet generates three heroes, one at a time, who are **8th-level** fighters, have 80 hit points, and an AC of 2. When the command words are spoken, the hero appears, ready to do the bidding of the amulet's owner. Once a hero is **called**, a new hero cannot be generated until the old one dies. However, the hero cannot hit anything, nor successfully accomplish any **task**—**he** or she always fails. The hero cannot leave until slain by an enemy, nor can the hero take his or her own life. All damage to the hero is permanent and cannot be healed by any means short of a *wish*. The hero always remains within 300 yards of the owner of the amulet. In addition, the hero must always walk; riding a mount is impossible.

of Holy Turning

XP Value GP Value
5th level: 1,000 5,000
6th level: 1,200 6,000
7th level: 1,400 7,000
8th level: 1,600 8,000
9th level: 1,800 9,000

DUNGEON MASTER Guide, 1st Edition

This prized emblem is an especially blessed symbol that enables the wearer to turn undead like a priest. The amulet seems ordinary, but glows brightly when strongly presented (as if it were a *holy symbol*) in the presence of undead. The success of the attempt to turn is determined by the power of the **amulet**—the strength of each **amulet** varies, and when one is **discovered**, its type is ascertained by rolling on the following table:

Dice Roll	Effective Priestal Level of Amulet
01-30	5th level
31-55	6th level
56-75	7th level
76-90	8th level
91-00	9th level

It must be worn at all times to remain effective. When not worn, it becomes inert, remaining inactive for the first 7 days it is again worn.

In **Ravenloft**: Undead are more difficult to control than in other realms. *Amulets against the undead*, like the *amulet of holy turning*, work one level below their usual capacity while in the demiplane.

of Hunting

XP Value	GP Value
Standard +1: 600	3,000
Standard +2: 900	4,500
Standard +3: 1,200	6,000
Standard +4: 1,500	7,500
Standard +5: 1,800	9,000
Cursed -1: —	1,000
Cursed -2: —	1,200
Cursed -3: —	1,400

Kara-Tur

These items increase the bearer's chance of hunting successfully. In game terms, the character gains up to +5 on all hunting skill rolls. If the character does not possess the hunting skill, this amulet bestows it.

Cursed hunting amulets exist as well; when borne, the carrier has reduced chances of hunting success (up to -5 percent).

of Immunity to Charm

XP Value: 4,000 **GP Value: 20,000**

Top Ballista

These rare amulets are identical to *amulets of charm resistance* but offer total immunity to **all** forms of magical charm unless produced by a *limited wish* or *wish*.

of Inescapable Location

XP Value: — **GP Value: 1,000**

DUNGEON MASTER Guide, 1st Edition

This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (*crystal ball* viewing and the like), or detection or influence by *ESP* or *telepathy*. Actually, the amulet doubles the likelihood and range of these location and detection modes. Normal item identification attempts, including *detect magic*, do not reveal their true nature.

of Insect Repellency

XP Value: 300 **GP Value: 1,500**

DRAGON Magazine 73

This is a piece of jade carved in the shape of an insect 1-inch long and suspended from a light chain. The amulet keeps fleas and other insects of similar size from approaching within 3 feet of the wearer. It does not force them out of an area or location, so it could not be used, for example, to clear a bed of fleas.

Kaleen's Undead Stone

XP Value: 6,000 **GP Value: 30,000**

1992 Fantasy Collector Card 243

Kaleen's magical amulet is a particularly potent version of a typical *amulet vs. undead*, allowing Kaleen to turn undead as if a 12th-level priest. The amulet also holds at bay forms of undead that are normally immune to the effects of turning unless those creatures roll a successful saving throw vs. spell. Failure means that the undead creature must remain at least 5 feet from the holder of the amulet.

of Lathander

XP Value: 6,000 **GP Value: 30,000**

POLYHEDRON Newszine 82

This hammered platinum amulet was fashioned by the high-level, specialty priests of Lathander, the god of Dawn on *Abeir-Toril*, the world of the FORGOTTEN REALMS" campaign setting. If the wearer of the amulet falls during combat (reduced to 0 hit points or less), the amulet heals 1d6 points of damage. This function of the amulet operates up to three times a day.

If the amulet is worn by a priest of Lathander, and that priest falls during combat, the amulet casts a *heal* spell upon the priest. This function operates up to three times a day.

The amulet can only be worn by individuals of good alignment. Others trying to don this amulet suffer 3d6 points of damage per round until it is removed.

of Leadership

XP Value: 5,000 **GP Value: 25,000**

Tome of Magic

This amulet bestows a character of any level the ability of a 9th-level fighter to attract men-at-arms. The amulet does not attract additional men-at-arms to a fighter who has already gained followers.

A fighter normally gains troops at 9th level because the warrior's name is so well known that he or she attracts the loyalty of other **warriors**. The amulet works in much the same way. When a stranger meets a character wearing the **amulet**, the stranger perceives the character to be a leader who is destined for greatness, regardless of the character's class. Just as the reputation of a 9th-level fighter spreads, so the reputation of the person wearing the amulet spreads. Roll 1d100 to determine followers:

Roll	Followers (all 0 level)
01-50	20 calvary with ring mail, shield, 3 javelins, long sword , hand axe; 100 infantry with scale mail, polearm (playerselects type), and club.
51-75	20 infantry with splint mail, morning star, hand axe; 60 infantry with leather armor, pike, and short sword.
76-90	40 infantry with chain mail, heavy crossbow, light crossbow, and military fork.
91-99	10 cavalry with banded mail, shield, lance, bastard sword , and mace; 20 cavalry with scale mail, shield , lance, long sword , and mace; 30 cavalry with studded leather armor, shield, lance, and long sword.
00	DM's option — Barbarians, headhunters, armed peasants, extra-heavy cavalry, etc.

If the amulet is lost or **destroyed**, the followers immediately lose faith in their leader. They gradually depart or desert. Once this occurs, the character's reputation is sullied such that he or she can never gain the **benefit** of the amulet again. The fighter can, of course, gain followers normally upon reaching the 9th level.

of Life Protection

XP Value: 5,000 **GP Value:** 20,000

DUNGEON MASTER Guide, 1st Edition

This amulet serves as protection for the psyche. The wearer is protected from *magic jar* and similar mental attacks that usurp control of the **wearer's** body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. After that, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably

annihilated.

In Ravenloft: As long as the *amulet of life protection* is in Ravenloft, a captured psyche cannot leave the **demiplane**. If the amulet is removed from **Ravenloft**, the psyche can depart.

of Magic Resistance

XP Value	GP Value
5%: 5,000	25,000
10%: 6,000	30,000
15%: 7,000	35,000
20%: 8,000	40,000
25%: 9,000	45,000
30%: 10,000	50,000

Tome of Magic

This powerful amulet grants the wearer a degree of magic resistance ranging from 5% to 30%. The level of magic resistance is determined when the amulet is found by rolling 1d6 and multiplying the result by 5. Any time the amulet is worn and a spell is cast at the wearer, the wearer is allowed a percentile roll to avoid the full effects of the spell.

Only 50% of these amulets confer magic resistance against all spells. The remaining 50% extend magic resistance only to spells of 1st through 6th levels. These amulets have no effect on more powerful spells. The DM should secretly determine this when the item is discovered.

All such amulets, regardless of the degree of resistance **conferred**, are delicate, magical structures. If the wearer rolls for magic resistance and the roll is 95-00, this fragile item shatters into useless scrap.

Roll Magic Resistance

01-14	5% for spell levels 1 through 6
15-26	10% for spell levels 1 through 6
27-35	15% for spell levels 1 through 6
36-42	20% for spell levels 1 through 6
43-47	25% for spell levels 1 through 6
48-50	30% for spell levels 1 through 6
51-00	Resistance to spell levels 1 through 9 instead of just 1 through 6. Roll again, ignoring results of 51-00.

of Metaspell Influence

XP Value: 3,000 **GP Value:** 15,000

Tome of Magic

This amulet does not appear to have any magical function (although it radiates magic if detection is used) until it is worn by someone using one of

the dilation, far-reaching, or extension spells. When such a spell is cast, the amulet adds 50% to the functional effect of the spell. For example, if *extension I* is used to increase the duration of a 3rd-level spell by 50%, the wearer of this amulet can add another 50%, raising it to a 75% extension effect.

of Neutrality

XP Value: 1,000 **GP Value:** 5,000

Fate of Istus

The *amulet of neutrality* is generally used by evil individuals to shield their evil nature and make them seem neutral to all dweomers. (Thus, *know alignment*, and similar spells show the wearer to be neutral, with respect to evil and good—*protection from evil* and equivalent spells won't keep them away.)

Nosecum

XP Value: 5,000 **GP Value:** 25,000

Unidentified

This device protects the wearer against all divination spells and magical location and **detection**. The wearer cannot be detected through *Clairaudience*, *clairvoyance*, *ESP*, *telepathy*, *crystal balls*, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding the character unless a powerful being is consulted.

Orcish

XP Value	GP Value
Cursed: —	1,000
Normal: 1,000	5,000

The Orcs of **Thar**

Orcish witches and shamans **have** very limited abilities when it comes to creating magical items. They prefer sending a few hordes of bloodthirsty warriors to steal them from whoever has some. However, they can create amulets for themselves or others. Special components are required to create these amulets. These items have limited powers as described below.

Roll	Amulet Power
01–09	+1 bonus to attack rolls
10–18	-1 bonus to Armor Class
19–27	+1 bonus to damage
28–36	+1 bonus to saving throws +1 bonus to an Ability check
37–45	Strength
46–54	Dexterity

55–63	Wisdom
64–72	Intelligence
73–81	Constitution
82–90	Charisma
91–00	Bonus turns into a penalty instead.



Palm Sign

XP Value: 500 **GP Value:** 2,500

Oasis of the White Palm

The *palm sign* is a symbol that magically appears on the palm of the woman chosen by fate to be the bride of the sheik of the oasis. The mark also appears on the palm of the woman betrothed to the sheik's firstborn son. The sheik and his son each wear the amulet. The origins of the amulet and the *palm mark* were lost in antiquity and no one now knows their true purpose.

Martek, after his visions of the future, gave the *palm sign* and the amulet to the ancient leader of the **Symbayans**. They were to be handed down through the ages until the time when the two would be combined to tell where and how to release the djinni.

Anyone who puts the amulet against the *palm symbol* is able to align the symbols and read clearly:

*City of Phoenix over the house of Set
where sleeps salvation—
There speak Atmopryetno!*

The message can be read only when the *palm mark* and the *palm sign amulet* are aligned together. “*Atmopryeetno*” is the word that releases the Djinni at the ancient (and now destroyed) City of Phoenix.

The amulet itself is a weapon. It glows in the presence of efreeti, and strikes them with a beam of cold, blue light. The pain caused by the beam drives efreeti away in three rounds. The amulet also acts as a *ring of fire resistance*. The amulet loses its powers once it is used to free the djinni.

of the Papyrus Scepter

XP Value: 600

GP Value: 9,000

IMAGINE Magazine 16

This amulet is a sheaf of papyrus leaves and gives the deceased renewed vigor and youth for their journey to the afterlife. It is placed on the chest on the day of the funeral.

For the living, the amulet raises one score—Dexterity, Strength, or Constitution—of any user one point (to a maximum of 18). If the Strength of a warrior is 18, a user can raise his or her exceptional Strength on a 1d20 roll.

Alternately, the user can choose to retrograde the aging process. If this option is selected, the character's age is reduced by one year every year for 1d6+4 years. Once this 1d6+4 year time period is complete, the character begins to age again normally, beginning at the new, younger age. This amulet can be used once.

of Perpetual Youth

XP Value: 2,000

GP Value: 20,000

Tome of Magic

This amulet glows with a faint, blue light. The wearer has temporary immunity to the effects of both natural and magical aging; the amulet grows older instead of the wearer. As the amulet ages, it gradually becomes dimmer. It can absorb 5d6 years of aging, at which time its light dims completely, its magic negated, and the wearer resumes normal aging.

of Perpetual Youth and Inexperience

XP Value: —

GP Value: 2,000

1992 Fantasy Collector Card 624

This amulet glows continuously with a faint, blue light and conveys immunity from aging for 5d6 years, just like an *amulet of perpetual youth*. Once

donned, however, it cannot be removed without the aid of a *remove curse* spell or similar magical means until its magic has expired. Furthermore, the wearer cannot accumulate any experience points until the amulet is removed. A PC wearing this amulet should not be advised of this by the DM until the curse is broken—the character should continue to believe that experience points are being accumulated (unless attempting to advance while wearing the cursed item).

Phelthong's

XP Value: 7,000

GP Value: 30,000

Menzoberranzan Campaign Set

Named for the drow wizard of fabled powers who devised them long ago, these rare, fist-sized obsidian pendants are carved into smiling drow faces. In Menzoberranzan, they are worn only by powerful Master Mages of Sorcere. These amulets have the following powers (identical to the cited spells):

- *Comprehend languages* whenever held or worn.
- *Dimension door* twice per day, by silent command of the bearer. Use of this power extinguishes any fires within 30 feet in the round of its activation by will.
- *Obscurement* once per day, activated by the bearer's will.
- *Timestop* once every 12 days: This power can only be unleashed by speaking a secret word while touching the amulet to a magical item (that is then forever drained).

of the Planes

XP Value: 6,000

GP Value: 30,000

DUNGEON MASTER Guide, 1st Edition

This device enables the individual possessing it to transport instantly to or from any one of the closest levels of the Outer Planes. The journey is absolutely safe, if not absolutely sure, but until the individual learns the device, transport is random. Roll 1d6. On a 4–6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1–3 do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the amulet holder goes:

Roll	Planar Location
01–02	Mount Ceestia
03	Bytopia
04	Elysium

05	The Beastlands
06-07	Arborea
08	Ysgard
09	Limbo
10	Pandemonium
11-12	Abyss
13	Carceri
14	The Gray Waste
15	Gehenna
16-17	Baator
18	Acheron
19	Mechanus
20	Arcadia
21-24	Prime Material Plane*

*As an alternative, the following may be substituted for totals between 22 and 24:

Roll Planar Location

22	Ethereal Plane
23	Astral Plane
24	Prime Material Plane, but alternate campaign world

In a DRAGONLANCE Campaign: The *amulet of the planes* does not exist on Ansalon.

In Ravenloft: The *amulet of the planes* does not function in the *Demiplane* of Ravenloft.

of Power

XP Value: 12,000 GP Value: 60,000

* DRAGON Magazine 5

Usable by all spellcasters, this object serves to periodically boost latent magical energy. One day each week, the number of spells (of each level) the caster may perform, and the range, duration, and power (dice, area, number affected, etc.) of those spells, is increased by 50%. An enchanter could, for example, do 6-4-3-1 spells on one day a week, rather than the usual 4-3-2-1. (Always round fractions down.) Due to the increase in spell capabilities, the target's saving throw is augmented by +3.

Upon acquiring the *amulet of power*, a new user must wear it for 30 consecutive days before it melds properly to his or her mental capacities. After that period, the *amulet* becomes fully functional. Any attempts to make use of the power boost before the 30-day period is completed are all in vain.

of Proof Against Detection and Location

XP Value: 4,000 GP Value: 15,000

DUNGEON MASTER Guide, 1st Edition

This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *telepathy*, *crystal balls*, or any other scrying devices. No aura is discernible, and predictions cannot be made regarding the user unless a very powerful being is consulted.

of Protection

XP Value	GP Value
+1: 1,000	10,000
+2: 2,000	15,000
+3: 3,000	20,000
+4: 4,000	25,000
+5: 5,000	30,000

Drums on Fire Mountain

This amulet, in the form of a distorted boar's head on a fine gold chain, has been specially enchanted by KalnaKaa. It has the properties of a *ring of protection* +3, but it also protects any lycanthrope wearing it from the effects of wolfsbane. KalnaKaa can wear it in both pig and human form.

of Protection from Alignment Change

XP Value: 3,000 GP Value: 30,000

Old Empires

This magical talisman has a ruby as its centerpiece. The amulet protects the wearer against the effects of magic designed to fundamentally alter a person's alignment. While this does not protect characters from spells that *charm* them into actions that they wouldn't normally perform, it does prevent the effects of a *helm of opposite alignment* and similar items. It cannot stop the alignment reversal process of an artifact or relic, but (DM's option) it may slow it down.

of Protection from Crystal Balls and ESP

XP Value: 4,000 GP Value: 15,000

DUNGEONS & DRAGONS Rules Cyclopeda

The wearer of this item is protected from being spied upon with *crystal balls* and any type of *ESP*.

of Protection from Good**XP Value:** 600**GP Value:** 3,000

DUNGEON Magazine 11

This item is worn by all temple guards and priests of evil deities. The amulets are created by a special process known only to higher-level priests. Each amulet, shaped like a distorted skull, is worn in plain view and serves as an *unholy symbol*. A +2 bonus is given to the wearer's Armor Class as long as the wearer remains evil, and a +1 attack bonus is applied when fighting good-aligned creatures.

**of Protection from Sleep****XP Value:** 500**GP Value:** 2,000

DRAGON Magazine 91

When worn on a chain or on a cord around the neck, this object prevents its wearer from falling asleep, either natural or **induced**, magical sleep. The wearer is always alert under its influence, and cannot be affected by *sleep* spells, potions, or poisons that cause sleep, nor the sleep gaze of a **jackalwere**, or any other item or procedure that causes sleep or drowsiness.

The *amulet of protection from sleep* can be worn as long as desired. However, after three days of continuous use, the wearer begins to have mild and infrequent hallucinations. These effects

increase in frequency and intensity each day after that. After seven straight days of sleeplessness, the user is afflicted by a form of insanity, determined by a roll of 1d6:

Roll Induced Dementia

- 1 **Dementia Praecox:** The afflicted character is quite uninterested in any undertaking when suffering from this form of madness. Nothing seems worthwhile, and the individual is filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is 25% likely that the distressed character chooses to ignore it as meaningless.
- 2 **Delusional Insanity:** Similar to megalomania, in this state, the deluded person is convinced that he or she is a famous figure—a monarch, **demigod**, or similar personage. Those who fail to recognize the true nature of the afflicted arouse great hostility. In normal **affairs**, the individual seems sane, but acts in a manner appropriate to a station that he or she does not actually hold, gives orders to actual or imagined creatures, and draws upon monies or items that do not exist.
- 3 **Schizophrenia:** This form of insanity strikes suddenly and violently (1 in 6 chance per turn, lasting 2d6 turns, then 1 in 6 chance per turn to return to normal). The afflicted can become hysterical, enraged, or completely maniacal. The insane character shrieks, raves, and behaves in a violent manner, possessing 18/50, 18/75, or 18/00 Strength according to the state he or she is in.

Roll	State	Strength
1–2	Hysteria	18 ⁵⁰
3–4	Enragement	18 ⁷⁵
5–6	Mania	18 ⁰⁰

(Note that even nonfighters can possess exceptional Strength during this state, as can nonhuman races.) The lunatic is unreasonable when spoken to, but he or she possesses great cunning. The afflicted person seeks to either avoid conflict or to do something (not necessarily the appropriate something) about the situation at hand. When the madness has **passed**, the afflicted one does not remember his or her actions while **mad**, believing that he or she is sane.

4 **Paranoia:** At the onset of this derangement, the beset **individual** becomes convinced that "they" are plotting against him or her, spying, listening, and always nearby. As the affliction develops over **several** days, the tormented character becomes convinced that everyone is part of the plot. Conversations are about the paranoid character, laughter is directed at him or her, and every action of former friends is aimed at deluding the afflicted to fulfill the "plot." The paranoid is principally concerned about social positions or goods first, but as the ailment progresses, he or she "realizes" that the plotters are actually after his or her life. A paranoid displays signs of increasing suspicion, taking elaborate precautions with locks, guards, devices, and food and drink. In the later stages of paranoia, the victim exhibits extremely irrational behavior, may hire assassins to do away with "plotters," or even become homicidal in order to protect his or her life. Paranoids trust absolutely no one when the affliction is in the advanced stage, regarding their former close associates and friends as their worst enemies.

5-6 **Hallucinatory insanity:** This malady causes the sufferer to see, hear, and otherwise sense things that do not exist. The more exciting or stressful a given situation, the more likely the **individual** is to hallucinate. Common delusions are: ordinary objects that do not exist, people nearby or passing when there are no people, voices giving information or instructions, abilities or forms that the character does not really possess (Strength, wings, gills, etc.), threatening creatures appearing from nowhere, etc. It is 50% likely that the afflicted individual behaves normally until stimulated or under stress. Hallucinations commence and continue for 1d20 turns after the excitement or stress passes.

The hallucinations stop immediately if the amulet is taken off before seven straight days of use, but if the wearer is stricken by insanity, this condition persists until removed by a *heal*, *restoration*, or *wish* spell, or by similar magic. If

the amulet is worn for 10 consecutive days, the wearer dies when the 10th day has passed. No magical cures can offset this effect, and the character can only be brought back to life by a *raise dead*, *resurrection*, or *wish* spell. The amulet does not provide a substitute for sleep, it merely postpones the need for it. A character who goes without sleep by using the amulet eventually has to make up for this deficiency.

To make up lost sleep, a character only needs to sleep one half-hour for each hour of lost slumber. This does not apply when the deficit is a full night's sleep (8 hours or less); in that case, lost sleep must be made up on an hour-for-hour basis. The wearer of the amulet is not penalized for lack of sleep (except by the side effects described above). Lost hit points are regained at the normal rate, and a Spellcaster's ability to study and memorize spells is not impaired by lack of sleep as long as the amulet is worn.

The amulet can be removed at any time, either by the wearer or someone **else**. If the wearer has lost 16 hours (two nights) of sleep or less when the amulet is *removed*, he or she is able to remain awake for up to one hour, if engaged in fairly strenuous physical activity. (No one drops off to sleep in front of an **onrushing** dragon, for instance.) If the amulet has been used to postpone sleep for longer than two nights, the wearer immediately falls asleep when the amulet is **removed**, and cannot be awakened by normal means for 1-6 hours thereafter. A *haste* or similar spell can restore the character to consciousness (but not provide any *hasting* effects) for the duration of the spell. Until a character has made up all lost sleep, he or she fights at -1 to attack rolls for every 8 hours of sleep (or any portion of that) that have not been made up. The amulet may be worn by any character class, and functions indefinitely without need for recharging.

of Protection from Turning

XP Value	GP Value
+1: 1,000	5,000
+2: 1,500	7,500
+3: 2,000	10,000
+4: 2,500	12,500
+5: 3,000	15,000

The Hidden Shrine of **Tamoachan**

This is an amulet of silver and turquoise. It allows any creature who is being turned to save vs. turning with a bonus to its roll, **depending** upon the variety at hand.

of Psionic Interference

XP Value: 5,000

GP Value: 7,500

DARK SUN Campaign Set

This item scrambles the wearer's psionic abilities, rendering the user incapable of making any psionic power checks. The device creates a magical field around the wearer's mind that does not eliminate Psionic Strength Points, but interferes with them so that they cannot be called upon for power checks. The amulet does not interfere with the wearer's ability to recover psionic strength points. Only the person who places the amulet can remove it. If someone puts it on, he or she can easily remove it, but if it was placed there by another, it cannot be removed without a *remove curse* or *wish* spell.

of Psionic Reflection

XP Value: 2,500

GP Value: 10,000

DRAGON Magazine 99

The ancient **githyanki**/mind flayer wars spawned a number of interesting, psionically related magical items and weapons. Among them is the *githyanki amulet of psionic reflection*, a small, ornate device that is pinned to a headband and placed so that it is centered on the user's forehead. The wearer is protected from all Psionic Blast attacks; the protection does not extend to anyone else. In addition, if a Psionic Blast is cast upon the person wearing this amulet, the amulet itself generates a Psionic Blast in the direction of the attacker, at % the strength of the original attack (round fractions down). If the wearer is psionic, he or she cannot fire a Psionic Blast without being destroyed.

This device is generally used by *githyanki* scouts operating alone on missions into illithid lairs. Wearing these amulets is considered a great honor, and *githyanki* go to great lengths to recover lost amulets. Mind flayers are equally enraged to see such an amulet if they recognize it for what it is. Only humans, *githyanki*, and *githzerai* may use this item; psionic **demihumans** and nonpsionic characters are neither aided nor injured by it.

of Psychic Protection

XP Value: 3,000

GP Value: 15,000

D&D Expert Rules Set

This amulet is good against both *crystal balls* and *ESP*. The wearer of this item is **automatically** protected from spying by anyone using a *crystal ball* or any type of *ESP*.

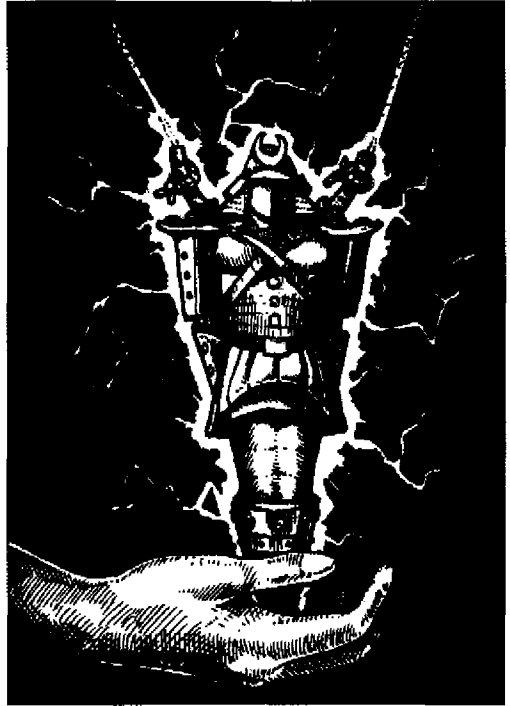
of Recall

XP Value: 1,000

GP Value: 5,000

Ghost Tower of Inverness

The *amulet of recall* can *teleport* or *plane shift* its user (and anyone touching the user) and all carried gear, to its symbiont point. The amulet's **symbiont** point is the last location in which it lay, untouched by any living creature, for 30 days or more.



Shakti

XP Value: 6,000

GP Value: 60,000

DUNGEON Magazine 45

When called to battle, *Colette* uses a small figurine at her belt called a *shakti*. When she speaks the command word, the *shakti* surrounds her in scintillating blue-green armor (AC 0) and arms her with two *short swords* +1 that give off electrical discharges when they hit an opponent (2d6+1 hp damage) on an attack roll of 20.

Shell of Protection from Sharks

XP Value: 600

GP Value: 3,000

Otherlands

This amulet is always in the form of a beautifully polished seashell half. When worn around the neck, it creates a *circle of protection* with a 10-

foot radius around the owner. Sharks cannot penetrate the circle, but the protection is forfeited if the user attacks.

Shield

XP Value: 750 **GP Value:** 7,500

POLYHEDRON Newszine 67

These small amulets of carved stone contain up to 24 charges. After uttering the command word (usually inscribed on the amulet), the wearer is protected with a *shield* spell, cast at the 12th level with a duration of six turns. Each use expends one charge, and the item cannot be recharged.

of Sleeplessness

XP Value: — **GP Value:** 1,000

DRAGON Magazine 91

This magic item is the same as the *amulet of protection from sleep*. When worn, it performs all of the same functions, with all of the same restrictions and dangers. However, it cannot be removed from the wearer's neck by anything less than a *limited wish* or *alter reality* spell.

of Spinecastle

XP Value: 900 **GP Value:** 4,500

GREYHAWK Adventures

The wizards of the Kingdom of Aerdy created this amulet to aid in the war against the northern barbarians. After the fall of Spinecastle, the amulet disappeared. Scholars assumed it didn't survive the wrath of the barbarians, but stories of the amulet's use still surface in the Bone March.

Once per hour this golden amulet can be commanded to radiate a magical aura in a 30-foot radius for one turn. The aura has negative effects on all northern barbarians, raising their superstitious fears and generating hatred for magic. Those of the 1st to 4th level must save vs. spell or immediately retreat out of the area of effect for 1d8 turns. Those of the 5th to 7th level must save vs. spell or be stunned for one round. Those of higher level suffer a -1 on their attack rolls.

of the Spirit

XP Value: 1,000 **GP Value:** 5,000

Fate of Istus

This item is a small gold disk on a thin chain. The use of *detect magic* and similar spells indicate a strong dweomer, but won't give any idea of exactly what the amulet's powers are.

Anyone wearing the amulet is immune to

magic and attacks that directly affect the soul or spirit (Like *trap the soul*, *magic jar*, a ghost attack, or possession). The amulet also provides a 25% magic resistance against *ESP* and *telepathy* that cannot be waived.

If the wearer dies while wearing the amulet, his essence is held in stasis until freed. While in stasis, the essence cannot progress to any other plane of existence that may be waiting for it; the person cannot be *raised*, *resurrected* or *reincarnated*; and *speak with dead* and similar spells won't work at all. To free the essence, the amulet must be removed from contact with the body, then the spells *bless*, *protection from evil*, and *chant* must be cast over the body.

Thet of Ptah

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

Ptah enjoys new ideas and devices. When a being creates a device that is highly useful (DM's option), there is a 10% chance that the deity will reward that being with a *thet*. This device is an amulet geared to do one of two things—either project an antimagic shell around the user that does not affect the user's ability to cast spells, or allow the wearer to go ethereal once a week.

of Timekeeping

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This simple hexagonal medallion is inscribed with three lines connecting the points and crossing in the center. Upon command, the six sections of the amulet slowly turn color, one at a time. Each color shift is gradual, taking one turn. When the last section completes its color shift, exactly one hour after the command, the entire medallion returns to its original color and resumes the process. It stops keeping time on command of the user. The amulet functions only on the Prime Material Plane and stops in mid-change if taken to another plane.

of Transformation

XP Value: 350 **GP Value:** 3,500

DRAGON Magazine 187

These amulets, carved from oak bark, are hung around the neck by cords of woven mistletoe. Each amulet enables a druid to transform into a specific animal—mammal, bird, reptile, amphibian, fish, or insect. This *transformation* is like the

transformation ability druids acquire at the 7th level, except that it does not **heal** hit point damage and a druid using such an amulet radiates faintly of alteration magic when transformed. To activate an amulet, a druid must be wearing it and must speak a command word. Only one amulet may be worn at a time, and the druid must *polymorph* to human form before using the 7th-level transformation ability. Druids may use each amulet in their possession once per day.

Amulets of transformation are generally found in groups of two to five. Mammal and bird forms are common; the other forms are rare, as are the forms of animals larger than a black bear or smaller than a toad. Note that two druids who use the same amulet on different occasions appear identical **once transformed**. The amulet allows *transformation* into a particular creature recognizable by druids, rangers, and members of the same creature species. When the *transformation* occurs, the animal form is visibly as healthy as the druid's form was before the *transformation*. If a druid dies in animal form, he or she reverts to original form and the **amulet** crumbles into dust.

Two Fingers

XP Value: 1,400 **GP Value:** 14,000

IMAGINE Magazine 16

This amulet was intended to represent the two fingers of Horus, the god of the sky. He used them to help his father Osiris, the god of the **Underworld**, up the ladder and into the heavens. It is often found on the interior of mummy casks; it is usually made of obsidian or hematite.

The amulet allows its living user to create a ladder that magically extends as far as 100 feet. The ladder can be used at any angle (even horizontally), extending from the character's feet as far as needed. The ladder can hold up to 1,000 pounds. If more than 1,000 lbs. is applied to the ladder, it immediately converts back into an amulet. The amulet can be used once per day.

of Undersea Friendship

XP Value: 800 **GP Value:** 4,000

Nightwatch in the Living City

This powerful medallion was created by the Locathah for diplomatic negotiations between underwater races. It works as a *friendship* spell, with *permanency* cast on it. If worn by a water breather it makes all creatures perceive the wearer as a friend. The amulet works only on

races born to be water breathers, and drives non-water breathers insane within hours. The insanity manifests itself as an obsession to attack all those nearby. It causes the wearer to think all other beings are fish-headed humanoids. A *remove curse* spell is required for land-based creatures to remove the item from another's body.

of Vadarin

XP Value: — **GP Value:** 2,500

1992 Fantasy Collector Card 21

This amulet has been specifically created by Vadarin, psionically enhanced by him to provide the following powers—five times per day, the amulet issues a Psionic Blast as if the user's power score were rolled and without consumption of the user's Psionic Strength Points. The amulet also generates an Intellect Fortress at all times to a radius of 5 yards from the user, providing mental protection from psionic attack for anyone within range. This defense is made as if the user's power score were rolled.

Vulture

XP Value: 700 **GP Value:** 1,200

IMAGINE Magazine 16

The *vulture amulet* was intended to cause the power of Isis as the Divine Mother to be a protection for the deceased. It is placed upon the body on the day of the funeral while the activation word is recited over it.

When this **amulet** is placed on a dead body for one full day, the deceased can never be turned into an undead creature. The amulet can be used once per week.

of Weakening

XP Value: 5,000 **GP Value:** 25,000

The Hidden Shrine of Tamoachan

This amulet makes all foes within a 30-foot radius feel weak and ineffective. The closer a character gets to the amulet, the weaker he or she becomes. For every 5 feet of approach within the 30-foot radius, the victim (temporarily) loses one point of Strength. This amulet does not affect the wearer, although the user's companions (if within range of the effect) are affected.

Anchor

An anchor holds a vessel in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper crosspiece (the

stock), and two curved lower arms (the crown) having widened ends (the flukes). Attached to a chain or rope (the cable), it is tightly secured to the **ship**. The depth of the water can be determined, if desired, by marks on the chain or rope once the anchor rests on the bottom. Most ordinary anchors are made of iron, though other materials, usually metal, may be used. A magical anchor may be of any **size** or **material**, but always shaped like a ship's anchor. Roll on the table below to determine the type.

Roll Anchor Type

01-70	Anchor
71-80	Anjar
81-90	Bawara
91-00	Sinn

Aerial

XP Value: 3,000 **GP Value:** 22,500

The Book of Marvelous Magic

This **3-inch-long**, miniature golden anchor needs only a thread or string as a cable. When dropped from any flying device or creature, it keeps the creature or object steady at a point in the air, despite air movements or storms of any kind. It can also be thrown upward and commanded to secure itself where it stops, and cannot be moved until the command to release is given. Normal thread or string used as its cable supports up to 3,000 pounds of weight for as long as the user can hold on (approximately one hour per point of Strength).

Aerial II

XP Value: 2,000 **GP Value:** 18,000

Champions of MYSTARA™

This **3-inch-long**, miniature golden anchor also uses a thread or string for a cable. When dropped from a flying device or creature, it maintains its burden, fixed at that point in the air, regardless of air movements or storms. The only danger is that the thread might **break**. For every five tons of ship's tonnage, there is a 5% chance the thread or string breaks in any wind stronger than a light breeze. Double the chance of breakage for normal winds; triple it for high winds.

Some aerial anchors come equipped with a magical cable. This anchors any **skyship** in anything less than high winds. In high winds or a storm, however, the cable has a 5% chance of breaking per every 50 tons of ship's Tonnage.

Fishing

XP Value: — **GP Value:** 5,000

The Book of Marvelous Magic

A fishing anchor functions as a *seafaring anchor*. However, once dropped in a sea or ocean, there is a 25% chance per use of attracting a sea serpent or sperm whale. If **so**, the creature swallows the anchor and attempts to leave. A lesser sea serpent can tow a vessel having 25 hull points or less; a greater sea serpent can tow a vessel having up to 75 hull points; and a sperm whale, a vessel up to 150 hull points. Towing speed is half normal swimming speed for the monster. If the creature hooked cannot tow the vessel, it surfaces and attacks. Once a creature swallows it, the anchor is no longer able to hoist itself. In this event its cable can be cut and the anchor lost, or a party can be sent underwater to deal with the monster and retrieve the anchor.

Hold Fast

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 79

This magical item fashioned of silver and iron weighs only 3 pounds. When the command words "hold fast" are spoken and the anchor is tossed over the side of a ship, it magically imbeds itself in the sea floor and holds any vessel weighing up to 20 tons. Even the worst storms cannot affect the anchor's ability to *holdfast*.

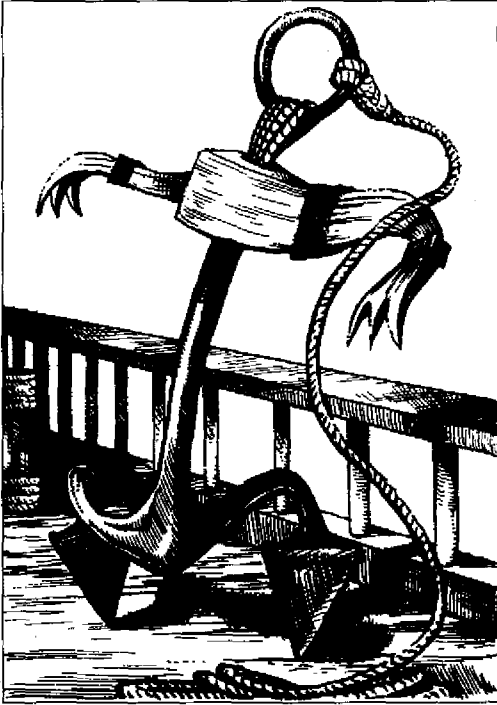
The anchor holds a ship with a thin, invisible rope 300 feet long. If the rope is cut, both the rope and the anchor lose all magical properties. The anchor rope is treated as AC 0 and is impervious to all damage save that from edged weapons; 30 points of damage must be delivered in one round to sever the rope. The anchor cannot hold ships that try to anchor in water deeper than 300 feet or weighing more than 20 tons.

Man

XP Value: 3,000 **GP Value:** 22,500

The Book of Marvelous Magic

This item appears and functions as a *seafaring anchor* in all respects. However, it may also be commanded to *animate*. This means the **anchor's** stock grows arms with clawed hands (#AT 2, Dmg 1d6 each) and the crown becomes a set of moving legs that generate flukes for fins and can swim (60 feet per round). The



anchor can be animated only when it is touching salt water. It is neither intelligent nor alive, and immune to most spells; its iron body (AC 0; 50 hp) is not easily damaged. The *anchor man* can stand watch, but communicates only by tugging on the cable—once for sighting humanoids, twice for dangerous or very large fish, and three times for other monstrous forms. It defends itself only if attacked. It returns to the ship if reduced to 10 hit points or less, if commanded to hoist itself, or returns if it has been ordered previously to return instead of signaling. The *anchor man* disintegrates if slain, and when removed from the water turns back into an ordinary, inanimate anchor. It may be animated once per day.

Seafaring

XP Value: 2,000

GP Value: 15,000

The Book of Marvelous Magic

This anchor is 2 feet long and weighs 100 pounds. When commanded, it magically lengthens its cable either to any named length or until the anchor touches bottom; the cable's maximum length is one mile. It also shortens its cable on command and requires no capstan (cable winch).

of Staying

XP Value

Cursed: —

Greater: 500

Lesser: 300

GP Value

2,000

5,000

3,000

War Captain's Companion

This item appears as a standard anchor, except for the faint magical aura radiating from the anchor and its chain. When pitched over the side of a ship moving at tactical speed, the anchor comes to rest on the gravity plane, stopping the ship (reduces SR to 0). The ship becomes stationary with respect to the closest Class A or greater celestial body. When the anchor is pulled up, the ship can move once again.

The anchor can be dropped while moving at spelljamming speed, but with dire consequences. The ship instantly stops, while everything in the ship tries to continue forward. All crew members suffer 3d10 points of damage (save vs. spell for half damage). Unsecured items must roll a save vs. falling or be broken. Typical anchor variations include:

Lesser anchor of staying: This item gives off a faint auburn aura when cast over the side. It can stop a ship powered by a minor helm, but its dweomer is not sufficient to halt a ship with a major helm. A ship with a major helm or equivalent is only slowed by 3 SR (to a minimum of SR 1).

Greater anchor of staying: This item gives off a faint bluish aura when cast over the side. It can be used on any spelljamming ship. Its dweomer is sufficient to stop a ship powered by the equivalent of a major helm.

Cursed anchor: While all tests and divinations show this item to be a *greater anchor of staying*, when activated it moves the ship toward the nearest body greater than 10 tons at an SR of one. The motion is at first so subtle it is virtually undetectable; except for the fact that a planet or ship can be seen (eventually) moving toward the ship. The ship gradually accelerates to spelljamming speed. If the anchor has been in place for 24 continuous hours, it cannot be pulled in. Only by the use of a *remove curse* on the item itself, can the cursed anchor be brought back into the ship, and the motion stopped. After 24 hours under the effects of the cursed anchor, a spelljamming helm ceases to function.

of Weight

XP Value: — **GP Value:** 8,000

The Book of Marvelous Magic

This item is identical to an *aerial anchor*. However, there is a 50% chance that suddenly, magically, it weighs 2,000 pounds, dragging the user down. The victim can stop the plunge by cutting the cable immediately or by snapping it, determined by a standard "open doors" roll. If the cable is **severed**, the *anchor of weight* vanishes upon hitting the ground.

Ankh

Ankhs are tau crosses with a loop at the top. They are generally used as a symbol of endurance, continuation, and **creation**—all symbols of **life**. Originally an Egyptian symbol, **ankhs** have found popularity among the northern cultures. Often the tau itself can be found without the rounded or looped top, but these are considered **cruciforms**.

of Life

XP Value: — **GP Value:** —

Old Empires

This powerful symbol of divinity was lost millennia ago in the **Orcgate Wars**. It was the holy symbol of the manifestation of Re. It is a worn and dirty rod of **birchwood**, without any ornamentation, **1-foot-long**, in the shape of an ankh.

It has the following powers: *continual light* (at will), *destroy undead 30'* radius (**3/day**), *regenerate* (3/day), *restoration* (3/day), *resurrection* (2/day).

The *destroy undead* power slays all undead of less than 7 HD (or levels), and inflicts 12d8 points of damage (no saving throw) on all undead of 7 Hit Dice or higher.

If used by a mortal, the **ankh** drains one level of experience each time a power is used (and only a *wish* directly granted from a deity can restore the lost level).

This relic is sought after by the priests of Horus, Ra, and Osiris, as they wish to place it with the mummified body of the manifestation of Ra in the Tower of Eternity in **Skuld**. Anyone who presents it to an incarnation or manifestation of either god will be richly **rewarded**.



Nithian

XP Value	GP Value
Ixion: 200	2,000
Kagyar: 300	3,000
Pflarr: 250	2,500
Rathanos: 200	2,000
Valerias: 200	2,000

Kingdom of Nithia

Many of these are worn in Nithia. A few of the ankhs are magical tokens given by the Immortals, usually in time of need and as rewards for worthy **deeds**.

The powers of the ankhs vary depending upon which Immortal created the talisman. However, regardless of which Immortal created the ankh, its power only works once. When a magical ankh is **grasped**, it glows with a brilliant pure light allowing sight in darkness up to 20 paces in all directions. *Ankh* powers are listed below:

Immortal	Effect
Ixion	Shoot <i>a flaming stream</i> causing 1d6 damage per level,
Kagyar	Walk through stone.
Pflarr	Memorize twice the normal number of spells. Caster cannot memorize new spells until the excess is used.
Rathanos	Summon a fire elemental.
Valerias	Enchant a weapon to +1.

of Power

XP Value: —

GP Value: —

Legends & Lore

Each of the gods of the Great Ennead has the power to create an *ankh of power* at will. In practice, however, they are rarely manufactured. It is believed that fewer than a dozen of these priceless objects exist.

In the hands of a priest who worships a member of the Great Ennead, an *ankh of power* glows as if under the influence of a *continual light* spell. The light is pure and holy, having the power to drive away any undead creature it shines upon. Any attempt to conceal or darken the light is an affront to the gods and results in the instant destruction of the ankh.

Any healing spell cast by a priest while holding the ankh in hand is at double effectiveness. Further, as long as the object is in his or her possession, the priest is immune to all forms of poison and disease, including such unusual afflictions as mummy rot and lycanthropy. Lastly, an *ankh of power* can cast a *sunray* spell three times per day if the priest speaks a command word unique to the individual ankh.

Ra's

XP Value: —

GP Value: —

Legends & Lore

Ra's avatar can use his ankh to instantly destroy any form of undead creature or any being that is not on its home plane.

True

XP Value: —

GP Value: —

DEITIES & DEMIGODS™ Cyclopedica

This magical device, carried by all of the gods of the Nile at one time or another, enables them to raise any dead creature (as the spell) as long as all of the body parts are present at the time of the raising. The device kills by fire any nondivine being that touches it. It is about 1-foot long, shaped like a cross with a loop on the top. It is usually bright blue in color. There are only seven of these in any given plane at any one time. Non-magical *ankhs* are used as holy symbols by many priests of Egyptian deities.

Anklet

A strip of leather or metal with a hasp on each end, this jewelry is usually ornate, adorned with gems. In use, it is fastened around the ankle. It

does not function if fastened to any other part of the body and cannot be used by a legless creature. Anklets may be found singly or in pairs, but a pair found together need not match. Any magical *anklet* has two command words—one to lock, and one to unlock. When **locked**, an *anklet* cannot be opened except by destruction, by **command**, by a *remove curse* applied by a 15th- or higher-level caster, or by a *dispel magic* spell, the *anklet* treated as 30th level. A magical *anklet* cannot be damaged by **force**, even by magical weapons, but may be destroyed by dragon breath or by damage causing spells. Each *anklet* can withstand 20 points of damage. An *anklet* cannot be placed on an unwilling victim unless the creature is **paralyzed**, unconscious, or dead.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon **command**, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a **load**, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally **aligned**, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an *equus* that *polymorphed* into gorgon form.

The *anklets* are invariably made of silver, one side engraved with the image of the creature it becomes and the reverse etched with the command word.

Creature List

The DM may choose the form of the creature into which the *equus polymorphs* from the following table. The jewelry *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a creature he or she feels comfortable with and is sure will not give the PC an unfair advan-

tage in the campaign. Different creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on **Table 49** in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If an *equus* is slain (reduced to 0 hit points or fewer) in creature form, the creature immediately reverts to anklet form and cannot change into a creature again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of one hit point per day. However, the *equus* can neither heal itself nor be healed while in anklet form.

Roll Creature

- 02 Unicorn: AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to hit when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of enemy at 240 yards distance; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 Giant stag: AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).
- 04-05 Bull: AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy war horse:** AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. This horse has an Intelligence of 7-12 (1d6+6).
- 09-13 **Heavy war horse:** AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. Intelligence is 5-8 (1d4+4).

- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 Camel: AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).
- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animalfriendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

of Growth

XP Value: — GP Value: 1,200

The Book of Marvelous Magic

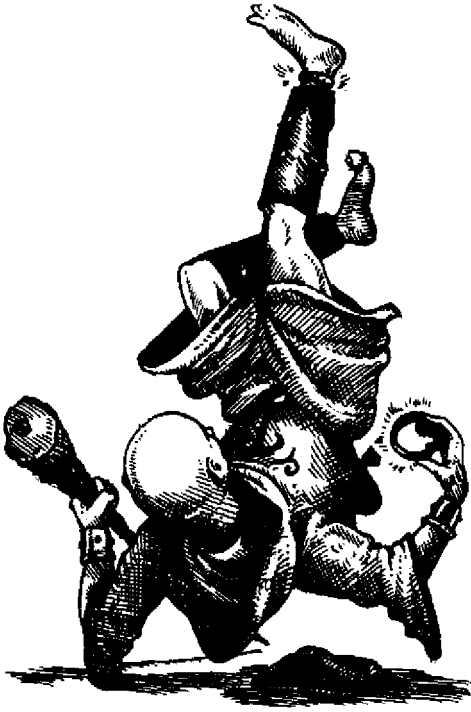
This anklet appears and functions as an *anklet of levitation* in all respects. However, it also causes the wearer's leg to grow at the rate of 1 inch per turn (or part of a turn) for as long as it is worn. The victim's Dexterity score drops by 2 points per foot (two hours) of growth: if two anklets are worn, both legs grow evenly, and Dexterity drops by only one point per foot of growth. The anklet may be removed by the usual methods. The magical growth and loss of Dexterity can be negated only by a *remove curse* cast by a caster of at least 26th level or by a *wish*. Although either remedy instantly restores the victim to normal size and Dexterity, the anklets, wherever they are, disintegrate.

of Hobbling

XP Value: 600 GP Value: 6,000

The Book of Marvelous Magic

When locked on an ankle, this item causes the victim to move at 1/2 normal rate. If two are used, only 1/3 normal rate is possible.



of Levitation

XP Value: 2,500 GP Value: 17,000

The Book of Marvelous Magic

This item can be locked and commanded to rise. It stops and goes upon command of the person who locked it. If one anklet is used, the wearer is hoisted by one leg, in a most inconvenient posture; if two are used, normal *levitation* is obtained. It is controlled within a range of 60 feet, but the effect is otherwise identical to the wizards' spell *levitate*, bestowing vertical movement at the rate of 20 feet per round. The victim cannot be "dropped" unless the anklet is suddenly unlocked or destroyed.

of Sinking

XP Value: — GP Value: 600

The Book of Marvelous Magic

This anklet appears and functions as an *anklet of walking* in all respects. However, when used to walk on acid, or on water more than 30 feet deep, the anklet stops functioning at some inconvenient point, suddenly becoming as heavy as a 100-pound weight (per anklet). When the malfunction occurs, the anklet also negates all other *waterwalking* spells and effects. The wearer sinks like a stone until the anklet is removed, although *feather fall* or other spell effects may slow the victim for a time.

of Sure Footing

XP Value: 2,000 GP Value: 16,000

POLYHEDRON Newszine 90

It is popularly believed by most sages that the wizard who invented these items served on a pirate ship based in the Corsair Domains. Legend has it that the wizard did not adapt well to life at sea; the ship's pitching and rolling as it rode the waves made it impossible for the wizard to cast spells. After months of research, he enchanted a pair of anklets that would make his life at sea easier. The anklets were woven from kelp, and the wizard dubbed them *anklets of sure footing*.

Both anklets must be worn, and they do not function if covered by footwear or cloth. The wearer is never affected by seasickness and can move at normal speeds across ship decks, even under treacherous conditions such as mountainous waves and gale force winds. Spellcasting is not hampered by the ship's movement, because the anklets ensure the caster's steadiness.

In addition, the wearer can climb rigging as easily as walk, and fight and cast spells from the rigging as if standing on solid ground.

Although the anklets can be worn by any race and class, they are highly sought after by seafaring rogues and Spellcasters.

of Walking

XP Value: 1,200 GP Value: 6,000

The Book of Marvelous Magic

When locked, this anklet enables the wearer to walk upon any fluid, water, oil, acid, etc., without actually touching it. Feet or boots hover a fraction of an inch above the fluid. One anklet can support 200 pounds in weight; two support 500 pounds.

Antennae of Triangulation

XP Value: — GP Value: 55,000

Realmspace

These antennae are usually over 8 feet in width and can be 20 feet or more in length. They appear to be antennae removed from some gargantuan insect. There is a helmet of liaison that accompanies the antennae when it is first purchased—assuming one is for sale—that links the antennae and the wearer of the helmet. The helmet relays the information found by the antennae in exact detail to the wearer. When the helmet is put on, the wearer immediately gets a complete picture of the space around him. The operator sees everything in a 360-degree, 10,000 yard sphere. Every

little detail can be viewed mentally. The positioning of these items changes whenever the ship's heading changes, or if the objects in sight change. These antennae make it impossible for anyone to surprise the ship, as long as someone is wearing the helmet. The antennae can be used to tell the wearer where an approaching spelljamming ship or an asteroid is in relation to the vessel's current location. The items, having no charges, can be used an unlimited number of times.

Anvil

An anvil is a heavy iron block that has a flat top and a round, horn-shaped end. Blacksmiths heat metals until they soften, and use the anvil's surface to hammer the metal into the desired shape. Magical anvils, however, can be of any size, shape, or weight, and they are commonly used to perform functions other than those performed by their nonmagical counterparts.

High Anvil of the Dwarves

XP Value: 5,000

GP Value: 50,000

DRAGON Magazine 58

The skill of dwarf metalcrafters is legendary, and through the ages they have continued to find ways of improving their smithing abilities. At some time within the last several centuries, dwarves learned how to create a magical device that would make them even more skilled as armorers, weapon makers, and smiths. The great cost of creating a *high anvil*, however, has kept the number of these items down to a precious few. Only a very large enclave can afford to make one—*high anvils* are never found in the shops of dwarven armorers, weapon makers, or smiths located in cities and towns—the danger of theft is too great.

High anvils are large, elaborately carved, and forged from an alloy of adamantite and steel. They radiate a faint aura of magic. The anvils weigh about 175 pounds and cannot be easily moved or carried, and are often fixed or welded to the floor of the main armory of dwarven colonies.

The workmanship involved in the forging and decoration of a *high anvil* represents the best that the dwarves of the clan can offer, frequently adorned with depictions of great events in the clan's history. While dwarves hold their *high anvils* to be beyond price, a realistic appraisal of one's worth would probably range from 30,000 to 60,000 gold pieces.

When used for metalworking, a *high anvil* adds +50% to the skill level of dwarven armorers, and doubles their efficiency, effectively cutting armor construction time in half. Dwarven smiths using a *high anvil* have doubled efficiency when forging any item, and weapon makers may construct axes, swords, and the like at three times the normal rate, working them on a *high anvil*. Nondwarf characters or creatures who use a *high anvil* (a very rare event, since dwarves are extremely protective of their treasures) have +25% added to their skill as armorers but enjoy no other benefits.

The increase in skill level and decrease in construction time are not permanent and only apply when a *high anvil* is used. Mithral and adamantite alloys can be worked with greater ease on a *high anvil*, and anything forged on one is of the highest quality.

A *high anvil* is created by a long and involved process of crafting and enchantment. The physical work upon the Anvil takes between 24 and 36 months, and can only begin after the members of the clan have taken 6d4 months to decide on the anvil's shape, design, and decorations. Once the anvil has been forged, it must undergo a ritual blessing by the most powerful dwarven priest in the clan, and 4d4 other priestal assistants. (The main priest must be at least 6th level, and a member of the same clan as the dwarves who forged the anvil.) The blessing takes 1d4+4 days, and the clan's patron deity is invoked during the final enchantments.

High anvils are not commonly found in treasure hoards. One might be discovered in the ruins of a dwarven stronghold, but even if the clan had been destroyed or driven off, another clan would try to recover the anvil to keep it from falling into the hands of another race. Dwarves who do manage to gain possession of a *high anvil* (from nondwarves, of course, since dwarves do not steal from each other) gain 10,000 experience points; the award is half as great for nondwarves who come to own one.

Iron Anvil of the Armies

XP Value: 1,750

GP Value: 17,500

DRAGON Magazine 178

This is a great, black, iron anvil, embossed with runes of power in gold and brass. Any competent smith will find nonmagical tasks uncannily easy when using this anvil. Bent swords straighten with a single tap, having lost none of their

strength; horse shoes are just the right size; and everything worked on this anvil has a little extra shine and a cleaner finish. In actual game terms, the smith works at six times the usual speed,

The anvil is too massive to transport except with the most elaborate methods, and using it is hard work. The smith must have a minimum Strength of 15 and can work only as many days in one stretch as his or her Constitution score divided by five (rounded down) before resting for a like period of time.

of the Lortmil Mountains

XP Value: 3,000

GP Value: 30,000

GREYHAWK Adventures

This blacksmith's tool was enchanted in a shrine of Moradin, king of the dwarven gods. It allows a dwarven weaponsmith to create extremely strong and sharp blades. Each weapon takes twice as long to create, but, when finished, is either a normal weapon (on an unsuccessful proficiency check) or a weapon of fine quality (on a successful proficiency check). All weapons of fine quality created by this anvil are worth 100 times the cost of a normal weapon of the same type. It is rumored that this anvil forged legendary magical weapons for the dwarves.

Apparatus

"Apparatus" is an all-encompassing term used to describe a machine so complex, it is impossible to associate a name with its function. Other terms that could work as well are "magical machine," "contraption," or "mechanism." Most apparatus are too large to move or relocate due to the possibility of breakage,

The Apparatus

XP Value: —

GP Value: —

RAVENLOFT Campaign Set

This huge machine stands over 30 feet tall and it is 20 feet wide at the base. A glass globe, 15 feet high, rests upon a massive tripod made of wood and steel. The tripod lifts the globe over 15 feet from the floor. The globe encases a great, spinning ball of sulphur. A network of rings, made of cold-forged steel, tops the enormous glass sphere.

Two smaller globes, each the height of a man, are suspended below the large one. The pair, linked by a narrow glass neck, looks like an hourglass on its side. A 3-foot-wide trap door opens

from the bottom of each smaller globe. A steel, tubular arch links each smaller globe to the mother sphere above.

A third, and still smaller series of globes rings the entire base of the tripod, linked together like a chain by thin glass tubes. A bewildering array of metal and glass—rods, wires, and plates—joins the circle of spheres to the two human-sized glass chambers.

Lightning energizes the apparatus. The steel rings on top focus electricity into the mother globe. To fully charge, the apparatus requires 12 lightning strikes within the span of three hours; over a longer period, the charge fades. The energy is convened into a magical force by the spinning ball of sulphur within the globe.

This contraption can perform a number of monstrous and misguided tasks. The first is a "transpossession." It can cause the exchange of minds, between two intelligent subjects—even an intelligent creature and a man. The subjects must stand in the formidable glass chambers. On the 12th lightning strike, the psyches of the two individuals are exchanged. All mental abilities go with the psyche, all physical abilities stay with the body. Both subjects fall unconscious for 1d3 turns. Any attempts to determine the alignment or true nature of a transpossessioned subject fails. Spells such as *know alignment*, *detect evil* or *true seeing* act as if the subject had a truly neutral alignment.

The second function of this machine requires the *rod of Rastinon*. When the rod is placed in the glass tube connecting the two large chambers, a subject's personality can be split in two. An intelligent subject must stand in one of the big globes. On the 12th lightning strike, the psyche splits. In a flash, a duplicate of the subject appears in the adjacent chamber. Physically, they are almost twins. Mentally, they are unique. As of this writing, the split has involved only good and evil, separating the dark side from the light. Other divisions may be possible.

The "dark side" is a being of such evil that Ravenloft's dark powers envelop him or her, granting a lordship and a domain. They may also give great powers, and transform the character physically. The individual immediately seeks to destroy the other half, because only then is he or she secure.

According to legend, the apparatus can also rejoin the psyches it has divided. Both halves

must occupy the **globes**, with the *rod of Rastinon* in place. On the 12th **strike**, their psyches join, and the original subject is restored. Theoretically, two normal **subjects**—each unique and **whole**—might be forced to share one body through this process. The stronger body would harbor the two psyches, while the weaker body would become a **withered**, empty shell.

Alchemist's Apparatus

XP Value: —

GP Value: —

Book of Artifacts

The apparatus, or the *alchemist's apparatus* as it is sometimes known, is best described from the notebooks of **Meister Dettrick**.

The very sight of it [the Apparatus] inspired a terror within me, for its very shape spoke of the unholy researches that planned it. It filled Herr Gustav's great hall, o'er-reaching even the balconies that looked upon the floor below. The main part consisted of a great glass sphere of sulphurous fumes, madly churning as the lightning teased the steel receptors set atop it. The whole is supported in a tripod of oppressive wood and iron, beneath which were suspended two smaller globes, each the height of a man. Piping arced from these to the sulphurous orb. Ringing these were yet smaller orbs, interwoven by tubes through which flowed streams of noxious yellow gas. To my trepidation, Herr Gustav already stood among the wires and pipes of the platform, priming the foul device for the coming storm. Then I saw that each contained a beast—one a quivering fawn, the other a ravening dire wolf. "Behold the test!" he cried to me, frantic with his madness as he gestured to the orbs. From his robes he produced a crystal rod, no more than 2 feet long, that throbbed with crystal fire. "The rod!" he shouted above the enraged storm. "With the rod I shall . . ."

No more of his madness could I bear, and so risking the fury of the elements I fled the sage's halls, out into the night. . . .

It is unclear whether the apparatus is a single device or a set of plans and concepts so infernal in their execution that the result is the diabolic machine known by that name. The doubt exists because several times this artifact is said to have been both invented and **destroyed**, and **yet**, somehow it seems to recreate itself elsewhere to once

again wreak havoc upon those who experiment with it.

The first known construction of the apparatus was by one known as the Alchemist of **Mordenshire**, sometimes confused with Count **Strahd** Von Zarovich, another player in this tale. The story is that the alchemist created the apparatus in order to divide a soul and purge it of evil or, as others maintain, to fuse his own incomplete soul with that of another. Whatever his goal, his **ambitions** became entangled in those of Strahd and led to disaster, destroying the apparatus and its maker.

The monstrous apparatus had more of a life than its **maker**, it seems, for it has reappeared in other lands, sometimes as it was and sometimes changed and improved. Thus it is that some sages maintain that the true artifact is not the apparatus itself but the supposed notebooks of the original **alchemist**, and that it is from these plans that the physical apparatus is built. No one, however, can ever testify to seeing a copy of these notes.

One important feature of the apparatus is the *rod of Rastinon*. This magical item, although not an artifact in its own right, is vital to several of the apparatus's powers. It must be set in place between the two chamber orbs and then powered by **lightning**—or so that is how the story goes.

The apparatus is a wonderful artifact with which to threaten PCs, because its powers of *transpossession* and *soul-splitting* strike at the very essence of the player character. The thought of having one's mind and psyche transferred into that of an orc or, perhaps worse, a goat should be enough to rouse fear in the heart of any PC.

Since the apparatus is not small, portable, or even quick to use, any adventure involving it must have a strong villain, one who can trap the PCs and then operate the device. A strong villain needs strong ambitions, too. The goals of this villain are certainly more than just tormenting the PCs. They are only attacked because they are useful in some experiments or because they **threaten**, knowingly or not, greater plans.

Should the characters manage to avoid the threats posed by the apparatus, they may still have problems. Friends and allies may suddenly become enemies through *transpossession*. Innocents may need to be restored or *transpossessed* spies ferreted out. This might require that the characters to seize and operate the apparatus, all at great peril to themselves!

Among all of the artifacts, this apparatus is the easiest to remove from any campaign, for it has a history of overloading, exploding, and otherwise destroying itself. Whenever the device's time has **passed**, it is a simple matter to demolish it in a dramatic stroke of lightning. Another apparatus, should it ever be **needed**, can always conveniently appear elsewhere, for like true science, once released from **Pandora's** box, it can never be banished completely.

Unlike many other artifacts, the powers of the apparatus cannot be utilized at will. Although magical in nature, the device operates more like a machine. To run, it must be energized by lightning. No other electrical source can suffice, for the apparatus requires not only the **voltage**, but the elemental power that the lightning provides. The metal receptor plate in the top must be struck 12 times in the space of three hours for the device to build up the necessary **charge**. Only one charge can be held at a time and beyond the time limit, the stored energies fade. The charge is enough to feed a single power of the apparatus. Which power is used is determined by the operator, who must constantly supervise the machine's operation. *Transpossession* can be used without additional preparation, but the remaining powers of the apparatus require the use of the *rod of Rastinon*, set in its place between the two **globes**.

Invoked Powers: The simplest power is *transpossession*, the complete exchange of minds between two creatures. The subjects are placed in the two globes **and**, amid swirls of gas and glowing blue sparks, the transfer is made. All mental, spellcasting, and psionic abilities are transferred between the two bodies. The new form has the Strength, Constitution, Dexterity, and Charisma of the host, but the **Intelligence** and Wisdom of the transferred mind. The subjects are struck unconscious for 1d3 turns. *Transpossessed* subjects detect as neutral to all spells and psionics that would reveal alignment, ethos, or personality.

The second power, *soul splitting*, divides a single subject into two personalities. The split separates some property of the psyche into its **Opposing elements**—**good** vs. evil, law vs. chaos, wisdom vs. folly, and other opposing forces. The two persons are physically similar, differing only in ways that characterize the nature of the split and the strength of each trait. The good personality may be fair and strong, if the original subject was filled with **good**, or sickly **and** pale if the sub-

ject was less than noble. Each personality has the full knowledge and abilities (within the limits of the separation) of the original body.

The two forms are also utterly opposed to each other, so that cooperation is impossible. Depending on the nature of the separation, one seeks to destroy the other or reverse the *soul splitting* * process. An evil twin would seek its **counterpart's** death while the good one tries for reunion. A wise twin might revel in freedom from the foolish half. A foolish twin is likely to become wild and bestial, filled with **more-than-animal** cunning. In all cases, the two separated properties become concentrated and exaggerated in each individual until the distilled trait dominates their personalities. It radiates with astonishing intensity to detection spells revealing that trait.

The third power is that of *soul fusing*. Here, two personalities are joined in one body. Normally this is done to reverse the process of *soul splitting*, but it is possible to merge two unrelated personalities into a single creature. The merged form now has two separate minds within it. Each retains its own **personality**, including all class, mental, spellcasting, and psionic powers. One personality, however, cannot use the powers of the other.

The result of this fusion is seldom harmonious, for unless the two minds are in perfect agreement on all things, they vie for control of the body. Any time there is a disagreement over a course of action, an Intelligence check is made for each mind. Should one succeed and the other **fail**, that personality seizes physical control. The subject's mannerisms, voice, accent, likes, and dislikes are instantly those of the dominant personality. Should both fail, the subject is racked by fearsome headaches so severe that any action is impossible. If both **succeed**, the subject's body is the battleground for control. Movements become confused and jerky, behavior erratic from moment to moment, as each tries to assert itself.

Attempts to detect the mental nature of such a person reveal details of the current dominant personality. If there is no dominant force, the result is a confused blur that might be mistaken for neutrality.

Curse: With the apparatus there are perils both for those subjected to its horrible transformations and for those who would use it upon themselves or others.

For subjects, beyond the perils described



above, there is a chance that, unable to reconcile oneself to the alteration, madness results. The subject (or subjects in the case of a split) must immediately roll a successful saving throw vs. death magic or succumb to incurable madness. After that, the subject must roll a successful saving throw every day for a full **week**. Only after this time is the subject able to come to terms with the situation. Note that for those subjected to *soul fusing*, each personality must roll a separate saving throw and it is perfectly possible for one personality to be sane and the other to be utterly mad.

The experimenter **risks** other fates each time the apparatus is used. There is a 20% chance (noncumulative) that the energies of the apparatus create a field that transfers the device and surrounding locale (such as the building housing it), along with all characters, into Ravenloft. (Players familiar with the **demiplane** know this is a serious curse.)

In Ravenloft: Where the device was originally **found**, the operator must roll a dark powers check each time the device is **used**—even if the operator is the subject. Evil "twins" created by the **apparatus** are immediately adopted by the land,

Suggested Means of Destruction:

- The machine itself is quite fragile and can be easily destroyed. However, it recreates itself at some other place and time.
- The characters must travel back in time to the workshops of the original alchemist and there destroy him, his works, and all his notes.
- Mystical barriers blocking the blend of science and magic must be built to protect each world in the Prime Material Plane. This does not destroy it. It merely prevents its appearance in that world,

of Dreadful Construction

XP Value:

GP Value: —

New Item

Reports have surfaced from those who visit other worlds of the appearance of a bizarre device that disrupts the tranquility of civilized life. Sages who **collect** and study such reports say that a large wheeled mechanism, reputed to be made of adamantite-alloyed iron, has briefly appeared on certain worlds at random to leave a trail of chaos in its **wake**. The purpose and origins of the device are a mystery, but a few facts

are known about it.

The *apparatus of dreadful construction*, as it has come to be known, resembles a huge, iron, fully **enclosed**, two-wheeled chariot lacking the front bar to which **horses** would be harnessed. It stands about 15 feet high, 20 feet wide, and 25 feet long. Its weight is guessed to be 15 to 30 tons. Three great metal chimneys rear from its stern, spewing sparks and flames up to 30 feet into the air. (The fires cause any flammable material within 30 feet of the device to save vs. normal fire or burn.) Two monstrous **studded wheels enable** the apparatus to cross any terrain at a constant speed (MV 24, or 8.182 miles per hour), night or day. Most fearsome, however, are the eight human-sized metal teeth at its front, each driven by a great piston, which chew through every kind of stone, metal, or other **substance**. If the apparatus runs **into** a cliff or **mountainside**, it digs its way through at a reduced but still rapid speed (MV 18), leaving a permanent tunnel behind it. Any being run over by this device, whether crushed by a wheel or "bitten" by a metal tooth, takes 10d12 points of crushing damage and 6d6 points of heat damage (no saving throw), and must pass a system shock roll or die at once.

As the apparatus travels across the landscape, it destroys everything before it in a path 20 feet wide, moving in a perfectly straight (if not entirely level) line. Nothing, not even a *wish* spell, can turn it aside or direct its movements. Witnesses report that the apparatus is able to survive falls from considerable heights without damage, observing that it continued on its journey as if nothing happened. The single mindedness of the apparatus's movements and feats leads most observers to believe that it has escaped its original owner or creator and is now running without any intelligent control.

As it **moves**, part of the mechanism takes the rocky material it destroys, draws the debris into the vehicle, and leaves it behind in the form of a black paved road measuring 12 feet wide, with churned earth and ground rock littering either side. The created road is exceptionally durable, making all saving throws as metal +4. Immediately after the passage of the apparatus, however, the roadway is extremely hot, doing 6d6 points of damage to anyone who touches it; it cools by one die of damage for every hour that passes after it begins to cool. Furthermore, the road contains poisonous substances that kill all plant life within

50 yards for a full year. This road, though of high quality, of course leads nowhere in particular except by random chance. Any city unlucky enough to be in the path of the device must be abandoned until it has **departed**, leaving road and ruin behind it.

The apparatus travels from world to world as a result of a random *plane shift* power, 1-20 rounds after it is fully submerged in **water**—ocean, lake, or river. After its *plane shift*, it reappears out of the deep waters of another **world**, in another crystal sphere, to drive across the landscape until it reaches water again. A few wizards and priests discovered this aspect of its nature and exploited it by having lakes dug and filled in its path to protect **cities**, causing the device to leave their world for another.

Though the device has caused destruction in its passage across inhabited lands, the ruin is very limited in scope and the damage is eventually reversed (though the roadway it creates remains). In some cases, its passage has even been beneficial, as it opens tunnels through the most impassable mountains and builds roads across the worst terrain. It is more an annoyance than a real threat. The device radiates enormous, powerful magic, and its invulnerability to all forms of magical and physical attack certainly indicate that it is an artifact. Because the upper part of the apparatus has the appearance of a beast's head, complete with fiery nostrils and smokestack "horns," it is sometimes called the Iron Bull, as well as Ground-Eater, Road-Maker, the Starving Juggernaut, and a few less pleasant epithets (particularly thrown by those who have lost farms and forests to its flames).

Certain elements of its appearance have led to speculations that it was built with the assistance of **Krynnish** tinker gnomes (Minoi), though there is neither record nor proof of this. (Indeed, some tinker gnomes actively pursue the device in order to learn more about it.) Another theory is that it is a reactivated relic from the ancient empire of **Blackmoor**—of **Mystara**, not of **Oerth**. The truth cannot be known at this time. As its first appearance in the Known Spheres dates back to only 130 years, the assumption of scholarly sages is that the device is either of recent construction or lay dormant until accidentally activated by a curious (and no doubt now deceased) discoverer.

of Kwalish

XP Value: 8,000

GP Value: 35,000

DUNGEON MASTER Guide, 1st Edition

When **found**, this item is a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

Level	Effect
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Forward/left or right
7	Backward/left or right
8	Open "eyes" with <i>continual light</i> inside/close "eyes"
9	Raise (<i>levitate</i>) or sink
10	Open/close hatch

The apparatus moves forward at a speed of three, backward at six. Two pincers extend forward 4 feet and snap for 2d6 points of damage each if they hit a **creature**—25% chance, no reduction for armor, but Dexterity reduction applies (5% per bonus point). The device can operate in water up to 900 feet deep. It can hold two human-sized characters and enough air to operate for 1d4+1 hours at maximum capacity. The apparatus is AC 0 and requires 100 points of damage to cause a leak, 200 to stave in a side. When the device is operating it looks something like a giant lobster.

In a **DRAGONLANCE Campaign**: The *apparatus of Kwalish* does not exist on Ansalon.

of Spikey Owns

XP Value: 7,000

GP Value: 32,000

DRAGON Magazine 28

This item exactly resembles the *apparatus of Kwalish* except that, when **activated**, it becomes a 10-piece one-man-band renowned for its cacophony. It enrages all who hear it, including party members, unless a saving throw vs. **spell** is made. Those who fail the saving throw will attempt to do harm to the operator until he or she stops playing the apparatus. Of course, the owner is *charmed* by the device and continues to operate it.

Apple

Although **they** are extremely rare, two magical apples have **been** discovered.

of Bragi

XP Value: 500 **GP Value:** 2,500

DUNGEONS & DRAGONS Master Set

In Scandinavian legend, Bragi (son of Odin) had a magically inexhaustible supply of these apples. Each can cure weariness, decay of power, ill temper, or failing health.

of Chaos

XP Value: 300 **GP Value:** 3,000

POLYHEDRON Newszine 26

The *apple of chaos* is a 5-inch-diameter apple of gold. If thrown, its material form disappears where it lands, but its image remains (a phantasm), affecting all creatures within 40 feet of it. All victims are affected as if by the 5th-level wizard spell *chaos*, suffering *confusion* (as the druid spell). Normal fighters (not paladins or rangers), illusionists, creatures with Intelligence 4 or less, and monsters that do not use magic may each make a saving throw vs. spell to avoid the effect; no other creatures gain a saving throw. The *confusion* lasts for 20 rounds, until the *phantasmal apple* disappears. The image (and the effect) may be removed by a *dispel magic* spell, but checked against 20th-level magic use.

Apron

Aprons are used for a multitude of purposes. Mostly, they protect the wearer from the effects of heat, sparks, or haphazard knife wielding. Magical aprons, on the other hand, can be used to relieve fatigue, grant cooking proficiencies, or promote cleanliness.

of Comfort

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 57

This magical apron must be worn to be effective. It makes its wearer immune to heat and fatigue caused from long hours in the kitchen, or from prolonged adventuring in hot climes. The apron also catches spills and stains before they touch the wearer or the wearer's clothing. Upon uttering the command word, the apron cleans itself and appears new. The apron increases the cooking proficiency of the wearer by +3. If the wearer

cannot cook, the apron taps **natural talents** and grants the basic proficiency in cooking.

Flandal Steelskin's

XP Value: **GP Value:** —

Monster Mythology

The avatar wears an *apron of fire resistance* that can cast *stoneskin* twice per day. Once per day, he can summon 1d4 16 HD fire elementals for six turns.

Leather

XP Value: 300 **GP Value:** 2,000

Day of At'Akbar

This leather wrap is a *magical leather apron +1* that acts as leather armor.



Arabel's Huggable Bear

XP Value: 3,000 **GP Value:** 30,000

POLYHEDRON Newszine 82

This **huggable**, lovable stuffed magical bear is made of white ermine. It sports an onyx nose, sapphire eyes, and is stuffed with owlbear down. During the slumber hours, this small bear radiates a *sphere of protection* in a radius of 3 yards. The sphere keeps invading forces from entering the mind of any sleeping person. *ESP* and mind-

affecting spells, including psionics, do not work on any subjects sleeping within the bear's domain. The stuffed animal also prevents those in its area of effect from suffering bad dreams. Because of the restful nature of sleep while slumbering near the bear, hit points are restored at twice the normal rate.

Arcane Formula

Arcane formulae are recipes for converting a victim into another, often mystical, form. Generally, the formula converts living or recently deceased wizards and priests into undead versions of liches.

for a Dracolich

XP Value: — **GP Value:** —

FORGOTTEN REALMS MC Appendix

The creation of a **dracolich** is a complex process involving the transformation of an evil dragon by arcane magical forces, the most notorious practitioners of which are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have been known to coerce an evil dragon to undergo transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with **spellcasting** abilities are preferred. Once a candidate is **secured**, the wizards first prepare the dragon's host, an inanimate object that holds the dragon's life force. The host must be a solid item of not less than 2,000 gp value, resistant to decay (**wood**, for instance, is unsuitable). A gemstone is commonly used as a host, particularly a ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is **resisted**, another item must be used for the host. If the spell is not **resisted**, the item can then function as a host. If **desired**, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the **evil** dragon to consume. The exact composition of the potion varies according to the age and type of dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a

vampire. When the evil dragon consumes the potion, the **results** are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect
11-40	Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1d2 rounds.
41-50	Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> to transform the dragon into a dracolich results in another roll on this table.
51-00	Potion works.

If the potion works, the dragon's spirit transfers to the host, despite the distance between the **dragon's** body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is the ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it never accepts the spirit. The following modifiers apply to the roll:

-10	If the corpse is the spirit's own former body (which can be dead for any length of time)
-4	If the corpse is of the same alignment as the dragon
-4	If the corpse is that of a true dragon (any type)
-3	If the corpse is that of a fire Drake, ice lizard, wyvern, or fire lizard
-1	If the corpse is that of a dracolisk , dragonne , dinosaur, snake, or other reptile

If the corpse accepts the spirit, it becomes **ani-**

mated by the spirit. If the animated corpse is the spirit's former **body**, it immediately becomes a dracolich; however, it does not regain the use of its voice and breath weapon for another seven days (note that it is unable to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a **protodracolich**. A protodracolich has the mind and memories of its original form, but the hit points, immunities to spells, and priestly turning of a dracolich. A protodracolich can neither speak nor cast spells. Furthermore, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its Strength, movement, and Armor Class are those of the possessed body.

To become a full **dracolich**, a protodracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a protodracolich can always sense the presence of its original **body**, whatever the distance. A protodracolich tirelessly seeks its original body to the exclusion of all other activities. If its original body has been **burned**, dismembered, or otherwise destroyed, the protodracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or **similar** spell, so long as the spell is cast in the same plane as the disintegration). If a protodracolich is unable to devour its **original** body, it is trapped in its current form until slain.

A protodracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is **complete**, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, besides having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possessions). If the spirit successfully repossesses its original body, it again becomes a full dracolich. If the spirit possesses a different body, it becomes a protodracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, and provide it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

for a Lich

XP Value: —

Lords of Darkness

GP Value: —

To become a **lich**, a wizard or **wizard/priest** must attain at least the **18th-level** of experience as a wizard. A candidate for lichdom must have access to the spells *magic jar*, *enchant an item*, and *trap the soul*. *Nulathoe's ninemen*, a **5th-level** wizard spell that serves to preserve corpses against decay, keeping them as strong and supple as in life, is also required.

The procedure for attaining lichdom is ruined if the candidate dies at any point during the process. Even if successful *resurrection* follows, the workings must be started anew. The procedure involves the preparation of a magical phylactery and a potion. Most candidates prepare the potion first and **arrange** for an apprentice or ally to raise them if **ingestion** of the potion proves fatal. Preparation of the phylactery is so expensive that most candidates do not wish to waste all the effort of its preparation by dying after it is completed but before they are prepared for lichdom.

The nine ingredients of the potion are as follows:

- Arsenic (2 drops of the purest distillate).
- Belladonna (1 drop of the purest distillate).
- Blood (1 quart of blood from a dead pegasus foal, killed by wyvern venom).
- Blood (1 quart from a dead demihuman slain by a phase spider).
- Blood (1 quart from a vampire or a being infected with vampirism).
- Heart (the intact heart of a humanoid killed by poisoning, a mixture of arsenic and belladonna must be used).
- Reproductive glands (from seven giant moths, dead for less than 10 days, ground together).
- Venom (1 pint or more, drawn from a phase spider less than 30 days prior)
- Venom (1 pint or more, drawn from a wyvern less than 60 days prior)

The ingredients are mixed in the order given, by the light of a full moon, and must be drunk within seven days after they combine into a sparkling black liquid that gleams with a bluish radiance. All of the potion must be drunk by the candidate, and within six rounds produces an effect as follows (roll percentile dice):

Roll	Effect
01-10	All body hair falls out, but potion is ineffective (the candidate knows this). Another potion must be prepared if lichdom is desired.
11-40	Candidate falls into a coma for 1d6+1 days, is physically helpless and immobile, mentally unreachable. Upon waking, potion works; the candidate knows this.
41-70	Potion works, but candidate is <i>feeble-minded</i> . Any failed attempt to cure the candidate's condition is 20% likely to slay the candidate.
71-90	Potion works, but candidate is <i>paralyzed</i> for 2d6+2 days (no saving throw, despite curative magic). There is a 30% chance for permanent loss of 1d6 Dexterity points.
91-96	Potion works, but candidate is permanently:
01-33	Deaf
34-66	Dumb
67-00	Blind The lost sense can only be regained by a <i>wish</i> or <i>limited wish</i> .
97-00	Death of the candidate. Potion does not work.

The successfully prepared candidate for lichdom can exist for an indefinite number of years before becoming a lich, Lichdom is not achieved at death unless preparation of his or her **phylactery** is complete. A successfully prepared candidate may appear somewhat paler of skin than before imbibing the potion, but cannot be mentally or magically detected by others as ready for lichdom. The candidate, however, is always aware of readiness for lichdom, even if *charmed* insane, or memory loss occurs. (A *charmed* candidate can never be made to reveal the location of the phylactery—although he or she could be compelled to identify what the phylactery is, if it is shown.)

The phylactery may take any form—it may be

a **pendant**, gauntlet, scepter, helm, crown, ring, or even a lump of stone. It must be of inorganic material, must be solid and of high-quality workmanship if made by humans and cannot be an item having other spells or magical **properties** in it. It may be decorated or carved in any fashion.

Enchant an item is cast on the phylactery (this is one of the rare cases in which this spell can be cast on **unworked** material), a process requiring continual handling of the phylactery for a long time. The phylactery must successfully make its saving throw as noted in the spell **description**. It must be completely enchanted within nine days (not the 24 hours normally allowed by the spell). Note that the "additional spell" times given in the *enchant an item* spell description are required.

When the phylactery is made ready for enchantment, the candidate must cast *trap the soul* on it. Percentile dice are rolled; the spell has a 50% chance of working, plus 6% per level of the candidate (or caster, if it is another being) over 11th level. The phylactery glows with a flickering, **blue-green/ae fire** radiance for one round if it is successfully receptive for the candidate's essence.

The candidate then must cast *Nulathoe's nine-men* on the phylactery, and within one turn of doing so, cast *magic jar* on it and enter it with his or her life force. No victim is required for this use of the *magic jar* spell. Upon entering the phylactery, the candidate instantly loses one experience level along with its commensurate spells and hit points. The essence and lost hit points remain in the phylactery, which becomes AC 0 and maintains those hit points from now on. The candidate is now a lichnee, and must return to his or her own body to rest for 1d6+1 days. The ordeal of becoming a lichnee is so traumatic that the candidate forgets any memorized spells of the top three levels available, and cannot regain any spells of those levels until the rest period is completed. (Candidates usually resume a life of adventuring to regain the lost level.)

The next time the lichnee candidate dies, despite the manner or planar location of death, or barriers of any sort between corpse and phylactery, the candidate's life force goes into the phylactery. For it to emerge again, there must be a recently dead (less than 30 days) corpse within 90 feet of the phylactery. The corpse may be that of any creature, and must fail a saving throw vs. spell to be possessed. If it makes its saving throw,

it never receives the lich. If the creature had 3 Hit Dice or fewer in life, it saves as a 0-level fighter. If it had 3+1 Hit Dice or greater in life, it saves as if it were alive, with the following alignment modifiers:

LG, CG, NG: +0
 LN, CN, N: -3
 LE: -4
 NE: -5
 CE: -6

The candidate's own corpse, if within range, is at -10, and may have been dead for any length of time. The lichnee may attempt to enter its own corpse once per week until it succeeds. (A phylactery too well hidden might never offer the lichnee a corpse to enter. Many lichnee commit suicide to save themselves such troubles.) When the lichnee enters its own corpse, it rises in 1d4 turns as a full lich, with all memorized spells and all undead abilities described in the *Monstrous Manual*'s accessory.

Ardraken's Refreshment Simulacrum

XP Value: — **GP Value:** 11,500

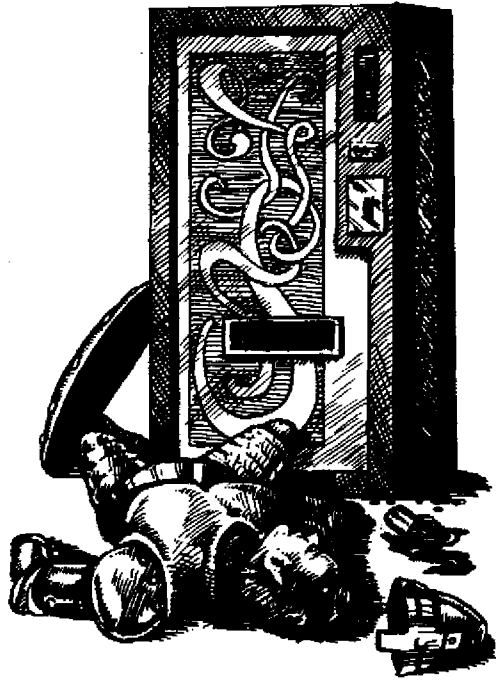
The Book of Wondrous Inventions

Ardraken, a wizard from Greyhawk adventuring in another dimension, first discovered the creature named "Cola." Cola was a rectangular, human-sized thing. It spoke few words, but was very friendly. For just two silver pieces, Cola gave a total stranger a refreshing elixir. Once back in Greyhawk, Ardraken resolved to create his own "cola."

Ardraken's refreshment simulacrum is a colorful box standing on one end. Its usual colors are red, white, and blue. Glowing runes read, "Cola," "Drink," "New Generation," "Exact Change When Lit," and other arcane sayings. A small opening large enough to accept a coin is located midway to the top, on the right. One foot from the bottom is a large aperture, almost as wide as the box. Ideally, the thing affably greets people, then offers its elixir for a mere two silver pieces.

Construction: 11,500 gp; 17 days.

A simulacrum is magically created to duplicate another living being. The process calls for an ice model of the creature to be duplicated. Thus, a refreshment simulacrum requires a block of ice with the dimensions given under Statistics. The water for the ice is mixed first with crushed red, white, and blue precious gems. Each gemstone



must be valued at 100 gp. Three gems of each color are needed. The mixture is frozen around a container of that exotic potion Elixir of Cola, called simply "cola," named for the creature that produces it. The cola is usually contained in metal cylinders. If found in Oerth markets, a 12-ounce cola is worth 600 gp. The ice model is carved with the proper runes. Finally, the spells *reincarnation* and *limited wish* or *create monster* are cast. These give the simulacrum life and the ability to imitate Cola's talents.

Statistics: Size: 2 × 4 × 6 feet. Weight: 300 pounds.

Two silver pieces are put in the metal slot, and the simulacrum drops a potion in a metal cylinder through the lower aperture. It can also accept other coins and will make correct change. Both processes are magical conversions—silver to elixir.

Somehow these enchantments never malfunction for the wizard who casts them, so a cola always operates perfectly for the wizard that made it. For anyone else, any number of nasty things can happen. First, Cola may accept money, but not give any change due. Half the time, it dismisses the user with a simple taunt: "No drinks for you, scum." Those less fortunate are either attacked or become the recipients of one of Cola's

Special Drinks. Each Special differs from the last and its effects are always malign. At best, a Special Drink is noxious and gives the imbiber an embarrassing acne problem. The worst Specials cause insanity, loss of hit points, or death. It is believed these hazards prove that simulacrum are inherently evil. Simulacrum are thought to fear their makers and therefore do them no mischief.

Cola: AC 2; 7 HD; hp 28; MV nil; AT 1d3, Range 16; Dmg 1d4+3; AL CE. The creature attacks by firing 1d3 of its drinks as missiles. If reduced to half its hit points or less, Cola gives up and offers its attackers the real elixir.

Arm

Magical arms are **prosthetics** that are placed in an empty socket, such as an elbow or shoulder joint. The arm, once in place, grafts to the user, becoming an easily manipulated appendage. Prosthetics are often permanently attached until a *dispel magic* or *remove curse* is cast upon the item or user, but some can be removed by simply speaking the command word.

of Doom

XP Value: 8,000

GP Value: 40,000

New Item

This **scaled, taloned**, reptilian limb is believed to have been severed from a lizard man long ago, and infused with powerful magic by a Calishite **archmage** who was later killed by an apprentice employing the arm. It grafts itself to the chest, back, pelvis, or shoulders of any creature who touches it and wills a union (and location of attachment). It becomes part of the body of the afflicted creature and is under the same muscular control as the creature's own normal limbs.

In the early days of Calimshan (when that country was a loose collection of warring satraps and self-styled pashas), a mountain stood near the city of Calimport. The Sunspire was a tall, needle-pointed cone honeycombed with internal passages. The subterranean depths beneath the peak were **flooded**, and home to many lizard men. These **'scalyskins'** raided coastal Calimshan at will, retreating to their lightless, watery lair whenever strong forces rose to oppose them.

One day, a local pasha looked out over his ruined city after one too many **lizard** man raids, and resolved to destroy the scalyskins of Sun-

spire. The pasha, **Thurong** Klazarr, hired all the wizards he could **find**, and they worked powerful spells together, blasting the Sunspire until it **collapsed**, crushing the lizard man colony inside. Only a few scalyskin raiding bands escaped; one was taken in by the evil, reclusive archmage Ilthoon **Sarshimm**. Ilthoon wanted guards for his home (now a **long-vanished** tower northwest of Calimport), but found his authority challenged by the leader of the lizard **men**—**so** he slew that scalyskin and took one of its arms as **his own**. He laid powerful spells on the limb, to preserve, animate, and control it. He made it into a removable body part, which grafts itself onto the user and becomes a directly controlled limb (it need not replace a missing limb, but can function as an "extra"). Throughout the years that followed, Ilthoon added magical powers to the arm, ruling the towns around his tower by fear. There were tales of the disembodied limb crawling about at night by itself, strangling folk, and it became known as the *arm of doom*. Ilthoon was ultimately **slain** by a treacherous apprentice employing the **arm**—**but** that unfortunate wizardling fell afoul of brigands soon after, and the arm saw use in brigand ambushes and feuds throughout Calimshan for many years. It is believed to have since fallen into the possession of an agent of That, and to have traveled with him around the Heartlands, seeing use in night strangling and alley attacks. Its precise, current whereabouts (and its owner's identity) are unknown.

Powers: The *arm of doom* can punch and slash foes for 2d12 hp damage per round, and it can pass through metal barriers (such as armor, shields, shackles, and the bars of prison cells) as if they do not exist to attack targets (the metal is not affected in any way by the passage of the arm). It is immune to all magical attacks and effects, even those that the host body may succumb to (a *held* being would be frozen, but not the *arm of doom*).

The touch of the *arm of doom*, on any item bearing a dweomer suspends the operation of all item magic for one turn, one time only. (That particular item can never again be affected by the arm; its magic isn't **ruined**, nor does its duration "run out," it simply doesn't work for one turn.)

The arm serves until the being it is attached to is slain or it has taken 50 lives while attached to a single being. Whenever either of these states is **reached**, the arm tears free, and crawls away at

MV 9 (can jump to 20 feet horizontally), seeking another living being. If the arm tears free, it does 4d6 damage, and forces a system shock roll.

The arm is rumored to have other powers, and perhaps even a destiny (to slay particular types, nationalities, or classes of beings, regardless of the wishes of the being attached to it), but these are the subject of great controversy among sages, and have not yet been clearly established.

Silver Arm of Ergoth

XP Value: 10,000 GP Value: 50,000

Dragons of Light

The *silver arm of Ergoth* was forged by dragon, elf, man, and dwarf during the creation of the original *dragonlances*. This artifact is able to guide the *hammer of Kharasto* to the exact location of the *dragonmetal* to create a perfect lance. Only with pure dragonmetal, the *silver arm*, and the *hammer of Kharas*, can lasting dragonlances be crafted. The *silver arm* also acts as a *ring of regeneration* for its owner.

Silver Arm of Ergoth II

XP Value: 9,000 GP Value: 45,000

Tales of the Lance

The *silver arm of Ergoth* was created by dwarves, elves, men, and good dragons during the Third Dragon War. Used to forge the original *dragonlances*, it was used again during the recent war against the Dragon Empire.

The arm must be attached to a humanoid with a Strength of at least 17. The person must be of good alignment and be missing his or her right arm. When a proper wearer places the arm to his or her right shoulder, the arm grafts itself to the character and becomes a normal arm for all common tasks.

When used with the *hammer of Kharas*, however, the *silver arm of Ergoth* has the power to properly forge *dragonlances* from *dragonmetal*. Only with the *hammer of Kharas*, the *silver arm of Ergoth*, pure dragonmetal, and the skill of a blacksmith or weaponsmith can true *dragonlances* be forged. The arm acts as a *ring of regeneration*.

of Valor

XP Value: 8,000 GP Value: 40,000

The Ruins of Myth Drannor

This priceless item is one of two known surviving *power arms* in the Realms (the other is in the keeping of the Heralds, in the Herald's Holdfast)—and

only certain senior Harpers and powerful wizards such as Elminster know about the other one.

Made by a cabal of mighty *archmages* when Myth Drannor was strong, the *arm of valor* takes the form of five pieces of full, adamantite plate armor. Together, the five pieces form a complete covering for one arm (they alter size and shape to fit either arm of any M-sized creature). There is no known way to dispel the magic instilled in them, and they make all saving throws at 1 on 1d20. (If three or more pieces are worn together, the save drops to 0 or automatic.)

Whenever any power of any piece of the arm is used, there is a 1% chance (not cumulative) that one of the pieces vanishes, *teleporting* far away (despite the *mythal*), and draining the life-force from the wearer. The power that was used takes full effect, but the wearer suffers 1d12 hp damage, and permanently loses an additional 1d2 hit points. The arm was designed for use by champions defending Myth Drannor; its powers override all *mythal* powers and aren't subject to wild magic.

The pieces are a *gauntlet*, *vambrace* (tubular covering for the forearm), *couter* (a winged, hinged elbow-covering), *rerebrace* (tubular cover for the upper arm), and a *pauldron* (shoulder cover, flaring up into a raised half-collar, and over to cover much of the chest and shoulder blade at the back). The *rerebrace* and *vambrace* each contain small (4 by 6 by 2 inches) storage compartments that latch shut, and are shielded against magical scrying.

Whenever any piece of the arm is first brought to within 200 feet of another, both pieces glow with a blue-white faerie fire for four rounds (this won't happen again until the two pieces are farther apart, and then moved together again; it doesn't happen continuously when the pieces are very close together or actually touching). When worn ("worn together" in this context means strapped onto the same arm of the same being), the pieces of armor confer the following powers:

Gauntlet

- immunity to *charm*, *hold*, and *sleep* (and all related spells and psionics).
- punch does 1d4+1 points of damage, and can strike creatures only hit by +1 or better magical weapons.
- power smash (3d6 points of damage plus "crushing blow" saving throw forced on items struck) once per turn.

Vambrace

- *feather fall* at will.
- *jump* once per turn (range as the spell, but safe landing guaranteed).
- all weapons wielded solely by the arm wearing the **vambrace** strike at +1 damage.
- immunity to *ESP* spells, spell-like powers, and psionics.
- wearer can see invisible beings and objects (30-foot range).

Couter

- *dimension door* once per turn
- *airy water* (creates airy water automatically around the wearer, whenever submerged)
- wearer can see dweomers within 30 feet and distinguish between spell **areas** of effect, enchanted beings, and permanent magical auras.

Rerebrace

- temporarily raises the status of all weapons wielded by the wearer to the status of +2 magical **weapons**—+2 on damage and attack rolls, and can be used to hit beings struck only by magical weapons; these bonuses are not cumulative with magical weapon bonuses, (a +1 sword would be raised to +2, but a +2 sword doesn't become +4), but are cumulative with vambrace bonuses, if both are worn together.
- immunity to all *illusion and phantasm* spells.

Pauldron

- wearer's Armor Class improved by four points.
- immunity to all *enchantment* and *charm* spells.
- *force blast* once per turn (does 3d4 points of damage, neither has nor uses charges, additional impact powers as for a *ring of the ram*).

The *arm of valor* also has some cumulative additional powers, conferred only by combinations of various pieces worn together, as **follows**:

Any Two Pieces Worn Together

- immunity from all *polymorph* attacks.
- all system shock rolls automatically successful.
- immunity from **magical fear**, a bonus of +1 on all saving throws.

Gauntlet, Vambrace, and Couter Worn Together

- *dispel magic* (90-foot range, 90-arc ray, once per turn).

- *magic missile* (5 missiles, 1d4+1 points of damage each, one missile from each digit of gauntlet, one unleashed per turn, of all five missiles in the same round).
- immunity from *petrification*.

Entire Arm Worn Together

- additional +2 bonus on all saving throws.
- *fly* (four rounds maximum burst, one use per turn).
- *minor creation* once per day.
- *wizard eye* once per day.
- If all five pieces of the arm are worn together, they fuse into a flexible but solidly linked unit that can be **readily** separated at the wearer's will, but not otherwise.

Armband

Armbands appear and function almost exactly like anklets, but are **usually** made of sturdier materials. In use, an armband is fastened about the upper **arm**—it does not function if attached to any other body part. It may not be used by an armless creature, although it may function on a tentacle. All other details for **Anklet** (command words, resistance, hit points, and so on) apply also to armbands.

Comfort of Sleep**XP Value:** 300**GP Value:** 1,500

DRAGON Magazine #3

These are black arm wrappings. An insomniac (or anyone else) wearing these bands sleeps soundly and comfortably.

of Death**XP Value:** 250**GP Value:** 1,200

The Book of Marvelous Magic

This armband appears to be an *armband of healing*, but when locked on the arm, the snakes of its insignia animate and bite the wearer. Both hit each **round**, with no attack roll required. Each inflicts one point of damage per bite and requires a saving throw vs. poison per **bite**—**failure** results in death. After the snakes are **animated**, the armband cannot unlock until destroyed.

of Healing**XP Value:** 1,500**GP Value:** 9,000

The Book of Marvelous Magic

This item bears the insignia of a **caduceus**—two snakes entwined about a staff. When locked on

the arm of a priest, it causes any three *curing* spells cast by that priest to cure the maximum possible damage: seven points for a *cure light wounds*, 14 for a *cure serious wounds*, etc. Only three spells per day are affected.

of Music

XP Value: 700

GP Value: 7,000

The Book of Marvelous Magic

This item appears to be and functions in all respects as either an *armband of healing* or an *armband of strength*. However, each time it is activated, the armband emits the sounds of a brass band (with drums). The band plays a rousing march for one turn. These "concerts" don't overlap if the armband is used while the music is playing; if the armband is activated three times in three successive rounds, the music lasts for three turns. The armband cannot be unlocked while it is producing music. The noise can be heard clearly within a 60-foot range, regardless of intervening walls, doors, etc., and may attract the attention of monsters within that area. Note that a *silence 15'* radius spell only dampens the effect slightly, reducing the range to 30 feet.

of Salutation

XP Value: —

GP Value: 1,500

The Book of Marvelous Magic

This armband bears the symbol of a fleur-de-lis. When locked on the arm, it causes the wearer to salute an opponent, bending the arm and raising hand to the eyebrow, before engaging in hand-to-hand combat. It has no effect on missile fire combat. The victim must hold the salute for one round. The opponent may attack during that round, gaining a +2 bonus on attack rolls. There is, however, a 50% chance that the opponent is so surprised it fails to attack that round. The wearer is never forced to salute an opponent more than once in any melee. Once the first salute is made, the armband cannot unlock unless a *wish* is used.

of Snake Changing

XP Value: 500

GP Value: 2,500

POLYHEDRONNewszine 17

These armbands, found in pairs, allow the user to cast an equivalent of the *polymorph selfspell*, but the user can only change to some form of snake. Both bands must be worn and the power can be invoked once a day.

of Strength

XP Value: 750

GP Value: 8,000

The Book of Marvelous Magic

This band bears the symbol of a lion. When locked on the arm, it may be commanded to raise the wearer's Strength score to 18 for one turn. It functions three times per day.

Trueheart's Warding

XP Value: 6,900

GP Value: 42,000

Tales of the Lance

This armband of bronze is etched with a hawk that bears arrows in its talons and four roses upon its breast. Its tale is a twisted web of intrigue and tragedy.

The armband's origins are clouded in mystery to mortal inquirers. Eventually, it passed into the hands of Khantal Krellick "Oathbreaker," who maintained a bloody feud with his brother. At last, weary of war, Khantal bequeathed the armband to his brother Novace to end their feud. Among the ranks of mercenaries, however, Novace's magic armband became coveted by many. A soldier who desired the armband used a peculiar *dagger of venom* to slay Novace from behind. While the coward looted the body, the warrior Vanderjack who had witnessed the betrayal, confronted the villain with his crime. In the ensuing skirmish, Vanderjack slew the man. Vanderjack swore an oath to one day return the armband to its family.

In the years that followed, Vanderjack's path crossed that of the legendary Gregor Uth Matar. Seeing a similarity in the crests on the armband and Sir Gregor's armor, Vanderjack passed the armband to Sir Gregor, who promised to return it to his relatives, who had that very crest. Whether Gregor ever intended to honor the bargain remains uncertain. Gregor bequeathed the armband to his daughter Kitiara. She wore it proudly and began her own career as a warrior. As time passed, she bid farewell to her family and gave the armband to her warrior brother Caramon, who still holds it.

This artifact detects only as simple magic, for the depths of its powers are drawn from the spirit bound within the metal: the armband provides its wearer with several enchantments. The wearer receives protection from normal missiles and a +3 bonus to saves vs. magic and special attacks. Three times a day, the armband lets the wearer automatically avoid a special attack or reduce it



to its minimal effect (DM's option),

The armband also works much like a *ring of protection* +3, improving the wearer's Armor Class by 3. Further, only +2 weapons or better can strike the wearer for full damage. Other weapons only inflict 1 point of damage plus Strength and magical bonuses,

The armband can *heal* the wearer of all wounds once per day. With all of these abilities, *Trueheart's warding* is proof against the blight of *age*, ill will, and curses, and the wearer is undying.

This artifact is the third in the *Circle of Love*, created by Sirrion for the goddess *Mishakal* during the Age of Dreams. To prove the strength of love over deceit, *Mishakal* drew the girl *Mirri* to the young enemy warrior *Trae*. They fell in love. Allied with *Trae's* brother *Heris*, the lovers set to establishing peace between their warring nations. The evil god *Hiddukel*, however, betrayed the lovers, imprisoning each of their spirits in one artifact from the *Circle of Love*. *Trae* is bound in the *Trueheart's warding*. The armband opposes the *dagger of vengeance* in *Hiddukel's Triad of Betrayal*,

of Variable Strength

XP Value: —

GP Value: 750

The Book of Marvelous Magic

This armband is indistinguishable from an *armband of strength* but, when commanded to function it drops the wearer's Strength score to 3. The Strength score rises by one per turn, until 18 is reached, and drops again to 3 on the following turn. The victim's original Strength returns only if a *remove curse* spell is applied by a Spellcaster of 15th level.

Armor

In this section, there are descriptions of some very special kinds of armor. Before adding these to your campaign, however, be sure you are familiar with the armor gradation system:

For each +1 bonus to armor, regardless of the type of armor, the wearer's Armor Class moves down (AC 2 to 1, to 0, -1, -2, and so on). A normal shield improves the Armor Class by 1. A magical shield improves Armor Class like magical armor—to -1, -2, etc. Note, however, that Armor Class can never be improved beyond -10.

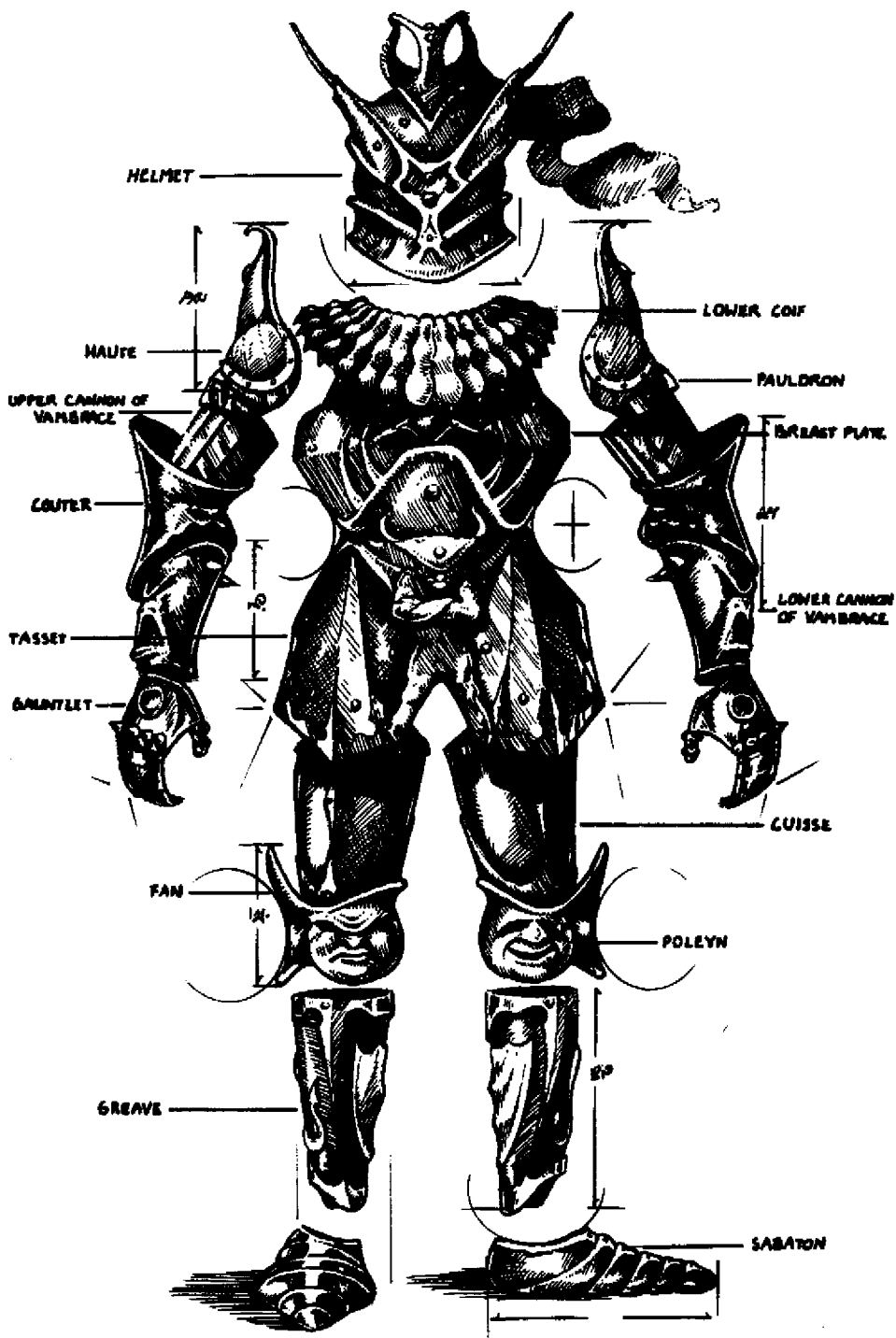
Thus, *chain mail* +1 is like ordinary chain mail (AC 5), but one category better (AC 4). A *shield* +1 is equal to Armor Class 8—two places better than no armor (+1 for bearing a shield, +1 for the magical bonus of the shield).

When adding magical armor to the game, be aware of sizing problems: 65% of all armor (except elven chain mail) is human size, 20% is elf size, 10% is dwarf size, and only 5% is sized for gnomes or halflings. (Elven chain mail sizing is determined on the table below.)

After determining the magical properties of the armor the character found, purchased, or traded for, roll on the two following tables to determine the type of armor and the construction materials. Please note that certain armor types do not require a roll on the materials table (for example, the different types of leather and padded armors). Roll on the table below to determine the type of item found.

According to the first edition of the *DMG*, page 164:

- Armor of +3 bonus is of special steel made from meteorite iron.
- +4 is mithral, alloyed with steel.
- +5 is adamantite, alloyed with steel.



Roll	Armor
01-06	Banded
07	Batakari
08	Brigadine
09	Chahar-aina
10-14	Chain
15-18	Coin
19	Cuir-Boulli
20	Do-maru
21	Drow Chain
22	Dwarven Plate
23	Elven Plate
24-28	Field Plate
29-33	Full Plate
34	Gallic Armor
35	Gnomish Leather
36	Haidatc
37	Hara-atc
38	Hara-ate-gawa
39	Haramaki
40	Haramaki-do
41-46	Hide
47	Horo
48	Kot
49	Lamellar
50-56	Leather
51	Leather Scale
52	Lorica Hamata
53	Lorica Segmenta
54	Metal Scale
55	O-Yoroi
56-61	Padded
62-67	Plate Mail
68-73	Ring
74	Samnite Armor
75-80	Scale
81	Sodc
82-86	Spiked Leather
87-91	Splint
92-96	Studded Leather
97	Sune-ate
98	Thracian Armor
99-00	with Body spikes*

Roll	Armor Material	Cost Multiplier
01	Adamantite	x 50
02-05	Bronze	x .95
06-08	Copper	x .9
09-10	Electrum	x 2.5
11-12	Gold	x 5
13-62	Iron	x 1
63-72	Obsidian	x 75

73	Platinum	x 25
74-75	Silver	x 5
76-90	Steel	x 9
91-99	Wood	x 5
00	Mithral	x 100

Abbathor's

XP Value: — GP Value: —

Monster Mythology

Abbathor's avatar's *leather armor* +4 can cast *blindness* at one creature per round within 30 feet (save vs. spell at -6 to negate, -3 if looking away).

of Absorption

XP Value: 5,000 GP Value: 25,000

DUNGEONS & DRAGONS Rules Cyclopeda

If the user is hit by a blow that would cause an energy drain, this armor absorbs the draining effect and only the normal damage affects the user. Each energy drain causes the loss of one AC bonus modifier from the armor. When reduced to zero bonuses, the item crumbles to dust. (For instance, *armor* +3 that has absorbed two energy drain attacks is now *armor* +1. If it absorbs yet another energy drain, it is reduced to zero and disintegrates.) This special power is not under the control of the user; a character cannot choose to suffer the energy drain and leave the item intact. The normal limit of one use per day does not apply to this power.

of Acidic Secretion*

XP Value: — GP Value: +2,000

DRAGON Magazine 99

This *cursed armor* appears to be normal, magical armor, but it gives no benefit to the wearer in combat (though this is not known by the wearer). From the moment that the wearer first suffers damage while using this suit, the armor and any padding used with it secretes a corrosive acid for 1d20 rounds, causing 1d4 points of damage to the wearer each round (no saving throw). It takes a full turn (10 rounds) to remove this suit of armor, and it continues doing acidic damage during that entire time (if the secretion duration is still in effect).

Due to the nature of the acid, the burns and blisters left by such wounds cannot be removed except by a *wish*, *alter reality*, or *tempus fugit* spell, although normal rest and healing does recover lost hit points. Once the 1d20 round, acid-secretion period is past, the armor is once again safe to wear.

Anything

XP Value: 4,500

GP Value: 45,000

Unearthed Arcana

Anything armor can be of any construction, from leather to plate. Initially, it has a +1 dweomer, but, on **command**, it can become any sort of other normal magical **armor**—one of the types listed on the tables, and not necessarily of the same construction as the *anything armor* in its unchanged form (for example, *anything armor* that appears as leather can change into plate, or vice versa). However, each such change is singular; *anything armor* never forms into a specific type of armor more than once. A change into a nonspecial sort of armor lasts for one day (24 hours) before *anything armor* reverts to its usual +1 status. A change into armor with a special function (such as *plate mail of ethereality*) lasts but one hour. After the owner has commanded the *anything armor* to change three different times, the armor loses all of its magical properties.

Aquatic Armor*

XP Value

GP Value

With free action: -25%

-25%

Without free action: -50%

-50%

DRAGON Magazine 181

Ideal gear for fledgling underwater adventurers, these weapons and suits of armor have bonuses that apply only underwater. After all, since the PCs are out of their element underwater, they may need advantages that they would not need on dry land. *Aquatic weapons* and armor cost half as much as their normal counterparts.

Free Action: The DM may provide these weapons and armor with *free action* ability (only while underwater, of course) for an XP value equal to that of a normal, magical weapon or suit of armor. Note that with *free action*, an *aquatic long sword +1* is not difficult to swing undersea.

Arcane

XP Value: 3,000

GP Value: 20,000

Lost Ships

A few of these blue giants have been encountered wearing magical armor. The arcane do not sell or give away their armor, and its stability is often (75%) linked to the wearer's life. If an arcane is slain, the armor slowly melts away, dissolving despite any magic used to try to stop the process.

Armor of the arcane magically alters in size to

fit the wearer, and confers AC 3 protection. Two hit points of every physical attack striking the wearer are suffered by the armor, and are not subtracted from the **wearer's** hit points. It protects the wearer from all forms of natural or magical mental **influence** and control, and similarly makes him or her immune to the effects of poisonous vapors. It prevents *cantrips* and **all** spells of the 3rd or lower levels from affecting the wearer, absorbing the spell energy for its own maintenance.

A *suit of armor of the arcane* can absorb 1d20+12 points of damage before dissipating. Consider the contact of any spell to give the armor additional hit **points**—2 per spell **level**—with a *cantrip* giving a single point, unless the spell is one that normally deals damage. In such cases, the damage the spell would have done is gained by the armor as additional hit points of its own. All damage dealt by spells of the 4th or higher levels is suffered directly by the armor, until it is destroyed. All other spell effects (such as spells that do not cause damage) of such higher **level** spells affect the wearer directly, bypassing the armor's protection completely, unless they involve poisonous vapors or mental attacks.

Finally, *armor of the arcane* confers 90-foot-range *infravision* upon any wearer who does not possess this power naturally. The armor itself saves as metal with a +3 bonus against all attack forms requiring a saving throw. An arcane who sees a nonarcane wearing such armor will challenge the individual. Anyone impersonating an arcane needs telepathic powers, not merely illusions, to be successful, and must know much of the arcane society, values, and aims. The challenging arcane offers the armor wearer whatever magical item he or she desires most in return for the **armor**—and the tale of how the being came to be wearing it. If the wearer refuses the deal, demands an artifact or too much magic in return, or offers the arcane an unbelievable tale, the arcane calls on other arcane, or its hired minions and directs them to attack the wearer. It then returns, invisible, following the wearer to see where the user goes and who he or she has dealings with, until the attack comes. The arcane continue to hire attackers until the armor is destroyed or surrendered. They don't care if this involves the death of the wearer.

Arvoreen's Chain Mail

XP Value: — **GP Value:** —

Monster Mythology

Arvoreen's avatar wears *chain mail* +3 that can cast all *cure wounds* spells on him once each day.

Aslyferund's

XP Value: 10,000 **GP Value:** 90,000

POLYHEDRON Newszine 90

Ages ago, when Myth Drannor was still a thriving, elven metropolis, there lived an armorer named Aslyferund who fashioned fine elven chain mail.

One day, another armorer by the name of Grelifgray moved nearby. He, too, knew the secret of forging elven chain and soon started taking some of Aslyferund's customers.

Aslyferund became furious and started adding more design and detail to his armor. This in turn made Grelifgray also exceed his prior creations. Grelifgray even went so far as to have a wizard enchant his armor.

Aslyferund knew at this point he could not better Grelifgray's work and felt disgraced. He left Myth Drannor and traveled from town to town, doing odd jobs in exchange for food and lodging. While traveling overland one day during a terrible rainstorm, he sought shelter in a cave. After drying off, Aslyferund discovered that he was not alone.

Peering at him from the back of the cave was a massive, ancient gold wyrm. Aslyferund fell to his knees, begging for his life. The dragon laughed and told Aslyferund that she was good and kind and did not eat elves. They talked for hours, and soon the dragon learned of Aslyferund's woes.

The dragon decided to help Aslyferund—but only if he could do her a favor. She explained to him that she had always wanted a crown, one that held the most beautiful gems from her horde. If he could fashion such a thing for her, she would show him how to make his armor rival Grelifgray's.

Aslyferund immediately set to work and in three months created a monstrous crown bedecked with the most exquisite gems and jewels from the dragon's horde. As she touched the crown her eyes misted over, and huge tears rolled down her cheeks, landing on her stomach scales, glistening and sparkling as they went.

Reaching down with a massive claw to her stomach, she tugged loose six of her golden scales—those that had been struck by her tears.



She gave the scales, the size of small shields, to Aslyferund and explained that by working each into breastplates, he could create armor that would make the wearer immune to natural and magical fire, chlorine gas—and more. The wearer of the armor would be like the ancient wyrm herself, immune to nonmagical missile fire and impervious to blows by normal weapons. Only magical weapons would harm the wearer.

Aslyferund thanked the dragon profusely and returned to Myth Drannor with his newfound knowledge. He spent the next year fashioning six suits of elven mail with gold dragon scale breastplates. The suits of armor were like no others, and each bore Aslyferund's mark—three holly berries etched in gold, in the center of the chest. The suits were as light as leather, but much stronger and considered *chain mail* +5.

Grelifgray immediately offered a fortune for the secret of the armor's making, but Aslyferund refused to share it with anyone. Soon the king heard of the armor's existence and wished to purchase a suit for himself when he and his escort reached Myth Drannor, however, they found Aslyferund murdered and his home a wreck. Ail six suits of Aslyferund's armor were missing, and to this day the whereabouts of the armor is a mystery.

of Blackflame

XP Value: 30,000 **GP Value:** 200,000

The Five Shires

This is one the rarest and most special magical items. It can be worn by any single being of half-living size or smaller, but cannot be worn over normal or magical armor, bulky backpacks, or the like. It looks to be a rigid but weightless suit of full plate armor that, when empty, is a shimmering black.

When worn, it creates a vague, shifting aura of darkness, an **other-than-solid** garment. It confers no Armor Class protection, cannot be harmed, and does not stop physical attacks. It does not encumber or **blind** its wearer, may be worn by any class, and its darkness conceals the features of the wearer even against magical scrutiny,

Armor of blackflame can be worn as long as desired and breathing is unrestricted. It cannot be removed unless the wearer does not resist, and can only be destroyed by a *disintegrate* or *wish* spell, or the touch of a *rod of cancellation* (no saving throw). If **destroyed**, the armor dissipates utterly; it cannot be repaired or magically restored.

Armor of blackflame protects its wearer at all times from all natural and magical heat, flame, cold, and explosive attacks. A blast might hurl a wearer of *armor of blackflame* end over end, but no damage would be suffered. The armor's weightlessness and total lack of encumbrance allows the wearer to swim, climb, and perform delicate tasks normally.

of Blending

XP Value: 500 **GP Value:** 4,000

Oriental Adventures

This armor looks like normal armor and *detect magic* does not reveal its special property. However, when the command word is spoken, the armor changes shape and form, appearing to all as a set of normal clothing. The armor retains all of its properties and functions normally, even when disguised. Its true nature can be seen by the use of a *true seeing* spell,

Blue Armor of the Crystalmist Mountains

XP Value: 3,000 **GP Value:** 17,500

GREYHAWK Adventures

Cut from the hide of an adult blue dragon, this suit of *armor* +3 was fashioned for use by the

mountain dwarves of the Crystalmist range. The armor can be loosely hung on a human-sized character, though the character loses all dexterity bonuses to his or her Armor Class, and fights with a -2 attack penalty. Aside from the Armor Class bonus, the wearer saves against electrical attacks for half damage or none.

Bradlie's Leather

XP Value: 250 **GP Value:** 2,500

1993 Collector Card 352

Bradlie's suit of armor functions as a standard magical suit of *leather armor* +7. It is, however, so incredibly ugly that anyone wearing it always suffers a negative reaction adjustment. Bradlie loathes to wear the armor and has been looking for another suit that fits his needs better but thus far has not found one.

Calladuran Smoothhands's Chain Mail

XP Value: **GP Value:** —

Monster Mythology

The avatar's *chain* +4 confers 80% magic resistance against spells cast by drow.

of Charm

XP Value: 1,000 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

When the user is hit by an opponent, the opponent must make a saving throw vs. spell or become *charmed* by the user of this special armor (like the wizard spells *charm person* or *charm monster*). If a hand held weapon is used in the attack, the opponent gains a +4 bonus to the saving throw. Only one victim can be *charmed* each day, but any number of saving throws may be made before the *charm* is successful.

of Comfort*

XP Value: +500 **GP Value:** +2,500

DRAGON Magazine 181

Armor of comfort is as comfortable to wear as ordinary clothing, and it may be slept in with no problems. For someone adventuring in the wilderness and camping out where an attack can come at any time, this comes close to being the ultimate low-level lifesaver. A suit of mundane armor that you already have on is far superior to *armor* + 5 that you don't have time to put on before the nocturnal raiders of your choice are in the middle of the camp.

of Command

XP Value: 1,000

GP Value: 10,000

DUNGEON MASTER Guide

This finely **crafted** armor radiates a **powerful** aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he or she had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Since the effect arises in great part from **the** distinctiveness of the armor, the wearer cannot hide or be **concealed** in any way and still have the effect function.

Bards wearing this armor are able to speak one command a day with the effects of the 1st-level priest *spell command*.

of Concealed Wizardry*

XP Value: +300

GP Value: +1,500

Land of Fatc

These armor types have their **magical** nature concealed by powerful spells, such that they do not respond to *detect magic* or similar spells (see **Weapon, of Concealed Wizardry**).

of Continual Cleanliness

XP Value: 1,200

GP Value: 12,000

Realspace

This armor is believed to be unique. It is currently worn by a paladin named Kyriel Alathar Pellinore, son of Chiros Pellinore, Third Lord of Everlund, and proud servant of Tyr. Being obsessed with cleanliness, he had Prismal cast a cleaning invocation onto his *plate mail* +2, adding *permanency* to it as well. This makes his armor continuously clean. It is never dirty, nor does it rust or show blemishes.

of Coolness

XP Value: 250

GP Value: 1,250

DRAGON Magazine 181

Armor of coolness may be worn without any discomfort due to heat, and enables its wearer to operate in the hottest of natural environments (70 to 150° F) as well as in a temperate climate. Note that the temperatures must be due to the **weather** and not to any attack by fire, magic, or monstrous abilities; the armor does not give fire resistance. At the DM's option, the armor can give protection against the natural environments of the Elemental Plane of Fire.

of Cure Wounds

XP Value: 5,000

GP Value: 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

This armor can cure half the damage the user has incurred, whatever that amount may be, once per day. It can only cure the user, not another creature, and it cannot affect poison, disease, or any other damage except that caused by wounds.

of the Desert Evening

XP Value: 500

GP Value: 2,500

DRAGON Magazine 179

This lamellar armor has no magical bonus to Armor Class, but it may be worn in the desert heat without ill effect to the wearer.

Dragon armor

XP Value: 3,000

GP Value: 30,000

Tales of the Lance

This armor consists of a padded tunic and leggings topped by breast and shoulder plates made of dragon scale and plate mail. The thighs and shins are protected by additional plates, these attached **separately**. The full-sized helm is a two-piece arrangement, granting protection to **the** back of the neck as well as the face.

Dragonarmor is custom-fitted to its wearer, who suffers an encumbrance penalty when wearing it. Others may find a suit either too **loose** or too tight, suffering a -1 penalty on all attacks and all proficiency checks that depend on Dexterity. *Dragonarmor* was the invention of **Sargonnas** for his Dark Lady during the War of the Lance.

Dragonarmor is considered scale armor +2. Those who wear the tunic and leggings subtract 1d6 points from any **cold-** or fire-based attacks against them.

Eastern Wooden

XP Value: 750

GP Value: 7,500

DRAGON Magazine 187

This armor closely resembles banded mail, except that it is made from strips of highly **flexible wood**, treated and enchanted to be no **more** cumbersome than leather armor. It offers protection equivalent to *chain mail* + 1 (AC 4). In addition to its protective value, the armor is silent and can be concealed beneath normal clothing. For these reasons, it is highly prized. This armor may be worn by characters others than druids. Priests and fighters may wear it to full effect; thieves may wear it, but may not perform thieving skills

in it other than picking locks and listening at doors. The armor does not include a helm, but it is sometimes found along with a *wooden shield* +1 of medium size.

of Eelix

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 139

This magical ring produces a suit of armor made of blue light around its wearer on demand. The armor is equivalent to chain mail but is weightless. This item may be used by any class for an unlimited duration.

of Electricity

XP Value: 1,500 GP Value: 15,000

DUNGEONS & DRAGONS Rules Cyclopeda

This armor can, on command of the user, become charged with magical, electrical force. If the user is hit while "charged," the attacker takes 6d6 points of electrical damage. The attacker may make a saving throw vs. spell to take half damage; if a weapon is used in the attack, a +4 bonus to the saving throw applies. The armor can be charged or neutralized as often as desired by using command words, but it can only cause damage ("discharge") once per day.

Elven Chain Mail

XP Value	GP Value
+1: 1,200	7,500
+2: 2,000	12,500
+3: 3,000	20,000
+4: 5,000	30,000
+5: 7,500	50,000

DUNGEON MASTER Guide

This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even wizards and thieves to use it with few restrictions (see the *PHB*, Player Character Classes Chapter). Elven fighter/mages use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character elven chain mail does fit:

Roll	Size of Elven Chain Mail
01-10	Gnome/Halfling (Hairfoot)
11-15	Dwarf/Halfling (Stout or Tallfellow)
16-80	Elf/HalfElf

81-95 Human size, normal (up to 6', 200 pounds)

96-00 Human size, large (up to 6½', 250 pounds)

of Energy Drain

XP Value: 1,500 GP Value: 15,000

DUNGEONS & DRAGONS Rules Cyclopeda

The armor can become "charged" on command (as described under the electricity special power), but instead of inflicting damage, it causes the loss of one of the opponent's levels or Hit Dice (as if a wight). The same saving throw as the electricity power applies (possibly with bonuses); if successful, the energy drain does not occur. The item can drain one level or Hit Die per day, but any number of saving throws may be made before this occurs.

of Ethereality

XP Value: 5,000 GP Value: 30,000

DUNGEONS & DRAGONS Rules Cyclopeda

The user may become *ethereal* on command and remain so for as long as desired. The user may return to the Prime Material Plane when a second command word is spoken. Each command word may be used once per day.

of Etherealness

XP Value: 5,000 GP Value: 30,000

GREYHAWK

The most magical of all forms of armor, this suit of plate allows the wearer to take either of two options—wear it as *armor* +3, or decide to become ethereal. In the latter case, the wearer can move through solid objects and is subject to attack only by creatures that are able to come out of phase. Only spells such as *phase door* negate the etherealness of the armor. Attacks while ethereal are not possible. The armor can be made ethereal a total of 49 times, and then it becomes merely *armor* +3. It can never be recharged or restored.

of Etherealness II

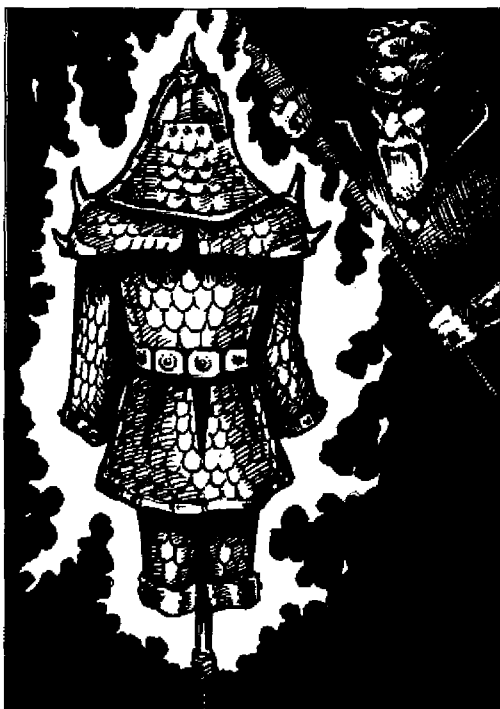
XP Value: 5,000 GP Value: 30,000

DUNGEON MASTER Guide

This is seemingly normal *armor* +5, but if a command word is spoken, the suit enables its wearer and all nonliving items either worn or carried to become ethereal, as if *oil of etherealness* had been used. While in the ethereal state the wearer

cannot attack material creatures. A *phase door* spell negates the ethereal state and prevents the armor from functioning for one day.

There are 20 charges placed upon *armor of etherealness*. Once used, the armor cannot be recharged. Furthermore, every five uses reduces the bonus of the armor by one—if five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.



Evil Dragon

XP Value: 1,000

GP Value: 7,500

DRAGON Magazine 62

In an era long past, an intrepid dragon-hunter and his wizard friend discovered that the hide of an evil dragon, if properly prepared, could be cut and formed into a suit of armor that provides protection against attack forms resembling the breath weapon of the dragon from which it was made.

To begin the process, an evil dragon (white, black, red, blue, or green) of at least adult age must be killed, without the use of magic and preferably by means of repeated attacks with blunt weapons. Even a single magical attack directed against a dragon, whether or not the spellcasting succeeds and whether or not the

spell causes damage to the dragon, ruins the protective potential of the creature's hide and makes later attempts at enchantment ineffective. If the dragon is hit with edged weapons, there is a chance that the hide is cut and marred to such an extent that it becomes unusable as armor. For each successful hit on the dragon with an edged weapon (regardless of the amount of damage done), add 5% to the chance of the hide being damaged beyond use. (Thus, if a dragon takes 20 hits from edged weapons, there is no chance that the hide can be used as armor.) If and when the dragon is killed, the chance that the hide is spoiled must be exceeded on a percentage die roll in order for the armor-making process to continue.

The hide must be removed with care, and at this juncture a very sharp edged weapon is essential to trim the hide as cleanly and efficiently as possible. The instrument must be able to be controlled with precision, which means it can't be any larger than a standard dagger blade. If the character doing the skinning uses a **normal** (non-magical) blade, there is a 30% chance that, despite his or her best efforts, the hide does not separate cleanly from the body and the resulting scraps of dragon skin are unusable as armor. If an enchanted blade is **employed**, the chance of failure at this step of the process decreases by 10% for each "plus" of the instrument; thus, with any blade of +3 or greater, successful skinning is assured.

Once the hide is removed and transported to civilization (assuming the dragon wasn't killed in the village square), the services of skilled armorers, **leather-workers**, and **tailors** must be employed to fashion the hide into armor. This process takes 1d10+20 days for each suit of armor, and prices for the needed services are three times the standard rate. Only one set of armor may be fashioned from the hide of a single dragon.

The resulting suit of armor is equivalent to normal scale mail in Armor Class (6), maximum movement rate (6), and bulk (fairly bulky). It weighs about 30 pounds, compared to 40 pounds for normal scale mail. **Unenchanted** armor can be worn "as is," but if the nonmagical armor is hit even once by an edged weapon, it cannot be enchanted again.

Enchanting the armor must be done by a magic-user of at least 16th level, who insists on a generous payment in gold pieces, or the promise

(and proof) of some other benefit that might be offered. At least half the payment must be supplied in advance, with the rest due when the armor is delivered.

The magic-user must first successfully cast *enchant an item* on the armor, and then apply a second spell (which varies depending on the armor type) to act as a catalyst, triggering the armor's capability to resist a particular attack form. This second spell must be applied (the casting must have been begun) within 12 hours after the completion of *enchant an item*. If the enchanting process fails, either because the casting of *enchant an item* is unsuccessful or because the second spell is not applied within the required time, the wizard is under no obligation to make another attempt free of charge.

The second step in the process depends on the type (color) of dragon hide used. To complete *white dragon armor*, an *ice storm* spell must be cast on the hide; for *black dragon armor*, the finished hide must be immersed in acid for 1d12+12 hours; to complete *green dragon armor*, a *stinking cloud* spell must be cast on (around) the hide; for *blue dragon armor*, a *shocking grasp* spell is needed, and for *red dragon armor*, *burning hands*. None of these spells or substances damage the armor when they are applied, their function is to activate the innate resistance in the hide that has already been "brought to the surface" by the *enchant an item* spell.

When the enchantment is complete, the armor is the equivalent to *scale mail* +1: Armor Class 5, movement 9, weight 15 pounds. In addition, each colored armor type affords the wearer resistance or immunity to a particular attack form. The special properties of each type are:

White dragon armor—Resistance against white dragon breath, winter wolf breath, *cone of cold* spells, and other attack forms involving cold, ice, or frost.

Black dragon armor—Resistance against black dragon breath, giant slug spittle, *anhhkheg* digestive acid, and other attack forms using acid or acid like effects.

Green dragon armor—Resistance against green dragon breath, iron golem breath, *cloudkill* spells, and other attack forms using poisonous gases.

Blue dragon armor—Resistance against blue dragon breath, *lightning bolt* spells, storm giant's lightning attack, and other sorts of natural or

magical lightning or electricity.

Red dragon armor—Resistance against red dragon breath, *fireball* spells, and other attacks using heat or fire.

"Resistance" includes these benefits: The wearer of the armor gains +1 on all saving throws against the specified attack form; the wearer is unaffected by any attack of the specified type that does six points of damage or less in a round. In all cases, the wearer is entitled to a -1 modifier on each and every damage die rolled (with a minimum of one point of damage per die). If the application of this modifier reduces damage taken in a round to six points or less, the wearer takes no damage (as stipulated above).

Although these suits of armor come from evil dragons, priests and fighters of all alignments may wear them.

of Fear

XP Value: 4,000

GP Value: 40,000

Oriental Adventures

This armor looks like normal armor and *detect magic* only reveals that it is magical. However, the armor contains 2d10 *fear* charges when found. Upon uttering the command word, the wearer radiates a *fear* aura to a 30-foot radius. All creatures within that radius must make a saving throw vs. spell or flee in panic for one turn. The wearer is immune to this effect. Each use expends one charge. When all charges are spent, the armor functions as normal armor. It cannot be recharged.

of Fear II

XP Value: 3,000

GP Value: 30,000

DUNGEONMASTER Guide

This armor functions as normal *plate mail* +1. However, it is imbued with 2d2 *fear* charges. Upon uttering the command, a charge is spent and the wearer radiates a 30-foot aura of *fear*. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal armor +1. It cannot be recharged.

of Flight

XP Value: 1,000

GP Value: 7,500

DUNGEONS & DRAGONS Rules Cyclopeda

When commanded, the armor creates a *fly* spell effect on the user, which lasts for 12 turns. The

user may then travel in the air at up to 360 feet per turn by mere concentration (as the 3rd-level spell).

of Gaseous Form

XP Value: 3,000 **GP Value:** 15,000

DUNGEONS & DRAGONS Rules Cyclopeda

This **valuable** armor enables the user to **turn** into a cloud of gas (as the potion of *gaseous form*), including all equipment carried (unlike the potion). The user can remain *gaseous* for up to 6 turns and returns to normal form by mere concentration.

Gnarldan's

XP Value: — **GP Value:** —

Monster Mythology

Gnarldan's avatar wears *chain mail* +2 of *fire resistance*.

of Haste

XP Value: 2,000 **GP Value:** 10,000

DUNGEONS & DRAGONS Rules Cyclopeda

When **commanded**, the armor creates a *haste* spell effect on the user, doubling the normal movement rate and the number of attacks (as the 3rd-level wizard spell). The *haste* lasts for only 1 turn **and** is usable only once per day.

of Healing

XP Value: 10,000 **GP Value:** 80,000

Oriental Adventures

This armor appears to be normal, magical armor. However, once per day, it automatically *heals* the wearer of 2d6 points of damage (whether desired or **not**). It does this without warning or set time. Each healing takes one charge and the armor has 3d10 charges when found. When all the charges are spent, the armor becomes magical *armor* +1.

Heimdall's

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

Heimdall's *full plate mail* +3 is pure white in color and works as a *gem of brightness*.

Heimdall's White

XP Value: — **GP Value:** —

Legends & Lore

Heimdall's avatar's *white plate armor* +3 prevents him **from** being hit by any weapon of less than +3.

of Horus

XP Value: 3,500 **GP Value:** 17,500

Old Empires

This armor is *scale mail* +4. It is the equivalent of AC 2, and also gives the wearer resistance to all fire and lightning attacks (fire and lightning attacks automatically inflict only ½ **damage**, ¼ **damage** if the saving throw is successful).

Iineval's Red Chain Mail

XP Value: — **GP Value:** —

Monster Mythology

He wears red *chain mail* +4 that deflects all bolt and ray spells and spell-like effects (*polymorph wand*, the ray version of *Otiluke's freezing sphere*, etc.).

Indra's Golden

XP Value: — **GP Value:** —

Legends & Lore

Indra's avatar wears magical golden armor that protects him from all nonmagical missile attacks.

of Invisibility

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopeda

When **commanded**, this armor makes the user *invisible*, as if the 2nd-level wizard spell were cast. In addition, the armor itself can become *invisible* three times per day, on command of the user.

Keolish Plate Mail of the Seas

XP Value: 1,500 **GP Value:** 7,500

GREYHAWK Adventures

This mail armor was given by the King of Keoland to an admiral who had fought successfully against the Sea Princes. It is *plate mail* +1, and floats in water, negating the chance for its wearer to sink in even slightly choppy water. The wearer can tread water indefinitely, but cannot dive deeper than 2 feet. Swimming speed is not affected by this armor.

Kumakawa

XP Value: 300 **GP Value:** 2,000

DRAGON QUEST* Game

This is a suit of leather armor fashioned from the hide of an owl bear. It has been enchanted with wax from mystical candles. Unlike **normal** leather armor, which gives its wearer an Armor Class of

7, the **Kumakawa** provides an Armor Class of 6. Of course, a **shield**, a high Dexterity score, or magic can improve this even more.

Laeral's Storm

XP Value: 1,800 GP Value: 13,500

DRAGON Magazine 39

Named for the **wizardess** who devised it, *storm armor* is *plate armor* +2, of a peculiar **nonmetallic** alloy. It does not conduct electricity, and has the power to transfer heat to and from the surrounding air, so that the wearer remains comfortable during a freezing gale or under the hot desert sun. The wearer is thus unaffected *by fireball*, *ice storm*, or *cone of cold* spells, and immune to electrical damage of any kind. The wearer can stand securely, or move forward at normal **speed**, in the face of even the most powerful wind (including a magical *gust of wind*). If *storm armor* is struck simultaneously in different areas by spells causing hot and cold (such as *cone of cold* or *chill metal* and *wall of fire* or *heat metal*) it becomes brittle and may be shattered by physical attacks doing at least 9 points of damage. (The character takes all damage inflicted over 9 points.) The armor is only brittle while both hot and cold spells affect it and for one round afterward. When it shatters, it does so thoroughly; a chain reaction occurs in the unstable components of the alloy and the armor disintegrates into useless pieces.

Lemmikainen's

XP Value: — GP Value: —

Gods, Demigods, & Heroes

Lemmikainen's avatar usually wears *chainmail* +4.

of Missile Attraction

XP Value	GP Value
-1: —	1,500
-2: —	3,000
-3: —	4,500
-4: —	6,000

DUNGEON MASTER Guide, 1st Edition

This armor appears to be a normal suit of magical armor (determine type and modifier normally). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random missile target than normal. In cases where each person is the target of a set number of missiles (most often in large **combats**), the wearer has a

greater number of missiles fired at him or her. The magical protection of the armor fails when calculated for missile attacks. Its true nature is not revealed until the character is fired upon in **earnest**—simple experiments (throwing rocks, etc.) do not suffice.

Mourner's

XP Value: — GP Value: 8,000

Secrets of the Lamp

This suit of lamellar armor is often edged with **yellow, gold, red**, or other bright colors, but the plates are always black. Individual suits vary from +2 to +4 in enchantment, but all provide complete protection from normal missiles. This armor is the product of the great **ghul** sha'ir, and its protection is a very mixed blessing. When the wearer **suffers** 50% or more damage in battle, he or she no longer feels pain. (At this point, the DM should stop telling the armor wearer how much damage the character takes.) All wounds feel trivial.

At 75% or more damage, the wearer is filled with a feeling of invincibility and continues fighting no matter what the odds. The PC is now an NPC for the duration of the battle. If he or she survives, the curse is still **relentless**—**magical** healing is useless on the victim, and only time can heal his wounds. If the PC is slain, he or she does not notice and continues fighting, though any companions may hear his or her bones shattering or see terrible wounds inflicted on the wearer. The victim "lives" for as many days as the character has levels, as his or her trapped life force is consumed by the armor. Neither priest nor wizard spells can be **regained**, though **sha'irs** can still request spells. At the end of this time, the PC is irrevocably dead.

Only a *wish* spell or the will of the great ghul sha'ir can undo the curse of *mourner's armor* once it has been activated in battle, although some powerful sha'irs are also said to be able to unlock it from the victim's body. A few great heroes are said to have willingly donned *mourner's armor* before a critical battle, adding to their army's strength with the certain **knowledge** of their own doom.

Oyori of the Unknown Warrior

XP Value: 2,000 GP Value: 12,000

POLYHEDRON Newszine 82

This oriental (**Kozakuran**) *armor* +2 has been enchanted to display the family **mon** (crest) of the

wearer. When first found, the armor is stark white. However, when it is put on, it immediately turns black, and the wearer's family mon appears on the chest plate in the appropriate colors.

If a warrior is killed while wearing the armor, it returns immediately to its white state, the color of death and mourning. The wearer can change the appearance of the armor, allowing the user to pass as another individual or create a disguise. The armor can duplicate any color and mon that the wearer imagines. In order to invoke this power, the wearer must make an Intelligence check at a -3 penalty. The number of hours the armor holds the false image is equal to the wearer's Intelligence minus the die roll, if successful.

Plate of Solamnus

XP Value: 5,000

GP Value: 20,000

Tales of the Lance

These suits consist of field plate armor that has been beautifully tooled with the markings of all three Solamnic orders. The sigil of the Order of the Rose shows prominently on the breastplate. The suits, made when the Knighthood was first established, have been used by certain Knights of the Rose ever since. Vinas Solamnus wore the first such suit, as did Huma, although he never became a Knight of the Rose. Currently such suits are scarce.

This armor carries a +5 enchantment (AC -3). Wearers must strictly follow the tenets of the law-fill good alignment or the armor loses its magical bonus. Neutral or evil characters suffer an additional 1d10 points of damage from any damage received while wearing this armor. DMs must remember that this armor is very rare. It is no longer made. One suit could be the goal of a long, dangerous quest.

of Possession

XP Value:

GP Value: 10,000

Oriental Adventures

This armor appears to be a normal suit of magical armor and provides the protection of whatever plus is determined. However, in making the armor the craftsman has invested more than the normal effort. The armor has absorbed or stolen the personality and life force of its maker.

The first time the armor is donned, and once per day thereafter, the DM must secretly roll a saving throw vs. spell for the character wearing the armor. If the saving throw is successful, nothing happens.

However, if the saving throw fails, the life force contained within the armor successfully possesses the character. The possession is not a sudden occurrence, but rather a gradual insinuation of the new personality onto the character's psyche. This takes 3d4 days. At first the change is hardly noticeable—a few odd quirks not evidenced before and a certain possessiveness toward the armor. As the days go by, possession becomes stronger and more pronounced. The character leaves old friends as the armorer's personality takes over. He or she abandons old haunts, roaming the streets searching for places the possessing personality once knew, has memories that do not belong, and refuses to abandon or remove the armor. At the end of the given time period, the character is entirely possessed by the armor. As such, the character does not recognize old friends, remember events of his or her own life, or perhaps even the abilities of the character class. He or she may change names, adopt a new alignment, display abilities of a new character class, and the like. If not freed of the possession, the character becomes an NPC under the control of the DM.

The possession can be broken by an exorcism spell, which destroys the personality of the armor. *Dispel magic* releases the character from possession long enough to remove the armor, but does not cancel any personality traits the character may have already absorbed. If the possessing influence is destroyed, the armor loses all its magical properties.

of Presence

XP Value: 3,000

GP Value: 30,000

Oriental Adventures

This armor magically bestows on its wearer a dignified and commanding aura. While wearing the armor, a character is treated as if he or she has an 18 Charisma for all encounter reactions. Friendly troops within 120 feet of a wearer have their morale raised by two points. The armor is quite distinctive and only has its effect when visible to others. As such, the character cannot hope to use the powers of the armor and hide unnoticed in a crowd.

Quirk*

XP Value:

GP Value: —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created

to add some spice and variety to existing magical items in AD&D game worlds. A table of **nonstandard** magical item abilities is offered for each major type of magical item in the AD&D game.

Most items are created **normally**, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the **device**: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are **neutral**, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to determine the **exact** quirks that the magical armor possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Roll Result

01-06	Armor is incredibly shiny and reflects light of any kind; furthermore, any creature using a gaze attack within 10 feet of the armor has a 75% chance of seeing its own reflection.
07-11	Armor is heavy; add 25% to its total weight and encumbrance.
12-16	Armor is tight-fitting; if not oiled at least once every three days, the suit cramps the wearer's fighting skills. As a result, the wearer suffers a -1 penalty on all reaction, attack, and damage rolls until the armor is oiled.
17-21	Armor works normally but appears incredibly beaten and battered. No amount of repair can change its appearance. (Status-conscious cavaliers and paladins do have reservations about wearing armor that does not look good.)
22-26	Armor is silent; the wearer does not clank loudly if the armor is metal. Note

that this does not mean that the wearer can move silently; the armor simply makes no noise.

27-32	Armor glows with the light of <i>afaerie fire</i> spell. Only <i>continual darkness</i> can negate this radiation (and then for six turns plus one turn per level of the caster). If the armor is covered by clothing, the glow still shines through.
33-37	Armor weighs ¼ as much as normal armor of the same type.
38-43	Armor lacks magical protective ability against 1d4 specific types of creatures.
44-48	Armor is resistant to fire; it can never be burned or melted by normal or magical fire.
49-53	Armor has an "Achilles' heel;" every time the wearer is hit, there is a 5% chance that the "heel" is hit and double damage is done to the wearer.
54-59	Armor does not magically expand or contract to fit any size wearer. Roll 1d6+3 to determine height of the humanoid figure that can use the armor. Anyone within 1 foot of the size can use the armor.
60-64	Armor is attuned to a place of special magical radiance, in much the same manner as <i>drow armor</i> (See Drow Treasure). If the armor is not exposed to this place once every 30 days, its magic is lost.
65-70	Armor has complicated straps and is hard to put on and remove. Consequently, the time required to put on and take off the armor is increased by 10 rounds.
71-74	Armor can not be scratched , stained , or dented .
75-78	Armor has an inherent disruption of magic. While its wearer enjoys a +1 bonus on saving throws vs. spell, spells cannot be cast if he or she is a multi-classed wizard or a spell-using ranger or paladin.
79-84	Armor attracts monsters; any random encounter checks are at double the normal chance for anyone wearing this armor.
85-89	Armor is a superconductor of heat and electricity; add +1 hp per die to all damage from fire or electricity.

- 90-94 Armor does not provide magical protection if clothing or a covering is worn over it.
- 95-98 Armor is an exquisite piece of workmanship and commands a price of 150% over normal prices due to its quality.
- 99-00 Armor is possessed by a spirit of random alignment; if the wearer's alignment differs from the spirit's, the armor periodically attempts to possess the wearer. Determine the chance of success as noted under the 5th-level wizard spell, *magicjar*. The spirit's intelligence can be determined by rolling 3d6. The chance of a possession attempt occurring is 15% per week, cumulative.

of Rage

XP Value: — **GP Value:** 1,500

DUNGEON MASTER Guide, 1st Edition

This armor is identical in appearance to *armor of command* and functions as a suit of armor +1. However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by -2. The effect is not noticeable to the wearer or those affected (characters do not immediately notice that the armor is the cause of their problems).

Rainbow

XP Value: 2,000 **GP Value:** 12,500

POLYHEDRON Newszine 43

Only a couple of suits of this incredible chain mail are known to exist, and those few are handed down from clan leader to successor. They are given by the Norse bridge guardian, Heimdall, to his followers for exceptional deeds performed in the deity's name. *Rainbow armor* takes the form of multicolored, shimmering chain mail, enchanted to a bonus of +3. The armor glows with a radiance that illuminates a 20-foot surrounding area, negating magical darkness and the ability to hide in shadows. Even invisible objects are revealed within this radius by the thin aura of rainbow light that outlines them. The mail is extremely light, encumbering the wearer only as much as elven chainmail.

Raji's Armor of the Desert Evening

XP Value: 500

GP Value: 5,000

1992 Fantasy Collector Card 298

Raji's magical armor is unusual for the land of *Zakhara*—it is a suit of **banded**, rather than lamellar, armor. Like other forms of *armor of the desert evening*, this magical armor does not provide additional bonuses to Armor Class, but it can be worn in the desert heat without ill effect. Raji believes that this armor was originally made for an outland warrior from some country that is more accustomed to **banded** mail armor.

Red Armor of the Hellfurnaces

XP Value: 6,000

GP Value: 35,000

GREYHAWK Adventures

This blood-red armor was cut from the back plates of an adult red dragon. Many warriors from the Yeomanry died in the battle to kill the creature, and the best dwarven armorers were hired to rework the plates into a wearable suit. The final product is a set of plate mail +4 that allows its wearer to save against fire-based attacks for half or no damage. Red dragons who see this armor make unusual efforts to kill the wearer.

Red Dragon Scale Mail

XP Value: 2,500

GP Value: 12,500

DRAGON Magazine 39

Made from the scales of a huge old red dragon, this mail is AC 1. Like all magical armor, it is virtually weightless. It covers the body from neck to foot, being worn just like a normal suit of scale mail. Normal weapons employed against the mail do only half damage if a hit is scored. Magical weapons of +1 or better do full damage. The mail provides protection of +3 against all fire-based attacks and the breath weapons of all dragons, with the following exceptions: it cannot protect its wearer against the sonic blast of a platinum dragon, and it does not protect against any breath weapon employed by a red dragon.

of Reflection

XP Value: 1,000

GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

If a *light* or *continual light* spell is cast at the user, the armor automatically reflects it back at the caster, who must make a saving throw vs. spell or be *blinded* (as in the respective spell descriptions). The item reflects up to three spells

per day. In addition, when the user is in melee against a creature with a gaze attack, the chances of gaze reflection are the same as if a mirror were held, but without the -2 penalty to the user's attack rolls (which represents the awkwardness of holding the mirror and attempting to attack at the same time).

Remove Curse

XP Value: 1,000 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedica

This armor cannot be cursed when found. When commanded, the item creates a *remove curse* spell effect on the user only as if a 36th-level caster (automatically removing one curse). Note: This item functions for a total of three times, at a maximum rate of once per day. After its three charges are used, no other special abilities remain and it cannot be recharged; the item does remain magical, however, regardless of spent charges.

Scale Mail of Horus

XP Value: 3,500 **GP Value:** 25,000

Old Empires

This armor is *scale mail* +4. It is the equivalent of AC 2, and also gives the wearer resistance to all fire and lightning attacks (fire and lightning attacks automatically inflict ½-damage, ¼-damage if the saving throw is successful).

Skoriaan's Drow Chain Mail

XP Value: — **GP Value:** 5,000

1993 Collector Card 466

Skoriaan believes that his chain mail affords magical protection, while in reality it has been cursed to serve no better than normal human mail. What's worse, Skoriaan's ex-lover had a special magical spell placed upon it that allows her to track Skoriaan wherever he may run. Up until this point, Skoriaan has believed that his spurned lover's minions have been lucky in finding him, but he finally is beginning to suspect that something is not quite right.

of Solamnia

XP Value: 3,000 **GP Value:** 15,000

Tales of the Lance

All Knights of Solamnia gain a suit of this armor when they attain the title of Lord and prove themselves worthy as true and noble knights. Each suit is engraved with the symbols of the knight's order and (for Sword and Rose Knights) those of any

previously held knighthood. Production of Solamnic armor resumed in the aftermath of the War of the Lance. The armor is a suit *offfield plate* +1.

Surtr's Iron

XP Value: **GP Value:** —

Legends & Lore

Any being touching this red-hot iron armor suffers 1d10 damage. The person in the armor is immune to its effects.

of Swimming*

XP Value: +700 **GP Value:** +3,500

DRAGON Magazine 179

This lamellar armor allows its user to move through water as if unencumbered. It does not convey water breathing abilities nor the swimming proficiency, but it does allow the individual to float and swim if he or she is otherwise capable.

of Temperature Control*

XP Value: +500 **GP Value:** +2,500

DRAGON Magazine 181

Armor of temperature control may be worn without any discomfort due to cold or heat, and enables its wearer to operate in the coldest or hottest of natural environments (−40 to 150° F). Note that the temperatures must be due to the weather and not to any attack by fire, cold, magic, or monstrous abilities; the armor does not give fire or frost resistance. At the DM's option, the armor can give protection against the natural environments of the Paraelemental Plane of Ice or the Elemental Plane of Fire. Remember no extra protection is given in combat.

Tulen's Plate Mail of Etherealness

XP Value: 5,000 **GP Value:** 25,000

1992 Fantasy Collector Card 26

Tulen's *armor* +5 can be recharged, but only by a 15th- or higher level wizard. It allows Tulen and anyone who touches the armor to go into the Ethereal Plane. Other people who ride along on the armor's power stay in the plane up to five hours after touching it, but Tulen may remain ethereal indefinitely! This light gray armor never loses its magical AC bonus no matter how many ethereal charges it is reduced to. The armor also glows brightly when ethereal creatures approach within 20 feet.

of the Undead

XP Value: 1,500 **GP Value:** 15,000

POLYHEDRON Newszine 43

Created and once worn by the infamous Thorines of Thessla, this suit of armor consists of the bones of many creatures, bound together by ligaments and metal hinges to allow movement. It only can be safely worn by a lawful **evil** character. All others find it cannot be made to fit them, regardless of their size. It confers AC 3, and radiates **a protection from good 10' radius**. If worn by a priest, it raises the individual's effective experience level by 2, but only to turn or befriend undead.

of Underwater Action

XP Value: 1,400 **P Value:** 7,000

POLYHEDRON Newszine 82

Found only as chain mail or plate mail, this armor is always airtight and keeps its wearer dry and comfortable. The armor creates a breathable atmosphere that lasts for 24 hours before it must sit unused another 24 hours to recharge itself. The suit allows the wearer to swim **180 feet per round**, provided he or she has a swimming proficiency.

Voice of Heroes

XP Value: 6,000 **GP Value:** 32,000

DRAGON Magazine 16

This is *armor* +5, but it weighs just 3 pounds.

of Vulnerability

XP Value	GP Value
-1: —	1,500
-2: —	3,000
-3: —	4,500
-4: —	6,000

GREYHAWK

This armor seems to be genuine, magical armor with a protection factor of +1 to +4—but the factor is actually -1 to -4. The vulnerability of such armor is not revealed until an enemy strikes a blow in anger at its wearer.

of Vulnerability II

XP Value	GP Value
-1: —	1,500
-2: —	3,000
-3: —	4,500

DUNGEON MASTER Guide, 1st Edition

This appears to every test to be magical *plate mail* +1, +2, or +3, but it is actually *cursed*

armor -2, -3, or -4. The armor's great vulnerability is not apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor falls to pieces whenever an opponent strikes the wearer with an unmodified attack roll of 20,

of Warmth

XP Value: 250 **GP Value:** 1,250

DRAGON Magazine 181

Armor of warmth may be worn without any discomfort due to cold, and enables its wearer to operate in the coldest of natural environments (20 to -40° F) as well as in a temperate climate. Note that the temperatures must be due to the weather and not to any attack by **cold**, magic, or monstrous abilities; the armor does not give frost **resistance**. At the DM's option, it can give protection against the natural environments of the Paraelemental Plane of Ice.

White Armor of the Griff Mountains

XP Value: 2,250 **GP Value:** 13,500

GREYHAWK Adventures

After tribesmen of the Griff Mountains slew an adult white dragon, they sold the hide to **dwarven** armorers who created this suit of *scale mail* +3. The dwarves created it for a human-sized wearer, but a dwarf or halfling can wear it at a penalty of -1 to Armor Class; the **total AC** modifier is +2. The armor allows the user to save vs. cold-based attacks for half or no **damage**.

Armor Bath

XP Value: 2,000 **GP Value:** 10,000

New Item

This extremely rare item appears as a 5-foot tall, 6-foot long, claw-footed cauldron made of a metal and ceramic mix. The rim of the cauldron is inlaid with **sandalwood**, upon which are carved runes of an ancient language. If someone can read the language, they can decipher the message as reading, "To protect one from grievous harms and render oneself immune to the ordinary hurts of the world"

If *blessed* (or *cursed*, depending on the alignment of the user) *water* fills the bath, it can confer great power upon the bather. In short, it places an *invisible armor*, harder than steel, over body parts immersed in the water. The armor is completely impervious to ordinary weapons and

attacks, and grants an effective AC 0 against magical weapons for the affected area. Creatures that are magical in nature are assumed to be as magical weapons, so they attack against AC 0. Damage-causing spells that are not directly cast at the armored individual (such as *fireballs* not directly centered on the character) cause no damage to the armored parts of the body, though **unarmored** parts suffer ordinary damage.

There are several disadvantages to this armor. First, it can never be removed. **Second**, it robs the affected area of all feeling, so tasks that require the tactile skills of a covered area cannot be performed. In addition to losing all feeling in the area, the bathed part loses flexibility, able to move only in a limited fashion.

Third, and most dangerous, if a person using the bath applies the **bath's** armor to more than 50% of a body, the individual dies. There is no save against this effect. Thus, those who know the full effects of the bath use it only sparingly, covering only their necks, forearms, chest, and the like. They are always careful to restrict how much they place on themselves, knowing that too much can kill them.

Some call this the *bath of death*. There is some speculation that it was created by dark gods, or fashioned by priests at the behest of gods who needed secret and near-invulnerable assassins for their evil works.

Arrow

When a magical arrow misses its target, there is a 50% chance that it breaks or is otherwise rendered useless. A magical arrow that hits its target is destroyed unless otherwise specified in its description.

After determining the magical properties of the arrow acquired, roll on the following table to determine the type of arrow. Note: Quarrels and bolts are crossbow missiles.

Roll	Arrow Type
01-03	Armor-Piercing
04-05	Barbed
06-08	Bird Arrow/Bolt
09-10	Blunt-headed
11-13	Broad-headed
14-15	Corded
16-18	Ekaa
19-20	Fishing Arrow/Bolt
21-23	Flare Arrow
24-25	Flight

26-28	Frog-Crotch
29-30	Grappling
31-33	Hand Quarrel/Bolt
34-35	Heavy Quarrel/Bolt
	Hollow-Tipped:
36-38	Acid Arrow/Bolt
39-40	Dust Arrow/Bolt
41-43	Flashpowder Arrow/Bolt
44-45	Gas Arrow/Bolt
46-48	Pepper Arrow/Bolt
49-50	Poison Arrow/Bolt
51-53	Humming Bulb
54-55	Incendiary
56-58	Leaf Head
59-60	Light Quarrel/Bolt
61-63	Mail-Piercer
64-65	Major Grapple
66-68	Medium Quarrel
69-70	Message Arrow
71-73	Minor Grapple
74-75	Normal
76-78	Sheath
79-80	Spiral
81-83	Stone
84-85	Stone Biter
86-88	Stone Flight Arrow
89-90	Sunet
91-93	Training/Target Arrow/Bolt
94-95	Trukaa
96-98	Wood Biter
99-00	Wooden

Abaris's

XP Value: 200

GP Value: 2,000

DUNGEONS & DRAGONS Master Set

Abaris the Hyperborean, a Greek sage in the 6th Century B. C. E., once received a magic arrow from the god Apollo (according to Greek legend). The arrow enabled him to become *invisible*, *cure disease*, *fly* (riding the arrow; MV 60, MC C), and divine the **future**.

Acid

XP Value: 30

GP Value: 75

POLYHEDRON Newszine 47

Found in caches of 1d6, these +1 oddities are highly valued. They transform themselves into a spray of acid when fired, doing 2d6 points of damage to the target, and soaking everything within 15 feet of the point of impact with acid (items must save vs. acid or be destroyed).

of Aggravation**XP Value:** — **GP Value:** 100

DRAGON Magazine 135

This cursed arrow infuriates any being it hits, granting its victim a bonus of +2 on attack and damage rolls as well as on saving throws, but causing the victim to lose one point of Armor Class. These effects last for 1d6 turns, during which time the target does everything in its power to slay the archer. The arrow does no damage at all to its victim.

Antimagic**XP Value:** 60 **GP Value:** 360

DRAGON Magazine 135

This magical arrow grants a +2 bonus on attack rolls but causes no damage if the target is struck. Instead, the arrow negates all magic within a 10-foot radius of the target for 3d10 rounds. (If the arrow misses its target, the area of effect is centered on the first thing the arrow hits.) All magical items in the area of effect, except for artifacts and relics, are rendered inert for the duration of the arrow's effect. All spells cast by, on, and around the target are **dispelled**, regardless of the caster's level. Illusions of all sorts are likewise nullified. Spellcasters are also unable to cast any spells for the duration of the effect of this arrow. Note that the arrow's effect causes the target, and the area of effect around it, to be rendered immune to magic. Therefore, *fireballs*, *magic missiles*, and the like do not cause any damage to the target, nor to anyone within 10 feet. Only one such arrow may be found at a time.

Apollo's**XP Value:** — **GP Value:** —

Legends & Lore

Anyone struck by an arrow of Apollo's avatar must save vs. death magic or become instantly ill, suffering a loss of 1d10 points per round until a *cure disease* spell is cast upon the victim,

of Attraction**XP Value:** 100 **GP Value:** 400

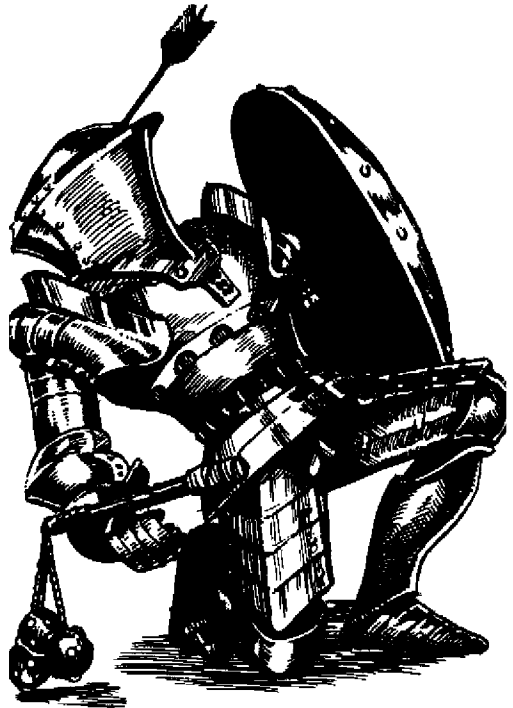
The Complete Book of Elves

Attracted arrows, if they hit, cannot be removed from the victim's body until *dispel magic* is cast upon the person. Meanwhile, the arrow begins to fester within the wound, causing infection and even death in the unfortunate being.

of Biting**XP Value:** 100 **GP Value:** 500

DUNGEONS & DRAGONS Rules Cyclopeda

When this missile hits it turns into a poisonous snake. In addition to normal damage, the victim must make a saving throw vs. poison or die (or, at the DM's choice, take extra damage; 2d6, 2d10, or 2d20 are recommended amounts).

**Black Arrow of Iuz****XP Value:** 750 **GP Value:** 7,500

GREYHAWK Adventures

Carved from the bone of a black dragon, this enchanted arrow strikes with a +3 attack and damage modifier. The arrow reappears in the owner's quiver each dawn after it is used—this item is permanent unless lost to a special attack form or deliberately destroyed. Once a day, an archer can call upon its deadly powers, causing the target to save vs. death magic or die immediately.

Good-aligned characters save at -2. This power must be summoned before the arrow is fired, and a miss wastes its magic for that day.

of Blinding**XP Value:** 20**GP Value:** 120

DRAGON Magazine 135

When this arrow hits a target, it explodes in a flash of light that blinds everyone within 60 feet for 2d6 turns unless a saving throw vs. breath weapon is made. The archer must be outside the area of effect to avoid being blinded.

of Blinking**XP Value:** 200**GP Value:** 600

DUNGEONS & DRAGONS Rules Cyclopedia

A missile with this talent cannot hit any friends of the user, "blinking" in and out of existence until it reaches an enemy. (If the sight of the enemy is blocked by friends, a penalty may apply to the attack roll.)

**Bolts of Lightning****XP Value:** 200**GP Value:** 1,200

DRAGON Magazine 127

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

These *bolts* grant a +2 bonus on attack rolls and cause 4d4 hp of damage if they strike a target. A save vs. spell is applicable; if the save is successful, only half damage accrues to the creature struck. Furthermore, all creatures within a 15-foot radius of where this magical *bolt* hits must save vs. petrification or be stunned for one round due to the ear-piercing clash of thunder which accompanies the strike.

Bolts of lightning are usually found in quantities of 2d4. They are also often found mixed with normal bolts or with magical bolts of other types.

of Bow-Breaking**XP Value:****GP Value:** 100

DRAGON Magazine 135

This arrow breaks any bow used to fire it, unless the bow makes a successful saving throw vs. crushing blow at -4.

of Burning**XP Value:** 100**GP Value:** 600

DRAGON Magazine 135

All creatures are considered to be AC 10 against this arrow, although creatures with a high dexterity receive their Armor Class bonus. With any successful attack roll, the arrow engulfs the target in a flaming shroud that does 4d6 hp damage (no save), affecting only the victim and a 1-foot radius around him for one round. Creatures that are touching the target when the arrow strikes may make a saving throw vs. spell for half damage. All equipment on the victim must save vs. magical fire at -2. An *arrow of burning* may be used to burn through an average-sized dungeon door in 1d4+1 rounds.

of Charming**XP Value:** 800**GP Value:** 2,000

DUNGEONS & DRAGONS Rules Cyclopedia

The victim must make a saving throw vs. spell or be charmed by the user (as the *charm person* and *charm monster wizard* spells).

of Charming II**XP Value:** 800**GP Value:** 2,000

DRAGON Magazine 91

An item often made by priests of Aphrodite, this arrow has a +3 bonus to attack, but causes no damage to the being struck by it. Any human, demihuman, or humanoid hit by an *arrow of*

charming is affected as if the one who fired the arrow had cast a *charm person* spell. The feelings of the *charmed* figure develop quickly into infatuation and then love if the one who fired the missile is of the same race or species and of the opposite sex. No saving throw is allowed at first against the effect, though the *charm* does wear off over time (see the description of the druid spell *charm person* or *mammal*). A *detect charm* spell notes the arrow's influence, and a successful *dispel magic* cast against 12th-level magic removes the charm.

The arrow only affects creature types that are susceptible to *charm person* spells. It can only be used **once**. Once the *arrow* strikes its target, it disappears. If the arrow misses its intended target, it vanishes. If it hits a creature that cannot be *charmed* by it, the arrow disappears with no effect, just as if it had missed the target.

An *arrow of charming* is always red in color, with a heart-shaped arrowhead. Note that other sorts of magical arrows may strongly resemble this one. *Arrows of charming* are always found singly.

of Clairaudience

XP Value: 20 GP Value: 120

DRAGON Magazine 135

This arrow gives the archer the ability to hear sounds within range of the arrow's location. Like the *arrow of clairvoyance*, this arrow is activated by saying the command word ("Listen!") and shooting the arrow. The archer is then able to hear sounds from the arrow's location by covering his ears and concentrating. Sounds within a 15-foot radius around the arrow may be heard in this manner. This arrow can "hear" anything louder than regular breathing. The range is 240 yards, and its duration (once the arrow is fired) is six turns.

of Clairvoyance

XP Value: 20 GP Value: 120

DRAGON Magazine 135

This arrow gives its user the ability to see an area from the location of the arrow. The field of vision is equal to the archer's normal **field**, and activates by sounding the command word ("Vision!") and firing the arrow. The archer is then able to see the area in front of the arrowhead by closing his or her eyes and concentrating. Normal restrictions for distance of vision apply with this magical

arrow. In addition to normal vision, the arrow grants *infravision*, limited to a 10-foot radius around the arrow's location. The range of the *clairvoyance* is 240 yards, and its duration (once the arrow is fired) is six turns.

of Climbing

XP Value: 300 GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent only functions if the missile is fired at an object. The missile securely fastens itself to any object it strikes and creates a magical 50-foot rope, issuing from the point of entry. The **rope** supports any weight of climbers and disappears one turn **later** or upon command of the user. The missile cannot be moved after it hits, and it disappears with the rope.

of Connection

XP Value: 50 GP Value: 300

POLYHEDRON Newszine 82

When **fired**, this arrow creates a magically supported rope extending from whatever the arrow hit to the archer's location, up to a maximum of 300 feet. The rope appears to float in midair and can support up to 3,000 pounds at one time. The rope is indestructible and lasts for 24 hours unless the archer releases it earlier with a command. When the rope expires or is **released**, both it and the arrow disappear.

of Curing

XP Value: 200 GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

This missile is blunt, and inscribed with a holy symbol. When it hits a living creature, it inflicts no damage. **Instead**, it cures 2d6 points of damage plus 2 extra points for each magical bonus of the missile. For example, if a 5 is rolled for a curing arrow +2, the total points of damage cured are 9.

of Darkness

XP Value: 100 GP Value: 500

The **Complete Book** of Elves

These are among the most permanent and commonly used of **all** the enspelled **arrows**. If a *continual darkness* spell is cast upon the shaft of an arrow, it can then be used to *blind* an enemy. These arrows are common among elf scouts, who carry them sheathed until there is a use for them.

of Detonation

XP Value: 200 GP Value: 2,000

POLYHEDRON Newszine 82

When **fired**, this arrow flies very slowly, moving only 5 feet per round. It travels up to 300 feet before falling to the ground. Each arrow has two command words, and any time during an arrow's course, the archer may speak one of the words, causing the arrow to either explode in a burst of light or to erupt into a ball of flame. The first effect is the same as a *continual light* spell except that it creates a globe of bright light that illuminates a 100-foot radius. The second effect is *afireball* that causes 5d6 points of damage to all in a 50-foot radius, save vs. spell for ½ damage.

of Direction

XP Value: 2,500 GP Value: 17,500

DUNGEON MASTER Guide

This typically appears to be a normal arrow. However, its magical properties make it function like a *locate object* spell, allowing the arrow to show the direction to the nearest stairway, passage, cave or another specific location.

Once per day the device can be tossed into the air, it falls and points in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be given by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west).

of Disarming

XP Value: 400 GP Value: 700

DUNGEONS & DRAGONS Rules Cyclopeda

This arrow only functions if the victim is holding a weapon or other item. The victim must make a saving throw vs. spell or drop the item. A dropped item may be normally recovered in 1 round (unless that is impossible).

of Disintegration

XP Value: 60 GP Value: 360

DRAGON Magazine 135

This arrow is +1 to attack but has -4 on its saving throws. The arrow's effect is the same as the 6th-

level magic-user spell *disintegrate*, except that it does not affect targets of a magical nature. The effects of the arrow also differ from the spell in that only nonliving material, up to 20 cubic feet in volume, may be **obliterated**. If the arrow misses its target, nothing is *disintegrated* and the arrow turns to dust. If a living victim is struck by this arrow, the victim takes normal damage (1d6 hit points) but can only be healed by magical spells, potions, or powers; normal healing is ineffective.

The *arrow of disintegration* is made of a long shaft of oak with a lodestone arrowhead. The flights are usually made from the feathers of rare birds. Often, magical words are inscribed on the shaft; these must be repeated before the arrow is fired. Only one such arrow may be found at a time.

of Dispelling

XP Value: 200 GP Value: 400

DUNGEONS & DRAGONS Rules Cyclopeda

When a missile with this talent hits, it creates a *dispel magic* effect centered on the point of impact (a 20-foot-cube) as if cast by a 15th-level caster.

Distance

XP Value: 25 GP Value: 150

DRAGON Magazine 135

When loosed, this arrow has a range equal to twice that of a normal arrow, depending upon the type of bow used to fire the arrow. This extended range does not, however, affect distances of short and medium range, so all distances beyond normal are considered long range. The arrow has a +1 bonus on attack and damage rolls.

of Draconian Slaying

XP Value: 250 GP Value: 2,500

Dwarven Kingdoms of Krynn

These arrows serve as normal *arrows of slaying*, but against all types of draconians.

Note: These arrows only exist in the DRAGONLANCE® campaign world of Ansalon.

Elven

XP Value: 20 GP Value: 120

The Elves of Alfheim

Elven arrows are made from the limbs of the *tree of life*; the stone points are tempered in the sap of the *tree of life*. Since both superfluous branches

and sap come available only a few times in a decade, elven arrows are rare.

They are unique in that they have no pluses (unless they are further **enchanted**), but they are permanently magical. The arrow always counts as a magical weapon, affecting creatures that can only be affected by magic. There is a 10% chance the arrow breaks after each time it is used. The cost of an elven arrow in human markets is usually around 1,000 gp.

These arrows are only used for special missions. Elven army archers who know they may be facing enchanted monsters **generally** have one or two in **their** quivers along with their usual non-magical stone or metal-tipped arrows.

of Enchantment

XP Value: 20 GP Value: 120

DRAGON Magazine 181

These magical arrows possess a *dweomer* that allows them to penetrate the magical defenses of creatures that can be struck only by enchanted weapons. No bonuses for attacks or damage occur; such a weapon has the same chance to hit a highly magical monster as an ordinary arrow has to hit a normal, **flesh-and-blood** creature, doing as much damage as a regular arrow.

Missile weapons are a bit different. Actual *missiles of enchantment* (bolts, arrows, sling bullets, etc.) are the same as **melee** weapons. However, bows, crossbows, and *slings of enchantment* cast a magical aura on any mundane ammunition with which they are loaded (no extra bonus for using *missiles* and *bows of enchantment* together).

For all weapons of enchantment, the XP cost is that of a regular +1 version of that weapon type, or whatever other official magical weapon exists of that type that is of low value. These weapons do not lose their abilities when taken to other planes, and the missile launchers can provide their owners with a virtually unlimited supply of "magical" missiles. Just remember that the damage done is the same as for ordinary weapons. The magic doesn't add to the weapon's attack capabilities; it negates a monster's defensive capabilities.

of Explosions

XP Value: — GP Value: 500

DRAGON Magazine 135

When nocked into a bow, this arrow explodes into a 6 *HD* fireball (as if cast by a 6th-level wizard).

There is no **saving** throw against the effect, and the personal possessions the archer carries must save vs. magical fire at -4.

of Extended Range

XP Value: 100 GP Value: 600

The Complete Book of Elves

There are three versions of this arrow, which allow the user to double, triple, or even quadruple the normal ranges for any type of bow. The first version allows for a double range, it is the one encountered about 60% of the time. The triple-range version is found about 30% of the time, and the quadruple-range arrow is met only 10% of the time.

Although these arrows do not have an attack bonus, they are effective against creatures that are immune to all but magical weapons (up to +1). In addition, the arrows cancel out the normal range modifiers of the bow, using instead the **modified**, multiplied range for purposes of figuring modifiers. *Arrows of extended range* are usually found in groups of 2d10.

Faerie Fire

XP Value: 20 GP Value: 120

DRAGON Magazine 135

This arrow covers any human-size or smaller creature it hits with *faerie fire*, as the 1st-level priest spell. The spell lasts 12 rounds. Normal damage is also done to the victim.

of Fire

XP Value: 40 GP Value: 240

DRAGON Magazine 135

This arrow immediately bursts into flame after being fired. An *arrow of fire* does normal damage plus 1 d6 hp fire damage to any creature it hits. Creatures native to the Plane of Elemental Fire are immune to the fire damage, but cold-dwelling creatures take +2 hp damage from this arrow. Any clothing worn by the victim must make a saving throw vs. normal fire or be destroyed.

Fire Seed

XP Value: 200 GP Value: 500

The Complete Book of Elves

Like the *fire trap arrow*, this one requires a special, hollow pottery **tip**, wherein the *fire seeds* are placed. When the arrow strikes the target, the seeds **detonate**, inflicting 2d8 points of damage to all within 10 feet of where the arrow falls. If the

arrow hits someone, the victim suffers 1d4 points of damage, as well as the 2d8 points from **the fire seed**; the victim doesn't even get a saving throw to take only **half** damage.

Fire Trap

XP Value: 300

GP Value: 700

The Complete Book of Elves

By casting a **fire trap** spell on a tiny and delicate box, then sealing this box inside a special, fragile arrowhead, an elf priest can create an effective **flame arrow**. In theory, when the arrow hits a firm enough target (anything harder than water), it triggers the spell, engulfing its target in a sudden blaze of flame. In game terms, the head and box must make a single saving throw against crushing blow (as pottery) in order for the fire trap to detonate. Otherwise, the arrow is a **dud**, though it could possibly be reused against the archer.

The damage caused by this arrow is 1d4+1 plus the variable damage caused by **the fire trap**. Even if the arrow misses its target, it still creates a conflagration in the area if the head cracks open.

Flaming

XP Value: 20

GP Value: 60

POLYHEDRONNewsline#7

These **magical arrows** +2 are found in caches of 2d6. When **fired**, they burst into flame, doing an additional 1d6 points of damage to the target, and set fire to all **flammables** within 3 feet of the point of impact.

of Flying

XP Value: 500

GP Value: 750

DUNGEONS & DRAGONS Rules Cyclopeda

A missile with this talent can be fired at ranges five times greater than normal. If the missile weapon firing this arrow is also magical and has an additional range multiplier, the effect is cumulative; multiply each maximum range by five. If the missile weapon is not magical, use the maximum ranges.

of Force

XP Value: 80

GP Value: 480

DRAGON Magazine 135

This arrow causes the struck creature to make a saving throw vs. spell at -3. If the save is unsuccessful, the creature is encased in a **force cage** for

three turns (see the **7th-level** wizard spell for details). Due to its high degree of power, the **arrow of force** provides a -3 penalty on attack rolls. No damage is done to the victim.

of Harm

XP Value: 80

GP Value: 480

DRAGON Magazine 135

This arrow does double normal damage to one specified type of **creature**. If used on any creature other than that specified for the **arrow's** use, normal damage is done to the target. The following table lists the most basic types of creatures for which **arrows of harm** are created. At the DM's discretion, other monsters and demihuman races may be added.

Roll Creature type

- | | |
|---|---------------------------------|
| 1 | Aquatic creatures |
| 2 | Tanar'ri, Yugoloth, and Baatezu |
| 3 | Demihumans |
| 4 | Dragons |
| 5 | Elementals |
| 6 | Giants |
| 7 | Lycanthropes |
| 8 | Undead |

of Holding

XP Value: 50

GP Value: 300

DRAGON Magazine 135

This mystical arrow is inscribed with strange **runes**. When it hits its target, the target must make a saving throw vs. spell or freeze as if affected by a **hold** spell. The effect lasts for 2d4 rounds. The victim takes no other damage.

of Holding II

XP Value: 50

GP Value: 100

The Ruins of Undermountain

These finely made arrows are usually crafted by elves, but the secrets of their manufacture are known to a few craftsmen of all races. Such arrows count as magical weapons when determining what they can strike, but they provide no combat bonuses of any sort.

The strike of an arrow **of holding** does only one point of damage, but these arrows pierce any armor. On striking, the arrow vanishes in a pulse of silvery radiance, and the target creature must save vs. spell at -4 or suffer the effects of a **hold person** spell for 5+1d4 rounds. All types of creatures can be affected, and an

arrow of holding even affects levitating, self-animating, or otherwise mobile **dweomered** items, freezing them in one relative place. (If an *arrow of holding* misses, it may be retrieved for reuse.) A typical treasure hoard holds 1d6 *arrows of holding*.

Ice

XP Value: 10 **GP Value: 50**

POLYHEDRON Newszine 47

Crafted of solid steel, these arrows radiate alteration magic and are cold to the touch. When **fired**, they transform themselves into 18 inch icicles that do an additional 1d6 damage to **fire-using** or **fire-dwelling** creatures. They have no magical bonus. They are found in catches of 1d8.

of Illumination

XP Value: 30 **GP Value: 150**

POLYHEDRON Newszine 82

When **fired**, this arrow *levitates* to a point 3 feet above the archer's head. The arrow follows the archer as he or she travels, adjusting its height if the ceiling **lowers**. The arrow glows with the equivalent of a *light* spell and functions for 24 turns or until it is broken. Usually 2d4 of these arrows are found together.

Illusory Missiles

XP Value: 10 **GP Value: 100**

DRAGON Magazine 181

There are *illusory missiles* of various types to complement *illusory weapons* and *armor*. Illusory sticks and stones are tiny things, totally useless in **battle—normally**. When the command word is spoken, however, a faintly visible magical field surrounds them, stretching them out to the proportions of regular javelins, arrows, or sling **bullets**. Although the field does no damage itself, it is substantial enough to enable the missile to be handled and used with a **blowgun**, bow, sling, or spear thrower. If the enemy sees one of these **coming**, the foe will probably assume the worst and take damage equivalent to that of an ordinary missile, but it's all show. These devices are usable only once.

of Justice

XP Value: 200 **GP Value: 400**

The Five Shires

All shire sheriffs carry 1d8 *arrows of justice* in their boots or thrust through their belts. The

arrows remain inactive in the hands of anyone but a halfling. When cast by a halfling at a visible target, an *arrow of justice* flashes unerringly to strike the creature as a *magic missile*, following it around obstructions and through changes in direction to any range, within one round.

The touch of an *arrow of justice* may deal 2d6 points of damage (save vs. spell allows half damage), or merely root the subject to the spot (held for 1d4+1 rounds, with no save), as its hurler desires. It may be mentally commanded to cause both effects when it is released. If not **commanded**, it always deals damage. If the target is an illusion, the arrow simply falls from the caster's hand to the ground, unused and inactivated. Upon striking a target, an *arrow of justice* vanishes forever.

A creature struck by an *arrow of justice* glows with a silvery radiance for 3d6 rounds. This effect foils attempts to hide in shadows, mingle with other creatures, or use *invisibility*, but *dispel magic* cancels the arrow's effect.

Hin masters and keepers construct these items in secrecy under the guidance of certain human wizards, and sheriffs hide caches of replacements in handy places about the shires. No **hin** would dare to move or take a discovered *arrow of justice*, unless fellow hin are endangered and the arrow might aid **them**—the hin would then act and trust to the wisdom and mercy of the sheriffs to avoid any punishment.

of Law

XP Value: 200 **GP Value: 400**

Gods, Demigods, & Heroes

This is found as a quiver of 20 arrows. The arrows always hit and kill chaotic creatures at normal long bow ranges.

of Light

XP Value: 40 **GP Value: 120**

The Complete Book of Elves

These are among the most permanent and common of all the enspeiled arrows. If a *continual light* spell is cast upon the shaft of an arrow, it can then be used to either spotlight or blind an enemy. These arrows are common among elf scouts, who carry them sheathed until there is a need for them.

of Lighting

XP Value: 50 **GP Value:** 100
DUNGEONS & DRAGONS Rules Cyclopedia

The missile can create a *light* spell effect (30-foot-diameter), either upon command or when it hits a target. If a creature is hit, the victim must make a saving throw vs. spell or be *blinded* by the *light* (as if the spell had been cast at its eyes). The missile *disintegrates* when the *light* is created.

of Lightning

XP Value: 100 **GP Value:** 600
DRAGON Magazine 135

This arrow has a +2 bonus on attack rolls and causes 1d6 hp damage, plus 20 hp electrical damage. When the arrow hits, it emits a large and bright flash of light for a split second (long enough to light up a dungeon corridor). Anyone touching the victim suffers 1d10 hp electrical damage. The arrow is consumed in the lightning charge. If the arrow misses its intended target, it discharges all of its electrical energy upon hitting the ground (or any other solid object, such as a dungeon wall).

Lycanthrope Slayer

XP Value: 200 **GP Value:** 1,200
DRAGON Magazine 135

This silver-tipped arrow not only gives a +3 bonus to attack and damage rolls, but also slays any lycanthrope it strikes, whether in beast or human form, unless the creature struck makes a saving throw vs. death magic. A successful saving throw causes the victim to take double damage from the arrow.

Maglubiyet's Wounding

XP Value: 500 **GP Value:** 2,500
Dungeon Magazine 33

These arrows have been enchanted by Maglubiyet, a goblin deity. They can only be *enspelled* through diligent prayer and ceremony. They can be used only once and are +2 to attack and damage. A creature struck by an *arrow of Maglubiyet's wounding* loses half its Strength immediately, in addition to the arrow damage. If the arrow remains in the *wound*, the creature does not regain its Strength or magical *abilities*, and cannot heal its *wounds*—even at normal rates. Goblins normally use this arrow against monsters that have no hands, so the arrow cannot be removed.

of Misdirection

XP Value: — **GP Value:** 100
DRAGON Magazine 135

This arrow is similar to an *arrow of direction*; the difference is that this cursed arrow *reveals* the wrong direction.

Missile Weapon of Accuracy

XP Value: 50 **GP Value:** 300
Oriental Adventures

This magical missile weapon is +3 on both attack and damage. Furthermore, all ranges are considered to be short range (no range modifier applied).

Missile Weapon of Distance*

XP Value: +50 **GP Value:** +300
Oriental Adventures

The weapon is able to fire to double all normal range categories for the weapon.

of Multiplicity

XP Value: 100 **GP Value:** 600
DRAGON Magazine 135

For every 30 feet this arrow travels, another arrow appears in flight alongside the original arrow (up to a total of 10 arrows). Each arrow receives an individual attack roll with no bonus. For example, a fighter fires one of these arrows from a *bow* +3. The arrow travels a distance of 65 feet. Three arrows reach the target, each of them having normal attack chances (counting none from the magical bow).

Nilbog

XP Value: 100 **GP Value:** 150
POLYHEDRON Newszine 47

Nondescript in appearance, these arrows have an odd power. Due to their unusual *enchantment*, the target is cured of 1d6 hit points upon contact. As a final touch, the arrows create an illusion of damage upon the target (dents in armor, torn clothing, etc.). The illusion lasts one turn. *Nilbog arrows* are found in caches of 1d8.

Oberon's Arrow of Subduing

XP Value: — **GP Value:** —
Monster Mythology

Oberon carries arrows used for hunting stags that are enchanted to inflict subduing damage only.

Oberon's Arrow of Slaying**XP Value:** — **GP Value:** —

Monster Mythology

Oberon carries a quiver of *arrows of slaying* and is known to use these on bugbears, goblins, hobgoblins, and orcs (others at the DM's option). When they strike, the victim does not receive a saving throw.

Paralyzation**XP Value:** 50 **GP Value:** 120

POLYHEDRON Newszine 47

These +1 arrows are found in caches of 1d6. In addition to the regular damage, a creature struck by an arrow must make a save vs. paralyzation or be paralyzed for 1d6 rounds.

of Penetrating**XP Value:** 50 **GP Value:** 300

DUNGEONS & DRAGONS Rules Cyclopeda

A missile with this talent cannot be stowed by underbrush, webs (normal or magical), or other forms of cover. The victim's Armor Class is not modified by cover of any sort.

of Penetration**XP Value:** 50 **GP Value:** 300

DRAGON Magazine 135

This magical arrow has no attack or damage bonuses. Once fired from a bow, however, an *arrow of penetration* keeps going, phasing through any nonliving material in its path, until it reaches its maximum range or strikes a living object. Against this arrow, normal armor and shields are ignored in the determination of Armor Class. Magical armor and shields improve the Armor Class of the victim by one for each +1 of protection they provide, as do *rings* and *cloaks of protection*. *Bracers of defense*, however, are useless. Bonuses for cover and concealment are ignored unless the cover is made of living material. Creatures totally hidden from view are treated as invisible (-4 to hit them). Magical protections and Armor Class adjustments for high Dexterity still apply. The Armor Class of creatures with natural armor remains unaffected.

of Perseverance**XP Value:** 50 **GP Value:** 300

DRAGON Magazine 135

Once shot, this arrow goes after its target regardless of range, as long as the target is within view. The arrow, however, gains a cumulative -1 to

attack for every 100 yards beyond its maximum range that it travels. Once the arrow gains a total of a -10 penalty to attack, it vanishes. The arrow has a +2 bonus to **damage**.

of Piercing**XP Value:** 50 **GP Value:** 300

DRAGON Magazine 135

The target of this missile must save vs. petrification or lose all protection provided by armor and hide. The subject has AC 10 with regards to this missile attack if the saving throw fails, the arrow then does maximum damage (6 hp, plus the Strength bonuses of the archer if applicable). The arrow does normal damage if the victim's saving throw is successful.

**of Polymorphing**

XP Value	GP Value
Glass: 225	1,350
Ice: 225	1,350
Monster: 225	1,350
Paper: 225	1,350
Small Animal: 225	1,350
Stone: 225	1,350

DRAGON Magazine 135

An *arrow of polymorphing* is as rare as an *arrow of slaying*, and is thus infrequently encountered.

This arrow is +3 to attack but not to damage. Besides taking normal damage after being hit, a creature struck by an *arrow of polymorphing* must save vs. *polymorph*. If successful, nothing further occurs. If the creature fails to save, it is *polymorphed* into another form. Only one arrow of this type may be found at a time.

There are six different kinds of *arrows of polymorphing*; when found, a random roll is required to determine the arrow **type**. Note that the only creatures affected by *arrows of polymorphing* are those that are susceptible to the spell *polymorph other*. *Arrows of polymorphing* are classified according to the form into which they change the recipient. The six different arrow types are as follows:

Roll	Form assumed
1	Stone
2	Monster
3	Ice
4	Small animal
5	Paper
6	Glass

Stone: A creature hit by an arrow of this type becomes petrified as if struck by a cockatrice. The duration of the **petrification** is permanent, although spells such as *stone to flesh* or *limited wish* may be used to reverse the effects of the arrow.

Monster: This arrow *polymorphs* the victim into a randomly determined monster. If the **victim's** personality is lost, the monster attacks all nearby creatures until it is killed or until there is nothing left for it to fight. The effects last until dispelled. The suggested monster types are as follows:

Roll	Monster
1	Werewolf
2	Medusa
3	Ogre
4	Troll
5	Owlbear
6	Five-headed hydra

Ice: This is perhaps the most deadly of the various types of *arrows of polymorphing*. A creature hit by one of these arrows is instantly transformed into a statue of solid ice. Unless the statue is kept at a temperature below freezing, it melts

away, completely destroying *the polymorphed* creature in the process. The ice statue lasts for as many rounds as the target creature has hit points. If the ice form is undone by a *dispel magic* spell (against 12th-level magic) or by other magical means, the victim is restored to life if a system shock roll is made; otherwise, the victim reappears, but is dead. For every round spent in the ice form, the victim loses 1 hp from the effects of **melting**—a fighter restored to life after 12 rounds in ice form has lost 12 hp.

Small animal: An arrow of this sort transforms the creature it hits into a small, harmless animal such as a mouse (AC 8; MV 6; HD ¼; hp 1; #AT nil). This form lasts until *dispelled*.

Paper: This type of arrow reduces any individual it hits to a two-dimensional paper replica of he, she, or it. This "paper doll" is life-size and is highly flammable. The duration of this effect is only 4d6 turns. After this time has expired and if the paper has not been **destroyed**, the individual returns to normal. These paper dolls may be folded and carried without injury to the *polymorphed* individual (unless the effect expires, which causes the individual to return to his normal size and shape).

Glass: This final arrow type turns a creature it hits to solid glass. The effects of this arrow are permanent and may only be reversed with a *stone to flesh* or similar spell. A *glassteel* spell can preserve the victim from most harm until further aid can be **rendered**, but the spell must be removed before the victim is fully restored by other means.

of Pursuit

XP Value: 85

GP Value: 500

DRAGON Magazine 135

An *arrow of pursuit* is +3 to hit and damage. When shot from a bow, the arrow unerringly seeks out the living being with the greatest number of hit points within its range, then heads for **that individual**—no matter what the original target. In addition, if the arrow misses on its first pass, it returns on the following round, after a long **curved**, flight and attempts to hit the target a second time, now with a +2 bonus to attack and damage rolls. If the second pass misses, it tries one last time on the following round with a +1 **bonus**. If it fails then, it crashes into the earth and is destroyed. This arrow has a range of 3 miles, though it does not often need to follow its target that far.

An *arrow of pursuit* is very useful when a character wants to pick off a group leader who is moving about in an army, protected by troops. In this case, the arrow winds its way in and out of the troops until it hits its target. Only one such arrow may be found at a time.

Quarrel of Biting

XP Value	GP Value
Acid; 150	400
Normal: 100	300
Poison: 150	400

The Ruins of Undermountain

This rare type of magical crossbow bolt does 1d6 damage when striking, turning into a small winged snake upon impact. The snake immediately hits and bites for an additional 1d4+1 points of damage. It then flies about for another two rounds, biting at the same target, before dissipating into a plume of harmless smoke. Quarrel snakes can damage creatures vulnerable to +1 weapons. Such snakes are unintelligent and uncontrollable by magical means. Their combat statistics are: AC 3; MV Fl 12 (B); HD 1+1; 9 hp; THACO 19, #AT 1. *Quarrels of biting* are more common in eastern and southern lands of the Realms, but the costs listed above apply to their creation and sale prices in the North. Rumors persist across Faerun of poisonous and even acid-spitting specimens of these weapons. Poisonous or not, most guilds, factions, and priesthoods do not consider the use of these weapons a good act (or, in the case of the priests and worshipers of Tempus, an "honorable" act). *Quarrels of biting* are usually found in bundles of 1dl2.

Red

XP Value	GP Value
+1: 20	120
+2: 50	300
+3: 75	450
+4: 100	600
+5: 150	900
-1: —	50

Kingdom of Nithia

Red shafted arrows are not uncommon in Nithia. Some are made from red-colored reeds while others are dyed. The common belief is that a red arrow seeks blood, making it more likely to hit and cause damage. This belief is backed by the fact that truly magical *red arrows* do exist in Nithia. Their source is uncertain. Perhaps a

nomadic archer, a sect of priests, or an elderly scribe created them. In any event, a true (magical) *red arrow* provides an equal bonus to attack and damage rolls. Bonuses are as follows:

Roll	Bonus
1	+1
2	+2
3	+3
4	+4
5	+5
6	cursed, -1

of Refilling

XP Value: 100 **GP Value:** 400

DUNGEONS & DRAGONS Rules Cyclopedia

This talent gives no special effects to a missile when fired. If left in a container with other missiles of the same type (that is, a *refilling arrow* with normal arrows or a *refilling sling stone* with normal sling stones), however, it magically creates 1d20 more missiles of the normal type each day.

of Returning

XP Value: 40 **GP Value:** 240

DRAGON Magazine 135

Once fired, this arrow returns to the archer's quiver after an unsuccessful attempt to strike its target has been made. An *arrow of returning* is +1 to attack and damage rolls. It returns at the end of the round in which it was fired. For example, a ranger fires an *arrow of returning* at a dragon. Its attack roll is not high enough to damage the dragon, so the arrow returns to the ranger's quiver, where it can be used again on the ranger's very next shot.

of Rock Piercing

XP Value: 50 **GP Value:** 300

DRAGON Magazine 135

This arrow is made of a special, magical metal. When used by an archer of at least 16 Strength, this missile automatically hits its intended target—which is a specific point of nonliving rock into which the arrow sinks, leaving around 6 inches of the rear of its shaft exposed. A small steel ring is set into the rear of the arrow, to which can be tied a thin line or cord. If an archer with an *arrow of piercing* encounters a deep chasm with no way across, he or she needs only to tie a rope to the end of the arrow and shoot the arrow at the

intended target. The arrow automatically hits its target dead center, and the archer can now cross the chasm. If a character of less than 16 Strength attempts to fire the arrow, it bounces off the rocky surface at which it was fired.

The *arrow of piercing* is reusable; in order to retrieve the arrow, the archer simply grasps it with both hands and pulls it from the target. The arrow then slides out if an open doors roll is successful. If the roll fails, another attempt may be made one turn later.

This arrow actually bounces off any fleshy creature at which it is fired (doing no damage), but it acts as an *arrow +5* against any living or animated target composed of stone (stone golem, crystal warrior—others). Additionally, it slays instantly any creature that has been petrified (treat stone as AC 0), if a saving throw vs. death magic is failed; a successful save means only double damage.

of Roping

XP Value: 20 GP Value: 120

DRAGON Magazine 135

When used, this magical arrow leaves behind a smoky brown trail through the entire arc of its flight. The trail solidifies into a material brown rope when the arrow strikes its target, bonding to the bow that fired it. The arrow bonds to any type of wood it hits, and has a 70% chance of penetrating and bonding to stone or metal. Once bonded, the arrow never pulls free (unless excessive weight is applied), and only bends if a successful bend bars roll is made. The rope can support up to 500 pounds of weight at once before it breaks or the arrow pulls free (50% chance of either).

of Scent Detection

XP Value: 20 GP Value: 120

DRAGON Magazine 135

This arrow allows its user to smell odors from the location at which the arrow landed, similar to the *arrows of Clairaudience* and *clairvoyance*. This ability is activated by uttering the command word ("Scent!"), and shooting the arrow. The archer can then smell odors around the arrow's location by plugging his nose and inhaling. In so doing, the archer is able to breath normally, inhaling air from the arrow's location. One major drawback of the arrow's use is that poisonous or harmful gases may be

inhaled in this manner, affecting the archer as if he or she were breathing the gases normally. If the arrow is entirely buried in water or mud, the arrow's user coughs and chokes for one round, being unable for that time to breath, fight, or even move. This effect wears off immediately afterward, leaving the archer no worse for the experience. Odors within 30 feet of the arrow may be inhaled and sensed. Few archers use this arrow, but some rangers and scouts have detected monsters with especially strong scents.

of Screaming

XP Value: 20 GP Value: 120

DUNGEONS & DRAGONS Rules Cyclopedia

This arrow's effect occurs when the missile is fired, even if it misses the target. As it travels through the air, the missile produces a loud cry, causing all within 30 feet of its path to check morale. If the morale check fails, the victims retreat in fear for 1d8 rounds.

of Screaming II

XP Value: 20 GP Value: 120

DRAGON Magazine 135

When this missile is fired, it emits an ear-shattering scream that deafens all beings within 30 feet of its flight path for 1d4+2 rounds—including the archer, unless protected. In addition, those affected drop everything and cover their ears during the melee round in which the arrow is in flight. Any Spellcasters lose their concentration, so all spells to be cast during this time are lost. There is a 15% chance that a set of ear plugs are found with these arrows, to protect the archer.

of Seeking

XP Value: 100 GP Value: 500

DUNGEONS & DRAGONS Rides Cyclopedia

This talent only functions when the missile is fired at an object; it is not usable against creatures. It automatically hits any one target object within range as long as the path of travel is clear. It may be used as a *missile of disarming*, if desired, or it can be used to sever a normal rope, pierce a sack, push a button, trigger a trap, etc. It automatically misses any creature at which it is aimed.

of Seeking II

XP Value: 100

GP Value: 500

The Complete **Book** of Elves

This is a more powerful version of an arrow imbued with a *seeking* spell. Not only does it round corners in pursuit of its prey, it also gains a bonus of +2 damage. These arrows are usually found in groups of 1d10, although sometimes as many as 2d8 can be found,

of Set

XP Value: 250

GP Value: 1,500

DRAGON Magazine 135

At first glance, this appears to be an ordinary **arrow**. Closer examination reveals the arrowhead to be made of bone and carved to resemble the head of a serpent. An *arrow of Set* is +1 to attack and damage. Anyone hit by one of these arrows must save vs. poison at -1 or die within 1d4 rounds. A character whose saving throw is successful takes 2d6 hit points damage from the venom in addition to the damage taken when hit. The arrow disintegrates on impact.

Making an *arrow of Set* requires bone from a poisonous snake (for the arrowhead) plus the snake's venom (the arrowhead is steeped in it). A priest must **cast** *poison* on the arrowhead during the enchantment. Only one is found at a time.

of Signaling

XP Value: 20

GP Value: 120

DRAGON Magazine 135

This magical arrow has a brightly colored shaft, usually **red**, orange, or yellow in color. It sports a crystalline point. If used as a weapon, it does **normal** damage. However, if fired directly into the air, at least 100 yards over the head of the bowman, it leaves a trail of glittering sparks behind it from the **100-yard** height up to a height of 500 yards, regardless of the type of bow from which it was fired. When the arrow is 500 yards above the archer, the arrowhead explodes in a sphere of **light** 100 yards **across**—of the same color as the **arrow's** shaft. The **ball** of light is **visible** for many miles and lasts for 2d4 melee rounds before fading. The arrow disintegrates upon bursting.

of Silence

XP Value: 20

GP Value: 120

DRAGON Magazine 135

This magical arrow is very useful **indeed**—**especially** when PCs are seeking entry to some heav-

ily guarded fortification. Not only does this arrow hide the "twang" of bow shots, it also silences any noise made by its target. Furthermore, any actions conducted within a **15-foot** radius of the arrow are cloaked as if by a permanent version of the **priestal** spell, *silence 15' radius*.

of Sinking

XP Value: 200

GP Value: 400

DUNGEONS & DRAGONS Rules Cyclopedica

When fired at a water craft, an *arrow of sinking* inflicts **1d10+10 (11-20)** points of hull damage when it hits. (The AC of the vessel is **used**, as if the shot were a ramming or catapult attack.)

of Slaying

XP Value: 250

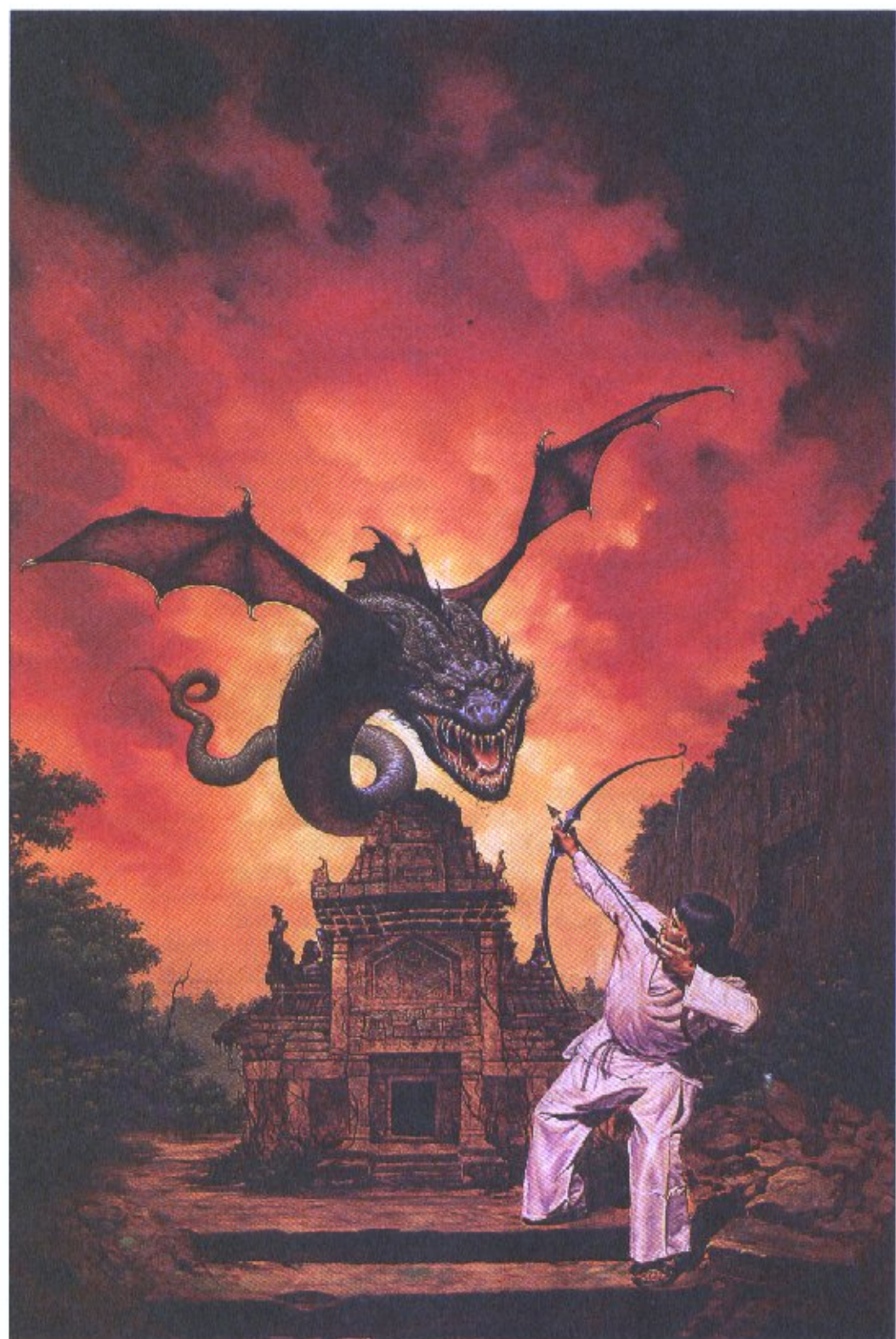
GP Value: 2,500

DUNGEONS & DRAGONS Rules Cyclopedica

If the die rolls for a missile indicate this ability, roll 1d100. The result indicates the **missile's opponent**. When an opponent is hit by this missile, the victim must make a saving throw vs. death magic or die.

Roll	Opponent	Roll	Opponent
01-06	Bugs	59-67	Reptiles and dinosaurs
07-09	Constructs	68-70	Spell-immune monsters
10-15	Dragonkind	71-76	Spellcasters
16-24	Enchanted Monsters	77-88	Undead
25-36	Giantkind	89-94	Water breathing monsters
37-48	Lycanthropes	95-00	Weapon-using monsters
49-52	Planar Beings		
53-58	Regenerating monsters		

- **Bugs** include all normal and giant-sized forms of arachnids (spider, tick, scorpion, etc.), insects (ant, beetle, fly, etc.), and **chilopods** (centipedes, etc.).
- **Constructs** include all created monsters such as living statues or **golems**. Gargoyles are **also** included in this category.
- **Dragonkind** includes dragons of all colors and sizes plus draconian monsters such as the chimera, hydra (**all** types), salamander, and wyvern.
- **Enchanted monsters** include those creatures that cannot be hit by normal or silver weapons.
- **Giantkind** includes all giants and all giant-



type creatures such as ogres, cyclopes, and other humanoids that are larger than humanoid (including characters who have consumed a *potion of growth*).

- **Lycanthropes** include all werereatures, whether in animal form or not, and all characters afflicted with lycanthropy.
- **Planar monsters** include those creatures that come from the Elemental, Ethereal, Astral, or Outer Planes. All types are included, but Immortals do not count as planar monsters.
- **Regenerating monsters** include all creatures that regain more than 1 hit point per day by rest or other means. This includes any creature wearing a *ring of regeneration*.
- **Reptiles and dinosaurs** include all normal and giant-sized forms of lizards, snakes, turtles, crocodiles, and dinosaurs.
- **Spell-immune monsters** include those creatures that are immune to 1 or more spell levels, as specified in the monster descriptions (such as *drakes*). This does not include creatures that are immune merely to certain specific spells (such as the undead immunity to *sleep*, *charm*, and *hold*).
- **Spellcasters** include all priests, elves, wizards, and other creatures able to use spells.
- **Undead** includes all types of undead creatures, both land and water, from skeleton to lich.
- **Water-breathing monsters** include those creatures able to breathe water, including characters under the influence of a *potion* or *ring of water breathing*. Note that aquatic mammals breathe air and are not included in this category.
- **Weapon-using monsters** include those creatures that have weapons in hand (not claws) at the time of a melee. For example, a wererat wielding a sword would be affected by this additional bonus, but the wererat would not be affected if it were attacking only with its bite.

of Slaying II

XP Value: 250 **GP Value:** 2,500

DRAGON Magazine 35

Ineffective against "wild and crazy" comedians, even when struck in the head. In game terms, this arrow is -2 to attacks against bards.

of Slaying III

XP Value: 250 **GP Value:** 2,500

DUNGEON MASTER Guide

This is an *arrow* +3 with unusual physical characteristics—a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile kills it instantly, if it hits the target creature. The following list comprises only a portion of the possible kinds of these arrows:

Roll	Creature	Roll	Creature
1	Arachnids	11	Illusionists
2	Avians	12	Mages
3	Bards	13	Mammals
4	Priests	14	Paladins
5	Dragons	15	Rangers
6	Druids	16	Reptiles
7	Elementals	17	Sea monsters
8	Fighters	18	Thieves
9	Giants	19	Titans
10	Golems	20	Undead

Develop your own types and modify or limit the foregoing as fits your campaign.

In a DRAGONLANCE Campaign: The *arrow of dragon slaying* does not exist on Ansalon. See *Arrow, of Draconian Slaying*.

of Slaying IV

XP Value: 250 **GP Value:** 2,500

Land of Fate

This arrow uses the following table in *Zakhara*:

Roll	Victim	Roll	Victim
1	Arachnids	11	Hierarchy priest
2	Bard	12	Mammal
3	Bird	13	Paladin
4	Elemental	14	Ranger
5	Elemental wizard	15	Reptile
6	Enlightened* being	16	Sea Creature
7	Fighter	17	Sha'ir
8	Free Priest	18	Sorcerer
9	Genie	19	Unenlightened being
10	Giant	20	Undead

*See *Sword, of the Believer* for definitions of enlightened and unenlightened.

of Sleighing

XP Value: — **GP Value:** 50

DRAGON Magazine 35

When this powerful item is drawn in a bow, in a combat situation, it immediately expands and unfolds into a full-size, four-place toboggan.

Snake

XP Value: 50 **GP Value:** 100

POLYHEDRON Newszine 47

When loosed, these *arrows* +1 transform themselves into pit vipers (AC 8; HD ½; hp 3; #AT 1; Dmg 14; SA poison). Their poison is weak, so all saving throws are at +1. They remain in snake form until killed (which also destroys the arrows). A *dispel magic* spell causes them to turn into nonmagical arrows.

of Speaking

XP Value: 50 **GP Value:** 150

DUNGEONS & DRAGONS Rules Cyclopeda

A missile with this talent misses any creature at which it is **fired**—it is used for communication purposes only. The user may give the missile any message of 20 words or less and then shoot it, either naming a place within 10 miles or aiming at a target. The missile automatically lands on the floor or ground in the target area, repeats its message aloud twice, and falls silent.



Stun Bolt

XP Value: 200 **GP Value:** 700

Dwarves Deep

This **special** crossbow quarrel can be fired from any size crossbow from hand to heavy, and looks like a stone door knob on a short, thin shaft. When fired, a *stun bolt* behaves in all cases (range, ROF, etc.) as if fired from hand crossbow. However, on impact it shatters into dust-sized motes, releasing a stunning magical shock of force that does 2d4 damage to any being struck. Victims of a *stun bolt* strike are unable to think or act coherently for the round following the hit (no saving throw). Only living things are **affected**—**undead** and objects suffer no shock effects. Such weapons are often used by **dwarven** guards.

of Stunning

XP Value: 250 **GP Value:** 750

DUNGEONS & DRAGONS Rules Cyclopeda

A victim hit by a missile with this talent must make a saving throw vs. spell or be *stunned* for 1d6 rounds.

Stirge's Bite

XP Value: 130 **GP Value:** 780

DRAGON Magazine 135

This *arrow* +5 has a steel shaft and is rather large in size. When the arrow hits, it drains one ounce of its target's **blood**, which is then stored in a hollow compartment in the shaft. The following round, the arrow detaches itself from its victim and may be recovered later by the archer. Due to the importance of blood as an ingredient in the fabrication of scroll inks and potions, this arrow is highly prized by wizards, priests, and alchemists.

of Teleporting

XP Value: 400 **GP Value:** 800

DUNGEONS & DRAGONS Rules Cyclopeda

A victim hit by a missile with this talent must make a saving throw vs. spell (at a +2 bonus to the roll) or be *teleported* to a point 1d100 miles away, with direction and distance determined randomly. The victim cannot arrive in the air or within a solid object.

of Transporting

XP Value: 400

GP Value: 800

DUNGEONS & DRAGONS Rules Cycloped!a

A victim hit by this missile must **make** a saving throw vs. spell or be sent to a point up to 360 feet away, as determined by the missile user. This is identical to the wizard spell *dimension door*, and cannot cause the victim to appear within a solid object.

Wooden

XP Value: 1,000

GP Value: 5,000

The Complete Book of Elves

This is a completely organic arrow. Made entirely from wood and carved with ornate runes, it appears to be nothing more than a novelty, or perhaps a woodcarver's doodle. In reality, this arrow is a very dangerous weapon, and it radiates strong **enchantment** magic.

The arrow ignores all nonorganic armor. Thus, metal armor offers no protection against this missile, while leather, hide, and scale mail made from a creature's skin offer normal bonuses. Studded leather protects only as leather armor.

Those wearing metal armor are considered to be AC 10 against this arrow. Magical protection still applies; thus, plate mail +4, although normally AC -1, would instead be AC 6 against the wooden arrow.

These arrows are never found in bunches. If encountered, there is but a single shaft. Furthermore, the *wooden arrow* is an exception to elven arrows in that it is always destroyed when **fired**, regardless of whether or not it hits anything. The wood necessary to the enchantment is such that it can function no other way.

of Wounding

XP Value: 500

GP Value: 2,500

DUNGEONS & DRAGONS Rules Cycloped!a

When a missile with the *wounding* talent strikes a target creature, it inflicts normal damage. In addition, however, it causes the loss of 1 hit point per round thereafter until a magical cure is applied (a potion, cure spell of any type, etc.). However, no undead creature or construct (golem, living statue, etc.) can be *wounded* with this talent, and such creatures suffer only the initial damage.

Arrowhead of Marking

XP Value: 25

GP Value: 50

The Ruins of Undermountain

These normal-looking stone arrowheads must be shaped by the being enchanting them. The common use of these devices is as dungeon and maze markers. If one is placed on a stone surface, and a command word (set during the enchantment of the item) spoken, the arrowhead sinks into the surface of the stone. There it fuses, leaving a clearly visible arrowhead mark, pointing in the direction it was set.

These items may be used to point directions, or multiples can be placed to form code symbols or messages in the stone walls, floors, and ceilings of **buildings**, cave networks, or dungeons. Harpers often place them on stones in outdoor areas, to mark trails or burial sites. Typical treasure hoards contain 2d12 of these arrowheads.

Art

Few magical pieces of artwork (paintings and portraits in particular) exist in the AD&D campaign worlds, but those that do show an amazing diversity of properties. Some can be used by non-mages simply through proper concentration; others can be used to their fullest extent only by **wizards**. Most radiate a magical aura. Unless otherwise specified, magical paintings are totally immune to normal fire and to normal crushing blows, or the effects of time. They gain a +4 saving throw bonus vs. other hazards (magical fire, electricity, and so on), reflecting the strength of their dweomers.

Blue on Bronze

XP Value: 1,000

GP Value: 7,500

DRAGON Magic

This painting is an abstract swirl of deep blues and violets. If anyone studies the painting for 2d10 minutes, a voice sounds in his or her head asking for a question. If the character rolls a successful Wisdom Check, the magical painting correctly answers any yes or no question. The painting answers one question per being per day.

Dragonne!-by-the-Cliff

XP Value: —

GP Value: 9,000

DRAGON Magazine 179

This is an **unframed** square painting, 3 feet to a side, and mounted on **tightly stretched dragoonel**



hide. Its powers are mostly unknown, and this fact alone makes the painting worth 5,000 gp. Unlike the other paintings described in this section, *Dragonnel* radiates no aura of magic. Only an *identify* spell can show that it is magical. This work was created two centuries ago by the half-drow wizard Liemuai (now rumored to have become the lich lord of an Underdark kingdom) and is thought to reside in the treasure repository of some drow noble. This painting originated from an undisclosed location in the Pomarj region of Grayhawk. It depicts a large dragonnel perched on a rocky cliff above a river valley.

By concentrating and speaking the word of summoning, “fuga,” the viewer can call forth the dragonnel, causing it to vanish from the painting and appear before the summoner. The dragonnel is totally obedient to the mental orders of the person who called it forth, willing to act as a mount to the limits of its strength or to fight to the death. Note that obedience is not transferrable, since the mental rapport necessary for control exists only between the dragonnel and its summoner.

Dragonnel: (INT scmi-; AL NE; AC 3; MV 12, Fl 18 (C, D if mounted); HD 8 +4; hp 68; THACO 11; #AT 3; Dmg 1d6/1d6/4d4; SA tail slap to the rear, with no other attack, for 2d6; ML 13.

If called during the day, the dragonnel remains in existence until the sun touches the horizon, disappearing instantly—with no warning (potentially embarrassing to its rider if in flight at the time). If called during the night, it disappears at the moment the sun first appears above the horizon. The dragonnel can be *dispelled* by its summoner at any time, returning it to the painting. If the beast is killed, the corpse remains until the sun next touches the horizon, then returns to the painting. The dragonnel can only be summoned once in any 24-hour period; even if it is slain, another dragonnel can not be called again for 24 hours.

Alternatively, by concentrating on the painting for one round and speaking the word of changing, “mutare,” the viewer can *shape change* (like the wizard spell) into a dragonnel. The duration of the effect is 20 turns, but it can be *dispelled* by the viewer at any time before it expires. This power can be used three times a day.

The Gladiators

XP Value: —

GP Value: 48,000

DRAGON Magazine 179

The Gladiators is a large painting, 6 feet square, heavy and cumbersome. As its name implies, the painting depicts four heavily armed and armored gladiators facing each other in a sandy arena. It was painted by Arlena the Pair, to ward her country villa. Arlena herself vanished two decades ago and is believed to be dead. The painting disappeared around the same time, but rumors have since reported it in various locales. Because of the size of the painting, transporting and hiding it have undoubtedly proved to be serious problems.

If a human, demihuman or humanoid (except Arlena herself) walks within 10 feet of the painting without first saying a special password (this word is thought to be lost with Arlena), the victim and all clothing and equipment are immediately transported into the painting. This effect is similar to that of a *mirror of life trapping*, except that it does not require the victim to look at the painting. Once within the painting, the victim is immediately attacked by the four chain mail-clad gladiators.

Gladiators (4): (INT average; AL N; AC 4; MV 12; F6; hp 48 each; THACO 15; #AT 2; Dmg by weapon type; splint mail, two-handed sword).



The gladiators are totally resistant to all enchantment/charm, fear, and other mind-affecting spells; to other spells, they have a 60% magic resistance. They are totally single-minded in their intent to kill the victim and cannot be reasoned with in any way.

If the victim is slain, the body is immediately transported back outside the painting. If the gladiators are slain, the victim cannot escape from the painting unless someone outside speaks the word of release, "*libertas*," which may be learned by casting a *legend lore* spell). Any damage received from the gladiators is real and can be cured normally. None of the gladiators' weaponry or armor may be brought out of the painting.

Up to eight creatures may be trapped by the painting at any one time. They are kept totally separate from each other, each with four gladiators to fight. When the word of release is spoken, the creature who has been trapped the longest is the first to be released (first in, first out). For each subsequent repetition of the word, another creature is released until all have been freed. If the painting is "full" and a ninth creature passes by, the ninth victim is trapped and the creature who has been within the painting the longest is freed. When a creature is trapped by the painting,

his or her image—seemingly part of the painting—appears in the arena, but remains visible for only one round. After that time, the painting returns to normal.

If someone outside the painting speaks the word of summoning, "*aggredivi*" (also lost with Arlena but recoverable with *legend lore*), the four gladiators vanish from the painting and appear standing before it. (Note that this has no effect on anyone within the painting; they still have their own four gladiators to deal with.) The gladiators immediately attack anyone designated by the person who spoke the word, and fight until either they or their opponents are dead. This is all they can do; if there is no one to fight, or if their summoner tries to give them other instructions, they immediately return to the painting. Once the combat is over, one way or the other, the gladiators or their corpses (and all equipment) vanish and the painting returns to normal. The gladiators can be summoned once per day. The word of summoning must be spoken within 50 feet of the painting.

Glorindel's Gates

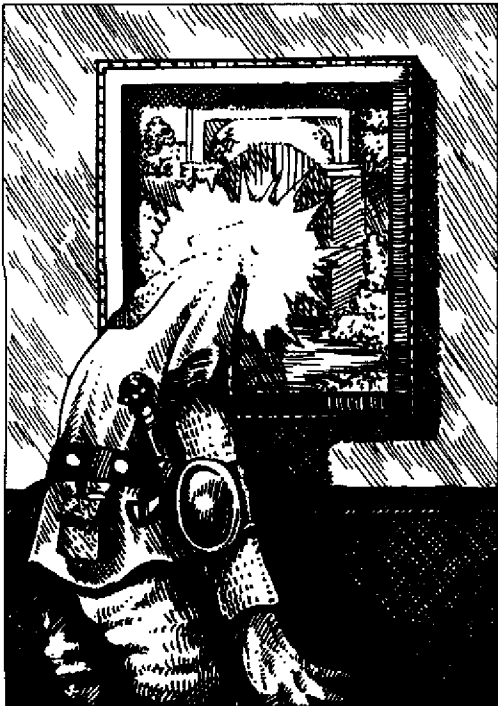
XP Value: —

GP Value: 10,000

DRAGON Magazine 179

During her sojourn across the lands of the Forgotten Realms, but before her return to the city of Waterdeep (and eventual disappearance), the wizard-bard Glorindel put much effort into creating a number of small, exquisitely crafted paintings depicting places she had visited on her extensive travels. As suited her peaceful nature at this time, they were typically uninhabited areas of great scenic beauty—sylvan glades, wilderness lakes, and forbidden plateaus. Some paintings, however, depicted some less scenic areas that were of importance to her, such as the Market in Waterdeep and the courtyard of her villa. These small paintings, her gates, were Glorindel's favored means of transport.

Any human, demihuman, or humanoid with Intelligence not less than 13 and Wisdom not less than 12 may harness the power of one of these paintings. If the painting is stared at, uninterrupted, for two rounds, the viewer experiences the sensation of the image in the painting enlarging until it fills his or her entire field of vision, becoming ever more real as it enlarges. After a further round, the viewer is able to "step into" the



painting. The effect is identical to the spell *teleport without error*. To someone standing nearby, the viewer seems to simply vanish, along with all items carried. The painting does not *teleport* with the user (although if the viewer has another of *Glorindel's gates* paintings in his or her backpack, the second does *teleport*).

Although Glorindel's home in Waterdeep was destroyed by undead foes, her body was never found. Some believe that she used one of her gates to effect her escape when it became apparent that all was lost. Whatever the case, Glorindel has not been seen since. No one knows how many of *Glorindel's gates* were created or may still exist. Only three are known for certain to have survived, all owned by the bard Diarmund of Waterdeep. All of *Glorindel's gates* are small paintings, usually less than 1-foot-square. Unlike most other magical paintings, they have no innate resistance to harm; they can be damaged and destroyed like any normal painting.

Glorindel's Living Painting

XP Value: — GP Value: 36,000

DRAGON Magazine 179

Further triumphs of Glorindel's art were her "living paintings." These are generally square, and up to 6 feet per side, usually depicting scenic panora-

mas. The magic involved in these works is more apparent than that of the gates as the scenes in these paintings actually move. In a seascape, the clouds may race, sea gulls fly, and waves wash over the rocky shore. In a forest scene, the sun may cast shifting beams of light through the gently moving branches. These paintings are, without exception, strikingly beautiful, and could—if it weren't for their frames—almost be mistaken for windows.

Although their major purpose is to please the eye, each of these paintings has additional powers. When triggered by a command word "*fascinum*," each has the effect of the spell, *hypnotic pattern*. This effect lasts until dispelled by another command word "en." In addition, the following spells may be cast upon creatures captivated by the painting, each spell triggered by its own word of command: *blindness*, "*caecitas*;" *suggestion*, *obsequium*;" *geas*, "*exite*;" and *sleep*, "*somnus*." These spells have no effect on anyone not previously captivated by the *hypnotic pattern* effect, and the spells do not count as being cast from the viewer's mind. Each is usable once per day.

As with *Glorindel's gates*, no one is sure precisely how many living paintings Glorindel created or how many have survived. Due to their

great value (15,000 gp is a bare minimum), those that still exist may probably be found in the collections of rich merchants, nobles, and other persons of wealth.



Igraine's Portrait

XP Value:

GP Value: 54,000

DRAGON Magazine 179

In her dual roles as Court Wizard and Court Painter of the minor barony **Freeman's Pass**, **Igraine** created a number of remarkable portraits for her liege, Lord **Balto**.

Although many of these paintings perished (as did Igraine herself) when Freeman's Pass was overrun by an army of **were-creatures**, some have survived the last century and a half to the present day.

Each of these paintings depicts one **person**—a close **friend**, a trusted counsellor, close advisor, or family **member**—with whom Lord Balto would often have cause to consult. The purpose of these paintings was to make such consultation easy. Simply concentrating on the painting sets up a strong mental rapport between the viewer and the person depicted. The rapport takes one complete round to develop; after that time, it allows the two people to communicate fully as though through *telepathy*. There is no limit to the

duration of the rapport or to the number of times it can be established. All that is required is for the viewer to look at the painting and concentrate on establishing the rapport. During rapport, both participants can engage in no other activity.

As the rapport is being **established**, the person depicted becomes aware of a chilling cold and a sensation of presence. If the person is willing to enter communication, rapport is established after one round; if unwilling, a *save vs. spell* must be made to terminate contact. A successful *save* means that contact is broken and cannot be **reattempted** for a period of one hour. If the *save* fails, the person being contacted has one last chance to resist rapport. During the round that establishes rapport, contact may be resisted by the use of mind-shielding spells, devices, or **psionics**. Once **established**, rapport can only be broken by the viewer or through the death or loss of consciousness of one of the participants—there is no range limit.

All of Igraine's portrait **paintings** still in existence, except for one to be discussed later, depict people who have died since the creation of the paintings. If anyone, through ignorance or design, tries to establish rapport through such a painting, there is a fixed 50% chance of establishing rapport with the spirit of the dead person. Treat the rapport as the spell *contact other plane*. To determine the chances of insanity, knowledge, and veracity, assume the spirit is nine planes removed from the viewer of the painting. The viewer can ask one question for each two levels of experience (only wizards receive benefit for Intelligence scores over 15). Since rapport with a dead person requires much more of the painting's power, this can only be attempted once per day.

Rumors tell of one surviving painting that does not depict a dead confidant of Lord Balto. This is the painting that Igraine was working on at the time of her death. The background is complete, as is the body of the person **depicted**—only the face is missing. Perhaps because its dweomer was not **finally** bound by the completion of the painting, this famed "unfinished portrait" has an additional power over and above those possessed by **Igraine's** other works. By concentrating strongly on the painting for a period of two rounds, the viewer can make the likeness of anyone well known by the viewer to appear in the portrait. The painting can then be used to **establish** rapport with that

person (in this case, a saving throw is automatic whether the person being contacted is **willing** or **not**). If rapport **fails** or is broken, the face vanishes from the portrait again. This power can be used once every two full days. Although no firm information is available, there is a persistent rumor that **Igraine's** unfinished portrait hangs in the halls of a dwarf king.

Norval's Timely Portrait

XP Value: 750 **GP Value:** 4,000
POLYHEDRON Newszine 8

This small, **canvas**, inset in a wooden frame, fits into the palm of one's hand. To use it, a command word is spoken and the canvas is held up to a living subject for 10 minutes. At the end of that **time**, an image of the subject appears on the canvas. During the life of the subject, the painted figure mimics the portrayed individual, showing age and well **being**. At the point when the subject passes from this world (even if just leaving the plane), the canvas is wiped clean and is ready to be used again.

Pigments of Longevity

XP Value: 5,000 **GP Value:** 50,000
DUNGEON Magazine 10

This powerful but perilous magical item extends the life-span of the person whose features are portrayed on its canvas. The canvas must be subjected to *enchant an item*, *polymorph object*, *trap the soul*, and *wish* spells as a diamond of at least 50,000 gp value is crushed and sprinkled on its surface. The portrait must be painted by a living, master painter, using *pigments of longevity*. As the last brush stroke is **applied**, the portrait must be dried using another *wish*. Then 1d100 is rolled against the following table.

Roll	Effect
01–20	Subject's body shrivels, and his or her essence is trapped for eternity in the portrait.
21–35	No effect; subject ages normally. Portrait may not be retouched.
36–60	Subject's life-span is doubled
61–80	Subject's life-span is tripled
81–95	Subject's life-span is quadrupled
96–99	Subject's life-span is quintupled
00	Subject's aging capacity ceases. Immortality is achieved!

Only one *portrait of longevity* may be made of a person during his or her lifetime, but a portrait may be periodically retouched with *pigments of longevity*. Each time a portrait is **retouched**, the table above must be consulted to determine the potency of the restoration. Thus, a subject may be trapped forever or gain immortality the second time **around**, and must decide if the gamble is worthwhile. Even *wish* spells cannot alter a roll on this table.

The formula for *a portrait of longevity* is inherently evil. There is a 1% cumulative chance per decade that an alignment **shift** toward chaotic evil (lawful to neutral to chaotic; good to neutral to evil; one axis at a time) affects the figure depicted by *a portrait of longevity*.

If the portrait is **destroyed**, the following table should be **consulted**:

Roll	Effect
01–20	Subject turns to dust, forever dead.
21–65	Subject reverts to true age. If that age is greater than venerable, the subject dies.
66–99	The subject ages normally from the current, apparent age.
00	Subject's aging capacity is destroyed with the portrait — Immortality is achieved!

Portraits of longevity are extremely rare. The only known location of the formula for creating them is **the Astral Tome of Ildranadum**, an artifact last known to exist in the astral stronghold of the **Archmage Azurax**.

Portraiture by Magic

XP Value: 4,000 **GP Value:** 40,000
DRAGON Magazine 83

A canvas is stretched on an ordinary artist's frame; when a magical word is spoken, the canvas takes on the image of whatever faces it. The result is a very realistic painting.

The Watchers

XP Value: — **GP Value:** 12,000
DRAGON Magazine 179

Created over three centuries ago by **Tal Alanan**, an evil **elven wizard**, *The Watchers* is a bulky painting, 4 feet wide by 3 feet high, on heavy canvas. When last **reported**, it was framed in dark oak. The work depicts a wooded area with heavy undergrowth. Barely discernible are the eyes of



several creatures watching through the bush (a viewer must consciously examine the picture to notice them). The dark-colored style has an oppressive, almost menacing, feel to it. Just passing the picture or seeing it in peripheral vision gives the viewer an overpowering impression of subtle movement; leaves seem to shift, and the bush seems to stir as creatures move behind cover. Looking directly at the *painting* removes this discomforting effect,

Concentrated scrutiny for more than one round activates the powers of the painting. The viewer becomes **disoriented**, then feels that he or she is being drawn into the painting. If a saving throw vs. spell fails, the viewer's mind merges with the consciousness of a small, woodland animal, such as a fox or an owl, one actually existing in the wooded area nearest to the painting (and viewer) at the moment, within a range of 20 miles. If no such woodland area exists or if the viewer's saving throw is successful, no ill effects are suffered. If mental merging with an animal does occur, the viewer's sensory perspective moves as the animal **does**, and all senses become heightened and attuned to the forest and the creature.

Unless the viewer is aware of the problem and concentrates on avoiding it during the moment of disorientation, the victim's mentality becomes

one with the small animal as well, unable to withdraw. (Recognizing this problem requires a Wisdom check on 1d20 each time the painting is gazed at until the viewer **makes** the check. The check need not be made **again**.) Once this magical union is joined, it can be broken only by blocking the victim's view of the painting or an anti-magical field (not by *dispel magic*). During this union, the participant's body becomes rigid and unresponsive, while heart and breathing rates rise drastically, posing severe danger. For every 10 rounds the victim remains magically captured by the painting, a successful system shock roll must be made or take 3d6 hit points damage from physical exhaustion.

When an unwitting mental union is broken, the victim's heart rate and breathing drop back to normal, but the animal mentality remains. For each round such a union exists, the animal mentality remains for one round after union is broken. Role-playing this event is left to the DM and player involved. After this **period**, the victim's mind returns to normal. This does not occur if the viewer passes the Wisdom check.

If the viewer makes the Wisdom check and then voids the subsequent saving throw, he or she is in control of the merged animal when the union occurs, able to move anywhere at will, within the nearby woodland, with movement and speed appropriate to the animal (see the *MONSTROUS MANUAL*™ accessory under **Mammal, Small**, or the appropriate animal type; only normal, non-magical animals are contacted). In such a case, the viewer can break contact at will, returning to his or her own body immediately. However, the stress on the heart, requiring a system shock roll, still exists.

In addition to controlling the animal, someone who knows the powers of the painting can even choose where the animal to be **controlled** is located. Before viewing the painting, the user must concentrate on the desired region. The only restriction is that the area must be wooded and within 50 miles. As with *teleportation*, the chance of successfully "reaching" the target area depends on familiarity; use the same **probabilities** for success as for the spell *teleport*, in the *PHB*. If the viewer **fails** the roll (comes in "low" or "high") or does not concentrate on a specific locale, the wooded area used is the one nearest to the painting within a 20-mile radius.

If, during the union, the animal is **wounded**,

the viewer immediately loses a proportion of hit points equal to the proportion lost by the animal (if a 4-hit point fox takes a wound doing 3 points damage, the viewer immediately takes damage equal to $\frac{3}{4}$ total hit points, not the character's current hit point value), fractions are rounded down; save vs. death magic for half of this damage. If the animal is killed, the viewer must save vs. death magic or die instantly. (Even if the saving throw is successful, hit points drop to one, and the victim falls unconscious for 4d4 rounds.)

Any Spellcaster who successfully avoids merging with an animal mind, then concentrates on the painting for 10 uninterrupted rounds, gains the power to cast one of the following spells, chosen at will: *entangle*, *cull woodland beings*, *speak with animals*, *animal friendship*, *invisibility to animals*, *transport via plants*. This spell is in addition to the character's spell allotment for the day. In the case of nondruid spellcasters, the level of casting is 6th level; for druids, the level of casting is the druid's own level plus two, or 6th level, whichever is greater. Each spell gained can be used only once and must be cast within a 24-hour period of viewing the painting, or else the acquired spell fades from the caster's mind.

It is said that Tal Alanan kept close, covert watch over his elven subjects using this painting, and he was greatly feared for his intimate knowledge of the occurrences within his minor kingdom. Until he was overthrown by a neighboring woodland kingdom, he successfully crushed every rebellion raised against him and controlled all aspects of life within his magical reach. After his death, his possessions (including the painting) were collected, but later stolen by rival wizards. The painting's whereabouts are currently unknown.

Widow's Walk

XP Value: — **GP Value:** 40,000

DRAGON Magazine 179

This painting shows the crowded dockside of a bustling port. Created by Balfas the Seafarer, famed for his love of ships and all things nautical, the painting was reportedly destroyed in the sack of his island manor, but reappeared in the collection of Ramoth, of Northport. This is often cited as evidence that Ramoth in fact funded the raid on the manor—in any case, there is serious doubt



that Ramoth can tap, or is even aware of, the true powers of his prize.

When someone viewing the painting looks closely at the crowd on the dockside, he or she immediately notices a representation of the person most on the viewer's mind during that day. While initially startling and intriguing, this is but a minor effect of the painting, an intimate alignment with the viewer's mind.

The major power of the painting is to allow the viewer total protection from divination, detection, and scrying spells or powers. The viewer cannot be detected from afar by any means while concentrating on viewing the painting for 10 rounds. Psionics, scrying spells, devices such as *crystal balls* and *magical mirrors*—all are useless. If the viewer is a wizard of 6th level or above, this effect protects the character from detection by any creature up to the status of a demigod. The isolation effect lasts for up to eight hours or until the invoker consciously dispels it. During this time, he or she need not concentrate on maintaining the effect; nor is it necessary to continue viewing the painting. The effect can be invoked only once per day and can be granted to but one person at a time. This power does not confer any form of *invisibility*; the protection is restricted to magical and psionic forms of detection alone.

Any creature that can see the viewer directly can attack without interference from the picture.

In addition to the isolation effect, the viewer of the painting can cast each of the following wizard spells once per day, at the 18th level, by staring at the painting for one uninterrupted hour: *control weather*, *part water*, *water breathing*, and *fog cloud*. These spells may be maintained indefinitely in the viewer's mind if uncast.

The painting is relatively small, 2- by 2-foot square, and is lightly framed. Despite its fragile appearance, it is totally immune to damage from water or lightning. All other damage is saved against at +2.

Astrolabe

The historical astrolabe was a device used to determine the astron of the sun, the moon, and other celestial objects. Originally, the navigator of a sea-going vessel would locate a relatively stationary stellar object (the North Star, for instance) and find its position. From that reading, the navigator would be able to calculate the approximate latitude of the ship. Since most sea travel was done on an east-to-west axis from common ports, the navigator rarely needed to know the longitude. Simply knowing that the ship was three days out of home port, the navigator would know the approximate number of days left in the voyage. The navigator did need to know how far north or south he or she was from the destination.

A magical astrolabe allows a navigator to know exactly where the ship is, both in longitude and latitude, without having to make exact measurements and precise calculations.

Celestial

XP Value: 2,000 **GP Value:** 8,000

War Captain's Companion

Celestial astrolabes are large, fixed devices. They are used to display the location of astronomical bodies of Class A and larger. These fixed astrolabes display a large, spherical projection, and must be used inside a crystal sphere, in a dark room, or during the night, when no lights can disturb the picture. The item creates a three-dimensional picture, exactly to scale. The astrolabe shows the orbital path and the current location of every large or major celestial body in the crystal sphere. The 3-D picture perfectly fits the room it is in, or a radius of 30 feet, whichever is smaller.

The points of varying colors of light a fixed astrolabe creates, show the motions and colors of all planets, moons, suns, asteroids, and comets (though some anomalies cannot be penetrated). A small point of white that blinks once every second shows the relative position of the astrolabe in the system. This is often used in navigation rooms to check course changes and verify headings.

A *celestial astrolabe* always operates, and cannot be turned off. Merely bringing a light source into its room, however, is enough to nullify the faint picture it presents. Thus conferences and meetings can be held in a room with an astrolabe without the attendees realizing one is present.

of Henrik

XP Value: **GP Value:** 8,000

In the Phantom's Wake

The *astrolabe of Henrik* is a cursed item of great power. When activated, it sends the user and everything within 10 feet of the user, to the nearest cursed location or to a place enchanted by evil. The *astrolabe of Henrik* usually sends people to the *Hollandes*, but the DM is free to send the characters anywhere. The device itself does not go with the transported party.

of Entrapment

XP Value: 10,000 **GP Value:** 100,000

A Dozen and One Adventures

Only a handful of these powerful items exist. They appear to be metal, spherical astrolabes, inscribed with the locations of constellations and planets. Like all astrolabes, they are useful to wizards with the astrology proficiency, who can use the device to determine the hour, date, and location in terms of degrees latitude (each requiring a successful ability check). In addition, this item magically draws power from the motion of the stars and planets in the heavens and uses the energy to imprison genies.

An *astrolabe of entrapment* contains 12 genie prisons arranged in an elaborate mechanism inside its metal sphere. As the constellations wind their paths across the night sky, the inner cycle of prisons slowly revolves. Only one genie prison in the device is active in any given month. During that time, the owner of the astrolabe may employ any or all of its three functions:

- Summon the genie trapped within the active prison. Roll on the following table to determine each of the 12 prison contents:

Roll	Type of Genie
01-20	None. The trapped genie was released.
21-35	Djinni.
36-55	Dao.
56-75	Efreeti.
76-90	Marid.
91-96	Tasked Genie (DM's choice).
97-00	Noble Genie (DM's choice).

Once called, there is an 80% chance that the genie can be commanded to perform **certain** actions for the owner of the astrolabe, but there is a 20% chance that the trapped genie is so enraged that it attacks whoever is within reach for 2d12 rounds before the power of the astrolabe prevents **further** havoc. In these rare instances, the berserk genie may never harm the owner, though any nearby friends and family are fair game for the genie's retribution. A trapped (and obedient) genie can only be summoned from its prison once per day to perform a specific task for its master.

- Free the genie trapped within the active prison. This might be risky, for once the genie is free, nothing can prevent it from seeking revenge on its previous master, the master's friends, and family. Usually, fear of further imprisonment within the astrolabe keeps the genie from immediate, direct vengeance.
- Trap a genie within the active prison. This function can only be used on a single genie within 30 feet of the astrolabe. The victim is entitled to a save vs. spell at a -6 penalty. If it fails, the genie is imprisoned and any genie previously trapped in the active prison is automatically released, with the consequences described above. If a genie makes its save, it is immune to the effects of the astrolabe for a full calendar month and during that time seeks to destroy both the device and its owner.

At the end of each month, the current prison deactivates for the next 11 months, trapping the genie inside with no chance for release until the clockwork prison mechanism inside the **astrolabe** has made another complete revolution. Most genies are aware of the 30 days of "parole" from their cyclical prison, and seek to convince the astrolabe's owner to release them during that time by swearing oaths and pleading with promises of good behavior.

Although powerful divination spells might hint cryptically at an astrolabe's prisoners, the DM should never reveal what genies are trapped within an astrolabe when it is discovered.

Awl

An awl is a common leather working **tool**—a metal spike 3 inches or more in length with a wooden handle. Though normal awls are common, magical ones are not. **Roll** on the table below to determine what is found.

Roll Awl Type

01-70	Awl
71-00	Icc Pick

of the Above

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 23

If this item is held and the command word spoken, it attracts the attention of an Immortal or a deity (a powerful being from the Outer Planes, immune to **all** character attacks and spells, with very great powers). This being's actions are determined by rolling 1d6, using the chart below after applying the following adjustments. If the user is magically *cursed* when the awl is used (however minor the curse), or is carrying a *cursed* item, a -1 penalty applies to the **roll**. If a *wish* is cast before the awl is **used**, *wishing* for good fortune, a +1 bonus applies. After the awl is **used**, there is no way to alter what occurs. The awl may be used once a year. The 1d6 table below is adjusted for the modifiers.

Roll Immortal Reaction

0	Appear and then depart with both the character and the awl, (The character can only be retrieved by others, who must first regain the immortal's attention and then please the creature with a great service or sacrifice).
1	Appear, slay the character (no saving throw), and depart, leaving the awl.
2	Ignore the summons (nothing happens).
3	Appear, take the awl, and depart.
4	Answer any three questions for the user, take the awl, and depart.
5	Raise any one ability score by three points (to a maximum of 18), as desired by the user; the immortal takes the awl and departs.
6	Grant one <i>wish</i> to the holder and depart, leaving the awl.
7	Replace the user's <i>wish</i> (usable any time thereafter), grant one other <i>wish</i> (made at that time), and depart, taking the awl.

Full

XP Value: 3,000

GP Value: 12,000

The Book of Marvelous Magic

When this awl is inserted into a skin containing one or more drops of water, **wine**, or oil and the command word is spoken, it causes the container to fill completely with the same liquid. Only nonmagical liquids can be **affected** by the full awl.

of Hole Punching

XP Value: 300

GP Value: 5,000

The Book of Marvelous Magic

This awl can be used to create a hole large enough to see through ($\frac{1}{2}$ -inch across and up to 5 feet deep) in any nonliving **material**—including *mage wall* spells and solid steel. It does not affect creatures of any kind and, if used on a magical weapon, it does not change or destroy the enchantments upon it. The *awl of hole punching* may be used as often as desired.

Inn

XP Value: 1,000

GP Value: 8,000

POLYHEDRON *Newszine* 23

This item creates an apparently normal door out of thin air, on command. The door may be opened easily, and remains open for one turn. Anyone passing through the door arrives in a safe, friendly inn, where **food**, **drink**, and a good night's rest may be had (though at 10 times normal prices). The inn contains one manager, one chef, one barkeep, 50 furnished rooms, and 1d20 other visitors of various races (NPCs and monsters alike). At least one of each category also possesses an awl. **It is magically impossible** for any visitor to disobey the Manager or to attack or steal from the inn or from any other resident. There is only a gray mist outside of the inn, and the mist cannot be entered. All visitors leave the inn after breakfast (no saving throw). The *awl inn* may be used only once per week.

Mess

XP Value: 250

GP Value: 1,000

The Book of Marvelous Magic

This item has no intrinsic value. When a magical *dinnerplate* is tapped by the awl, it produces five times the given amount of **food**, 15 meals per day instead of **three**—but just for that day. However, each diner must make a saving throw vs. spell while eating; failure indicates that the food spills out, staining the diner's garments permanently

unless washed with *soap of washing*. The *mess awl* may be used as often as desired.

Out

XP Value: 1,000

GP Value: 5,000

POLYHEDRON *Newszine* 23

When **touched**, this item forces the victim to immediately leave the dungeon in which the awl is found, by the fastest available route. No saving throw applies, and the victim attempts to avoid all encounters until he or she is outside again. The victim may fight normally if **cornered**, but cannot stop to pick up any treasure. The *awl out* may be kept by the victim, and functions as a normal awl thereafter, as long as it is **physically** touching the **victim**. Note that if the awl **leaves the victim's** hand or skin at any time, its original power returns.

Axe

Axes are woodcutting instruments with sharpened metal or stone heads and wooden handles. Axes are **also** used as weapons of war. War axes come in all sizes, from **small** hatchets and throwing axes to two-handed great axes. Many magically enchanted versions exist, particularly among the dwarves.

After determining the magical properties of the axe the character **found**, **purchased**, or traded for, roll on the following table to determine the type of axe found.

Roil	Axe Type
01–08	Battle Axe
09–15	Carikkal
16–23	Bhuj
24–31	Eye-axe
32–38	Forearm Axe
39–46	Hand
47–54	Hatchet
55–59	Mace-axe
60–64	Pick
65–69	Pickaxe
70–77	Shoka
78–85	Throwing
86–92	Tungi
93–00	Two-handed Battle Axe

Agni's Red

XP Value: —

GP Value: —

Legends & Lore

Anyone hit by **Agni's** glowing, red axe must save vs. paralyzation or burst into flames. Those **fail**—

ing the save suffer an additional 1d10 points of damage each round and cannot cast **spells**, fight, or do anything but roll on the ground until the flames are put out. The flames can only be quenched through magical means; ordinary water, even holy water, has no effect on them,

Ama-Tsu-Mara's Vorpal

XP Value: — GP Value: —

Legends & Lore

The avatar carries a huge *vorpal axe* +5 (AL any lawful) that functions like a *vorpal sword*.

Arumdina

XP Value: — GP Value: —

Monster Mythology

Garl Glittergold, the father of the gnomish race, wields an intelligent battle axe named Arumdina. This axe cleaves through stone as easily as air, and slices through metal armor as if it didn't exist.

Azuredge, Slayer of the Netherborn

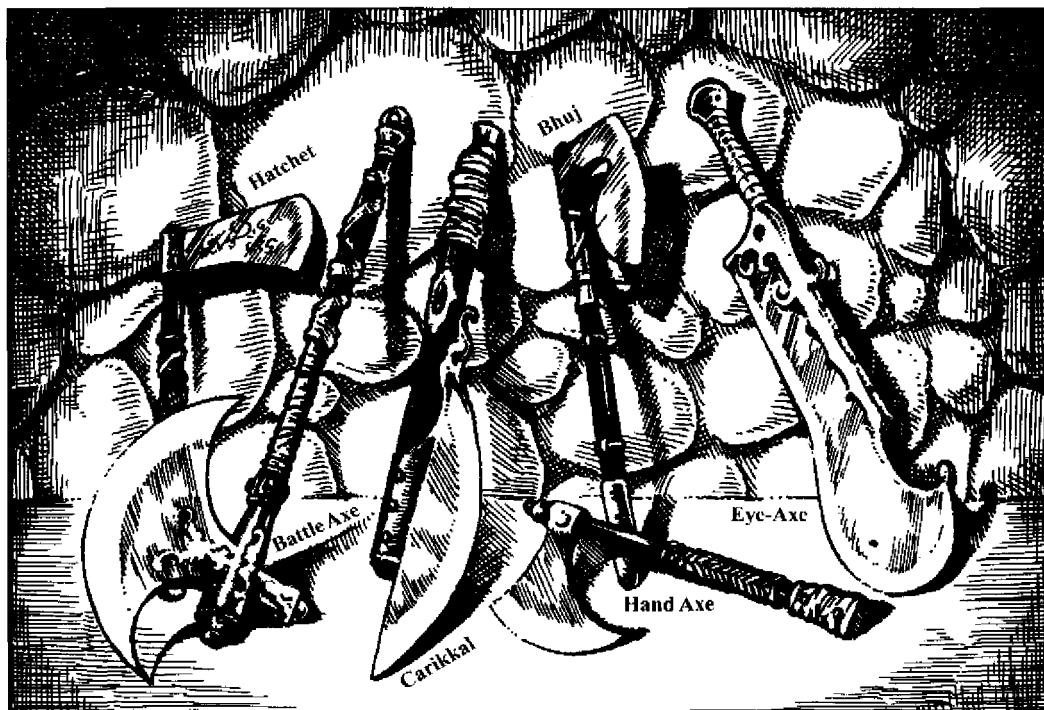
XP Value: 7,000 GP Value: 35,000

New Item

Azuredge is a medium-sized battle axe forged of silver, **electrum**, and steel alloys, its handle cast from solid steel and wrapped at the haft in blue

dragon skin. There is a star sapphire set into the pommel. It is as effective as a pure silver weapon and is magically enchanted with a number of powers, the least of which cause the edges of the axehead to shimmer a deep blue at all **times**. The axe has six runes carved into it, one along each edge on either side of the axe and one rune at the center of each side of the axe. At various times, the runes flash with blue radiance (apparently when their powers are active). **Smaller** runes are also carved into the handle, but these are only noticeable under close **scrutiny**. Though the wide, double-edged axe appears quite heavy and unwieldy, it is light and well-balanced in the hands of its chosen wielder.

Azuredge's origins are even more tightly tied to the City of Splendors than some suspect. A little over 300 years ago, **Aghairon** was marshalling his power as the premier wizard of Waterdeep under the just, though violent, rule of Lady Lauroun, Warlord of Waterdeep. Aghairon saw the last honorable Warlord of Waterdeep fall in battle, her body pierced by a score of orcish arrows. *Teleporting* her from the **field**, he performed her last request, "to ensure that she would always be able to aid the defense of the City of Splendors." Having been preparing a magical axe to present to her, Aghairon's magic bound a piece of Lauroun's



fleeting spirit to the weapon, making her forever an intelligent, soulful presence in an item capable of fulfilling her last request. Though its memory is not fully **Lauroun's**, *Azuredge* remembers her creation and history as a weapon.

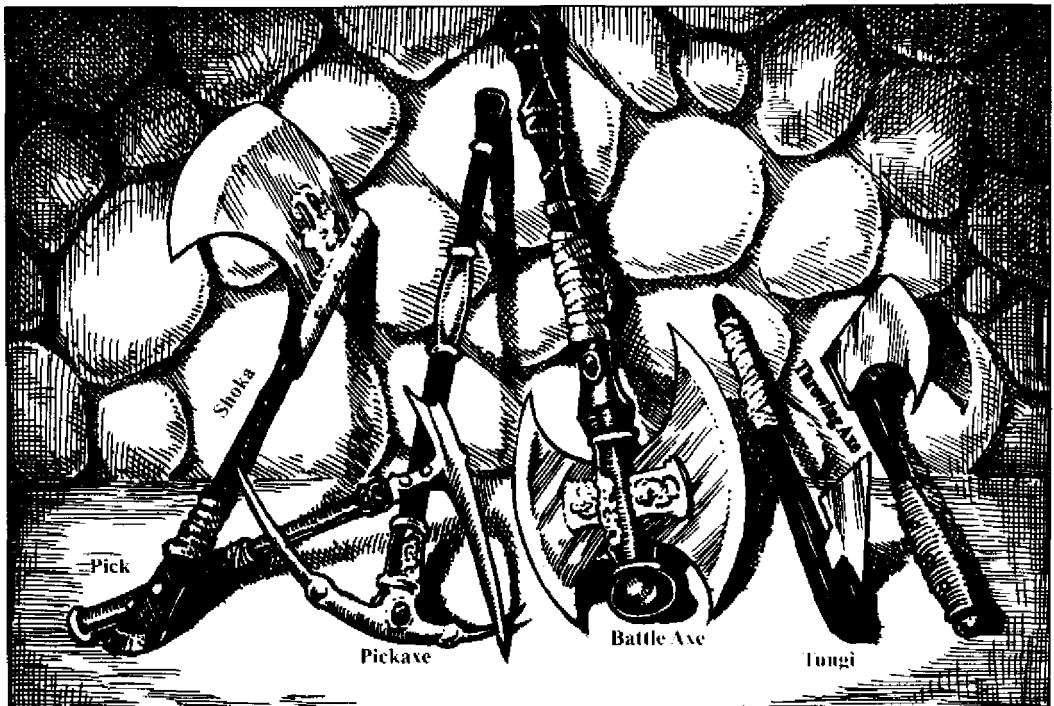
Though powerful and eager to be used in the city's defense, *Azuredge* waited six long years before her initial use. Upon Aghairon's establishment of the Masked Lords' Rule, the blue axe was given to **Kherris**—a warrior, Lord of Waterdeep, and great-grandfather of **Baeron**—to dispatch the heinous **otherplanar** creatures that emerged outside the city. Coming from the ruins of Halaster's tower, these were the first dangers visited on Waterdeep from Undermountain. Legends tell of a battle late one night, when a flood of ghastly creatures spilled out of Undermountain, intent on the City herself. Aghairon's magic slowed them but did not stop them all; many reached the city walls only to meet a tall, cloaked Lord holding the glistening, blue axe. *Azuredge* sent all the fiends back to their makers, its glowing blue radiance keeping the evils from Waterdeep.

The axe was not seen again by **Waterdhavians** until the time of **Baeron**, the next open Lord of Waterdeep over 200 years later. After **Baeron's** passing (many swore they saw the axe disappear

from his belt on the funeral pyre), the axe is not mentioned in any history of the City until **Berrygon**, a warrior/blacksmith from South Ward, wielded it against Bane's forces during their invasion of Waterdeep at the Time of Troubles. With **Berrygon's** fall, his final companion, the wizard **Caryn**, risked a spell to *teleport* the axe to safety, sending it to **Blackstaff Tower**. **Khelben** kept watch over *Azuredge*, and added enchantments that allow him to watch over the wielder of the axe as well as to provide the magical effects for her reappearance. **Khelben** and **Piergeiron** do not interfere with *Azuredge* and her protection of the City, but they plan on keeping tabs on the axe and her chosen companions, making sure they do not stray from the Lords' path, whether for Waterdeep's good or not.

Enchanted as it was ("to be as worthy a weapon as its wielder"), *Azuredge's* powers wax and wane with each new wielder. The blue axe's full powers and abilities are listed and activated as follows:

- The blue axe does not have any combat bonuses for attack or **damage**, but its magical construction allows it to hit creatures only affected by silver or **magical** weapons (even those only affected by +3 weapons). Its damage cannot be regenerated save by normal rest, making it an effective weapon against trolls.



- Immediately upon gaining the use of her, the wielder can command *Azuredge* to generate *light* (as the 1st-level spell).
- After reaching 4th level (or wielding her for a year), *Azuredge* can be thrown at targets a number of times per day equal to the level of the fighter wielding her (a 6th-level paladin = 6 throws per day). Other than that and the **lack** of combat bonuses, this power is **identical** to an *axe of hurling* (double damage when thrown).
- At 8th level and above, the wielder can use *Azuredge* against undead and creatures from the lower planes as if she were a *mace of disruption*. This power is coupled with *Azuredge's* ability to detect evil planar beings and **undead**, those creatures she was forged to slay; whenever in the presence of undead or **evil** beings from outside the Prime Material Plane, *Azuredge* glows brightly (whether her wielder wishes her to or not) with cold azure flames enveloping the axehead (illuminating a 40-foot-radius).
- *Azuredge* is an intelligent weapon (Intelligence 14, Ego 12) with a female identity, hence the references to the weapon as "she." With sentience, she is the one who chooses her wielder (magically sticking to surfaces like *sovereign glue* until she is touched by one she deems worthy); she also has a limited *detect alignment* ability she uses on her wielders, which aids her in her choice (she chooses only **good**, most often chaotic, heroes). She chooses a wielder only after the passing of her previous wielder. She can **communicate** by speech or *telepathy*, though she rarely communicates until the wielder is at least 12th level (any communication before to this is more apt to be heard as whispers or words in a dream). She can also resist identification magic at will, relinquishing only the information she wishes.

Brihaspati's

XP Value: —

GP Value: —

Legends & Lore

While carrying his axe, **Brihaspati** cannot be hit by any creature with a Wisdom of less than 16.

of Brotherhood

XP Value: 2,000

GP Value: 10,000

Tales of the Lance

During the **Dwarfgate** Wars, Caramon proposed a contest to bring the two quarreling factions of hill dwarves and plainsmen together. Caramon raised a **tall** wooden post in a sea of **mud**, placing the *axe of brotherhood* and the *sword of friendship* at the top. Whoever climbed the post could claim the prizes. There was a catch, though. Not only was the post **greased**, but Caramon had the contest rigged so that dwarves and men had to work together to reach the prizes. The *axe of brotherhood* has a +2 bonus on attack and damage rolls.

Calladuran Smoothhands's

XP Value: —

GP Value: —

Monster Mythology

The avatar's *axe* +3 kills drow outright on an attack roll of 17+ (no save).

Cursed Battle

XP Value: —

GP Value: 1,000

The Hidden Shrine of **Tamoachan**

This battle axe has a blade of bronze and its **hilt** is wound with snake skin **wrappings**. The axe casts an ominous **shadow**—**what** appears to be a withered arm. Those who approach within reach of it feel cold chills running up and down their **spines**.

The battle axe detects as **magical**. The axe is a +2 weapon, -2 vs. chaotic evil creatures. The weapon acts like a cursed **sword**—**once** handled by a character, he or she may never be rid of it, it always *teleports* into the possessor's hand and welds itself there during encounters. The axe also chooses to appear in touchy encounters with lawful good creatures. Beneath the **handle** wrappings, a permanent scroll is concealed. The scroll contains the following spells: *passwall*, *burning hands*, and *push* at 9th level. This scroll provides the axe with **additional** powers when the wielder pronounces the correct words of power, up to a maximum of three times a day per spell. The words of power are engraved on the axe blade in **Olman**. The axe may not be used to attack at the same time that it is being used to cast a spell. If the scroll is removed from the axe, the axe loses its abilities forever and the scroll loses its permanence and becomes an ordinary scroll.

of Cutting

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

This *axe* +2 has the sword's *sharpness* ability.

Deathstriker

XP Value: 3,000 **GP Value:** 15,000

Dragon's Rest

This double-edged axe (damage 1d10) can discharge a *bolt of lightning*, either forked or straight like the wizard spell *lightning bolt*, to cause 6d6 points of damage; saving throw is applicable. The weapon has an initiative modifier of +2. Each use consumes one charge; the axe has 2d10+10 charges when found.

of the Dwarf Lords

XP Value: — **GP Value:** —

Book of Artifacts

This is a short-handled axe backed with a clawed hammer head, the blade is pierced with intricate runes etched and plated in gold. The axe head seems extraordinarily flimsy until tested, when the cunning work of the carving and the temper of the steel show the weapon's true strength. The hammer is made to look like an erupting volcano with the flames forming the head's jagged prongs.

Legend says that the *axe of the Dwarf Lords* is the last of the *Five Great Tools* forged by the First King, after the *brutal pick*, the *Earthheart forge*, the *anvil of songs*, and the *shaping hammer*. With these, Silvervein Moradinson crafted the *fierce axe*, the finest of the five.

Silvervein passed the axe on to the Second King, and so it went through the generations, until it became known as the *axe of the Dwarf Lords*, symbol of the One Clan.

The One Clan was shattered and the age of the High Kings broken when Brassbeard slew his uncle, King Irontooth of Moradinson, out of greed for the axe. The dwarves fell into the chaos of civil war, and when all had ended, the *axe of the Dwarf Lords* was lost forever.

The axe's power lies as much in what it symbolizes as in its magic, for over the centuries a legend has sprung up that the return of the axe heralds the return of the High Kings and a new Dwarfen Age.

Adventures involving the axe can have the player characters finding the weapon. Only dwarfen PCs should have any idea of the weapon's importance; to others it is merely a

powerful weapon. From here the PCs can be plunged into an adventure of dwarfen intrigue and greed as rivals attempt to take possession of the axe. The duergar may even attempt to steal it for their own.

The axe should not resurface without cause, so during all of the intrigue the PCs should discover a great threat to the dwarves. The clans might need to be united or the shade of Silvervein summoned to lead a last battle against the foe.

Constant Powers: The axe is a +3 weapon, functioning both as a *sword of sharpness* and as a *hammer +3 dwarfen thrower*. It grants dwarfen detection and vision abilities at double the normal chance or range.

Invoked Powers: The axe can summon one 16 HD earth elemental (1/week).

Random Powers: Three from Artifact Table 1-10: Elemental Earth.

Curse: Nondwarf characters permanently lose 1 point of Charisma when first they touch the axe. There is a 20% chance that any magical item possessed or touched by the owner is permanently negated. Finally, *artifact transformation* changes the owner into a dwarf, losing all abilities not allowed that race.

Suggested Means of Destruction:

- The axe must be melted down within the flames of the *Earthheart forge*.
- It must be freely given to the deities of the orcs.
- Moradin, the dwarf deity, must be wounded by it.

of the Dwarfish Lords

XP Value: — **GP Value:** —

Eldritch Wizardry

This axe was forged from the heart of a volcano by a king of the dwarves long forgotten. It passed from father to son until it disappeared in battle over a thousand years ago. Since then it has been rumored to have appeared in various places around the world. The axe has all of the fighting qualities of a *sword of sharpness*. In addition, it confers on its user the natural abilities of dwarfes -- infravision, the ability to detect sloping passages, traps, and construction.

After prolonged use, it tends to make its user resemble a dwarf; the user becomes shorter, stockier, and grows a profuse beard. It also has the following abilities and penalties:

- *Teleport* twice per day.

- User sustains double damage when attacked while using this relic.
- Each day that the owner of the relic wishes to make use of its powers, a human being must be sacrificed to it (possibly a PC). The relic then functions normally for 24 hours. After that another sacrifice must be made or the relic ceases to perform.
- User granted one *wish* per week.

of the Emperors

XP Value: —

GP Value: —

Book of Artifacts

The *axe of the emperors* is a **double-edged**, two-handed war axe. The head is of the brightest adamantite, forged so that it looks like a rising phoenix, the talons wrapping around the socket to clutch a sizeable ruby. The bird's wing feathers form the serrated edges of the blades. The haft is a rod of black crystal wrapped in bands of silver. The crystal enlarges at its base into a carving of a coiled dragon, a great sapphire clutched in the creature's mouth. The item is originally from Taladas on the **world** of Krynn.

It was in the Age of Dreams, when the ogres first warred among themselves, that the seditious Irix called upon the dark gods to give him a weapon to subdue his fellow Irda. His vile supplications were heard and the dark gods granted unto him the means to make the *axe of the emperors*.

Aided by the axe, Irix plunged his **people** into civil war, splitting the good from the evil. The axe led him to many bloodthirsty victories, but in the end the combined might of Irda brought him down. Fearful of the axe, the greatest sorcerers and sages among the ogres saw to its destruction. At the end of **their** mystical workings the axe vanished, apparently **destroyed**.

In truth, the axe still **existed**, magically cast away from the ogres to the lands of Ansalon. There it was found by Ymrald, a green dragon, who added the treasure to her hoard. Wise enough to know it was a magical device, Ymrald spent decades trying to puzzle out its powers before giving up in frustration. When she **died**, it passed to her children. Thus the axe languished for thousands of years, a beautiful curiosity of dragonkind.

Such a situation could not last forever, and it ended when the treasure hoard was ransacked by a minotaur of spirit and skill, Ambeoutin, from whom the later emperors take their name. His

raid was no accident, for a **sorcerer** among his people had guided the minotaur **hero** to the dragon's lair. Ymrald's offspring strove to stop the **thief's** escape but they were no match for the minotaur, now equipped with the axe.

It is said that upon returning to his camp, **the** minotaur and his sorcerous mentor spent the night performing sinister rituals over the magical blade. Some contend that these gave the axe even greater powers than it held before; others believe it only allowed Ambeoutin to master the secrets that were **already** there. All agree that with the dawn the axe glowed with a greater fire than before. In Ambeoutin's hands it was an object of power and might. Minotaurs and ogres kneeled to his cause, all others **fell** before the blade's deadly thirst.

Like Irix before him, Ambeoutin became unstoppable and through bloody war quickly carved a kingdom for his people. Unlike Irix, the minotaur ruled his people harshly but justly. As his time to die approached, Ambeoutin, **once** more **advised** by his mentor, took up his axe and **disappeared**, setting sail for his ancestral homeland in the east.

The *axe of the emperors* is a **powerful** artifact, but because of its strictures it is not one the player characters are likely to use. **Instead**, they are far more likely to encounter this item either as part of a **long-lost** treasure hoard or newly discovered in the hands of someone else. The axe is an evil item and should be presented to the characters as something that must be stopped or destroyed.

One **possibility** for an adventure is that the axe has appeared in a relatively quiet backwater village and has quickly dominated the local **lord**, a weak-willed NPC. Utilizing the **axe**, he or she is starting a reign of terror and **conquest**, though on a **small** scale. For the good of the oppressed farmers the player characters must stop this overpowered petty **tyrant**, even if the tyrant never becomes a world threat.

For a more dramatic adventure, the player characters can discover a minotaur kingdom in a lost valley, a kingdom ruled by the original Ambeoutin or by a monstrous, **deathless** parody of what he once was. The axe has finally seized the mind of the great minotaur hero. The arrival of the characters rekindles the urge to conquer and now this ancient minotaur civilization is preparing to burst forth in a wave of conquest. Naturally, it's up to the PCs to stop things here and now.

Once the adventure is over, the axe should not be left in the control of the **player** characters unless, of course, their **only** desire is to destroy it or hide it away forever. **Irda** may appear to stop their attempt to destroy it. The **minotaurs** just might seek to enshrine it as a powerful relic of their history, although they are more likely to use it.

Constant Powers: The axe has all of the properties of a *vorpal sword* (+3 bonus to attack and damage rolls, possibility of severing limbs). Against ogres and ogre-kin, the bonus to attack and damage rolls increases to +5.

Invoked Powers: The axe is a powerful symbol of rulership and might. As such, it has powers equal to a *ring of human influence* and is particularly effective against ogres and ogre-kin (-2 penalty to all saving throw rolls). This power can be commanded at will. The axe can also produce the effects of a *cause fear* spell to all within 120 feet (3/day).

Random Powers: Two from **Artifact Table 1-02: Combat**, one from **Artifact Table 1-17: Movement**.

Curse: Created both for and against the ogre races, the axe cannot be fully used by anyone without some ogre blood in their veins. Nonogre characters using the **wcapon** cannot call upon the axe's *command* or *fear* powers. Furthermore, they are struck with a degenerative *disease* that drains 1 point of Constitution per week until the ability reaches 0 and they die. Once **contracted**, the disease runs its course even if ownership of the axe should change. Mere **handling** of the axe does not trigger this effect; the weapon must be used for some purpose (such as combat). The disease can be **halted** by *cure disease*, but the character cannot recover any Constitution until a *remove curse* spell is also cast. Constitution points are regained at 1 point per week.

With its hate-filled creation and bloody background, it is not surprising that the *axe of the emperors* is imbued with a spirit of **intense** evil (Int 18, Ego 17). The spirit attempts *artifact possession*, and once this occurs, the character gradually becomes a **triple-strength** (12+3 HD) ogre of lawful evil alignment. Once the transformation is **completed**, the character becomes a permanent NPC. The spirit of the axe seeks nothing but to kill ogres and their kin. If not quenched in ogre blood at least once a month, the axe refuses to use its invoked powers.

Suggested Means of Destruction:

- The axe must be sunk into the center of the Burning Sea.
- The tinker gnomes must examine it for 100 years, during which time they find a way to dissemble it.
- Every ogre and ogre-kin with royal blood must be slain by the axe.

of Enchantment

XP Value: 300

GP Value: 1,750

DRAGON Magazine 181

Magical weapons possess a **dweomer** that allows them to penetrate the magical defenses of creatures that can be struck only by enchanted weapons. No bonuses for attacks or damage occur; such an axe, for example, has the same chance to hit a highly magical monster as an ordinary weapon has to hit a plain, **flesh-and-blood** creature, doing as much damage as a plain weapon would.

For all *weapons of enchantment*, the XP cost is that of a regular +1 version of that weapon type, or whatever other official magical weapon exists of that type and is of low value. These weapons do not lose their **abilities** when taken to other planes. Just remember that the damage done is the same as for ordinary weapons. Magic doesn't add to the **weapon's** attack **capabilities**, rather, it negates the monster's defensive capabilities.

Frostreaver

XP Value: 900

GP Value: 4,500

Tales of the Lance

A frostreaver is a heavy battle axe made of ice gathered from a secret **location** on Icewall Glacier. The ice at the glacier is unusually dense, the result of tremendous pressure exerted for centuries. The knowledge needed to create *afrostreaver* is known only to the Revered Priests of the Ice Folk, the barbarian tribes that struggle for control of Icewall Glacier. The blades are formed by using the oil from slain thanoi and other ingredients in a mystical process that hones and flattens the sheet of ice. The priest must work for an entire month to create the weapon, and even then, there is only a 33% chance that the weapon is satisfactory.

A frostreaver functions as a *battle axe* +4. Because of the weight and size of the weapon, the wielder must have a Strength of 13 or greater to wield it. The weakness of the weapon is its **mater-**

ial. Temperatures above freezing cause the ice to **melt**—one full day of above freezing causes a *frostreaver* to become useless as a weapon. In a warm (50°+) environment, the axe becomes worthless in 1d6 hours.

Garl Glittergold's Battle

XP Value: — **GP Value:** —

Monster Mythology

The avatar of Garl carries a *mithral-steel battle axe* +4, fashioned after *Arumdina*, the weapon used by the god himself. The axe can heal the avatar (and only the avatar) once per day.

Gnarldan's Battle

XP Value: — **GP Value:** —

Monster Mythology

Gnarldan's avatar uses a *battle axe* +5 *flame-tongue*, of purest adamantite, which slays trolls outright on a successful strike (save vs. spell applicable).

Hastseltsi's Hand

XP Value: 2,000 **GP Value:** 20,000

DEITIES & DEMIGODS Cyclopeda

This hand axe inflicts 2d6 points of damage on a hit and is a +3 weapon.

Hastsezini's Hand

XP Value: 3,000 **GP Value:** 30,000

DEITIES & DEMIGODS Cyclopeda

His hand axe does 2d10 points of damage and he often throws it at the strongest enemy he faces.

of Hurling

XP Value	GP Value
+1: 1,500	15,000
+2: 3,000	30,000
+3: 4,500	45,000
+4: 6,000	60,000
+5: 7,500	75,000

DUNGEON MASTER Guide

This appears to be a normal hand axe. With familiarity and practice, however, the possessor eventually discovers that the axe can be hurled up to 180 feet, and it returns to the thrower in the same **round**, whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter. (For example, an *axe of hurling* +3 inflicts 2d6+3

points of damage vs. S- or M-sized creatures and 2d4+3 points of damage vs. creatures of size L if it hits the target.) The axe causes only normal damage (plus magical bonuses when used as a handheld weapon).

After each week of using the weapon, the possessor has a 1d8 chance of discovering the full properties of the weapon. In any **event**, the magical properties of the weapon are fully known to the possessor after eight full weeks of familiarization.

The magical bonus of an *axe of hurling* is determined by referring to the table below.

Roll	Bonus
01–05	+1
06–10	+2
11–15	+3
16–19	+4
20	+5

Lortz's Battle

XP Value: 1,200 **GP Value:** 6,000

Adventures in **Blackmoor**

If used by a dwarf, this weapon is a *battle axe* +2/+3 vs. *orcs* and *goblins* and has the power to *detect magic* and *see invisible* (like a magic sword). When used by a dwarf in melee, it raises the morale of the dwarves by 1 and lowers the morale of any *orcs* or *goblins* by 2.

Maglubiyet's

XP Value: — **GP Value:** —

Monster Mythology

Maglubiyet's avatar employs a huge, bloodied coal-black *axe* +4 that has the properties of a *sword of sharpness*.

Might of Heroes

XP Value: 1,500 **GP Value:** 12,000

DRAGON Magazine 16

This axe is +3 on attack rolls and does 2d8 points of damage.

Molydeus's

XP Value: 6,400 **GP Value:** 40,000

Outer Planes MC Appendix

The guardian *tanar'ri*, the *molydeus*, prefer a great axe in combat. Their great axes are highly enchanted. Each one inflicts a devastating 2d10 points of damage per hit and is fully +5 to attack and damage dice. Each is a *vorpal weapon* and has all the powers of a *dancing sword*.

Motopua

XP Value: 1,000 **GP Value:** 7,000

DRAGON QUEST Game

This black battle axe was forged from metal rained from the heart of an ancient volcano. Its name means "fire steel" in a forgotten tongue. Anyone who uses *Motopua* in combat can add a +1 bonus to his or her attack and damage rolls. This is a large weapon and may only be used by fighters. (Size Large, Damage 1d8+1)

Nanna Sin's Black

XP Value: 1,500 **GP Value:** 12,000

DEITIES & DEMIGODS Cyclopedia

Nanna Sin uses a jet black *axe* +3 in battle that strikes for 30 points of damage per hit; it also acts as a *sword of sharpness*.

Nomog-Geaya's Hand

XP Value: — **GP Value:** —

Monster Mythology

The avatar's *hand axe* +2 has the same effects as a *symbol of pain* when it hits (normal saving throw vs. spell to negate).

Pickaxe of Piercing

XP Value: 2,000 **GP Value:** 20,000

Dwarves Deep

This rare item is simply an **enchanted**, adamantite pickaxe, used in **mining**. It does 1d6+2 damage (2d6 against larger than human-sized creatures), and has a special **property**—it can pierce magical defenses.

A creature with a high (20% or more), natural resistance to magic (such as a dragon of advanced age) suffers a temporary **10%** loss of personal magic resistance, lasting for one full turn, after suffering a blow from a *pickaxe of piercing*. Such losses are **cumulative**—**three** blows **of a pickaxe of piercing** robs a creature of 30% magic resistance. This loss is always temporary, even if the creature's resistance drops to zero. (A *pickaxe of piercing* does not cause negative magic resistance.)

Besides shattering **dragonscales**, armor, or solid rock, and sundering magic resistance, the **pointed**, double-ended head of a *pickaxe of piercing* is also effective against magical barriers of all **sorts**—**walls**, shells, spheres and mantles. Each contact between the head of the pickaxe and a barrier has a 10% chance (not cumulative) of causing the **magical** field to

instantly collapse, dispelled. If the field survives, it is **unharmd**, and has normal effects. A single field can only be tested once per round by a single *pickaxe of piercing*, but multiple **blows** force multiple checks.

Rocksplitter

XP Value: 5,000 **GP Value:** 25,000

The Official RPGA* Tournament Handbook

Rocksplitter is a +3 **dwarven** thrower with a special ability. When struck against stone, it generates a huge crack that travels **100** feet in the direction of the blow, splitting the rock neatly in two or shearing off large sections of a rock wall. Thus, it can be used to seal passages in a mine, cause an avalanche, or locate new veins of ore. This special ability functions only when it is wielded by a dwarf.

Sampsas's Golden

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

Sampsas's axe is made of gold with a copper haft. When Sampsas carries this axe, all evil animals (those with **evil intent**, etc.) flee before him. Also, any trees, briars, or bushes that were **placed** to either block or ambush living things are *dispelled* on contact with this axe.

Shag's Battle

XP Value: 300 **GP Value:** 3,000

1993 Collector Card 462

Shag's magical *battle axe* +1 bestows the appropriate combat bonus to Shag during melee, but the axe is also somewhat sentient and is generally in a very foul mood. Although the axe cannot communicate with anyone **directly**, Shag can pick up bits and pieces of the axe's emotions, which have a definite influence on his own. This is probably why Shag **Foultongue** is usually in such a bad mood himself (despite being a dwarf).

Sulward's

XP Value: 400 **GP Value:** 2,250

GREYHAWK Adventures

Magically sharpened to aid woodsmen in cutting rare woods to be exported from the Lordship of the Isles, this axe can **also** serve as a valuable weapon. Though it causes damage as a *battle axe* +1, its +2 bonus is gained only against wooden objects and plants. On a roll 4 higher than the required attack roll, the axe destroys an opponent's wooden **shield**.

Thor's Kiss

XP Value: 800

GP Value: 5,000

Adventures in **Blackmoor**

Thorsen One Thumb, the First Jarl's main defense, is a heavy **double-bladed battle axe +1** that he calls *Thor's Kiss*. This weapon does not have any other extraordinary powers.

Throwing

XP Value

GP Value

+1: 600

3,500

+2: 750

4,500

+3: 1,000

5,000

+4: 2,000

10,000

+5: 3,000

12,000

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This hand axe can be thrown up to **180** feet with the same attack and damage bonuses as if swung by a character.

Thumb Height Man's

XP Value: —

GP Value: —

Gods, Demigods, & Heroes

His axe seems to be his only magic item, it being **aflaming axe +3**. When it hits anything it causes 20d4 points of regular damage. If the target does not make a saving throw vs. spell, he or she is burned to a cinder.

Torshorak

XP Value: 1,000

GP Value: 5,000

POLYHEDRON Newszine 43

Torshorak (a goblin word meaning "elf-cleaver") is a great axe, notched and nicked but still nasty-looking. It has no magical effect on nonelfen characters, but in the hands of a person of lawful evil alignment it functions as a +2 weapon, +3 against elves. When the owner is fighting an elf, he or she must save vs. spell at -5 or go into a berserker rage (attacking 2 times per round, with +2 to attack and damage). This weapon is thought to be in the hands of an evil warlord who leads goblin hordes.

Tunnelrunner's

XP Value: 6,000

GP Value: 65,000

POLYHEDRON Newszine 90

Aeons ago, the dwarves of the north lived in the kingdom of Delzoun. This realm was peppered with dwarven citadels, large and small, and their metal crafts were seldom rivaled. As mining was

the lifeblood of the dwarves, their mines, especially those with mithral veins, were the heart of Delzoun.

As the sturdy folk worked and prospered, the increasingly frequent raids by orcs and goblins became a growing nuisance. The humanoid incursions began to menace the dwarven communities. After innumerable clashes in the mines of Delzoun, one dwarven defender crawled out—and into legend.

Amidst the chaotic frenzy of bloody beards and flying goblin heads, Tunnelrunner of Clan **Irongrip** turned the tables on the evil raiders. The raging warrior led inspired attacks to the very hearts of the invaders, his axe permanently removing evil thoughts from their leaders' minds by separating heads from shoulders.

Tunnelrunner continued to roam the fringes of dwarven society, a free agent in the defense of all that was good and strong. His fate is unknown, but stories told by forgelight imply that Tunnelrunner met his demise when he ravaged the lair of a large orkish force—alone.

Tunnelrunner did indeed take on a few more orcs than he and his trusty axe could handle. And upon his death, Tunnelrunner's stalwart soul was gently carried to the mountains of the dwarvish gods by the **scarred**, leathery hands of **Clangeddin** Silverbeard himself. At Tunnelrunner's behest, a portion of his spirit was channelled into his old axe, so that he could continue to protect his people.

The weapon appears to be an old dwarven battle axe, showing only faint enchantment magic if checked. It has a head of polished steel and a very keen edge. The haft is of stout **oak**, deeply stained from the axe's grisly past. It is shod with a beaten steel cap that resembles a dwarven helmet. Among the many scores and notches on the haft is carved the original owner's name—**Tunnelrunner**. These letters cannot be removed or defaced by any means short of destroying the axe.

Any good dwarf who holds the axe and speaks the name "Tunnelrunner" hears the dwarven hero's voice **mentally**. The hero tells of past battles and the axe's magical nature, and urges that the wielder continue to defend against **evil**. The axe's enchantments then reveal themselves.

The weapon is a **battle axe +3**. Once each day the wielder can ask the axe to bestow a "tunnel-running" ability, which lasts for three turns. This



is similar to the *spider climb* spell, except that the affected dwarf's hands need not be empty. With this power, the axe wielder can run up a wall and stand freely on the ceiling while continuing to swing the weapon in combat. The *tunnelrunning* ability is not subject to a dwarf's ability to resist magic.

Should the wielder ever commit an evil act, or fail to protect goodly folk against evil, then **Tunnelrunner** ceases communicating. The hero's spirit withdraws the enchantments from the axe, leaving the wielder a simple, worn weapon. If the wielder atones for his actions, the hero may allow the enchantments to return.

The weapon is rumored to lie at the bottom of a "mountain" of orc skeletons. Legends say a skeletal **dwarvish** hand is amid the pile, clutching an old scarred battle axe, its stained oaken haft carved with the legend "Tunnelrunner" in Dwarvish runes.

Withering Pickaxe

XP Value: 8,000 **GP Value:** 35,000

Nightstorm

At 7th level, a **Kirtanta** receives a silver pickaxe. In the hands of a Kirtanta, this weapon acts as an *axe +1*, but it can be easily concealed by loose clothing. The pickaxe also has certain magical abilities, but these only function for the individual for whom the axe was forged. The Kirtanta cannot use their ability to strike from behind with the pickaxe.

Once per day, the silver pickaxe can act as a *stafffwithering*. The aging occurs during a successful hit (a saving throw vs. wands negates the effect), and the withering is in addition to the damage of the blow.

At 10th level, the *withering pickaxe* may be used as a *stafffwithering* three times per day. A Kirtanta never draws a silver pickaxe in front of innocent bystanders, except in dire emergency. Each swears an oath of hatred on a pickaxe: If the person the weapon was drawn against is not slain, the Kirtanta **will** track that individual down and **finish** the **deed**, even if it takes the rest of the assassin's life.

of the Woodsman

XP Value: 800

GP Value: 4,000

POLYHEDRON Newszine 57

The long, curved ironwood handle fits neatly into a **mithral-edged** iron head. Enchanted to +3 attack and damage, it is crafted for felling the largest of trees. This is a magical version of woodsman axes which are designed especially for lumberjacks. Unlike other axes, a *woodsman axe* is not a slashing weapon, and it is not balanced for throwing. The axe was not created to be used as a weapon, however, it can be very deadly. The axe has the following statistics: Speed Factor 6, Weight 10 pounds, **Size M**, Damage 1d4+1/1d4+1 (with the +3 bonus added **thereafter**).

Zebulon's Axe of Leaving

XP Value: 250

GP Value: 1,500

New Item

When Zebulon swings this *axe +1* three times around and concentrates, he can *teleport* to a single destination of his choice, and is protected from **all** magical attacks for 1d4 rounds. He can even transfer himself to another plane, but only to or from the Prime **Material** Plane. Planar creatures may not use this weapon.

Zzzzzz's Axe of Snoring

XP Value: 250

GP Value: 1,500

New Item

This is an ordinary axe with no magical bonus unless it is used by a dwarf. If a dwarf uses it to attack traditional **dwarven** foes, the enemy must make a save vs. spell or fall sound asleep for 1d4 rounds. If a traditional enemy of the dwarves attempts to wield this axe, he or she automatically falls asleep for 1d6 rounds, no saving throw allowed. This weapon is ineffective against other dwarves.



Badge

Badges are distinctive insignia, usually metallic pins, but sometimes cloth patches or other small, distinctive items. Assume that a badge is a metallic pin unless otherwise stated in the item's **description**. Patches must be sewn or otherwise secured to an exposed piece of clothing to function. Metallic badges must be pinned to the outermost piece of clothing for their magic to be effective. Only one badge may be owned at one time.

of Freedom

XP Value: 500 **GP Value:** 1000

The Ruins of Undermountain

This small pin is fashioned of any metal, and takes the shape of a pair of tiny wings above an open shackle. Worn or carried on the person, it allows that **being**—or another being touched by it—to be freed of *paralysis*, *hold*, and *repulsion* spells and effects, *webs* of magical or mundane nature, chains, bonds, and the like. The item does not make the bearer immune to the above **ensnarements**. The *badge of freedom* must be activated by the conscious will of the wearer, and works only once, vanishing when activated in a wink of white light.

of Monster Control

XP Value: 200 **GP Value:** 1,000

DUNGEON Magazine 1

These badges were used during the construction of the secret conventicle to gain control over the monstrous denizens of the sewers. Each gives its wearer the ability to control any monster, up to a total of 30 Hit Dice, within a 60-foot radius. It allows communication with **monsters**—**control** is otherwise identical to that of *charm monster* (no saving throw). It cannot control humans, demihumans, or creatures with Intelligence of 12 or above who have more than 6 Hit Dice. The control includes **humanoids**—**goblins**, orcs, and **gnolls**.

Bag

A bag or pouch is small, made of cloth, leather, or burlap. Magical bags are identical to ordinary ones. After learning the magical properties of the bag a character **acquired**, roll on the following table to find the type of bag.

Roll	Bag Type
01–05	Almoner
06–10	Backpack
11–15	Bag
16–20	Carpetbag
21–25	Duffel bag
26–30	Feedbag
31–35	Gipsy
36–40	Gunnysack
41–45	Haversack
46–50	Knapsack
51–55	Large Belt Pouch
56–60	Large Sack
61–65	Pouch
66–70	Purse
71–75	Rucksack
76–80	Saddlebag
81–85	Small Belt Pouch
86–90	Small Sack
91–95	Satchel
96–00	Waterskin (1 gal.)

Backpack of Holding

XP Value: 2,500

GP Value: 25,000

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Appearing as an ordinary leather backpack, this pack contains an other-dimensional space that allows up to 30 cubic feet of material to be placed in it, if no single object is more than 5 feet in length. There is no reduction in the weight of the materials carried, however.

of Beans

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

This bag, constructed of heavy cloth, is about 2 feet wide and 4 feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If spilled out of the bag, they explode for 5d4 points of damage each. All creatures within a 10-foot radius must successfully save vs. spell or suffer full damage. For safe removal, the beans must be taken from the bag by hand—*telekinesis* won't prevent them from exploding, trying to work them out with tools is also useless. If planted and **watered**, each bean "sprouts" a creature or object. *Bags of beans* generally hold 3d4 beans, only one or two of which are **beneficial**, the others sprouting monsters or useless things. For example:

Bean# Sprouted Object/Being

- 1 Three shriekers spring up and wail
- 2 An *ice storm* strikes the area
- 3 A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass).
- 4 A hole opens in the ground; a purple worm or a *djinni ring* may be below.
- 5 Smoke and gas cover an area with a 50-foot radius for five turns; creatures in the smoke cloud can't see and are blinded for 1d6 rounds when they step out of the cloud.
- 6 A wyvern grows instantly and attacks; its sting is a *javelin* *oppiercing*.
- 7 Poison gas seeps slowly, forming a cloud with a 20-foot radius that persists for one turn; while it lasts, it might turn some dirt at its center into magical dust (*appearance, vanishing, sneezing and choking*).

Thought, imagination, and judgment by the DM are required with this item.

In Ravenloft: Each bean has a 20% chance of "sprouting" a Ravenloft encounter,

of Beans II

XP Value: 1,000 **GP Value:** 5,000

DRAGONMagazine 171

The following list has been conjured to function as an alternative whenever a *bag of beans* is used. If it seems that most of these effects are harmful, remember that the bag is an item used only in extremis or out of great curiosity. All magical effects are assumed to be cast at the 12th-level, unless otherwise specified. Just roll 1d100 for each bean. References for the statistics of most monsters and spells are to be found in the appropriate AD&D manuals. Unless otherwise noted, all items and beings created by beans are permanent and may be destroyed or slain normally:

- 01 Toadstools, 10d10 of them, grow from the ground about the planted bean. If eaten, they:
- 01-50 Are poisonous, requiring a save vs. poison at -2 to avoid death,
- 51-100 Act as *goodberries*, as the 2nd-level priest spell. The toadstools vanish after 24 hours.



- 02 A 20-foot-tall tree with 24 assorted fruits instantly springs from the ground. When a fruit is cut, crushed, or bitten, out springs a device of some sort (use the random roll table for a *robe of useful items* listed under **Robe**). The tree vanishes after 48 hours, but items from it remain.
- 03 A great whirlwind (like one created by a *djinni*) instantly forms above, and dissipates one round later.
- 04 A 50-foot-diameter hemisphere of *darkness* is created and remains until *dispelled* (see the 1st-level priest spell).
- 05 A geyser erupts, throwing water 20 feet into the air for 1d12 rounds. If desired, the water may be replaced by another nonmagical liquid, such as ale, beer, berry juice, tea, vinegar, wine, or crude oil.
- 06 A pheasant jumps up from the soil and attempts to fly away (AC 6; MV 3, fl 24; HD 1/4; hp 2; no attacks). If stopped and examined, it may be discovered that 1d4 of its feathers are *Quaal's feather tokens* (See **Feather**).
- 07 A spring bubbles up. The first person who drinks from it has his or her age

- reduced by 1 d12 years. Additional drinks age the drinker by 10d12 years per drink.
- 08 Several powerful zombies (#AP 3d8; AC 4; MV 12; HD 2; hp 16; #AT 2; Dmg 1-8/1-8; THACO 19) crawl forth and attack all living things. The zombies cannot be turned and move fast—they always strike first in a melee round.
- 09 A 60-foot-diameter *earthquake* strikes the area, with the planted bean at its center.
- 10 A chaotic evil treant (AC 0; MV 12; HD 12; hp 52; #AT 2; Dmg 4-24; THACO 9) of the largest size appears and attempts to destroy all living beings it can reach within its 10-foot grasp.
- 11 A pool of molten lava rises to the surface, and expands 10 feet every round until it is a maximum of 50 feet in diameter. Anyone caught in the lava receives 10d8 hp damage per round. The lava remains above ground and slowly cools.
- 12 Gases erupt from the ground within an area 60 feet in diameter around the bean and have a mutating effect; anyone caught in (hem must save vs. spell or be affected by a 1d4 die roll):
- 1 Gain 1d4 hp permanently.
 - 2 Lose 1d4 hp permanently.
 - 3 Contract lycanthropy (DM's choice of type).
 - 4 Contract a rotting disease, as if touched by a mummy.
- 13 *Conjured* animals begin to rise from the earth, one animal of the DM's choice appears each round until a total of 24 HD has arrived (see the 6th-level priest spell). They remain until slain or 24 rounds have elapsed. They behave as if they were under a *confusion* enchantment (see the 7th-level priest spell). If the result is "Act normally for one round," the animal obeys the wishes of the bean planter.
- 14 A special *incendiary cloud* flows up from the ground, remaining for two full turns. It is a volume 20 feet in height and 40 feet in length and breadth. It remains dormant until any spells or spell-like effects are activated within it.
- Damage is 1 hp per level of the spell cast per round.
- 15 A pair of huge, disembodied magical hands appear. One is a *Bigby's grasping hand* and the other a *Bigby's clenched fist*. Each attacks or holds immobilized a random target within 90 feet of the bean for 12 rounds.
- 16 Fast-growing roots reach up from the ground and wrap about creatures as an *entangle* spell (40-foot-square area), lasting for 10d8 hours.
- 17 A pit, 40 feet square and 10d10 feet deep, opens beneath the bean planter.
- 18 An opening in the ground appears where the bean was planted. If entered and explored, the underground complex turns out to be a sewer beneath a major city. The opening to the sewer complex, which is a long-distance *gate*, closes after 1d100 rounds, possibly stranding characters in their new locale.
- 19 A simulacrum of the bean planter rises from the ground. The duplicate joins forces with the planter initially, but after 2d10 days it decides to break away and establish a life of its own. Only 1d10 days later, it melts.
- 20 An *apparatus of Kwalish* (See **Apparatus**) appears, being operated by a single, unarmed hobgoblin of 7 hit points.
- 21 The area around the bean is struck by *transmute rock to mud* (100 cubic foot areas of effect). The area reverts to stone after 2d4 rounds, entombing anything within it.
- 22 A black sphere rises from the ground, appearing as a *sphere of annihilation*. The sphere moves at a speed of 9, chasing after random targets (one target per round). The exact effects of the sphere, once it touches a creature, are left up to the DM. Possibilities are the destruction of magical items (as a *rod of cancellation*) or the draining of spells from the minds of casters. The sphere cannot be affected in any manner, but if all living creatures manage to avoid its touch for three rounds in a row, it disappears.
- 23 A clear pool of water rises to the surface. The planter of the bean may ask the pool a question and receive a *vision*,



as the 7th-level wizard spell of the same name. If the powers are annoyed, the bean planter is attacked by three water weirds (AC 4; MV 12; HD 3 + 3; hp 16; THACO 15; SA drowning).

- 24 A stone statue in the exact likeness of the bean planter grows from the ground. It makes all sorts of verbal threats against the planter, but it does nothing more. If left behind, it will direct anyone who will listen to its lies to attack the planter. Worse, it always knows the exact location of the planter.
- 25 A female arm wielding an impressive sword of random type thrusts up from the ground in the style of the famous Lady of the Lake and Excalibur. The sword can be taken only by the bean planter, after which the arm descends back into the earth. If the planter is a paladin, this is the moment to give him or her a *holy avenger*, otherwise, the weapon is a *sun blade* (See **Sword**).
- 26 The planted bean summons a meteor from outer space that strikes the ground within five rounds. Anyone standing directly over the bean (the point of impact) is killed instantly, with all items

destroyed. Only a *wish* can restore life to the victim. All creatures within 30 feet receive 10d4 hp damage (save vs. breath weapon for half damage)—a crater 10 feet in diameter is left behind.

- 27 A special bush grows with *fire seeds*, as the 6th-level priest spell; 1d4 missiles and 2d4 incendiaries can be picked.
- 28 A minor death (AC -4; 33 hp; MV 24; strikes with a pitchfork for 2d4 hp damage, never misses, always strikes first in a round and always pursuing); appears and attacks the bean planter as if he drew the *Skull card* from the *deck of many things*. Only one such creature appears, but the blows and spells from the planter are the only ones that can affect this being.
- 29 A *wall of thorns* springs up instantly in a 20- by 20- by 20-foot cube, trapping all creatures in this area.
- 30 A wondrous, articulate war horse appears and offers the planter of the bean a ride to any destination. If the offer is accepted, the horse takes its rider to the floor of The Gray Waste's first layer, then disappears. If the offer is not accepted, the horse disappears.
- 31 An iron golem pops into existence and attacks all nearby living things one by one. In its forehead are set three gems: a *gem of brightness*, a *gem of seeing*, and a gem worth 5,000 gp.
- 32 A *chariot of Sustarre* (as the 7th-level priest spell) is conjured to serve the planter of the bean for 18 turns. Then it explodes in a 6d6 hp *fireball*. Those on the chariot take maximum damage, no saving throw allowed. This could prove even more deadly if the chariot is being used in the sky when it blows up.
- 33 An ancestral spirit of the bean planter is summoned. If the DM feels the planter has been faithful to his or her alignment, the ghostly ancestor rewards the descendant with 10,000 experience points. Otherwise, the spirit strips away a like amount from the planter and gives a warning to the planter to change his or her ways.
- 34 A single campfire springs forth. Its flames are blue but otherwise normal.

- 35 A huge, gaudy marble fountain, decorated with nymphs and dolphins, rises from the earth, spraying water high into the air. A few copper coins (1d4+1) can be found in its basin. The fountain ceases after 2d6 rounds. If cast indoors, the fountain fills the room in which it appears to a height of 20 feet.
- 36 A *creeping doom* crawls forth and moves in a random direction, attacking all creatures who do not escape its wrath. Beyond the initial 80 yards, the insect mass loses 50 of its number for every 10 yards it travels.
- 37 An extradimensional creature appears as if an *iron flask* were opened. It is very angry, totally hostile, and has maximum hit points. If "empty" is rolled on the table, roll again until a creature turns up; in this case, the monster is only an illusion.
- 38 A *well of many worlds* opens in the ground. It can be picked up and carried away.
- 39 A hostile earth elemental (AC 2; MV 6; HD 16; hp 80; #AT 1; Dmg 4-32; THACO 7; SD +2 weapon or better to hit) is conjured. To make matters worse, the planter of the bean and the elemental swap mental consciousnesses. Thus, the planter's body goes about pummeling people, while the planter must make do with an elemental form. If either the planter or elemental are **destroyed**, this malady becomes permanent. Player and DM must creatively remedy the situation.
- 40 A hole in the ground opens. Out crawls a wyvern with 500 gp gems for eyes, the ability to *detect invisible* objects, and the ability to breathe a *cone of cold* (for 6d4+6 hp damage) once every other round. When slain, the creature transforms into harmless blue smoke; the gems are left behind.
- 41 Sixteen thick and thorny vines crawl from the ground **and**, with evil sentience, seek out victims. The vines are 40 feet long, AC 4, and have 12hp each. They wrap around and constrict their victims, inflicting 2d4 hp damage every round after the first successful attack.
- 42 Flowers shoot up from the ground for 120 yards around the planted bean. On the following **round**, they emit clouds of magical pollen. All creatures in the area **fall** instantly asleep for 1d2 rounds (no save allowed). Some of these creatures (1d4+1, chosen randomly) are each granted a *limited wish* of their own design, stemming from their **dreams**. Have the players describe their characters' dreams without knowing the consequences, then tailor the results accordingly.
- 43 Appearing from the ground to attack the bean planter is a young adult red dragon. If **slain**, a magical red ruby will be found in the muscle of the **dragon's heart**. The ruby acts as a *wand of fireballs*, fully charged.
- 44 A cloud of solid fog, 120 yards in diameter and 20 yards high, rises from the earth, lasting 20 rounds or until dispersed. Just 1d20 rounds later, a *death fog* spell rises from the earth, lasting another 20 rounds and having the same dimensions.
- 45 An enchanted heavy catapult appears. It is +1 to attack and has double normal range. It fires by itself every other **round**, requiring people only to load it. The catapult also shrinks upon command to a height of 1 **inch**. Once per day, it can hurl a *ball lightning* (4d12 hp damage; see *ring of shooting stars* for details).
- 46 A huge hemispherical chunk of **ground**, 150 yards in radius about the bean, rips itself free from the earth and floats **away**. Characters standing on it may be stranded several hundred feet above the ground or carried to a foreign land.
- 47 Nothing seems to happen. If the planter digs up the bean **again**, he or she discovers a nugget of gold worth 50 gp. Further excavation proves this site to be a suitable gold mine. Serious digging may be costly, however, and may also mean encounters with beings not happy to see miners (angry **duergar**, **drow**, purple worms, etc.).
- 48 Nothing apparently happens, but two invisible stalkers of maximum hit points are conjured. They follow the bean

- planter and attempt to steal away the *bag of beans* at the most opportune moment. Resistance causes the stalkers to attack.
- 49 A *Leomund's secure shelter* springs forth. Inside are 2d4+1 trolls of different types and maximum hit points who consider this their home. If the DM desires, a trapdoor in the **floorboards** of the shelter leads to an extradimensional dungeon of the DM's own design.
- 50 Only 1d4+1 rounds after the bean is **planted**, a *Daern's instant fortress* grows upward so quickly that all within 10 yards sustain 10d10 hp damage from its growth. Whoever planted the bean may command the fortress's entrance to open or close. The fortress is permanent but can never be moved or shrunk to its cube form.
- 51 A number of toads (1d4+8) crawl from the earth. Whenever a toad is **touched**, it *polymorphs* into a random monster (check the MONSTROUS MANUAL accessory and roll on the Monster Summoning Spell Table of the appropriate level for the party). Every third round, a toad will *polymorph* without being touched.
- 52 Immediately after the bean is **planted**, a huge tent (30 by 30 by 10 feet) springs up, enclosing all creatures within its volume. The tent is lavishly furnished with velvet pillows, golden lamps, porcelain vases, exotic tapestries, and pervaded with the scent of rich spices. All creatures in the tent are subject to *sympathy*, as the 8th-level wizard spell; those failing to save vs. spell cannot leave the tent. Anything removed from the tent turns into scraps of paper, sticks, rocks, etc. unless removed by a thief, in which case they remain as they are. Individual items have values of 100d10 gp each. Each thief may remove a number of items equal to his or her level of experience as a thief; after that, the items not removed by thieves turn into debris in 1d4 days. The tent vanishes after one day.
- 53 A mass of 4d6 laughing skulls, flying on bat wings, spring from the ground and surround the bean planter. The demonic laughter prevents any sleep or spellcasting requiring verbal components. For each day of sleeplessness, the planter takes a -1 penalty on attacks, defenses, and saving throws. The skulls cannot be attacked by any means except one, chosen by the DM (this method may be uncovered by divination spells). The skulls remain for 2d4 days, then fly away. They do not interfere in **combat**, though some might avoid a victim so affected.
- 54 The bean planter receives an **unhatched** dragon's egg of a random type. It hatches in 2d6 hours if kept warm.
- 55 A wishing well springs up. It grants a *wish* to the first person who tosses in a coin and to a second person who dumps in at least 1,000 gp worth of coins or treasure. The well disappears after the second *wish*.
- 56 A great fissure in the ground opens. It is very narrow (only 4 feet wide), so the bottom cannot be seen. Nothing other than possible injuries can come of climbing down into the crevasse, which is 1d4 miles deep and 10d12x100 yards in length. After 5d4 days, the crevasse closes again, swallowing anything within it.
- 57 Mist rises from the ground **and**, after 1d4+1 rounds, takes on the form of a dragon. The "dragon" breathes a blast of steam and vapor in a cone 40' long and 20' wide upon any creatures nearby. Damage is 6d6 hp. After it breathes, the dragon-cloud dissipates. It cannot be attacked except by magical electricity, which causes the cloud to fade away while it is **forming**—only to reappear behind the bean **planter** 1d4 hours later.
- 58 A rope grows upward to a length of 30 feet. If anyone climbs the rope, an extradimensional space is found (as the *rope trick* spell). It lasts for four hours, after which the rope assumes the abilities of a *rope of climbing*.
- 59 A beanstalk grows up into the air. If **climbed**, it leads either to a cloud castle, to wildspace (for a **Spelljammer**[®] adventure), or to a different plane of existence (a **PLANESCAPE**[™] adventure

- in a cloud city on the Elemental Plane of Air?).
- 60 A lesser basilisk of average hit points crawls from the ground. Its gaze attack does not turn people to stone, but it ages them 5d10 years. The basilisk wanders away after a turn.
- 61 An umber hulk of maximum hit points digs its way out of the earth, then attempts to maim or kill as many characters as it can before burrowing back into the ground 1d100 rounds later. If slain, the umber hulk changes color uttering one prophecy before it turns into dust. The prophecy always comes true (the DM should use a lot of imagination here).
- 62 An entire one-story tavern pops up from the ground. The pub's interior is occupied by helpful unseen servants who dish out helpings of a *hero's feast*. This tavern remains in place for 3d4 days before vanishing.
- 63 An insane gynosphinx (maximum hit points) appears and attempts to devour any creatures who cannot answer its silly children's riddles.
- 64 The area about the bean within a 1 d4 mile radius suffers its own chaotic weather patterns. The weather changes every turn for 4d12 hours. Choose weather types randomly from those listed in the 7th-level priest's spell, *control weather*.
- 65 A patch of pumpkins, 40 yards square, grows instantly. The pumpkins ripen, overripen, go foul, then burst open. Everyone in the area is affected by a *stinking cloud* spell and must save vs. breath weapon or contract a **debilitating** disease (see the 3rd-level priest spell *cure disease* for details). However, 1d6 pumpkins do not **explode**, but they instead turn into scarecrows (see the MONSTROUS MANUAL accessory) of maximum hit points, and they will attack the party after two rounds. If they slay the PCs, these monsters roam the land.
- 66 The planted bean becomes a *delayed blast fireball* of 18th level, exploding in five rounds.
- 67 The DM's favorite dinosaur (maximum hit points) grows out of the ground to create a little havoc among the PCs.
- 68 A squirrel or other woodland creature comes along, digs up the bean, and quickly devours it. The animal then addresses the bean planter in Common and may answer questions as a sage skilled in every field of knowledge. If the **planter** has no questions, the animal will give clues to the location of a magical artifact. One hour after eating the bean, the animal reverts to normal, though it now follows the PCs wherever they go (it does nothing else).
- 69 A female vampire exits the ground at nightfall, wielding a *vorpal* weapon and a *rope of entanglement* to track down and kill the bean planter. She requires no coffin, staying in gaseous form for 12 turns when slain, reforming after that. Her magical items may be gathered as treasures.
- 70 A huge eyeball 1-foot in diameter rises from the ground and floats 6 feet in the air. All who gaze upon the eye must save vs. petrification or be transformed into (Roll 1d8):
- 1 A statue of wax
 - 2 A statue of wood
 - 3 A statue of glass
 - 4 A statue of ice
 - 5 A statue of gold
 - 6 A statue of lead
 - 7 A statue of iron
 - 8 A statue of salt
- This can only be reversed with a *wish*.
- 71 A *pyxis*, a unique wooden box of intricate design, appears in **place** of the bean (it must be dug up). It is worth 5,000 gp. If it is opened, a horde of 10d10 grotesque monsters pours from the box at the rate of 1d4 monsters per melee round. *The pyxis* can be shut only with a Strength roll to bend bars and lift gates. These monsters could **include** *aboeths*, beholders, bulettes, giant crabs, giant crayfish, giant leeches, *otyughs*, *remorhaz*, *ropers*, rust monsters, giant scorpions, shambling mounds, slithering trackers, giant slugs, **thessal** monsters, umber hulks, and xorn; all have ran-



domly determined hit points. If all monsters are allowed to escape the *pyxis*, the person who opened the box is given one *wish* (but the wish cannot undo the opening of the *pyxis*).

- 72 Immediately after the bean is planted, a rumbling in the earth is heard. On the next round, a herd of albino mastodons is seen stampeding toward the area of the bean. How many they number and how far away they are depends on party strength and conditions of the environment. The mastodons have average hit points. Their tusks have normal value for ivory.
- 73 A cagelike throne appears. It allows travel into the Ethereal and Astral Planes at will, for one person only. It cannot be moved from the spot on which it appeared by any means. The throne may be used 1d4 times before it vanishes again.
- 74 This bean summons a kender handler from the DRAGONLANCE setting of Krynn. The kender may either be adopted as a normal player character, if a player for is available, or may be run as an NPC. The kender is of the same

level as the rest of the party and has no magical items or treasure—but will soon!

- 75 A hostile skeletal creature crawls out of the ground. The creature has all of the same abilities, statistics, and possessions as the bean planter (as a *mirror of opposition*) and wears black clothing or armor similar to that worn by the planter. The beast attacks the planter and disappears, with all its items, once slain. Only spells and attacks from the planter affect it.
- 76 A renegade leprechaun appears for one hour. It is dressed in red clothing and speaks in a normal Common accent. If upset, it attacks with its special ability to use wizards' *symbols* (any except a *symbol of death*; usable once per round, one *symbol* at a time, inscribed in the air). If given a magical item that is not **curse**d, the leprechaun grants a *limited wish*, then vanishes.
- 77 A harp floats up from the ground and plays by itself, filling the air with soft, gentle music. All within 60 feet must save vs. spell or succumb to a magical effect (*sleep*, *fear*, *confusion*, or other) that lasts 2d8 rounds.
- 78 The ground in a 60-yard radius around the planted bean oozes with a bubbly tar. A creature must roll a strength check every round to successfully move. Movement is cut down to $\frac{1}{2}$ normal anyhow.
- 79 A hollow sphere of iron, 30 feet in diameter, with the planted bean at its center, is conjured. It imprisons any creatures within that area. Note that half the sphere is hidden beneath the ground.
- 80 A giant oak tree grows with 10d10 acorns made of different **substances**—glass, amber, chocolate, jade, etc. The value of any one acorn is no more than 100 gp. The tree grows normal acorns once all of the unusual acorns have been picked or have fallen.
- 81 A *wall of stone* appears 500 feet in the air, above the area where the bean was **planted**, and it starts to fall. The square wall is 3 inches thick and 20 feet on a

- side. Though it does great amounts of damage (20d10 hp; saving throw vs. death magic required if 50+ hp taken) to anything it lands on, only the very slow or very stupid should be unable to get out of its way. Have each character near the bean make an Intelligence check on 1d20 to notice the falling wall or its shadow and escape.
- 82 A nest of 1d4+3 eggs springs from the ground. If an egg is eaten, a save vs. poison must be made. The person gains a point of Intelligence if the save is successful, but dies otherwise.
- 83 A pillar of stone 30 feet in diameter rises from the ground and lifts all creatures in the area 100 feet into the air. The pillar vanishes in 1d4+2 turns, dumping anyone still on it.
- 84 A simple silver headband appears on the head of the bean planter. It cannot be removed, and it reduces the character's level to zero. The planter retains all acquired hit points and ability scores, but is effectively a normal being. The person may assume a new profession and gain experience and levels in this class. The DM may allow the character to later perform a difficult quest for a patron deity or alignment. At the completion of the quest, the silver headband disappears forever, and the character can add the new experience point total, keep the original profession, or keep both classes.
- 85 An area 30 yards in diameter about the bean turns into a sand pit. All creatures within that area must make Dexterity checks or be drawn all the way down to its center. There, lying in wait, is **either**—an ant lion of maximum hit points, an underground cavern, or a one-day *gateway* to another dimension.
- 86 The bean transforms into a ball of soft pastel light that **floats** up from the ground and approaches the nearest **character**. If the light is allowed to touch a character, each item worn must save vs. disintegration or be transmuted into nonmagical glass. But the character adds one point to the lowest ability score.
- 87 The planter becomes imprisoned within the bean. *Crystal balls* and various divination spells reveal what happened to the character. The person can be freed of the bean only by the spells *wish* or *freedom*, or if another creature volunteers to take the character's place.
- 88 The bean turns into a black-purple gem, shooting up from the ground and embedding itself in the bean planter's forehead, inflicting 1d12 hp damage. After that, whenever the character is injured, the gem drains any charged magical items, such as wands, within 20 feet of his or her person. For every charge **drained**, the character is healed for 1 hp. Only one charge is drained per round. This is not a voluntary power; it occurs whether the character wills it or not. As side **effects**, the character's eyes turn blood **red**, fingernails grow long, teeth become **pointed**, and the planter's hair grows white. These effects can be undone only with a *wish*, but the character is otherwise unaffected.
- 89 Some creatures within 120 yards of the bean shrink while others grow:
01-50 Creature shrinks to 50% of normal **size**.
51-00 Creature's size **doubles**. Both effects last 12 turns.
- 90 A tombstone springs up with the name of the bean planter engraved on it. The character faints for 2d4 rounds, unless aroused earlier. For 1d4 weeks **afterward**, the planter has a -4 penalty to all saving throws against magical *fear*.
- 91 The bean becomes a powerful magnet, drawing all ferrous metallic items within 60 feet into it. All characters in metallic armor are held paralyzed until helped out of the armor. Metallic items can be pulled out of the area of effect only with Strength rolls to bend bars and lift gates. All items are considered **10times** their normal weight when carried from the magnet within its area of effect. The magnetic effect ends in 24 **hours**. The bean then turns into a 5,000 gp gem.
- 92 A **disembodied**, **fanged** maw appears in the air 4 feet off the ground; only the huge teeth are visible. The mouth,

- which cannot be harmed in any **manner**, opens to reveal a small, extradimensional space. Inside the space may be a large cache of gems, several small magical items, or one powerful magical item. Reaching in to snatch items requires a Dexterity check on **1d20**. Failure indicates the mouth snaps shut on the **character's** arm, inflicting 4d10 hp damage and injuring the limb so badly that only a *heal* spell restores it. Nonliving items thrust into the maw are bitten in half and destroyed. The mouth vanishes after 10 rounds.
- 93 A **rolled-up** tapestry appears. Engraved within its pattern is a *symbol of death*. The tapestry also shows a fairly accurate map to an ancient, undiscovered treasure horde (but not an unguarded horde).
- 94 An ogre wizard suddenly appears over the planted bean and attacks the planter of the bean. Besides its normal powers, an ogre mage can use any power that is used upon it. For example, it could cast a spell previously used against it or attack several times in one round if attacked by someone with the same ability. The ogre mage uses a randomly **determined**, magical **polearm** that may be gained as treasure.
- 95 A seemingly normal apple tree grows. It holds **1d10+20** fruit, 2d4 of which will behave as randomly determined magical potions or elixirs (not oils) if eaten. At least one apple is poisonous. While a person picks apples, branches in the tree quietly attempt to steal small trinkets from the character. The branches have an 80% chance to pick pockets, taking one item per round and hiding such items among its leaves. The tree and all stolen items vanish after one hour, though any apples picked remain **behind**, staying fresh and retaining all powers for one month.
- 96 A small pyramid bursts upward from the ground. If its simple interior is investigated, a mummy with maximum hit points is **found**, wielding a fully charged *staff of withering* and *talisman of ultimate evil*. If the mummy is slain, it turns into gold dust worth **1d10x1,000** gp.
- 97 A pair of bulettes with maximum hit points burrows out of the earth, attacking and devouring as many victims as they can in 20 rounds, then return to the earth. If slain, each has a magical shield of random type as one of its back scales.
- 98 The area around the bean is struck by a *fire storm* (as the **7th-level** priest spell).
- 99 A totem pole grows 20 feet into the air. A *magic mouth* on the pole demands a suitable sacrifice from the bean planter. If a monetary treasure is given, the character is given a magical weapon (**roll** on the appropriate tables in the last volume of this encyclopedia). If magical treasure is given, the character is granted a *wish* that must be used within the hour. If a sacrifice is not given, the pole permanently drains two points from the character's main attribute.
- 00 A **two-handed**, *dancing sword* (MV 15; THACO 13; #AT 1) rises from the ground and begins to strike at random targets. Though no physical attack can harm it, it is affected by magical attacks, such as *fireball*, *lightning bolt*, or *transmute metal into wood*.

Beltpouch of Disappearance

XP Value: — GP Value: 1,250

POLYHEDRON Newszine 47

This highly **dweomered** belt pouch acts as a *bag of holding* (200 gp), but it is actually cursed. Once every 24 hours, the pouch opens a rift into the Astral Plane and dumps its contents, closing one round later. Living things can fall through the rift only if they are small enough to fit completely into the pouch (rats, birds, or characters using diminutive magic).

Bag of Bones

XP Value: 3,000 GP Value: 15,000

Tome of Magic

This item, usable only by priests, is a small, ordinary leather pouch that contains a number of tiny bones. When the bones are scattered over a 40 by 20 yard area and the word of command is spoken, a unit of skeletons immediately springs from the ground. This unit comprises eight **BATTLESYSTEM®** rules figure skeletons (80

skeletons) armed with swords. (The statistics for this unit are: AD 6, AR 8, Hits 1, ML n/a, MV 12. Hits from piercing and slashing weapons are reduced by half.)

The unit unconditionally obeys the combat orders of the priest, never checking morale. The unit fights until totally destroyed or until the sun sets (at which time the remaining skeletons crumble into dust). Roll 1d100 on the table below to determine the type of bag found.

Roll Bag of Bones type

- 01-66 The bag is a "one-shot" magical item. Once the bones are used, they are gone forever.
- 67-00 The bag magically replenishes itself every sunset if the bones have been used.

A *bag of bones* works only on a battlefield in the full heat of battle. (For the purposes of this definition, a "battlefield" is a place where units are in conflict and where at least 100 individuals per side are involved.) The unit never splits up, and obeys no orders other than to enter combat.

Certain war deities may frown upon the use of undead or **conjured** troops, believing them to be unworthy and cowardly. Priests worshipping these deities may suffer divine consequences if they choose to use a *bag of bones*.

In Ravenloft: this bag can be used to create a small army of skeletons (80 of them). The bag works only in battles where at least 100 creatures per side are involved. This condition is rarely met in Ravenloft. In the rare event that this bag is used, double the normal number of skeletons appear (to 160). The user must also roll a Ravenloft powers check.

Bucknard's Everfull Purse

XP Value	GP Value
Type I: 1,500	15,000
Type II: 2,500	25,000
Type III: 4,000	40,000

DUNGEON MASTER Guide

This item is a leather pouch or small bag, but this magical poke is most useful to its owner: Each morning it duplicates certain coins—and possibly gems as well. When found, the purse is full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one coin is left within the bag, the next morning

many coins can be found inside. The type of coins found is found by consulting the table below.

Once the type of bag is determined by roll, its abilities do not change. Roll percentile dice to learn which type of bag has been found:

Roll	cp	sp	ep	gp	pp	gems
00-50		10	5	—	1	—
51-90	20	—	5	1	2	—
91-00	20	—	5	2	—	10

In a **DRAGONLANCE** Campaign: *Bucknard's everfull purse* does not exist on Ansalon.

In **Kara-Tur**: when opened, the purse contains:

Roll	Fen	Yuan	Tael	Ch'ien	Gems
01-50	—	10	5	—	—
51-90	20	—	5	1	—
91-00	20	—	5	2	10

of Devouring

XP Value: —

GP Value: 1,500

DUNGEON MASTER Guide

This bag is an ordinary **sack**, which may appear **empty**—it might hold beans. The sack is, however, a lure used by an extradimensional creature—this is one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw the whole victim in base 75% chance for success less Strength bonus for "damage," each +1 = -5% on base chance. Thus, an 18 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while a 5 Strength character (with -1 damage) is 80% likely to be drawn in.

The bag radiates magic. It can hold up to 30 cubic feet of matter. It will act as a *bag of holding* (normal capacity), but each turn it has a 5% cumulative chance of "swallowing" the contents and then "spitting the stuff out" in some non-space. Creatures drawn within are consumed in one round, eaten, and gone forever.

Devouring Pouch

XP Value: —

GP Value: 1,500

The Book of Marvelous Magic

This pouch appears and functions as a *kangaroo pouch* but may cause its contents to disappear.

Check each day by rolling 1d6; a result of 1-2 indicates that some wandering ethereal creature has found the contents and eaten them. This does not cause the pouch to shriek.

of Duplication

XP Value: 4,000 **GP Value: 40,000**

POLYHEDRON Newszine 82

This finely crafted leather pouch can duplicate any nonmagical, **nonliving** item that weighs three pounds or less. A single item must be placed into the pouch and a charge expended for the pouch's magic to take effect. After three rounds, a permanent, duplicate item is **formed**, and both items can be removed from the pouch. *Pouches of duplication* can be used up to five times a day. They typically are found with 4d8 charges, and they can be recharged.

Ever-Full Bag of Seeds

XP Value: 1,500 **GP Value: 2,500**

DRAGON'S CROWN* Sourcebox

This small, green leather pouch has a drawstring on top and a pattern of leaves embossed on it. The pouch feels empty, but any preserver **wizard**, **nontemplar** priest, or druid reaching inside can draw forth a single seed. The **seed**, even if planted on barren ground, grows into a *tree of life* in four weeks.

An avangion can draw an unlimited number of seeds from the bag. Lesser preserver wizards, druids, and **nontemplar** priests can draw a total of 1d10 seeds before the bag stops working for them. (At this point it functions for that character as it would for characters of another class.) Each seed drawn from the bag grows into (roll 1d10):

Roll	Seed
1	Oak tree
2	Apple tree
3	Redwood tree
4	Maple tree
5	Willow tree
6	Fir tree
7	Pine tree
8	Cherry tree
9	Cedar tree
10	Birch tree

Any other class reaching into the bag draws but a handful of nonmagical seeds. If planted in fertile ground, watered and tended, they grow into:

Roll 1d6	Seed
1	Grass
2	Small cactus
3	Berry bush
4	Vegetable
5	Flowers
6	Vine

of Eyes

XP Value: 2,250 **GP Value: 20,000**

The **Book** of Marvelous Magic

This pouch is the size of a large sack (capacity 60 pounds) but has an **invisible** drawing of an eye upon its outer surface. When completely filled with coins of any type and commanded to function, the holder of the item can see with *infravision* (160-foot range). The effect lasts for four hours. All the coins in the pouch disappear when the command word is spoken,

Feedbag of Plenty

XP Value: 500 **GP Value: 2,500**

DRAGON Magazine#3

An ordinary **horse's** nosebag. Many horses can feed from the feedbag, yet it continues to be full of grain. If more than 10 different horses feed from the bag in one day, however, the magic is lost forever. No grain can be poured from the bag.

Food Pouch

XP Value: 700 **GP Value: 3,500**

Dragon Dawn

A *foodpouch* contains nuts, grain, and dried fruit, foods suitable for a snack or as trail rations during lengthy travels. It supplies enough food for two meals in the saddle each day.

Henry's Carpetbag of Holding

XP Value: 5,000 **GP Value: 25,000**

1992 Fantasy Collector Card 78

Henry has kept most of his belongings in this **magical bag of holding** for years. The outside has become faded and worn, but the inside is full of surprises. The bag has not one, but four separate dimensional spaces within it for better organization. Each space has 200 cubic feet of volume,



and Henry has stored up more forgotten treasure and other items in his carpetbag than he can remember. He is constantly searching for some lost item and **pulling** another out, surprised that he rediscovered it.

Heward's Handy Haversack

XP Value: 3,000 **GP Value: 30,000**

DUNGEON MASTER Guide

A magical backpack of this sort appears quite ordinary, well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and actually contains material equal to as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. The pack has an even greater power—when the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. *Heward's handy haversack*, and whatever it contains, gains a +2 bonus on all saving throws.

In a DRAGONLANCE Campaign: *Heward's handy haversacks* are called *haversacks of order* on Ansalon.

of Holding

XP Value	GP Value
50lb: 1,000	5,000
100 lb: 2,000	10,000
150 lb: 3,000	15,000
200 lb: 4,000	20,000
250 lb: 5,000	25,000
500 lb: 7,500	37,500
1,000 lb: 10,000	50,000
1,500 lb: 12,500	65,200
2,000 lb: 15,000	70,000

DUNGEON MASTER Guide

This is a common, cloth sack, about 2 by 4 feet. The *bag of holding* opens into a nondimensional space, and inside it is larger than the outside. No matter what is put into it, the bag always weighs a same amount. This weight, the bag's weight limit for contents, and the volume limits are determined by a percentile roll and consulting the table below:

Roll	Weight	Weight Limit
01-28	5 lbs	50 lbs
28-43	10 lbs	100 lbs
44-57	10 lbs	150 lbs
58-69	15 lbs	200 lbs
70-79	15 lbs	250 lbs
80-87	15 lbs	500 lbs
88-93	35 lbs	1,000 lbs
94-97	60 lbs	1,500 lbs
98-00	80 lbs	2,000 lbs

If **overloaded**, or if sharp objects pierce it (from inside or outside), the bag can rupture and become useless. The contents are then lost forever in the vortices of nilspace.

of Infinite Wealth

XP Value: 5,000 **GP Value: 25,000**

DRAGON Magazine 2

This magical bag turns base metals into gold at the rate of 100 gp per day.

Jasper Thunderhand's Handy Haversack

XP Value: 3,000 **GP Value: 15,000**

1992 Fantasy Collector Card 144

Jasper has managed to locate a *Heward's handy haversack* that is dwarf-sized. Other than that special feature, it is the same as other magical haversack: it has two quart-sized side pouches that are equivalent to *bags of holding*, capable

of holding up to 2 cubic feet in volume or 20 pounds of weight: the central pack holds up to 8 cubic feet of volume and 80 pounds of weight. When Jasper reaches into the pack, any item he wants is always waiting on the top; and all contents of the haversack gain a +2 bonus to all saving throws.

Kangaroo Pouch

XP Value: 600 **GP Value: 3,000**

The Book of Marvelous Magic

This item can hold up to 60 pounds. When placed over the stomach (armor or clothes do not interfere), it blends in and is undetectable except to *detect invisible* spells, *true sight*, and similar spells.

Khalid's Pouch of Accessibility

XP Value: 1,000 **GP Value: 9,000**

1993 Collector Card 460

Khalid's pouch functions as a normal *pouch of accessibility*, with one notable difference. Once in 20 times, when Khalid calls forth a particular item that he has stored in his pouch, he receives instead a random item that magically appears. This item is some sort of trinket, usually a small piece of jewelry worth between 50 and 500 gp. In exchange for this trinket, one of Khalid's stored personal items disappears forever.

of Many Bags

XP Value: 1,000 **GP Value: 2,500**

POLYHEDRONNewszin00

This cloth sack is indistinguishable from any other sack normally found in a market square. However, if a *detect magic* spell is cast, a faint aura of evocation magic is discovered.

The sack can hold any mundane or magical items placed within it—to the normal capacity of the bag. However, its magical nature cannot be called into play unless it is **empty**. When placed on the ground and the word "backpack" is spoken, the *bag of many bags* transforms into a normal canvas backpack. The words "flask," "small sack," "large sack," "belt pouch," "bucket," "vial," and "water skin" have like effects on the bag.

Nithian Saddlebags

XP Value: 800 **GP Value: 2,400**

The Emirates of Ylaruam

Recently a poor fisher of the Nithian coastal plain drew up a sealed lamp with a net. He opened the

sealed lamp and freed a djinni, who rewarded him with these saddlebags, from which may be drawn a sumptuous feast three times daily. The quality of the food is reputedly fit for a sultan.

Noj's Bag of Misplacing

XP Value: — **GP Value: 500**

1992 Fantasy Collector Card 381

Noj "the Double-Edged" thought that this item was a *bag of holding* until it lost half his equipment. A *bag of misplacing* is like a *bag of devouring* except nothing disappears forever in it (and it doesn't seem interested in devouring Noj, either). The bag merely misplaces items for random periods of time (usually when they're most needed). The upside of this bag is that it is very old and has misplaced some **interesting** items. When Noj reaches in for an item, he could come up with anything, including (randomly rolled) magical items (60% chance). Of course, some of them may be cursed!

Pictish Bag of Fiends

XP Value: 5,000 **GP Value: 25,000**

Gods, Demigods, & Heroes

This magical device summons 10d10 creatures from its interior. It is 16 inches by 30 inches and seals with beeswax. The fiends are half man, half **bird**, with 35 hit points. They are as strong as a fire giant and will not attack anything lying flat on the ground. Their saving throws and attack rolls are comparable to 5th-level warriors.

of Plenty

XP Value: 5,000 **GP Value: 25,000**

The Book of Marvelous Magic

This pouch is small and can hold only 100 gp at most. If the user places up to 10 coins within the pouch and leaves it closed for 24 hours, the pouch changes the coins to the next higher value. Thus, 10 cp can be changed into 10 pp by leaving them in the pouch for four days. No change occurs if more than 10 coins are left inside. The pouch cannot affect platinum pieces. The upgraded coins may be used normally, and are not magical.

Protection Pouch

XP Value: 2,500 **GP Value: 25,000**

DRAGON Magazine 73

A soft suede leather pouch (size varies). Any glass or ceramic item in the pouch will not break if the pouch itself is not penetrated or destroyed. For example, a hammer blow on the pouch would

not **affect** the glass, **unless** the hammer blow was so powerful that it broke through the leather.

Pouch of Accessibility

XP Value: 1,500 GP Value: 12,500
DUNGEONMASTER Guide

This normal-seeming pouch is actually a strongly magical item that can contain up to 300 pounds in 30 specially constructed pockets. Each pocket holds a maximum of 10 pounds, or 1 cubic foot of volume, whichever is reached **first**.

This device also enables the possessor to open it and call forth the items needed. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These pouches are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs one pound empty and four pounds when filled.

Pouch of Holding

XP Value: 800 GP Value: 4,000
The Temple of Elemental Evil

These apparently normal leather or cloth pouches are found in groups of 1d4+2 attached to a belt. Each pouch can hold 100 gp (or 10 pounds weight) as if it were a tenth of a pound. However, nothing larger than 1 by 2 by 3 inches can fit into a pouch, and the maximum cubic volume capacity for a pouch is 3 by 6 by 12 inches. (Thus, vials of holy water easily fit, but, normally, a dagger or wand would not.)

of Returning

XP Value: 500 GP Value: 2,500
Black Courser

This **half-rotten** bag contains 1 cp, 1 sp, 1 gp, and one pp. Whenever one of these coins is spent, it returns to the bag within 24 hours.

Pouch of Security

XP Value: 2,000 GP Value: 10,000
DUNGEONS & DRAGONS Rules Cyclopeda

This item is the size of a large sack (capacity 60 pounds). Any attempt at stealing the pouch causes it to scream, "I am being stolen!" (in Common) repeatedly for one hour. Its cries can be heard to 120 feet. If its owner holds it and commands it to be quiet, it obeys, but repeats its cries if stolen again.

Seed Satchel

XP Value: 250 GP Value: 1,250
DRAGON Magazine 5

A *seed satchel* contains 1d6+6 magical seeds. When a seed is dropped on the ground and a command word spoken, the seed grows into one of the features listed below. The feature or object disappears in one **hour**—the seed can be used once.

Roll	Effect
1	A wyvern, commanded and controlled utterly by the one who spoke the phrase.
2	A 100', circular forest. The type is dependant upon the climate and terrain. The user controls the density of trees, but no more than one tree per square foot is allowed.
3	A nearly impenetrable <i>wall of thorns</i> , 10' high and 4' thick. The wall forms a straight line 30' long, stretching in any direction.
4	An oak-sized, flesh-eating tree, with many limbs but slow movements. Treat as an evil treat.
5	50' diameter pool of acrid sulphur, 10' deep.
6	Hollow mound of rock 15' high and 30' in diameter, with a human-sized crack in one wall for passage . The user can command the passage to close at any point, unless a creature, small-sized or larger, is within the crevice.
7	A chasm, 10' deep, 10' across, and up to 30' long, stretching in any desired direction.
8	Any one-use item that is immediately necessary for the user's survival. Generally a potion if severe damage has been sustained , a single-use <i>rope of climbing</i> if a fast escape is necessary, etc. The user gains no experience points for the grown item. The item grown cannot exceed 2,000 XP or 15,000 gp in value.

Silent Purse

XP Value: 500 GP Value: 2,500
DRAGON Magazine 73

A leather drawstring purse about the size of a small fist, whether it is full of coins or holds only a few, no noise emanates from the purse (Other objects in it make a normal amount of noise.)

Skain's Satchel

XP Value: 1,000 **GP Value:** 5,000

DRAGON QUEST Game

This handy object looks like any other leather satchel. Anyone who owns it, however, knows better. While a normal satchel allows its owner to carry 20 pounds of material, *Skain's satchel* is magical and has the space of a backpack inside it. Therefore, it allows a hero to carry 40 pounds of material. Any type of hero may use the satchel.

Sleeping Bag of Armor Nullification

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 181

The *sleeping bag of armor nullification* is a good substitute for the various kinds of armor that allow their wearers to sleep in them. The powerful magic of this bag enables anyone wearing any suit of armor of any type to sleep in it as though he or she were unarmored. As with the special types of armor mentioned earlier, this enables adventurers camping out in the wilderness to avoid being attacked in the middle of the night before they can don their armor. The only problem is that if the enemy attacks before the warrior can get out of the bag, he or she is AC 10, since this bag totally nullifies any armor in it. In some circles, this is considered a borderline *curse*d item.

of Teleportation

XP Value: 2,500 **GP Value:** 10,000

POLYHEDRON Newszine 90

A simple, well-made leather bag, roughly 10 inches wide, tall, and deep—a few of them (5%) are as large as duffel bags. When something is put into the bag, and its drawstrings are pulled closed, the item in the bag is *teleported without error* to a predetermined location.

Only items that can fit into the bag maybe *teleported*. The destination is usually programmed into the bag during construction. The location is usually something obscure and related to the bag's original owner, such as "the third floor alcove of Wizzengerd's tower," or "behind the bar at Skully's." The location can be changed or established only via a *wish* or *limited wish* spell.

When a *bag of teleporting* is found, there is initially no way to tell it apart from a normal bag. Individuals using the bag might think it a *bag of devouring*, as the items inside disappear. Further,

there is no simple way to learn where items are being *teleported*. Careful use of spells such as *divination*, *contact other plane*, or scrying do work, however. *Bags of teleporting* are sought by thieves who do not want to get caught with stolen treasure, and by sages who use them for sending messages.

of Transmuting

XP Value: — **GP Value:** 500

DUNGEON MASTER Guide

This magical sack appears to be a *bag of holding* of one of the four weight-sizes described above. It performs properly for 1d4+1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field begins to waver, and metals and gems stored in the bag are turned into common metals and stones of no worth.

When emptied, the bag pours out the transmuted metals and minerals. Any magical items (other than artifacts or relics) placed in the bag turn into ordinary lead, glass, or wood as appropriate (no saving throw) once the effects begin.

of Traveling

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This pouch weighs 30 pounds. It contains iron rations for one week, an ordinary tent, blanket, bedroll, *tinderbox*, cooking utensils, six torches, six iron *spikes*, one flask of oil, one lantern, one full waterskin, one empty wineskin, three stakes and a mallet, two large sacks, and four *small* sacks. Any item may be drawn out at any time and is easily replaced in the pouch by uttering the command word. Any attempt to place additional items in the pouch burst it and scatter the contents.

of Tricks

XP Value: 2,500 **GP Value:** 15,000

DUNGEON MASTER Guide

A *bag of tricks* appears to be a typical sack, visual examination shows it to be empty when first discovered. However, anyone who reaches inside feels a small, fuzzy object. If the object is taken from the bag and tossed from 1 to 20 feet, it turns into one of the animals on the table below.

The animals obey and fight for the individual who brought them into being. The kind of animal inside a *bag of tricks* varies each time an animal is drawn from the bag.

There are three types of *bags of tricks*, each capable of producing **different** kinds of **animals**. To find which kind of bag has been **discovered**, roll 1d10. After that, the wielder rolls a 1d8 on the appropriate table to determine the specific animal **found**.

Roll	Bag	Type
1-5	Type A	1 Weasel
		2 Skunk
		3 Badger
		4 Wolf
		5 Giant Lynx
		6 Wolverine
		7 Boar
		8 Giant Stag
6-8	Type B	1 Rat
		2 Owl
		3 Dog
		4 Goat
		5 Ram
		6 Bull
		7 Bear
		8 Lion
9-0	Type C	1 Jackal
		2 Eagle
		3 Baboon
		4 Ostrich
		5 Leopard
		6 Jaguar
		7 Buffalo
		8 Tiger

Only one creature can be drawn at a time. It alone exists until it is **slain**, until one turn has **elapsed**, or until it is ordered back into the *bag of tricks*. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

of Useful Items

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 62

A *bag of useful items* is similar to a *robe of useful items*, but the bag is usable by any class, and the items within are miniatures, easily recognizable, that become real items when desired.

of Vanishing

XP Value: 5,000

GP Value: 25,000

The Complete Thief's Handbook

This appears to be a simple pouch capable of carrying some three pounds. In fact, it operates as a *bag of holding* capable of carrying up to 50 pounds of weight while having an encumbrance of only three pounds. Furthermore, the *bag of vanishing* may have its drawstrings tugged tightly once per day and it just disappears for six turns; the equivalent of a *rope trick* spell **will** operate on the bag (although it stays with its owner) and it also has detection resistance operating on it.

This bag is invaluable for smuggling, as should be obvious. The only problem is that each time the *rope trick* function is used there is a 5% chance that the contents vanish into the Ethereal Plane and the bag is empty when it is checked later.



of Wind

XP Value

Bag of Aeolus: 4,000

Bag of Boreas: 1,400

Bag of Euros: 1,600

Bag of Notus: 1,300

Bag of Zephyrus: 1,200

GP Value

20,000

7,000

8,000

6,500

6,000

DRAGON Magazine 27

A magical *bag of wind* is a normal, large sack, but very careful examination of its drawstring

reveals that the cord is woven of special fibers **and**, if checked for magic, it radiates faintly. When a *bag of wind* is drawn shut, a bow tied, and a magical word is spoken, the bag fills with **air**—**appearing** then like a normal sack filled with some kind of **goods**, clothing, or light supplies, since it appears lumpy and weighs only about 14 pounds. The possessor of the item may at any time loose the bow knot and release the wind that is contained in the bag. The command word necessary to release the wind or winds contained by one of these bags is usually written upon the container magically. Of course, the possessor may know the word in a case where an NPC initially owned the item.

Each *bag of wind* can be used a maximum of four times before its **magical** powers are lost. Naturally, any such bag found might have been previously **used**, so the number of magical winds released can vary from one to four. The *Bag of Aeolus* is entirely drained if all four winds are released at once. If any one of the separate winds has been previously **released**, the whirlwind function of the sack does not work. The effect of the wind depends upon the type *of bag of wind*.

Anytime a magic bag is found you may assume there is a 1 in 4 chance that it is a *bag of wind* rather than the type shown on the miscellaneous magic table. If a 1 is **rolled**, it is a bag of wind. Roll 1d6 and use the table below:

Roll	Result
01	<i>Bag of Boreas</i>
02	<i>Bag of Euros</i>
03	<i>Bag of Notus</i>
04	<i>Bag of Zephyrus</i>
05	<i>Bag of Aeolus</i>
06–10	Roll again using d4 instead of d10.

The Bag of Aeolus: This sack contains one gust of each of the four separate winds (Boreas, Euros, Notus, Zephyrus) described below. These can be loosed one at a time, on **command**, and the bag **retied** after each such release. If the possessor wishes, however, he or she can release all four winds at once. The release equals the whirlwind effect of an air elemental, the whirlwind lasting four rounds; the four winds increase the strength of any one air elemental in range to a full 8 hit points per Hit

Die, despite the number of Hit Dice of the elemental. The range of the released winds is 60 **feet**. Direction is determined by the mouth of the bag at the time of opening.

The Bag of Boreas: When this sack is loosed and the command word spoken, a blast of freezing wind shoots forth. Creatures within 30 feet take 2d6 hit points of frost damage, those within 30 to 60 feet take 1d6 points of damage. Small flames and fires of nonmagical nature along the 20-foot-wide course of the wind gust are extinguished.

The Bag of Euros: The release of this **puff** of air effects an area 30 feet broad by 30 feet deep. All creatures within this area are affected by a languor that causes them to deduct one pip from their initiative dice. They will also be 10% less likely to react unfavorably and attack unless they are already angry, hostile, or engaging in combat. Fires are only fanned by the release.

The Bag of Notus: By opening this sack, the owner releases a gust of hot dry air that causes 2d4 points of damage to **all** within 30 feet and 1d4 points of damage to those from 30 feet to 60 feet distant and within its 20-foot-broad path. Water dwelling creatures take double damage **from** dehydration. All fires and flames are **affected** as for *Boreas*.

The Bag of Zephyrus: A gentle breeze issues from this sack when it is **untied**, and all those within its 30-foot broad by 44-foot deep area of effect are so refreshed that they gain 1 d4 previously lost hit points. In addition, all creatures within the area add one pip to their initiative rolls for the next four turns. Flame and fire are just fanned by the zephyr's **release**.

Wind Pouch

XP Value: 1,600 GP Value: 8,000

Pirates of the Fallen Stars

This looks like an ordinary leather pouch, tightly shut and bulging at the seams with contents. It weighs no more than the leather it is made from, for the pouch contains enchanted air. Once the pouch is **opened**, a magical wind escapes and does one of three **things**.

A *fair breeze* blows a steady wind in the direction the user wants to travel. This wind is favorable and blows for one 24-hour period after it is released.

A *contrary wind* blows a steady, if weaker **wind**, in the opposite direction from the course

of the ship's heading. This is treated as an adverse light breeze, and lasts until the ship puts ashore and waits one day before continuing its voyage.

Finally, a *storm wind* immediately surrounds the vessel with gale force winds lasting 1d6 hours. These winds require the vessel to make seaworthiness checks each hour (described in Movement and Combat in *The Pirates of the Fallen Stars*).

In all **cases**, the wind only affects the user's ship. However, other ships within 30 yards (one hex) of the user's ship may benefit (or suffer) from the effects of the **wind**, if they remain at that distance.

The content of the pouch is determined randomly, using the following table:

Roll	Type
1-3	Fair breeze
4-5	Contrary wind
6	Storm wind

of the Woodlands

XP Value: 1,500

GP Value: 5,000

POLYHEDRON Newszine 82

This bag is a simple brown leather **shoulder** bag with green embroidery. However, in the possession of a **druid**, its magic becomes active, supplying the druid with an unlimited amount of seeds. A druid can call forth seeds by the handful or one seed at a time, using the **bag's** magic up to 24 times a day. The bag only produces nonmagical seeds.

When seeds are dispensed randomly, use the chart below:

Roll	Seed	Roll	Seed
01	Acorn	11	Cherry
02	Corn Kernel	12	Wheat
03	Aloe Root	13	Thyme
04	Maple Seed	14	Potato Eye
05	Taro Root	15	Walnut
06	Orchid Root	16	Dogwood
07	Banana	17	Coconut
08	Carrot Seed	18	Willow
09	Rose Bulb	19	Evergreen
10	Apple Seed	20	Apple Seed

Zadron's Pouch of Wonders

XP Value: 5,000

GP Value: 25,000

DRAGON Magazine 62

Zadron's pouch of wonders is a magical grab bag, and inside is a great variety of magical items. It is an ordinary leather pouch with a drawstring made of silk. When **found**, the pouch is **closed**, and examination reveals that it contains a small object. To use the magic of the bag, a **character** must open the pouch and draw the item out. The first character to do this after the pouch is discovered becomes its owner.

Each pouch produces **1d20+10** items for its owner and then *teleports* away to another treasure hoard to be found anew. However, only one item from the pouch can exist at any given time. Every time an item is drawn from it, the pouch remains empty for the next day, but after that there is a 5% chance per day that another item will appear in the pouch.

When a new item appears in the pouch, the old one becomes useless and disappears, but the new one is ready for use. If an item from the pouch is destroyed by any other means, or if an item is put back in the pouch (if possible), it is replaced by a new item. (This does not apply to some *cursed* items; see individual item descriptions.)

The 5% chance for a new item to be created is always assumed to be rolled at the start of the day in question. If a new item is **indicated**, it is created **immediately**—**unless** the **pouch's** owner is using the item, and the loss of the powers of the item then would directly endanger his or her life. In such a case, the creation of the new item cannot take place until the pouch's owner stops using the **old** item.

If the owner of the pouch is killed, the pouch *teleports* away as if it had reached its quota, and next appears (if ever) in a different treasure hoard. The pouch does not produce new items for anyone other than its owner, but the owner can allow others to use the items taken from the pouch. However, items being used by other characters disappear instantly when the creation of a new item is **indicated**, despite the circumstances.

The last item drawn from the pouch (the one that meets the pouch's limit) remains in existence and usable until the next creation of a new item (according to the 5% chance per day) is **Indicated**. When this occurs, both the existing magic item and the pouch disappear. The owner of the pouch

can keep any item from the pouch as long as **desired**, subject only to the eventual **disappearance** of the item.

To **find** what the pouch contains, roll on the table below for the type of item **produced**, then refer to the specific tables.

Roll	Type of Item Produced	Table
1	An egg	A
2	A glove	B
3	A crystal sphere	C
4	A rock	D
5	A figurine	E
6	A vial	F
7	A miniature wagon	G
8	A bag	H
9	A card	I
10	A piece of rope or string	J
11	A small box with a red button	K
12	A wand	L

Table A: Eggs (Roll 1d6)

All creatures hatched from eggs emerge in the third round after the egg is drawn from the pouch. As with all creatures conjured by the pouch, those hatched from eggs do not age.

- 1 A *copper egg* from which a small, young copper dragon emerges. The dragon speaks, uses magic, and will serve the pouch owner. It can, however, only be commanded to fight for the owner three times (battles). Otherwise, it fights only in self-defense.
- 2 A *golden egg* that hatches a golden-colored goose. The goose follows the pouch owner around unless forced to do otherwise, and appears to be very rare and valuable. There is a 1 in 3 chance each day that the goose becomes a living *symbol of discord* for one turn at a random time.
- 3 A *stone egg* out of which emerges a full-grown, hungry **xorn**. The **xorn** demands from 2,000 to 8,000 gp value (2d4×1,000) in precious metal or everything the owner has, whichever is least, or else it attacks. It disappears if satisfied.
- 4 A *white egg* from which issues a full-grown giant eagle. The eagle can speak the owner's language and serves the owner on the same terms as the dragon in A: 1.
- 5 A *white egg* with pink stripes, out of which a highly intelligent white rabbit appears. The rabbit can speak the owner's language and will

serve as a scout (or whatever) for as long as the owner desires. The rabbit is AC 6, 3 hit points, no attacks, 50% magic resistance.

- 6 A *glass egg* that hatches an *unseen servant* (80% chance) or an *invisible stalker* (20% chance). Either serve as described in the corresponding spells, but duration is **unlimited**, except as noted above.

Table B: Gloves (Roll 1d6)

- 1 A small, light leather glove that turns into a pair of *gauntlets of ogre power* when it is drawn.
- 2 As B: 1, but *gauntlets of dexterity* are found instead.
- 3 A glove that allows its wearer to cast a *push* spell, once per **round**, for up to six times per day.
- 4 Anyone besides the owner of the pouch who puts on this glove immediately begins to choke to death, doing 2d4 points of damage per round. Only a *remove curse*, *limited wish*, or *wish* spell prevents the victim's eventual death. The glove has no effect when worn by the pouch owner.
- 5 A glove that allows its wearer to cast one of *Bigby's hand* spells, except *Bigby's crushing hand*, once per day.
- 6 A glove that, if used in place of a weapon, causes the wearer's fist to become a +2 weapon, does 1d4+2 points of damage per hit, and stuns (for 1d6 rounds) opponents that fail a saving throw vs. magic when hit. The latter property is effective only against creatures M-size or smaller.

Table C: Crystal Spheres (Roll 1d8)

- 1 A large *crystal sphere* that opens to reveal 1d4+1 small (1-inch-diameter) crystals that glow dimly from within. Any sound originating within 1-foot of a crystal is reproduced at the same volume by the other crystals, whatever their location, allowing easy communication over any distance, but not between planes.
- 2 A large *crystal sphere* that opens to reveal a pair of glass balls, each 3 inches in diameter. Looking into one of them allows the viewer to see anything within sight of the other. By turning the crystal **around**, the viewer can see an entire 360 degrees, just as if he or she were standing where the second crystal lies. The system works both ways, allowing a creature

holding the second crystal to see the original viewer. Creatures with *infravision* can see through the crystals using it,

- 3 A lens-shaped crystal that allows anyone looking through it to *detect invisibility* as the 2nd-level wizard spell.



- 4 Anyone besides the owner of the pouch who holds this 3-inch-diameter crystal becomes magically *imprisoned* inside it, but suffers no other ill effects. The *imprisonment* lasts **until** the crystal disappears of its own accord when a new item appears in the pouch.
- 5 This irregularly shaped crystal begins to glow with a blue light whenever hostile or potentially hostile creatures are within 50 feet, and glows more brightly as the hostile creatures get nearer. It also detects creatures like trappers, lurkers above, and piercers.
- 6 A *crystal ball* 3-inches in diameter. It is usable by the owner of the pouch, whatever his or her class.
- 7 Also a *crystal ball*, this item is usable by any character. However, if anyone but the owner of the pouch views a hostile creature through the crystal for 1d4+1 (number changes on each use) rounds, the viewer is *teleported* to the place being viewed—the crystal is not.

- 8 A marvelous crystal that is hollow and contains small white flakes and a **clear**, colorless liquid. Shaking it causes the flakes to swirl in patterns wondrous to behold.

Table D: Rocks (Roll 1d8)

- 1 A small stone with a word of command written on it. When the word of command is spoken within 30 feet of the stone, it grows into a 10-foot-diameter boulder in one round. Speaking the word of command a second time causes it to shrink back to normal size. The boulder does not reach full size in an area less than 10 feet wide or 10 feet high. Characters and creatures can be **trapped** and immobilized by the expanding stone, but it does not enlarge enough to cause them actual **damage**.
- 2 A pebble that turns into a *stone of controlling earth elementals*.
- 3 A *stone of good luck (luckstone)*.
- 4 A *stone of weight (loadstone)*—it seems to be a *luckstone*.
- 5 A *brick off flying*—if thrown hard, it flies through the air.
- 6 A large hollow stone that rattles if shaken. Breaking it open reveals 1d4+1 *ioun stones* inside.
- 7 A triangular piece of stone that glows with a purple light. Once the stone is touched by anyone but the owner of the pouch, the toucher cannot be rid of it until a *remove curse*, *dispel evil*, or *wish* spell is used, or until the stone disappears. The stone imparts 50% magic resistance to the holder, allows *regeneration* of lost hit points at three points per round, and effectively *blinds* the holder to the sight of any living and animate creatures, making the holder -4 on attack rolls and damage (and all appropriate penalties). The *blindness* effect does not extend to nonliving creatures such as undead or inanimate living things such as trees.
- 8 A stone that clings to iron or steel by means of a mysterious, unseen force.

Table E: Figurines (Roll 1d5)

- 1 A *golden lion* (only one); (see **Figurine, of Wondrous Power**).
- 2 An *onyx dog*.
- 3 A *serpentine owl*.
- 4 An *ivory goat* (one, selected at random).
- 5 A *marble elephant*.
- 6 A *bronze figurine* of a warrior with a word of

command written on the underside of its base. When the word of command is spoken, the figurine becomes a real warrior that serves the owner for up to three turns once each day. The *bronze warrior* has the following statistics: AC -2, 40 hit points, 6th-level fighter, Strength 18/01, Dexterity 18. The warrior uses a *composite short bow +1*, twenty *arrows +1*, a *long sword +1*, and a *javelin of piercing*. None of these items are magical in the hands of other characters.

- 7 A *jade sculpture* of a palace. One turn after being drawn from the pouch the figurine starts growing, doubling in size each round until it becomes a real palace, 200 feet on a side and 100 feet tall at its apex. It will crush other structures or objects out of the way as it grows, but it will not grow while the sculpture is underground.
- 8 A *limestone figurine* of a leprechaun, which immediately animates into a real leprechaun when drawn from the pouch. The leprechaun will plague the pouch owner and only the owner for the rest of the day, attempting to steal the pouch at every opportunity (without bringing physical harm to the owner). If the leprechaun can steal the pouch, the owner must catch the leprechaun within the same day (automatically retrieving the pouch in the act of catching the leprechaun), or both the pouch and the leprechaun disappear. The leprechaun disappears at the end of the day in any event.

Table F: Vials (Roll 1d8)

- 1 A small ceramic vial that can hold up to 10 gallons of any liquid without increasing in size or weight. It draws or pours at the rate of 1 gallon per round, but if the vial is broken the entire contents of the vial are instantly released.
- 2 A bottle with a label that says "Potion of _____." A stylus covered with ink is tied to the side of the bottle. If the stylus is used to fill in the blank, the contents of the vial become the potion named on the label. Until then, the vial contains poison.
- 3 When this opaque vial is opened, the one who opened it (including the owner of the pouch) instantly assumes *gaseous form* and is sucked inside the vial. The vial then reseals itself and flies back into the pouch. The victim can be released if a character reaches into the pouch,

withdraws the vial, and reopens it. The trapping and releasing powers of the vial work alternately in this fashion until the item is destroyed or disappears.

- 4 An *iron flask* that will not be empty.
- 5 An *eversmoking bottle*.
- 6 A *wheezing bottle* that sucks air or any gas in and out on alternate rounds, with a capacity each time of 125 cubic feet. If the bottle is stoppered at the right moment, it can be used to store a gas for release later.
- 7 A vial containing a potion that effectively raises any character's levels of experience for one day, with appropriate increases in abilities.
- 8 A vial holding a potion that causes the imbiber to regenerate one hit point per turn, even after apparent death, for one day. *Regeneration* does not extend to magical attack forms that cause death without doing damage, such as the *druidic finger of death* spell; the *priestal spell destruction* (reverse of *reincarnation*); or the wizard *spellpower word kill*, to name a few.

Table G: Miniature Weapons (Roll 1d10)

All *miniature weapons* enlarge to the full size of the normal weapon within one round after being drawn from the pouch, unless the item's description indicates otherwise.

- 1 This *miniature boomerang* grows into a full size boomerang. This weapon may be only be used outdoors or in large open spaces (minimum range 30 feet, maximum 100 feet). It always hits, does 1d4+1 points of damage, and returns to the hand of the thrower on the round after each hit.
- 2 A small net that enlarges into *Zadron's net of apprehending*, a *special* version of the *net of entrapment*. It has an Intelligence of 25 and an Ego of 20, like a magical *sword*, and victims' saving throws are at -4. Its purpose is to capture thieves; when the net is thrown on a thief, the captured thief is instantly *teleported* to the nearest jail interested in the scoundrel. If the net gains control of the owner of the pouch or the owner of the net (if it is given away), it forces that person to use the net against any thief encountered (possibly another party member).
- 3 A *small arrow* that enlarges into an apparently normal missile. When fired, this arrow never misses (although it may not hit the intended target). If a target is in range, and if the arrow

comes to a corner, it turns 90 degrees and continues on its way, hitting the first character or creature it contacts, and doing **1d6+6** points of damage. Fifty percent of these arrows turn **right**, 50% turn left. The arrow continues turning **corners** to the limit of its range, until it hits something or can go no further.

- 4 A tiny catapult with a command word written on it. When the command word is spoken, the model becomes a full-size, heavy **catapult**. Speaking the word a second time reduces the catapult to a miniature again. This process can be repeated.
- 5 A small hammer that enlarges into a *dwarven thrower* +3.
- 6 A *sling of seeking* +2, seven *sling bullets* +2, and one *sling bullet* that explodes as a 5 Hit **Dicefireball**, as the spell, on impact.
- 7 A small sword that becomes a *sword of dancing*.
- 8 A small sword that becomes a *luck blade* +1 with two *wishes*. The *wishes* cannot be used for selfish purposes, or else the sword vanishes and a new object appears in the pouch.
- 9 A *sword* +1 with *disarming* ability; an opponent must save vs. magic when hit or drop his, her, or its weapon. An opponent that has already lost its weapon must save or lose its shield. Unarmed opponents or those using natural weapons are not affected.
- 10 A *club* +1 that *polymorphs* its wielder into an ogre (no system shock roll required) for as long as the club is **held**. The wielder always retains his or her original personality. The ogre has the character's hit points, or 33 hit points, whichever is greater. The club does **1d10+1** points of damage. The *polymorphed* character attacks as an ogre if it has 33 hit points or less, and attacks as the normal character would if it has more than 33 hit points.

Table H: Bags (Roll 1d10)

- 1 A *bag of holding*.
- 2 A *bag of tricks*.
- 3 A *bag of useful items*, similar to a *robe of useful items*, but the bag is usable by any class, and the items in it are miniatures, which become real items when **needed**.
- 4 A bag, brown in color, which contains two sandwiches, an apple, and a cookie.
- 5 A *small sack* that is found to contain a small sack. That small sack is also found to contain

a small sack ad **infinitum**.

- 6 A *bag of devouring*.
- 1 A *magic bag* that no one but a dwarf can open. It contains what appears to be a worn-out leather belt, two rusty gauntlets, a cheap blacksmith's hammer, and a scroll on which are written the letters "DEEHNRRRTU." When these letters are rearranged, they spell "THUNDERER," the name of the hammer. When this name is spoken, the hammer becomes a *hammer of thunderbolts*, the gauntlets **become gauntlets of ogre power**, and the belt a *girdle of hill giant strength*. If this item is drawn a second time, the name of the hammer will be different, and, of course, scrambled.
- 8 A bag containing a suit of *invisible clothing*. Anyone wearing the clothing is made *invisible* as a *ring of invisibility*, but this effect is limited to persons and creatures acquainted with the wearer. To strangers, only the clothes are invisible, not the wearer. Naturally, the magic clothing does not work if the wearer also wears nonmagical clothing underneath.
- 9 This bag is found to contain treasure. This is because it is a *Bucknard's everfull purse*. The money found in the purse, as well as any money produced by the purse later, does not disappear when a new item appears in the pouch.
- 10 A bag that functions as a *bag of tricks* until used in the presence of an enemy. Then it becomes a *bag of monster summoning*; the creature it produces is a hostile monster that attacks the bag owner and his or her companions. The monster is selected at random and will be of a level corresponding to the summoner's level.

Table I: Cards (Roll 1d8)

- 1 A card with a picture of the area where the pouch owner is standing when the card is drawn. Anyone studying the card intently for one round at any time afterward is *teleported without error*, to the place pictured.
- 2 A card with a picture of fate holding a balance scale. The DM rolls secretly and determines whether the card holder (including the pouch owner) will be +4 or -4 on saving throws for as long as the card is held (equal chances for either). If the result is negative, the effects persist until a *wish* spell is used to negate the

- effect or until 2d4 weeks have elapsed, no matter what happens to the pouch **meanwhile**.
- 3 A card with a picture of a red dragon sitting on a huge pile of treasure. Writing at the bottom of the card says, "Wish you were here. Love, Gorgo."
 - 4 A card with a spell (level 2–7, of the appropriate class) written on it, usable by **the** viewer as if it were a *scroll* spell. If the pouch owner is a nonspellcaster, the card is blank until it is given to a spellcasting character.
 - 5 A random card from a *deck of many things*. All effects and results persist after the card disappears.
 - 6 A blank card in which the first viewer **other** than the pouch owner is magically *imprisoned*, becoming the picture on the card. If the card is damaged or **destroyed**, the victim suffers appropriately. The *imprisonment* lasts until a new item appears in the pouch.
 - 7 A set of 1d4+1 magic *message cards*. When the command word is spoken, one of these cards, if a message has been written on it, *teleports* to the hand of the one for whom the message is intended. An extra card (besides the 1d4+1 *message cards*) is **provided**, containing the command word and other appropriate instructions.
 - 8 A card **stating**, in prominent letters, that the pouch owner is wanted dead or **alive** by the nearest local authorities, with a picture of the pouch owner, and offering a 10,000 gp reward. When this card is drawn, 100 copies of it appear in prominent places within a 50-mile radius of the location where the pouch was opened. The copies do not disappear when a **new** item appears in the pouch.

Table J: Ropes and Strings (Roll 1d5)

- 1 A rope that allows a *rope trick* spell to be cast with it, as a 10th-level wizard, once per day. Usable by any class.
- 2 A *rope of entanglement*.
- 3 A *rope of climbing*.
- 4 A *ball of endless string*, a sphere of string 4 inches in diameter that never winds down to nothing, no matter how much string is drawn from it.
- 5 A rope that, when thrown to the ground, animates and "dances" to the amusement of all. Lively music from out of nowhere accompanies the dance, which lasts for 1d4+1 turns.

- 6 The rope can dance up to three times per day.
- 6 A rope that, when stretched tightly across a doorway or corridor, takes on the coloration of its surroundings to 95% **undetectably**. When a creature tries to step across or over it, the rope animates and acts as though a druidic *trip* spell had been cast. Twenty-five percent of these ropes act like a *snare* spell instead. Only the pouch owner or the owner of the rope (if it was given away) can safely retrieve the rope if it is of the latter kind.
- 7 This rope is unremarkable save for the fact that it constantly *levitates* in a vertical orientation, with the bottom end staying 3 feet **off** the ground. Up to 1,000 pounds of weight can be tied to the rope and supported. If the limit is **exceeded**, the rope sinks slowly to the ground until the excess weight is taken off it. It requires little effort to pull the rope and its load along.
- 8 This rope seems a *rope of entanglement* **until** it is **used** against enemies. Then it *entangles* the one using it (including the owner) and as many allies as possible.

Table K: Boxes (Roll 1d6)

These are 3-inch-square cubes of an unknown metal with a round red spot on one face. When the owner of the pouch presses the red spot, the magic of the box is activated.

- 1 This cube acts as a limited *cube of force*. When the red spot is pressed & *field of force* goes up—roll 1 d6:
 - 1–2: keeps out living matter
 - 3–4: keeps out nonliving matter
 - 5–6: keeps out magic.

Charges operate the same way as with a normal *cube of force*. Determine one of the three effects above the first time the *cube* is **used**, and the cube performs the same way after that.

- 2 A *cube of frost resistance*.
- 3 Pressing the red spot on this cube causes it to become a 4- by 2- by 2-foot treasure chest on wheels. The red spot appears on the center of the lid of the chest. Pressing the spot a second time causes the chest to become a large, enclosed wagon, drawn by two draft horses, with a 4- by 5- by 2-foot locked compartment built in to it. The red spot appears on the center of the lid of this compartment. Pressing the spot a third time turns the wagon into a 40- by 30- by 10-foot stone cottage with a hearth,

- furniture, and a built-in stone chest of the same dimensions as the wagon compartment, with a red spot on its lid. Pressing this spot causes the cottage to become a small cube again. Pressing the red spot 3 times in rapid succession causes the item to revert to a small cube no matter what form it is presently in. Any objects not originally part of the cube, such as persons who may enter the cottage or the wagon, are left unchanged and unharmed when the item changes form. The lone exception to this is treasure placed in the chest on wheels, which remains intact when other form changes occur. Anything in the chest moves to the compartment in the wagon, or to the stone chest in the cottage, when the appropriate form change occurs. The three respective chests are *wizard locked*, and only the pouch owner can open them freely.
- 4 When the spot on this cube is **pressed**, a set of red numerals appears above the red spot. The numerals begin with 10 and count down one number per round after that. Pressing the red spot again after the first pressing resets the count to 10, and pressing it 3 times in rapid succession (within one round) makes the red numerals disappear. If and when the count reaches 0, the cube explodes, doing 10d6 points of damage to all creatures within 10 feet, half that amount to all others within 30 feet, and causing structural damage equal to twice that caused by a *horn of blasting*. Creatures who make their saving throw vs. magic at -4 take half damage. The cube can be thrown, by hand or with a sling, but will not explode prematurely no matter what happens.
 - 5 This *Pandora's box* releases 4d4 hostile monsters, all of which attack the one who released them (including the pouch owner) when the red spot is pressed. The monsters' Hit Dice are selected at random by rolling 1d6, the result being the level of the monster, but on a result of 6, roll again using 1d8.
 - 6 When the red spot is **pushed**, all **nonhostile** creatures within 60 feet must save vs. magic at -4 or flee in panic for 3d4 rounds. This includes the box holder as **well**.
 - 3 Any one of the following *wands*, with 1d4+1 charges (Roll 1d8):
 - 1: *Wand of frost*
 - 2: *Wand of fire*
 - 3: *Wand of lightning*
 - 4: *Wand of fear*
 - 5: *Wand of illumination*
 - 6: *Wand of poly morphing*
 - 7: *Wand of conjuration*
 - 8: *Wand of paralyzation*
 - 4 One of three types of *wands* with 11-14 charges (Roll 1d6):
 - 1-2: *Wand of magic detection*
 - 3-4: *Wand of enemy detection*
 - 5-6: *Wand of secret door & trap location*
 - 5 A wand that emits a *gust of wind*, as the spell, at a cost of one charge. It has 2d4 charges.
 - 6 A wand like one of those in (4) above, except that it acts as a *rod of cancellation* when its last charge is **expended**, affecting all magic items within a 5-foot radius.
 - 7 A wand that *detects life* (the life force) of any creature within 30 feet, including hidden or *invisible* creatures, for one turn at a cost of one charge. It has 2d4 charges. It cannot detect the life force of creatures smaller than a mouse.
 - 8 This item, *Zadron's wand*, has 1d4+10 charges, and performs as follows: (wielder's choice) for the appropriate expenditure in charges: *wall of force*, as the spell, for one charge; *mirror wall* (described below), for one charge; *disintegrate*, as the spell, for two charges; *and prismatic spray*, as the spell, for three charges. A *mirror wall* has the same effect as the *wall of force* spell, but creatures may freely pass through the **wall**, and only creatures on the same side of the wall as the Spellcaster (wand wielder) can see it. Creatures on the other side, which is a *mirror*, see themselves. Magic cannot pass in either **direction**.

Zagy's Spell Component Pouch

XP Value	GP Value
2x: 200	2,000
3x: 300	3,000
4x: 400	4,000
5x: 500	5,000
6x: 600	6,000
7x: 700	7,000

Unearthed Arcana

This item is a normal belt pouch of an unremarkable sort, although it radiates a faint magic aura if *detect magic* is used. Any wizard possessing this

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Table L: Wands (Roll 1d6)

- 1 A *wand of magic missiles* with 1d4+10 charges.
- 2 **See #3.**

sort of pouch can simply think of the material components needed for a certain spell, and they appear in the pouch. If the components are not used within 1 round after they appear, they disappear immediately, and that usage of the pouch becomes wasted. If the components are employed in spell casting, they similarly disappear in an instant when the spell is cast. The number of times per day that **Zagy's spell component pouch** can be used is found on the table below.

Roll	Result
01–03	2 times/day
04–06	3 times/day
07–10	4 times/day
11–14	5 times/day
15–19	6 times/day
20	7 times/day

Balance Scale

A balance is an instrument used to determine mass and weight. The nonmagical version uses a beam and counterweights to find the exact weight of goods. Magical versions, however, are often used to create a balance, to **establish** an impartial verdict, or to create value where, perhaps, it **didn't** exist.

of Conversion

XP Value: 5,000 **GP Value:** 25,000

The Book of Marvelous Magic

A weighing device, the *balance of conversion*, on **command**, converts any coins **placed** in its left-hand tray into a gem of equivalent value. The gem appears in its right-hand tray as the coins disappear. It can hold up to 1,000 coins at once, if they are in sacks. If a second command word is **used**, the balance operates in reverse, converting gems placed in its right-hand tray into any designated type of coins in the left-hand tray. The coins do not appear in a container and will **spill**. This item functions as often as desired.

of Harmony

XP Value: 4,000 **GP Value:** 20,000

The Hidden Shrine of Tamoachan

The *balance of harmony* is a set of scales that can detect good or evil. A priest places a coin or a gem **with** a *bliss* spell cast upon it in the right pan and touches the left pan to the item or person being **tested**. Coins or gems of greater value have a higher chance of detecting correctly. The scales will balance if they detect **good**, good outweighs

evil and neutrally never balances, but fluctuates back and forth. This device cannot detect poison or traps, but it does *detect curses*.

Chance to Detect Correctly

Chance to Detect Correctly	Price
30%	copper piece
40%	silver
45%	electrum
50%	gold
55%	platinum
60%	gems worth 10 gp
70%	100 gp
80%	1,000 gp
90%	10,000 gp
100%	100,000 gp

of Judgment

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This metal weighing device can reveal alignments. When any creature touches the right-hand tray, a coin appears on the left. If the being is chaotic in nature, a copper piece appears; if lawful in nature, an electrum piece appears. The coin disappears after one round. The scale may be used three times a day.

of Power

XP Value: 6,000

GP Value: 30,000

The Book of Marvelous Magic

When a gem of at least 1,000 gp value is placed on the right-hand tray, this device destroys the gem and raises any one of the user's ability scores to 18. The score raised is selected randomly unless the user announces one beforehand. The score returns to normal in 24 hours. The scale functions once a day.

Ball

Most magical balls are similar to *crystal balls* and measure from 1 to 5 feet in diameter. The balls may be clear, opaque, or of one or more colors. Most are crystal or glass, but stone, **wood**, and other materials have been used to create magical balls.

Avian Attraction

XP Value: 50

GP Value: 250

DRAGON Magazine 73

A dull, gray stone ball the size of a child's marble. When placed in open air (as opposed to a

bag, pocket, or other closed container), the stone attracts all unintelligent avians that pass within 50 feet. Each avian will approach the ball and stay within 5 feet for five minutes, unless frightened away, as (for instance) by the obvious presence of unfamiliar humans. (This item is used by the wealthy to enhance bird feeders, rock gardens, and reflecting pools.)

Base

XP Value: 1,800 **GP Value:** 9,000

The Book of Marvelous Magic

When set upon the ground as the command word is spoken, this ball attunes itself to that "base." After that, if the creature carrying the ball speaks a second command **word**, the ball *teleports* itself, the user, and all carried equipment to the base location. No other creature can be carried or otherwise transported in this way. Standard chances for error **apply** (as given in the *teleport* spell description), and the base is treated as "generally known." The *base ball* functions once a **week**—at most.

Bowling

XP Value: 1,800 **GP Value:** 9,000

DRAGON Magazine 72

This is a +3 weapon that can knock over any opponent weighing 500 pounds or less that it hits. On a natural roll of 19 (mystically known as a "split"), up to two other similar opponents behind the one struck are also bowled over. On a natural 20, up to four similar opponents are similarly affected if the jock yells out the magic word "Strike!" when releasing the ball.

Cosmetology

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

A glass ball (several colors possible) about 2 inches in diameter. When someone breaks the ball, places his or her face and upper body in the resulting colored smoke, and thinks about the kind of cosmetic treatment **desired**—it is instantly accomplished. One person per ball, cosmetic effect only (not an actual **disguise**). Generally found in lots of 3d6. Different colors may signify different capabilities.

Cue

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This ball looks exactly like a *crystal ball*, but no images appear in it, and it may look useless. If **carried**, however, it can offer advice. Whenever the user is in doubt as to a decision of any **kind**, the *cue ball* speaks in a language known to the user, offering its opinion as to the best course of action. The *cue ball* always has an opinion if asked for advice, though its opinion is entirely random if a random choice is the only one possible (such as the direction to take at an unexplored intersection). This ball operates by using *ESP* on the mind of its user, brilliantly analyzing and applying all the user's **knowledge** to arrive at its opinion. The *cue ball* can offer only three opinions per day.

Elemental

XP Value	GP Value
Earth: 1,000	5,000
Air: 1,000	5,000
Fire: 1,000	5,000
Water: 1,000	5,000

The Book of Marvelous Magic

There are four types of *elemental balls*—**earth**, air, fire, and **water**—but they are all identical to *crystal balls*. Upon **command**, an *elemental ball* turns into its element (stone for earth). Each holds its shape while in elemental form and resumes the original crystal appearance on command.

- An *air ball* is useful underwater, where it can supply the user with three hours of breathable air.
- If Strength permits, the *earth ball* can be used as a boulder (as if thrown by a giant) but it is treated as a +1 weapon in all respects; it is also immune to acid damage.
- A *fire ball* burns the person holding or touching it for 1d4 points of damage per round of contact, though it has no effect if any sort of fire resistance applies; with a touch it **will** set combustible materials afire.
- The *water ball* is useful in desert areas, for it cannot evaporate and provides one person with daily water for up to seven days.

On the Prime Material Plane, if an *elemental ball* is offered to an elemental creature as a gift, it causes that creature to become neutral toward the donor and is thus useful for preventing attacks from **out-of-control**, summoned elementals. The

summoned creature then immediately departs to its home plane, taking the ball with it.

of Endless String

XP Value: 120 **GP Value: 600**

DRAGON Magazine 62

A *ball of endless string* is a sphere of string 4 inches in diameter that never winds down to nothing no matter how much string is drawn from it.

Foot

XP Value: 800 **GP Value: 4,000**

POLYHEDRON Newszine 23

When this item is placed on a surface and the command word is **uttered**, it follows its owner, rolling **along** the surface. When it is picked up, it **automatically** displays the exact distance it has traveled (**measured** in yards, contrary to its name) since the command. A second command causes it to reset, starting again at zero. The *foot ball* can measure a total of 20,000 yards (approximately 11 miles) per day, and can display distances accurate to within one-tenth of a yard.

Onyx

XP Value **GP Value**
Inert: 30 300
Normal: 500 2,500

DRAGON Magazine 120

This **1-foot-diameter** black sphere acts just like a *crystal ball*, but is only capable of *clairaudience* since the ball is nearly impossible to see through. Ten percent of all *onyx balls* are actually inert, but have *Nystul's magical aura* cast upon them **anyway—for** effect,

of Power

XP Value: 500 **GP Value: 800**

The Book of Marvelous Magic

This ball is identical to a *ball of string*, but works in an entirely different manner. When held while the command word is spoken, it causes the user to become very fearsome in appearance, brave, (morale score 12, if applicable), and as strong as a hill giant (gaining a +4 bonus to hit and damage rolls, but not able to throw boulders). In addition, the *ball of power* protects the user from **damage—the** first six points of damage taken each round are magically removed as if by *regeneration*, but only negating up to six points taken during the same round. The ball's effects last for two turns, then the ball shrivels and **disappears**.

Ballistae

XP Value	GP Value
Heavy +1: 1,600	8,000
Heavy +2: 3,200	16,000
Heavy +3: 6,400	32,000
Light +1: 800	4,000
Light +2: 1,600	8,000
Light +3: 3,200	16,000
Medium +1: 1,200	6,000
Medium +2: 2,400	12,000
Medium +3: 4,800	24,000

War Captain's Companion

Somewhat rare items, magically enhanced ballistae are highly desirable additions on any ship. Most (65%) the weapons gain a bonus to their attack and damage rolls. The rest (35%) of the ballistae apply the bonus to the range (speed) of the missile being shot.

Roll Bonus Type

01–65	Apply bonus to attack and damage rolls.
66–00	Apply bonus to range (speed) of the missile.

Balloon

A magical balloon is a perfect sphere, usually transparent but occasionally tinted in a single color. The sphere may be from anywhere from 2 inches to 50 feet in diameter and is constructed entirely of **magic—no** matter of any kind is used. It cannot be flattened, dented, or otherwise changed in shape, it cannot be damaged by blunt weapons, nor by any magical attacks except *magic missile*, *dispel magic* (balloon is treated as 30th level), and *disintegrate* spells. However, balloons are nearly weightless and can be easily moved by any force, including blows from blunt weapons and the effects of many spells. Damage from sharp or pointed weapons cause most balloons to burst immediately; some, however, are damaged only by pointed or edged, magical weapons. If floating freely about, a balloon is treated as AC 7.

A balloon may be of a single type or may combine as many as five different types. Any balloon that contains only air, gas, or fluid appears to be **totally** empty until burst (unless described otherwise), but any solid item inside a balloon can be easily seen from up to 30 feet away.

Air

XP Value: 300

GP Value: 650

The Book of Marvelous Magic

Air balloons should not be combined with other types. If punctured carefully with a reed or tube, an *air balloon* releases its pure, clean air slowly. If taken underwater and tightly held while inhaling through its tube, an air balloon can be successfully used in place of a *water breathing* spell or potion. An *air balloon* 1 foot in diameter can provide enough breathable air for one hour of underwater travel. A **2-foot-diameter** balloon provides air for four hours, and a **3-foot-diameter** balloon for 16 hours. Once **punctured**, however, it continues to release air, despite all attempts to plug the leak.

Carnivorous

XP Value: —

GP Value: 200

The Book of Marvelous Magic

This balloon floats toward any living creature that approaches within 10 feet. It magically moves at double the movement rate of its victim, but cannot pass through solids. When close enough, it attacks, automatically hitting its victim and inflicting 2d6 points of damage caused by blood draining. It inflicts 1d6 points of damage each subsequent round. Furthermore, it does not let go until either it bursts or the victim is dead.

of Containment

XP Value: 200

GP Value: 400

The Book of Marvelous Magic

This balloon contains an item. The item must be smaller than the balloon's diameter. Magical items are often found in *balloons of containment*, usually with two or more other balloon effects for protection. When first **created**, a balloon can absorb any one item it touches, if small enough. If freed to seek an item of its own choosing, the balloon drifts off in a random direction. While on its search, the balloon's touch causes any unlocked nonmagical door to open. It can sense magical items within a 10-foot range, and touches each one encountered until it finds one that can be absorbed. The **balloon** then envelopes the item without bursting, despite weight, unless the item is an edged weapon. The balloon then stops searching and settles to the floor.

Hot Air

XP Value: 4,200

GP Value: 10,000

The Book of Marvelous Magic

This item is always found clinging to **ceilings**—it is never encountered outdoors. A *hot air balloon* is warm, easily sensed as such by infravision, and rises through cooler air. It stops if it encounters air warmed to the same temperature or upon contact with a ceiling or other obstruction. The balloon cannot be cooled, even by cold spells. If encumbered by 50 pounds of weight or less, the balloon rises.

Poison

XP Value: 200

GP Value: 400

The Book of Marvelous Magic

When burst, this **balloon** releases a **colorless**, poisonous gas in a sphere of **10-foot-radius**. Each victim within range must make a saving throw vs. poison or die. Its potency can be increased so that it causes a saving throw penalty of up to -8.

Rust

XP Value: 300

GP Value: 500

The Book of Marvelous Magic

Touching the surface of this balloon has the same effect as the touch of a rust monster. Any nonmagical metal item used to touch or puncture the **balloon** crumbles to rust; magical weapons may resist the effect (10% chance per magical plus). Magical metal items without pluses have a 25% **chance** to resist the effect.

Soap

XP Value: 100

GP Value: 200

The Book of Marvelous Magic

When burst, this balloon releases a spray of **acrid**, soapy liquid to a range of 10 feet. Each victim in range must make a saving throw vs. wands or be temporarily **blinded**. This lasts for one turn or until the eyes are rinsed with water.

of Traveling

XP Value: 400

GP Value: 600

The Book of Marvelous Magic

This item floats toward any living creature that approaches within 10 feet; it magically moves at double the movement rate of its victim. When close enough, it appears to attack, automatically hitting and sticking to the victim, but it inflicts no damage. It cannot be removed except by the command word to release or by being punctured.

However, the victim of the **balloon** may direct it, if the proper command words are known. The command to "lift" causes it to rise into the air, carrying the user, of whatever size, and up to 200 pounds of additional weight. If the 10 other command words are known, the balloon can be ordered to **descend**, stop, or drift toward any of eight compass points: N, NE, E, SE, S, SW, W, or NW. The rate of descent or ascent is an invariably 30 feet per round. The rate of drift is 60 feet per round.

Word

XP Value: 400

GP Value: 600

The Book of Marvelous Magic

When **held**, this balloon causes the user to lose his voice. However, anything the user says appears as floating letters and words, in proper order, inside the balloon. The words shrink as more are spoken, making room for an entire sentence of any length. Once a sentence is **completed**, the words immediately disappear. Thus, silent communication is quite possible. The *word balloon* does not interfere with spell casting, but neither does it **display** the words uttered. It does, however, display command words spoken. The words in the balloon appear in the language (and alphabet) being spoken. They can be read from any direction and from **anywhere** the balloon can be seen.

Band

Bands are thin, flat strips of metal, leather, or cloth used to confine or bind something. However, they also can be used as decorative accessories. Bands have been used as a statement of rank, designating an individual as a slave or someone in the service of a powerful individual. The rich often decorate their bands with gems, feathers, or needlework.

of the Arachnid

XP Value: 3,000

GP Value: 30,000

DRAGON Magazine 184

These bands are always found in pairs and are very similar in appearance to *bands of the serpent*. The bands are worn wrapped around the spidery legs of the **neogi**. Only those of that race who possess magical ability can make use of them. The wearer gains the following abilities:

- The wearer receives a +2 bonus on all saving throws vs. poison. This is cumulative with

other forms of magical protection.

- The wearer is immune to the effects of any spell or spell-like ability that affects movement (*slow*, *hold*, and the like). This power is always in effect, despite the wishes of the wearer. A side effect of this ability is that the wearer can move freely through any web, magical or otherwise, like an actual spider.
- The wearer may transform into a giant spider. The wearer gains all of the abilities listed in the *MONSTROUS MANUAL* accessory under **Spider, Giant**. The wearer retains his or her own hit point total. This transformation lasts a number of turns equal to the wearer's experience level. The wearer can transform once per day.

These items neither have nor require any charges. Neogi who possess these rare items will go to great lengths to keep them. Neogi cannot wear more than one type of magical band at any time.

of Bird Restraint

XP Value: 100

GP Value: 500

DRAGON Magazine 73

This is a very small, flexible strip of metal. When placed around the leg of a **bird**, its magic prevents the bird from getting out of the building it occupies, except if physically carried away by someone. The band is too small to fit any bird larger than a hawk.

of Denial

XP Value: 4,000

GP Value: 20,000

The Ruins of Undermountain

This black ribbon, which can be worn as a garter, **headband**, choker, or ceremonial belt, prevents a priest or **wizard** from casting any spells while it is in contact with his or her skin. It does not end or prevent existing or operating spells already cast from functioning, nor does it affect the magic of items used by the wearer.

It looks like a loop of black silk, no knots or clasps, but a smooth circle of **cloth**. The band adjusts to wherever it is worn, fitting snugly around the biceps, ankle, waist, or neck. While worn, it conceals any magical auras on or about the person, and prevents all detection, enchantment, and charm powers or spells from affecting the person. In short, though this band is a bane to spell casters, it does protect its wearer from scrying attempts through *crystal balls*, magical *mir-*

rors, and all spells except *true seeing*.

A *band of denial* can only be destroyed by silver edged weapons, which must do at least four points of damage to cut it and destroy its magical power. It emerges unscathed from acid baths, **explosions**, and magical effects that destroy the body wearing it. Its properties affect only living beings, not undead or otherwise animated, nonliving creatures. It can freely be removed by the wearer, unless physical restraints prevent this.

Familiar Protection Enhancement

XP Value: 2,000 **GP Value:** 12,000

POLYHEDRON Newszine 82

This item consists of two pieces, a thin band that is placed about a familiar's neck and that automatically adjusts itself to the size of the animal, and another band that is worn about the finger or on the ear of the wizard. The bands allow the familiar to travel away from the wizard a number of miles equal to the wizard's level, with no ill effects befalling the animal or wizard. In addition, twice a day, the wizard can see through the familiar's eyes for 10 minutes. The wizard can perform no other function while doing this. Familiars receive the Armor Class of the wizard, if it is higher than their own.

Iron Bands of Bilarro

XP Value: 750 **GP Value:** 5,000

DUNGEON MASTER Guide

When initially **discovered**, this very potent item seems to be merely a rusty, iron sphere. Close examination reveals that there are bands on the 3-inch-diameter globe. Magical *detection* reveals strong magic of an indeterminate nature.

When the proper command word is spoken, and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost giant or fire giant size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands with a successful bend bars roll. Only one attempt is possible before the bands are set to be inescapable.

In a DRAGONLANCE Campaign: *Iron bands of Bilarro* do not exist on Ansalon.

of Might

XP Value	GP Value
Str 18/00: 2,000	20,000
Str 19: 2,500	25,000
Str 20: 3,000	30,000
Str 21: 3,500	35,000
Str 22: 4,000	40,000

Maztica Campaign Set

These are thin bands of **pluma** worn around the wrists. They can greatly enhance the strength of the **wearer**—to 18/00, 19, or 20. The exact increase is determined by the Dexterity and Wisdom attributes of the artisan; take the lower of the two scores and add 3. This equals the strength conveyed by the wristbands.

The strength conveyed is added to the hands and arms of the character, and thus benefits crushing and pummeling and well as weapon-wielding power. It does not allow the casting of boulders, such as is gained with a *girdle of giant strength*.

Die Roll	Strength Rating	Bonus to Hit	Bonus to Damage	Open Doors
01–06	18/00	+3	+6	none
07–11	19	+3	+7	16(8)
12–15	20	+3	+8	17(10)
16–18	21	+4	+9	17(12)
19–20	22	+4	+10	18(14)

of the Serpent

XP Value: 2,500 **GP Value:** 25,000

DRAGON Magazine 184

Only neogi possessing magical ability can make use of these items. These metal bands, always found in pairs, are worn wrapped around the spidery legs of the neogi and bestow the following abilities:

- The wearer of the bands receives a +1 bonus on all saves vs. poison. This bonus is cumulative with other forms of protection.
- The wearer can communicate with any form of reptile through a limited form of **telepathy**. This **includes** lizard men and other sentient **reptiles** as well as the mundane forms. This form of *telepathy* does not give the neogi any ability to control reptiles, however.
- The wearer is able to transform into a giant poisonous snake. The wearer gains all of the abilities listed in the MONSTROUS MANUAL accessory under **Snake, Giant Constrictor**. The wearer retains his or her own hit point

total and can transform into snake form once per day, each change taking one round to complete and lasting up to six turns.

This item neither has nor requires charges. **Neogi** who possess these rare items go to great lengths to keep them out of the "hands" of other neogi as well as adventurers.

Banner

All banners are special to those who fight beneath them, but some are invested with magical powers, either by enchantment or by the reverence of countless generations of warriors. Magical battle standards **characteristically** share certain traits and have particular special abilities. They are **typically** 9 to 12 feet long and weigh between 20 and 80 **pounds**. Their other common features are:

- They are tough and unfading, making all item saving throws with a +3 bonus to the die roll.
- They are inspiring. Soldiers get a +1 bonus to all saving throws and +3 bonus to morale checks while in a unit bearing such a banner (a "unit" is any organized body of troops from 5 to 100 strong).
- They are hard to steal or capture. Any hostile soldier who manages to seize such a banner finds it twice as heavy as it should be and has a -2 penalty to all saving throws while carrying it.
- Their powers wane and wax, depending upon whether they are being used for **legitimate** mass-combat purposes (the DM may declare the powers of a certain standard will fade if it has been captured by a group of adventurers). This effect is the result of the gods withdrawing their good will from such a device, the lack of proper battlefield preparation and blessing, and other causes, DM's choice.

Most magical battle standards have specific attributes beyond the above abilities. Note that experience point values supersede the previously given value for standards possessing the following special attributes:

Other magical banners appear much like normal scarfs, narrow blankets, or other strips of cloth. No runes or written words appear on them, but it may appear that something like a written notice is there to certain creatures, as given in each description. The words seen on such a banner are always readable if the victim

has greater than animal intelligence; the words seem to be in the reader's language and alphabet. A magical banner must be displayed over or near an entrance of some kind to have any magical effect. Each magical banner affects the actions of NPCs and monsters, but usually does not affect PCs, although their curiosity is often stimulated.

of Attraction

XP Value: 1,000

GP Value: 4,000

The Book of Marvelous Magic

When seen by any creature of less than 5 Hit Dice, the banner apparently says, "Enter Here." All monsters and NPCs affected have a 66% chance of wanting to investigate the area and may be surprised when entering any door within 30 feet of the banner (-2 to surprise rolls).

of Bravery

XP Value: 4,500

GP Value: 7,500

The Book of Marvelous Magic

This banner differs from most others, since it must be carried toward an enemy or dangerous area to have magical effect. When seen by any creature of less than 5 Hit Dice, the banner apparently says, "Excelsior." Those NPCs and monsters affected who are friendly toward the banner carriers will follow the user without regard to personal safety (morale score of 12). This effect lasts for one turn at most, and occurs only once per day.

Cursed

XP Value: —

GP Value: 1,200

The Book of Marvelous Magic

This banner appears to be and functions as any other type of **banner**. However, after three or more creatures have been attracted or repelled by its effect, the banner becomes dangerous to touch. The victim suffers a -4 penalty to attack, damage, saving throws, and Armor Class. Once its curse is cast, it returns to normal, but it becomes cursed again if three or more creatures are attracted or repelled by it. The curse is permanent **until** a **remove curse** spell is cast on the banner by a 26th- or higher level **caster**—this remedy destroys the banner and removes the effects of the curse.

Dragon Flag

XP Value: 1,000

GP Value:

Heart of the Enemy

This **3-foot-square**, black cloth bears the outline of a dragon. When not in use, it is rolled into a tube and stored in a special ivory case. When unfurled and displayed on a spelljamming ship, usually from the top of a mast, it causes the entire ship to appear as an immense, three-headed multicolor dragon, spewing fire and clawing at the air. The effect is purely *illusionary*, and the *dragon flag* is commonly used to scare away predators and pirates. Because the illusion is entirely **visual**, without **benefit** of sound or smell, sophisticated observers aren't likely to be fooled for very long. The effect is subject to all the normal restrictions of an *illusion*, including normal chances of detection. The *dragon flag* can be used for one hour per day. If it is not stored in its ivory case between uses, it permanently loses its enchantment.

of Ferocity

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 178

Friendly troops within 60 feet need not check morale, and save against fear and mind-control attacks at +3.

Flag of Untrue Colors

XP Value: 750

GP Value: 12,000

DRAGON Magazine 145

A flag of this type appears (in its **neutral** state) as a large rectangular or triangular piece of dull, light-gray fabric. This magical flag is meant to be flown over a castle or keep. When it is placed atop any structure, all creatures viewing **a flag of untrue colors** (from any distance, including by *screaming*) see it either as a bold crest of a family or country the viewer deems friendly, or of any other force the viewer recognizes as benign. Whenever possible, the flag appears the same to each person in a group; What is more, if blank gray flags are flown from a structure with **a flag of untrue colors**, they also take on the illusory hues and colors of the magical item.

Any creature with a Wisdom of 14 or higher receives a saving throw vs. spell (with Wisdom bonuses) against the flag's effect. Creatures not affected by illusions are immune to this **item**.



Flying

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

If held while the command word is **uttered**, this banner enables the user to fly for six turps. However, while flying, the banner must be held by one end so that it flaps out behind the user. While thus **displayed**, it functions as a *banner of insults*, visible to all within 360 yards of the user.

of Friendship

XP Value: 1,250

GP Value: 4,500

The Book of Marvelous Magic

When seen by any creature of less than 5 Hit Dice, this banner apparently says, "Welcome!" All monsters and NPCs affected have a 66% chance of wanting to visit **and**, if not **attacked**, may be **friendly** to whatever they meet (+2 bonus to reaction rolls).

Holy

XP Value: 6,000

GP Value: 30,000

DRAGON Magazine 178

This is a banner that gives a +2 bonus to the saving throws of all friendly troops **within** 60 feet who are of the same alignment in which the banner has been consecrated. In addition, it turns (or commands, for evil-aligned banners) undead as would a 12th-level priest. All hostile priestal

spells cast by priests of a different **alignment** have a chance of being dispelled while in the area equal to 20% minus 1% per level of the caster.

of Insults

XP Value: — **GP Value:** 450

The Book of Marvelous Magic

This banner **appears** and functions just like any other type of banner. However, when seen by a creature of 6 or more Hit Dice, the message displayed is quite insulting and deeply personal. The message cannot be seen by humans or demihumans. The creature has a 90% chance of investigating, and probably will attack anyone nearby (-4 penalty to reaction rolls).

Law's

XP Value: 5,000 **GP Value:** 25,000

Tome of Magic

This blazing red standard has the magical ability to raise the morale of troops when held at the front of a lawful **army**. The banner inspires any soldier in the army who is within a quarter-mile of the banner and can see the flag. Troops inspired in this manner receive a +2 modifier to their base morale according to **BATTLESYSTEM** rules. In order for an army to be considered lawful, at least 90% of the troops must be of lawful alignment and no more than 1% can be **chaotic**.

If the banner falls, the effects are lost immediately. If the banner is raised within one turn, the effect returns. If the banner is not raised within one turn, the inspired troops become filled with **dread**, feeling that the battle has clearly gone against **their cause**. The same troops now suffer a -2 morale **penalty** for the duration of the **battle**. The standard may be raised any number of times, but it only improves or impairs morale once per day.

In Ravenloft: all the effects of this magical item can be used on mobs and crowds of villagers. It is up to the DM to decide if the mob or crowd is sufficiently lawful. Almost by definition a mob is a chaotic group. However, if the crowd of villagers is highly **organized**, the game master might rule that it is sufficiently **lawful** to qualify for a banner.

Magic Shield

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 78

All hostile spells cast within 60 feet of this item have a flat 20% chance of being *dispelled* (includ-

ing potions possessed by hostile creatures), and all unit saving throws against spells cast by hostile forces are at +2.

Pennant of Bravery

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 72

By waving this mystical flag and yelling "Go, team, go!" a jock can cause all friendly viewers to fly into a berserk rage (+20% to morale, -2 to the **attack**, but +2 to damage).

of Privacy

XP Value: 1,500 **GP Value:** 5,000

The Book of Marvelous Magic

When seen by any creature of less than 5 Hit Dice, this banner apparently says, "Keep Out." All monsters and NPCs affected have a 66% chance of wanting to leave the area undisturbed.

of Protection

XP Value: 7,500 **GP Value:** 30,000

Oriental Adventures

This banner is a flag that could be hoisted above a castle or palace. On it are written red characters for health, prosperity, and fame. To activate the banner, it must be **affixed** to the highest point on the building or compound it is to protect, and the name of the building or compound must be boldly written on the banner. Once in place, the banner extends a magical field that blocks spells of 5th level or greater. The field extends to all buildings and grounds that form a single unit, identified by the name written on it. Thus, if placed on the main building of **Matsuma** Castle, the field would protect **all** buildings that form the castle. However, the area of effect can never be greater than a **100-yard** radius. The banner is only effective while it is flying in plain view. If it is cut down or **removed**, the protection is canceled until the banner is restored to its proper position.

Protection II

XP Value **GP Value**
2,000/bonus 10,000/bonus

DRAGON Magazine 178

This banner provides all friendly troops within 60 feet protection from one or more specific sorts of attack. Saving throws against those attacks are at +3; successful saving throws result in % normal damage, and failed saves result in % damage. (There are 2,184 permutations of this item.)

Roll	Protection granted
01-07	Breath weapons
08-14	Cold attacks
15-21	Death magic
22-28	Electricity/Lightning
29-35	Fear attacks
36-42	Fire attacks
43-49	Gas attacks
50-56	Paralyzation
57-63	Petrification
64-70	Poisons
71-77	Rods
78-84	Spells
85-91	Staves
92-98	Wands
99-00	Roll Twice. This effect is cumulative (up to three times). (Add 750 XP and 7,500 XP for each additional property.)

of Renown

XP Value: 5,000 GP Value: 25,000

Land of Fate

This magical flag displays the moon and trailing stars of the Land of Fate, and may be used to rally and increase the morale of enlightened soldiers and other creatures. All enlightened creatures within 100 feet of the banner gain a +2 to all morale checks, and fight at +1 on attack and damage rolls. In addition, routed individuals may make another morale check, should they pass within 100 feet of the banner. The banner's magic lasts as long as its holder is alive. Should the banner bearer be slain, the banner evaporates and **all** benefits are immediately lost. (See *Sword, of the Faithful* for an explanation of "enlightened.")

of Terror

XP Value: 4,000 GP Value: 20,000

DRAGON Magazine 178

Enemies within 80 feet of this dreaded flag must make an **immediate** morale check. **All** subsequent morale checks in the zone of influence suffer a -1 penalty per 20 feet of distance as they continue to close in on the flag, to a maximum of **-4**.

Zen's

XP Value: 5,000 GP Value: 25,000

1992 Fantasy Collector Card 390

This bright blue standard is like *Law's banner* in as much as it greatly affects the turn of a battle, yet it is very **different**. Zen is a strict advocate of peace and her magical banner's power reflects this. **Zen's**

banner makes any enemy within a quarter-mile feel as though they are unjust and cruel, subtracting two from their base morale, according to **BATTLESYSTEM rules**. This applies even to the most evil of armies. Should the banner fall, the effects are immediately lost. Should it not be raised again within a **turn**, enemies are filled with blood-lust and receive a +2 bonus to base morale.

Barding

After deciding the magical properties of the barding the character found, purchased, or traded for, roll on the tables below to find the type of barding, the category, and the construction materials. Please note that certain barding types do not require a roll on the materials' table (for example, the **different** types of leather and padded armor).

Roll	Barding
01-07	Banded
08-14	Brigandine
15-21	Chain
22-29	Elven Chain
30-35	Field Plate
36-38	Lamellar
39-43	Full Plate
44-50	Leather
51-57	Leather Scale
58-64	Metal Scale
65-71	Padded
72-79	Plate
80-84	Ring
85-88	Scale
89-93	Splint
94-97	Studded Leather
98-00	Wicker

Roll	Barding Category
01-30	Full Barding
31-70	Half Barding
71-00	Partial Barding

Roll	Armor Material	Cost Multiplier
01	Adamantite	x50
02-05	Bronze	x.95
06-08	Copper	x.90
09-10	Electrum	X2.5
11-12	Gold	x5
13-62	Iron	x1
63-72	Obsidian	x.75
73	Platinum	x25



74-75	Silver	×1.5
76-90	Steel	×1.1
91-99	Wood	X.5
00	Mithral	×100

of Deceptive Travel

XP Value	GP Value
Basilisk: 600	6,000
Cave bear: 600	6,000
Giant scorpion: 500	5,000
Manticore: 600	6,000
Rust monster: 500	5,000
Tuatara lizard: 300	3,000

The Book of Marvelous Magic

This item is identical to *barding of easy travel* and, indeed, may be used as such indefinitely. However, if the proper command word is discovered and spoken, the steed turns into a monster. Roll 1d6 to find the form of the monster:

Roll	Steed Type
1	Cave bear
2	Tuatara lizard
3	Rust monster
4	Basilisk
5	Manticore
6	Giant scorpion

The monster understands, obeys, and even fights for the user. Note that the gaze of the basilisk form is still dangerous, even to the user, and that the rust monster may require very quick and detailed instructions if accidents are to be avoided

of Easy Travel

XP Value: 200 GP Value: 2,000

The Book of Marvelous Magic

This is a 2-inch-long set of complete horse barding. When the user places it on the ground and speaks the proper command word, it enlarges to full size and magically creates a war horse within it; hit points are determined randomly for each use. This can be done once per day at most. The animal disappears on command, when slain, or if the barding is removed. When the animal disappears, the barding returns to its original (empty), miniature state.

of Flight

XP Value: 4,500 GP Value: 45,000

POLYHEDRON Newszine 82

This leather horse barding emits only a weak dweomer when *detect magic* is cast. However,

when this **barding** is fitted onto a horse, pony, mule, or donkey, it automatically sizes itself to the mount. When a command word is spoken, a set of feathery wings graft themselves onto the mount, granting the beast flight with a maneuverability class D and a movement rate of 24. The mount can fly up to six hours before needing to rest. For each hour of **flight**, the mount must rest one hour. If a mount is forced to fly beyond the **six-hour** limit, the wings disappear, and mount and rider fall to the ground.

Magical

XP Value	GP Value
+1: 500	5,000
+2: 1,000	10,000
+3: 2,000	20,000
+4: 4,000	40,000
+5: 8,000	80,000

Top Ballista

Made only by dwarven (and a few **gnomish**) smiths of exceptional talent, magical barding (frequently used by pegataurs among the skydwellers) is a rare treasure indeed. Make two 1d20 rolls on the table below to find the armor type and the magical plus of the armor.

1d20	Armor Type	1d20	Plus
01-04	Scale mail	01-10	Armor +1
05-14	Chain mail	11-17	Armor +2
15	Banded mail	18	Armor +3
16-19	Plate mail	19	Armor +4
20	Field plate	20	Armor +5

Magical barding is automatically of superior quality. Field Plate is not found with an enchantment superior to +3, and ordinary plate mail barding is not enchanted beyond +4 protection.

of Missile Protection

XP Value: 2,500 **GP Value:** 25,000

POLYHEDRON Newszine 82

This magical chain barding always has an ornamental design woven into the links. The barding is unusually light, weighing about 45 pounds. When the command word is spoken, the barding sizes itself to fit any horse, from a pony to a heavy war horse. The barding gives the horse a -5 Armor Class against missile attacks and a saving throw vs. spell against *magic missiles*. Against **nonmissile** attacks, the barding confers an AC of 2. The barding can function indefinitely.

Morgan's Horse

XP Value: 500 **GP Value:** 5,000
1992 Fantasy Collector Card 295

Morgan's war horse wears this suit of *half barding +1*, giving it an effective Armor Class of 1. The barding protects only the head and front quarters of the horse, leaving the rear unprotected. The weight of plate barding is such that only war horses can wear it and then only for short periods of time.

Barrel

A barrel is a cylindrical container constructed of wooden slats (staves) and held together by circular metal bands (hoops). It has flat, parallel ends, the base is mounted permanently and the top is usually removable. Both base and top may be permanent if one or more holes are cut in the barrel and sealed with plugs (bungs). A standard barrel holds 31.5 gallons of liquid or 196 pounds of solid material (such as flour or treasure), and weighs 100 pounds when empty.

After determining the magical properties of the barrel, roll on the following table to determine the type.

Roll	Barrel Type
01-25	Barrel, Large
26-50	Barrel, Small
51-75	Hogshead
76-00	Tun

of Hiding

XP Value: 250 **GP Value:** 1,000

The Book of Marvelous Magic

This wooden barrel is reinforced by iron hoops and has a bottom but no lid. Creatures or objects within the barrel cannot be seen or detected in any way, not even with *detect magic*, *detect invisible*, or other magical effects.

Itzpixc's Collapsible

XP Value: 500 **GP Value:** 3,000
POLYHEDRON Newszine 82

When **assembled**, this 2½ cubic foot device can hold about 15 gallons of water. When **disassembled**, the barrel fits inside a 3-foot by 8-inch sack. The barrel, consisting of a collection of metal rods and a tailored piece of canvas, has been enchanted not to leak. Only weapons of +2 or greater can puncture the canvas.

The collapsible water barrel was designed and

built by the famous gnome engineer-wizard Itzpix of the Quickmind clan. The assembly sequence is not obvious, it takes some intelligence and practice to be able to put it together. However, it is simple to **disassemble**. This device is most often used by priests during their travels to hold the results of *create food* and *water* spells. In areas where water is **rancid**, fouled water can be collected in this device and, by means of a drop of *sweet water*, be made pure.

of Monkeys

XP Value: — **GP Value:** 500

The Book of Marvelous Magic

When this barrel is **examined**, the victim looking inside it must make a saving throw vs. spell or be *polymorphed* into a white ape. In addition, regardless of the results of the saving throw, one white ape appears within the barrel and leaps out, attacking anyone nearby. Another white ape appears each turn thereafter, until 100 of the creatures have been created or until a *remove curse* spell is applied. The barrel loses all its magical powers if moved by **hand**, but may be transported by the use of *telekinesis* (weighing 500 pounds).

Neverending Barrel of Grog

XP Value: 900 **GP Value:** 4,500

War Captain's Companion

Often, the greatest worry spelljammer captains have is maintaining a healthy supply of clean liquids for the **ship's** crew. One way this is accomplished is by using a *neverending barrel of grog*. Grog, a watered down version of cheap, rot-gut rum, is not particularly good for the crew, but it will keep them alive (and not complaining) almost indefinitely. The barrel has a magical dweomer, but remains empty until it is **tapped**. When **tapped**, it needs to be set upright and lidded. When the handle of the wooden tap is turned to either the left or right, a dirty, **foul-smelling** fluid gurgles forth, filling the cup (or mouth) lying beneath the spout.

The barrel will forever pour out grog, without a daily limitation. (After the fifth glass in an hour's time, an imbibor must roll a Constitution check with each glass or pass out. If the check fails, the character falls asleep for 2d8 hours, and cannot be awakened by nonmagical means.)

Neverending Barrel of Salt Pork

XP Value: 1,800 **GP Value:** 9,000

War Captain's Companion

Another problem of **spelljammer** captains is the safe storage of food on **board**, especially on the long journeys between crystal spheres. Food kept in dark, often damp cargo holds has the unsavory habit of turning bad and spoiling quickly. Therefore, other means to preserve food need to be found. Salting meats and vegetables is a common practice. This curbs spoilage, but storing the bulk and the extra weight of the meat and salt is a problem. The *neverending barrel of salt pork* allows the ship's cook to pull up to 100 pounds of salted pork each day (feeding about 50 crewmen). Once the salt is **scraped**, shaken, and dissolved away, the meat can be **cooked**, rendering a safe (although somewhat salty) meal.

of Poverty

XP Value: — **GP Value:** 550

The Book of Marvelous Magic

When this item is **examined**, the victim looking inside is affected immediately and has no saving throw. All the victim's items, worn or carried, immediately disappear. Shoulder straps then appear across the top of the **barrel**—the victim may wear the barrel (treat as AC 4 but with no dexterity adjustments), if **desired**, by removing its bottom. The victim's possessions are not destroyed, but are merely sent to the victim's home. The barrel vanishes if struck by sunlight.

of Rolling

XP Value: 500 **GP Value:** 1,500

The Book of Marvelous Magic

This barrel is useful both for storage and cargo transport. Its top is easily closed and locks on **command**. When laid on its side and a second command is given, it rolls away from the user at the rate of 20 feet per round. It cannot be commanded to turn, but a third command stops it. It may be used as often as desired.

Basin

Basins are shallow, round containers crafted out of ceramics, pottery, or metal. They are chiefly used to hold water for washing (hands, feet, oral hygiene). Enchanted basins generally have magical waters that perform a specific function.

of the Angel

XP Value

CG Alignment: 7,500

LG Alignment: 7,500

NG Alignment: 7,500

GP Value

33,500

33,500

33,500

DRAGON Magazine 145

A *basin of the angel* is a rare, highly prized item sculpted of precious metal. A spidery **design** composed of thousands of interwoven holy symbols adorns its silver base, while its copper bowl is smooth and reflective. Each basin of this type has a particular good alignment (either **lawful**, neutral, or chaotic), and each of these basins is sworn to a particular good-aligned deity,

Within the basin's bowl stands a tall gold statuette of a **movanic** deva (sometimes resembling a servant of the deity to which it is **dedicated**, with back arched and arms **high**). The deva figure pours water into the basin from a crystal vial held in its hands. The water appears and drains magically, the basin is always full.

Any evil being touching a *basin of the angel* takes 2d6 points of damage and must save vs. spell to avoid being *teleported* three miles in a random, horizontal direction. The basin does not affect neutral creatures or characters, but it comforts any good-aligned being who views it or touches it, providing a +1d6 morale bonus based on exact alignment, piety, and so forth of the viewer or the toucher.

Water from the basin tastes cool and refreshing to all good-aligned beings who drink from it. For drinkers of the same alignment as the **basin**, it *cures disease* and *cures light wounds* with a single sip, once per week, per **individual**. A priest of the basin's **alignment** who follows the basin's patron deity may drink of its special waters and gain their benefits as often as he or she likes (maximum of once per day). Still, a *basin of the angel* does not realize its full potential until a 9th-level priest places it within a permanent shrine to the proper deity. If the priest then lives in the best manner of his or her faith always, never straying from alignment, the following latent powers accrue to the device:

- It radiates *protection from evil* in a 240-yard-radius.
- It causes all evil characters or creatures who attempt to enter the temple that houses the basin to save vs. spell at -1 or be affected as the wizard spell *repulsion*.
- It endows the shrine with a guardian angel, a movanic deva of average hit points and abili-

ties. This guardian appears only once, at the time of the temple's greatest need (as determined by the DM).

A *basin of the angel* is about 5 feet high and 2 feet in diameter, and weighs 180 pounds. It is very awkward to carry. AD water taken from it becomes nonmagical unless consumed within three rounds.

of Hidden Dangers

XP Value:

DRAGON Magazine 145

GP Value: 3,000

This magical item appears to be a *basin of the angel*, even to the point of radiating a strong aura of good. However, any evil creature may handle this item with impunity, for it is actually a device built by evil gods. A *basin of hidden dangers* is constructed by forces of the Outer Planes directly opposed to those who have *basins of the angel* dedicated to them. Thus, Loki may create a *basin of hidden dangers* that appears exactly like a benevolent basin dedicated to Thor, or Set to a basin dedicated to Osiris.

A *basin of hidden dangers* immediately and permanently defiles any good temple it enters, simultaneously **inflicting** the temple's high priest with a powerful curse. Unless the defiled temple is **razed**, the ground beneath it sown with salt, and a new temple of at least the same size and value of the old one is built elsewhere, the cursed high priest will carry temporary defilement (lasting 10d10 years) to any good temple the unfortunate priest enters. Furthermore, he or she is unable to learn any spells above the 3rd level until an *atonement* is received. This is such a powerful curse it may only be removed by the methods prescribed above or by employing a *wish*.

A *basin of hidden dangers* may be easily destroyed and does not "follow" a character in the manner of some cursed items. Note that the destruction of the basin does nothing to alleviate its curse.

Basket of Devouring

XP Value: 250

War Captain's Companion

GP Value: 2,500

Baskets of devouring are common items in ship studies and captain's quarters. They are small, 1-foot in diameter and 1-foot tall, and have a natural ability to always land open-end up. Anything large enough to fit completely into the basket disappears once its total mass passes

under the lip.

All items placed into a *basket of devouring* have a 5% chance per turn of disappearing. This can be helpful when an item or valuable piece of paper is thrown into the basket before its importance is revealed. (Unfortunately, it can also cause some problems when incriminating information needs to be destroyed and the basket doesn't operate for days.)

(It is rumored that items placed in a *basket of devouring* are not destroyed. The rumor has it that the contents are dimensionally shifted into the Astral Plane. There, the arcane have a special asteroid base where they sift through the refuse looking for valuables. All valuable information and items are catalogued and placed in a vast library.) This item does not function while a ship is in the phlogiston.

Battering Ram

A battering ram is a long, heavy beam of wood with a thick, sturdy head for smashing down walls and portals. A ram can be carried by a siege machine or by a group of six or more warriors. Simple rams often are constructed from nearby trees and left at the sight of the siege, but magical versions can be very ornate and are reusable.

Battering rams can also be attached to the front of sea-faring or spelljamming ships. These rams are used to crush the life out of enemy craft.

Bigby's Demanding

XP Value: 2,500 **GP Value:** 25,000

DRAGON Magazine 178

A singular item manufactured by a master wizard of the City of Greyhawk, this ram is a 10-foot, brass-sheathed battering ram, forged by dwarves from the Farthest Mountains. It was bathed in the boiling blood of a dozen yeti to give it strength, rune-etched with the acid of a black dragon, then tempered in a living volcano. Its head was forged from a single wedge of bronze brought from the Elemental Plane of Earth and carved in the shape of a clenched fist by six *bound efreet*. Finally, it was invested with *Bigby's clenched fist*, *Bigby's forceful hand*, and *wall of iron*. The result is a battering ram that takes 10 men, minimum Strength 13+ or the equivalent, to use. On impact, it delivers a blow equal to triple the usual structural damage inflicted by a ram.



Magical

XP Value	GP Value
Blunt +1: 100	1,000 gp/ton
Blunt +2: 200	2,000 gp/ton
Blunt +3: 400	4,000 gp/ton
Grappling +1: 200	2,000 gp/ton
Grappling +2: 400	4,000 gp/ton
Grappling +3: 800	8,000 gp/ton
Piercing +1: 100	1,000 gp/ton
Piercing +2: 200	2,000 gp/ton
Piercing +3: 400	4,000 gp/ton

Realspace

These enchanted rams give captains a bonus on ram attack rolls. Each number listed above is multiplied by the tonnage of the spelljamming ship they are attuned to determine the total GP and XP values.

Beacon

Beacons are any number of different devices, but one thing they all have in common is their ability to attract attention. Beacons may be used to warn vessels of reef barriers, to signal spelljamming ships that a waystation is ahead, or mark courses.

Arcane

XP Value: 1,500

GP Value: 15,000

The Astromundi Cluster

Arcane beacons are devices used to attract spell-jamming ships into ports. They emit a fiery blue glow that can be seen for thousands of miles. Typically, these beacons are used only in the largest ports—because they do attract unwelcome visitors.

The beacons are fueled by gold, which they burn at a rate of one gold piece an hour. This makes them very expensive to keep running, but most trading ports believe they are worthwhile investments, since they keep potential clients from flying past. Some ships also carry an *arcane beacon* in case they are stranded and require rescue, but such use is rare.

They resemble squat-legged stoves, with clear, crystal globes on top. Gold is fed into the body and flames appear within the globe. *arcane beacons* are sometimes mounted in towers on a rotating platform like a groundling lighthouse.

Thayvian

XP Value: 1,000

GP Value: 10,000

DUNGEON Magazine 38

A Thayvian beacon is a magical device that attracts a specific type of monster into an area and then holds it there through a powerful form of mind control. These beacons were developed by the School of Conjuraton and Summoning in Thay, originally for use in *Rashemen*. *Minshak Keseri* was an influential member of the School at this time and was partly responsible for the item's invention.

To create a *Thayvian beacon*, the wizard first needs to find a piece of the monster to be attracted (a tooth, for example). Next, a skilled metalsmith is required to cast a bronze disk 1-foot in diameter and 3 inches thick. The likeness of the monster should be carved into the mold, so that a relief picture of the beast appears on the disk. The piece of the monster must be ground or crushed into the molten bronze.

When the disk has been removed from the mold and has cooled, the wizard can begin work. The exact spells to be cast are known only to select Red Wizards of the School of Conjuraton and Summoning, but Elminster of Shadowdale believes they include *enchant an item*, *permanency*, and *charm monster*, as well as *monster summoning* spells whose potency level must total the Hit Dice of the monster to be summoned. In other words, to enchant a beacon to attract bulettes the wizard

needs to cast *monster summoning VII* and *monster summoning II* (or a similar combination), since a *bulette* is a 9-HD monster.

Each beacon must have its own unique command words to both activate and deactivate it. Monsters that can be attracted by Thayvian beacons must be of low intelligence or less. The range of a device is 10 miles per Hit Die of the monster to be summoned. Once attracted to the beacon, a powerful *charm* affects the monster. The creature must make an **Intelligence** check or it cannot stray farther than 1 mile per Hit Die from the beacon. For each week within the effect of a beacon, the monster can check again, adding a cumulative +1 to its Intelligence check. If it cannot overcome the beacon's influence, the monster remains within the zone of effect, even if this means it starves to death.

Bead

Magical beads are normally ¼ to 1 inch in diameter, made of any color glass, ceramic, metal, or other material. Beads are fragile and should not be thrown; almost any impact will shatter a bead, destroying it and its magic. When found, 1d4+1 beads are usually together, perhaps on a string, although they need not be all of the same type.

of Accuracy

XP Value: 150

GP Value: 1,500

The Book of Marvelous Magic

When this bead is thrown, it automatically hits any victim within 60 feet, and the victim must make a saving throw vs. **spell**. If the saving throw is successful, the bead falls off but does not break and can be recovered unless broken afterward. Otherwise, it sticks to the victim and turns into a small target ring of concentric circles. The effect lasts for one hour and cannot be removed except by *soap of washing* or a *wish*. If generally aimed at the side on which the target appears, all weapon attacks gain a +2 bonus, attacking the targeted victim. For example, a thief's backstab attempt would not gain this bonus unless the bead was thrown at the victim's back.

Beady Eye

XP Value: 150

GP Value: 1,500

The Book of Marvelous Magic

Upon command, this bead becomes a small eyeball. The user may see with the eye as long as it remains within 60 feet. If it is rolled, the user must make a saving throw vs. **spell** or become dizzy,

confused, and then completely stunned until the bead is destroyed. If crushed while in use (by someone being spied upon, for example), the user must make a saving throw vs. spell or be *blinded* (curable by the usual methods). Although the user may have any number of extra eyes with these beads, the eyes cannot be closed and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate saving throw (possibly each round), and may not look away. Upon **command**, the eye turns into a bead again.

of Dew

XP Value: 200

GP Value: 300

The Book of Marvelous Magic

When placed in any **spoiled**, **poisoned**, or stagnant water, this bead purifies it, affecting up to 1,000 cubic feet of **liquid**. The purified water is clear and cool. The bead dissolves when used.

of Force

XP Value: 200

GP Value: 1,000

The Forgotten Temple of **Tharizdun**

These small, black spheres might be mistaken for common beads, marbles, or, perhaps, unusually **lusterless**, black pearls. Each is about $\frac{1}{2}$ of an inch in diameter and quite heavy, weighing almost an ounce. One **can** be hurled up to 30 feet away. Upon impact, the bead sends a **burst of force** that inflicts **5d4** points of damage on **all** creatures within the **10-foot** radius of its burst. Those saving take full damage, but the force has thrown them back. Those failing to save vs. spell are immediately encapsulated after taking damage. The force forms a sphere around the victims (even those of large size) and they are unable to escape except by the same means by which a **wall of force** is brought down. The effect dissipates in 3d4 rounds. About **1d4+4** of these beads are usually found.

Glass

XP Value

GP Value

Fire Resistance: 250

400

Flying: 250

400

Healing: 250

400

Invisibility: 250

400

Poison: 250

400

Speed: 250

400

The Book of Marvelous Magic

A **glass bead**, on **command**, turns into a glass goblet containing one of the following potions

(determined randomly upon creation):

Roll	Potion Type
1	Fire resistance
2	Flying
3	Healing
4	Invisibility
5	Poison
6	Speed

If the potion is poured into any other container, it turns into water. It must be consumed from the goblet to have any magical effect. Any creature of 7 or more Hit Dice discerns the type of potion with a **small sip**; others must take their chances! If the potion is poison, the smallest sip requires a saving throw or death results. The poison turns to pure water when a sip is taken. The potion also turns into water if not consumed within one turn, and the goblet disintegrates when emptied.

of Oblivion

XP Value: —

GP Value: —

The Emirates of **Ylaruam**

Each facet of this bead has a power that suppresses, erases, or discourages recall of dark sorceries, worship, and necromancy. Those who pass within 12 miles of this device make a save vs. spell at a -20 penalty (forcing **all** but the most powerful or magically-equipped to fail) or all dark knowledge is forgotten.

A team of Immortals placed this major artifact deep beneath the earth, in the ruins of the Nithian royal catacombs near **Sum-Man-Raa**. The device was created at great expense of power by the Old Man of the Sea, the **Gnoll**, and Zephyr, dedicated Immortals who wished to reestablish the balance disturbed by the direct interference of **Thanatos** (and his secret **ally** Corona) in the affairs of the Nithian Empire.

Pearl

XP Value: —

GP Value: 500

The Book of Marvelous Magic

Upon **command**, this bead turns into a perfect pearl of **10,000 gp** value. It remains magical, however, and is not of sufficient quality to fool a jeweler, moneylender, or dwarf. It disintegrates three hours after becoming a pearl.

of Prayer

XP Value	GP Value
Atonement: 500	1,000
Damnation: 500	1,000
Hindrance: 500	1,000
Karma: 500	1,000
Response: 500	1,000
Succor: 500	1,000

STRATEGIC REVIEW Magazine 5

These beads (**10d4**) are mounted on a string, and may only be used by priests for aid in prayer. All of the beads are of gem-quality stone (a minimum of **100** gp each), and of uniform size and value.

Bead of Atonement: Allows a user to have an 80% chance of *atonement* for a transgression that has caused an alignment change. In other words, it gives the user an 80% chance of regaining his or her original alignment.

Bead of Response: Serves as a hotline to the patron deity, assuring response to prayers, though in no way guaranteeing that the response is the one hoped for—**gods** are fickle.

Bead of Damnation: Serves as a hotline to the patron's chief **nemesis**, which usually gets the user in trouble.

Bead of Karma: For priests of the **1st** to the **5th** levels, it increases their powers by three levels for **3d4** turns; **6th** through **10th**, two levels for **2d4** turns; and **11th level+**, one level for **1d4** turns.

Bead of Succor: Increases the base chance of response from the god prayed to by 30%.

Bead of Hindrance: Decreases chance of a response by 30%.

of Prayer II

XP Value: 200	GP Value: 300
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The Book of Marvelous Magic

This valuable item allows a priest to exchange one known spell (**not** yet cast) for another, if both are of the same spell level. For example, if the priest knows *detect magic* but needs *cure light wounds*, the priest may use the bead to forget *detect magic* and gain knowledge of *cure light wounds*. The new spell may be cast when needed. The priest need not be fully rested to use the bead. After changing one spell, the bead disintegrates.

Beaker

Beakers are glass, crystal, ceramic, or lightly hammered metal flasks that are used to hold liquids and plasma substances. Alchemists use them to heat liquids, combine solutions, and dissolve

aqueous compounds. these concoctions can either have magical temperaments or they can be natural, nonmagical blends.

of Cures

XP Value: 400	GP Value: 2,000
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CARDMASTER® Adventure Design Deck

Roll **1d10** and restore that many hit points. These can be divided among the party.

of Plentiful Potions

XP Value: 1,500	GP Value: 12,500
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DUNGEON MASTER Guide

This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create **1d4+1** doses of **1d4+1** potions. (The kinds of potions are determined by random selection.) Different potions are layered in the container, and each pouring takes one round and results in one dose of one potion.

Roil **1d4+1**, to find the number of potions the beaker holds. Roll again to find which potions the beaker contains (*delusion* and poison are possible). Record each potion in order of occurrence—the potions are layered and are poured in order. Duplication is possible.

If the container **holds** only two potions, it dispenses them one each per day, three times per week; if three are **contained**, one each per day, twice per week. If four or five are **contained**, one per week is produced. Once **opened**, the beaker gradually loses the ability to produce potions. The reduction in ability results in the permanent loss of one potion type per month, determined randomly.

Bean of Ooze, Slime, and Jelly

XP Value	GP Value
Gray: 500	2,500
Green: 500	2,500
Orange: 500	2,500
White: 500	2,500
Yellow: 500	2,500

Wizard's Challenge

When these beans are thrown against a solid surface, they change into one of the amorphous life-forms often found in dungeons. A green bean transforms into green slime, yellow into a gelatinous cube, white into crystal ooze, gray into gray ooze, and orange into an ochre jelly.

The beans are generally carried in metal containers. A character who falls with a bean in his

or her pocket risks activating the bean (a Dexterity check is applicable). If a container holding a bean misses a saving throw vs. crushing blow or falling, the bean activates.

PCs who eat beans discover that these beans taste horrible. If a PC spits it out before swallowing, there is no ill effect. If a PC swallows a bean, he or she must roll a saving throw vs. poison for each bean swallowed. A successful saving throw has the following effects:

An **ingested ooze, slime, and jelly bean** causes a character to suffer flu-like symptoms for 2d4 days as the bean activates, the resulting **lifeformdies**, and the body attempts to purge it. Symptoms include extreme nausea and vomiting, distended stomach, diarrhea, and body aches. Such a character could be transported in a wagon, but would not be strong enough to ride a horse. The character suffers a -4 penalty to all attack rolls and Strength and Constitution scores are reduced by 3 points for the duration of the **illness**. Effects are cumulative with each bean **swallowed**, and if any attribute drops to 0, the character dies. A **cure disease** spell administered any time during the illness removes all effects.

Roll	Bean Type
1-2	Gray
3-4	Green
5-6	Orange
7-8	White
9-0	Yellow

Bedroll of Dryness

XP Value: 500 GP Value: 1,500

DRAGON Magazine 73

A bedroll sewn along the edges to make it a large bag (in other **words**, a zipperless sleeping bag). Anyone who sleeps in this bedroll remains dry, despite rain or snow, unless the bedroll comes to lie in more than 1 inch of water. It remains dry inside even when covered with snow.

Beholder Mouthpick

XP Value	GP Value
Fangpick: 3,000	6,000
Absorbing: 1,000	2,000

The Ruins of **Undermountain**

For all their formidable might, the eye tyrants cannot accomplish the simple task of picking up a stick without some aid. To circumvent their lack of appendages and limbs, beholders sometimes use mouthpicks or tongue-arms to manipulate items.



These are nothing more than reaching aids, often articulated and of metal, held in an eye tyrant's mouth. They are manipulated with lips, tongue, and teeth (in a manner akin to a human pipe smoker moving a pipe around in his or her mouth) to move, trigger, or carry items that the beholder would rather not carry in its mouth to spit out later.

Mouthpicks may be improvised from wooden masts, tree-trunks, or spars in a pinch, but beholders prefer to use more sophisticated **specimens**, generally made of metal, which may end in spikes (1d6 points of damage), scraping or cupping flanges, shovel-bowls, or **pincer-like** arms (one point of piercing damage to any creature gripped). Numerous beholder mouthpicks have many-branched ends incorporating all of these control devices and more.

Mouthpicks save against attack forms according to the material of their construction. Severing one or shattering a grasping attachment usually requires characters to inflict at least 12 points of damage.

Beholders set such mouthpicks between their teeth, and can withdraw Hp and tongue pressure in an **instant**—so an attack that rams a mouthpick back into a beholder's mouth only does 1d6 points of damage, as the mouthpick strikes the bony interior plates that protect the inner organs of every beholder.

Several types of magical *mouthpicks* have been reported. One, known to still exist in Undermountain, is described here. A *fangpick* of electrum-plated stainless steel. Worth about 20 gp for its metal content, this 12-foot-long shaft ends in a rake- or scythe-shaped arc of metal, set with many long, curved metal teeth. This metal arc grazes opponents for 1d4 points of damage; if an attack roll is 19 or 20, the pick automatically closes its arc in a "bite," allowing the toothed scythe to wrap around the victim to inflict 1d12 points of damage and hold him or her immobile for a round. These actions are mechanical, operating for any wielder of the item.

Grooves in the base of the pick contain tiny contacts akin to the buttons on a *rod of lordly might*. If manipulated by the tongue or fingers of a skilled user, these contacts activate the pick's power (maximum of three times per day) to paralyze any being struck. A normal saving throw vs. paralyzation is allowed; if failed, onset time is 1d2 rounds after being struck, and the paralysis lasts for 1d4 turns. (This magical effect is besides physical tooth damage.)

A *fangpick* will levitate whenever released by a being, to hang motionless in midair until next grasped or disturbed. Some of these items automatically absorb electrical energy (such as lightning bolts) into themselves, sparing anyone touching a pick from any damage.

The name of the inventor of the *mouthpick* of absorption is lost to the ages; presumably, its invention has limited use for normal beholders, as their antimagic ray negates any magical functions of the item. Any magical beholder *mouthpicks* can only be fully used by those beholder-kin that do not radiate an antimagic field.

Bellows

Bellows are made of wood, leather, and metal. Two rounded wooden boards, each carved with a handle at one end and tapering to a 3-inch tip at the other, are attached to the sides of a leather bag; a metal tube covers the tips and is connected to the bag. When the handles are pressed toward one another, air is forced from the bag through the tip.

of Breath

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

If pumped while speaking the command word, the bellows of breath produces a greenish poison gas in a 25- by 20-foot cloud, 10 feet high. The gas inflicts 20 points of damage, but each victim may make a

saving throw vs. breath weapon to take ½ damage. The bellows of breath works just once per day.

of Breezes

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This bellows looks like and is used as a bellows of breath. However, when pumped and commanded, it produces great winds. The winds blow all loose items about, effecting a cone 60 feet long and 10 feet wide at its furthest point. Each victim within the area must make a saving throw vs. spell or be knocked over and unable to attack or cast spells. If used to help propel a boat with sails, the winds add a bonus of 30 feet per round to the movement rate. The bellows may be used once per day for up to a full turn per use,

of Roaring

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This bellows appear to be and function as a bellows of breath—it also produces a cloud of green gas. The cloud is harmless. However, if any victims within it are hostile to the user, they all roar in rage for one round. Their roars bestow a +1 bonus on their attack rolls and saving throws for one turn and attract the attention of all other creatures within 120 feet. Only one cloud can be created each day.

Belt

Belts are accessories worn about the waist. Pouches, scabbards, and other objects can be suspended from a belt, allowing the wearer easy access to the contents. Belts also are used hold up dungarees, pants, and hose that are too large. Magical belts can hold almost any type of enchantment, and their use is as varied as those of magical rings or staves.

Arcane

XP Value: 3,000 **GP Value:** 30,000

Lost Ships

This is the most common and least powerful of the broad, cummerbund belts worn by arcane. They rarely sell them, but neither do they challenge individuals who wear them. Some have been traded or sold by arcane recently, and some have been found in space wrecks and treasure caches.

By turning a stud on the belt, a wearer who knows its secrets can levitate to any height. This allows the wearer to rise or descend through the air gently, or appear to walk on water. There is no limi-

tation on the number of times this power can be activated, but **turning** it on or off requires one round. The belt can also shed magical *light* or *darkness* in a 20-foot radius around the wearer. Identical to the **effects** of the wizard spells, these effects affect the belt wearer as well, lasting up to six rounds at a time (though the wearer can terminate them **sooner**).

Once either of the belt powers is **used**, the belt cannot repeat that particular effect until a complete turn has elapsed. The belt may be removed without ceasing to function (the wearer may create *darkness*, slip **off** the belt, and leave it to creep blindly toward a known exit to make an escape).

The belt has one additional power. By proper manipulation of the studs, the wearer can raise a *wall of force* twice a day, lasting for up to four turns (or ending instantly or earlier, if the wearer so desires). The *wall of force* covers an area equal to that of the equivalent spell, **cast** by a 16th-level wizard.

The belt's studs all lock into place and cannot accidentally be manipulated by a casual swipe or jostle. The belt appears to be leather with a metal boss, but it saves against dangers as if it were entirely metal, gaining a +3 bonus as well.

Elk Clan Ceremonial

XP Value	GP Value
Black: 50	500
Blue: 50	500
Golden: 50	500
Green: 50	500
Red: 50	500
White: 50	500

The Atruagin Clans

The Children of the Elk fashion cylindrical beads from the shells of various freshwater **mollusks** and bivalves. These are known as wampum and are often traded or used in a manner similar to that of money in the outside world. While the Elk Clans do use them as a means of exchange, they generally prefer to think of the shells as a raw material from which jewelry can be made. In fact, the various colors of wampum are important for their role in the creation of *wampari* or *shell belts*.

Wampari are created under the guidance of **shamani** and come in several colors, each of which has a special purpose. The actual creation of a *wampari* requires one month of labor, while its enchantment is completed in but a single night. When the belt is **assembled**, it is brought and given into the care of a shamani.

The shamani calls upon the person for whom the

belt was made **and**, using a sharp knife, makes several cuts in the owner's chest. The symbols that the shamani makes are **always** related to the totem spirit of both the person who made the belt and the person who will wear it—**this** symbolizes the bond between the two. After the cuts are made, the wounds are packed with various colored herbs and several magical spells are woven. When **all** is done, the belt is enchanted. All *wampari* have good effects upon those they were made for, but anyone else who tries to wear one will be cursed. Once put on, a cursed *wampari* cannot be removed without the aid of a *dispel* magic spell.

Black Belts: *Black wampari* attest to the health and vigor of the wearer. Thus, their owners gain a +1 bonus to Constitution (up to a maximum of 18) while the belt is in place. If the belt is donned by another, a -1 Constitution penalty is imposed.

Blue Belts: *Wampari* of this type are symbols of the understanding found in a truly wise person. They grant a +1 bonus to their wearer's Wisdom score (up to a maximum of 18) while in place and a similar penalty to anyone else.

Golden Belts: It is possible to fashion *wampum* that have a golden tint. When such beads are made into belts and enchanted by shamani, they increase the Charisma of their owner by +1 point (up to a maximum of 18). Others wearers suffer a -1 point penalty.

Green Belts: *Green wampari* are symbols of sure-footedness and agility. They bestow upon their rightful owners a +1 bonus to Dexterity (up to a maximum of 18) while being worn and upon other wearers a like penalty.

Red Belts: *Wampari* fashioned from red beads are symbols of might and power. They are normally given to warriors and have the effect of increasing the wearer's Strength by +1 point (up to a maximum of 18) when worn. If someone other than the belt's owner puts on the *wampari*, the thief loses -1 point of Strength.

White Belts: *Wampari* set with white beads are symbols of **open-mindedness** and clear thinking. They impart a +1 bonus to their owner's **Intelligence** score (up to a maximum of 18) and a like penalty if worn by another.

of Goblinoid Protection

XP Value: 2,500

GP Value: 12,500

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This belt acts as a *belt of protection* +4 against **goblinoid** creatures and all weapons of goblin ori-

gin. It is +2 against other creatures and weapons and continually functions as a *belt of protection* +3 when good creatures attack the wearer.

Golden Serpent

XP Value: 3,000 GP Value: 15,000

Gods, Demigods, & Heroes

This belt puts up an antimagic shell and *dispel*s any lesser beings summoned with spells cast by 7th- or lower-level Spellcasters.

Lemmikainen's

XP Value: — GP Value: —

Gods, Demigods, & Heroes

This is a broad belt that gives the avatar frost giant strength.

Meginjarder

XP Value: — GP Value: —

Gods, Demigods, & Heroes

This is a magical belt of power. Combined with his magical gloves, these items give **Thor's** avatar the comparable strength of a storm giant. When used by itself, the **belt** merely raises the thunder god's strength to that of a fire giant.

Serpe's Belt of Swimming

XP Value: 1,000 GP Value: 5,000

1993 Collector Card 461

Serpe's magical belt enables her to swim very well, although she cannot breathe underwater. With it, **Serpé** can swim as fast as a **triton** under the surface (Sw 15) and as fast as a merman on the surface (Sw 18). The belt acts as a *ring of warmth* whenever **Serpé** is in the water, allowing her to swim in the frigid waters of her northern home. When she leaves the water, the belt instantly dries her body, clothes, and hair, keeping her warm.

Serpent

XP Value: 1,500 GP Value: 7,500

DRAGON Magazine 5

This magical item is similar to the *snake belt* but with additional powers. It grants *infravision*, relays aural and visual images from any location within 50 feet (including behind any nonmagical walls or doors), and grants an Armor Class bonus of +1 while worn. It can be *animated* to attack any opponent within 10 feet, biting as a 6 HD monster with 36 hp, causing 2d4 points of damage.

The belt can be stretched to 30 feet and thrown (or commanded to crawl) to catch on **outcroppings**,

ledges, or anything else that the **buckle** can snag. If there is nothing for the belt to catch on, it can *disintegrate* a small, 1-inch hole in order to secure itself. This **allows** the user to escape pits and climb walls. The belt can hold up to 500 pounds.

Shadow

XP Value: — GP Value: —

Five Coins for a Kingdom

Created by the fiend ruler **Orcus**, the *shadow belt* is known in the legends of a hundred planes of **existence**—though thankfully not on the Prime Material Plane. Orcus has subtly engineered its frequent disappearances and rediscoveries, partly as a way to test likely candidates for Immortality in the Sphere of Entropy.

Durhan is the latest candidate; he has already failed his test. **Durhan** lacks the self-awareness necessary for Immortals. His invasion of **Trann** endangered the entire realm of Eloysia. Even if he is aware of this, he cares **not**—**Durhan** is crazed with a lust for power.

A simple leather belt with an iron buckle, it has a gray, leather strap that fits over one shoulder and crosses the chest like a baldric. The belt changes size to fit any **wearer**.

Carved on the belt and strap are **disc-shaped** symbols. When the wearer touches a symbol and concentrates, a gold skullcap appears, attached to the belt by an infinitely extendable gold wire. The belt can produce up to 500 of these caps, which are used for *its power drain* ability.

Suggested Powers

- *Lightning bolt*
- *Mass charm*
- *Power drain* (see below)
- *Clairvoyance*
- *Levitate*
- *Immunity*

The *shadow belt* is activated when a user puts it on. The belt extends countless, hair-thin filaments that grow through clothing or leather armor and into the wearer's **skin**—literally melding to the host's body. The filaments cannot grow through metal armor, and the belt does not activate until the filaments have grown into the host's body. Thereafter, the belt can't be removed until the host dies or reaches Immortality.

Knowledge of the belt's powers is acquired when the belt is activated. Each power is trig-

gered by mental command **alone** and does not require continued concentration.

The *power drain* ability is unique to the *shadow belt*. Unlike most artifacts, it does not regenerate power itself. **Instead**, it leeches power from other beings or its host to regain power. A victim must be willing or *charmed*, and a gold cap and wire from the belt must touch the victim's body.

The belt regains one spell level per day for each level of the victim. (Normal people count as 1st level for this purpose.) A victim is drained of **vitality** while wearing the cap and can take no action. The helpless victim may suffer from lack of food or sleep while being **drained**, but is otherwise unharmed once the cap is removed.

Suggested Handicaps: When first used, alignment changes to a chaotic bent. After that, the wearer grows 1d4 inches a day. Maximum height is three times normal, and the body becomes horribly distorted at **large** sizes. No damage (except unceasing agony) while belt is worn; when **removed**, the victim shrinks to normal size, taking 1d6 damage per foot shrunk.

Suggested Penalty: While any power is **used**, a heavy storm arises, centered on the user and continues while the power effect lasts.

Durhan, the current user of the *shadow belt*, is wired into 500 wizards of 1st to 21st level. These wizards have been kidnapped from all over **Eloysia**. Their energy gives Durhan an effectively infinite amount of power to spend.

While wearing the *shadow belt*, Durhan is immune to **all 1st- through 4th-level** spells, charms, mental control, and poison, and to all spells that cause instant destruction. Durhan was a **36th-level** wizard before donning the *shadow belt*; with it, he can cast any and all **wizard** spells at any level, repeatedly and without **limitation**. The sole exception are *wish* spells, which were intentionally placed beyond the power of the *shadow belt* by **Orcus**. (Druid and **priest** spells cannot be cast with this artifact).

Nonattack spells can be amplified in effect by the belt. For example, a vastly increased *telekinesis* spell allowed Durhan to remove Solius from **Trann**. Other possible effects are as follows:

- *Walls of stone, ice, fire, or iron* can be constructed of indefinite size.
- *Polymorphing* large numbers of objects at once is possible (for instance, meteors of a *meteor swarm* cast against Durhan can be altered).
- Monsters of 20+ HD can be created via a *create monster* spell.

These amplified spells cannot directly affect an enemy. Attack spells have their usual effects. For example, *fireball* from the *shadow belt* never does more than 20d6 hp damage.

The unpleasant side effects of wearing this artifact are **obvious**—**Durhan's** huge, distended form is clearly **painful**.

Snake

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 5

Similar to a *snake staff* butn belt form, the *snake belt* is 3 feet long and can be used by any class or **race**. It silently crawls anywhere its owner mentally directs it, down halls, through cracks, and even up stone or wooden walls, at speeds up to 6 per round. The belt relays a visual impression of all it passes to its owner, akin to a *wizard's eye* spell. It causes 1d4 points of damage to any creature it strikes (biting as a 3 HD monster with 18 hp). The *snake belt* is considered to have 18/00 Strength for purposes of strangling victims, pinning arms, or forcing a door open or closed.

Udo's Belt of Flying

XP Value: 4,000

GP Value: 20,000

1992 Fantasy Collector Card 384

One day, Udo and his monkey familiar escaped from a pack of orc archers, mounted on his horse with its *saddle offlying*, and an arrow pierced his mount through the heart, sending them all crashing to the ground. In desperation, Udo tore the **saddle** from his horse's back and strapped it on, commanding his monkey to climb into the saddle. To **Udo's** wonder and delight, he sprouted wings and made his escape. Now, the wizard has taken the silver buckle from the saddle and sewn it onto a belt. He still requires a small rider on his shoulder to make the belt **function**, but he's been used to having a monkey on his back for a long time.

Vainamoinen's Belt

XP Value: —

GP Value: —

Gods, Demigods, & Heroes

This gives Vainamoinen's avatar the equivalent to cloud giant strength.

Zoster of Zeal

XP Value: 6,000

GP Value: 20,000

The Book of Marvelous Magic

This belt can be worn in combination with any magical buckle. When the wearer commands it to **func-**

tion, it makes the user especially zealous and he or she gains a +3 bonus to attack rolls. The zoster can function once per day for one turn per use.

Zoster of Zoophobia

XP Value: — GP Value: 1,800

The Book of Marvelous Magic

This belt appears and functions as a *zoster of zeal*. However, when commanded to function, it also inflicts the user with a morbid and uncontrollable fear of animals of all types (no saving throw). In addition, the victim must make a saving throw vs. spell. If the throw fails, the wearer is overcome by a strange **illusion**—that all those nearby are turning into animals. The victim flees and hides from the animals if possible; the illusion passes when the zoster's effect ends after one turn. The phobia does not **end**, however, and the victim flees from any normal or giant-sized animal seen thereafter, running at three times normal movement rate for at least six rounds. The phobia can be cured by a *remove curse* applied by a caster of 15th level or higher, or by a *heal* spell. The phobia returns each time the zoster is activated: it cannot be removed from the item.

Bench

Benches are **hand-crafted, multiseat** chairs consisting of long, thick slats of wood nailed or bolted onto perpendicular legs. The slats make up the seat and the back, while the perpendicular pieces keep the structure together. Finely crafted benches are called pews, but the latter are constructed from whole pieces of shaped wood.

of Encumbrance

XP Value: — GP Value: 1,800

The Book of Marvelous Magic

This item appears identical to a *bench of ramming*, but it cannot open doors. The user soon discovers that it also cannot be set down. A *remove curse* or a *wish* from a caster of at least the 21st level makes the bench disappear.

of Levitation

XP Value: 1,200 GP Value: 6,000

The Book of Marvelous Magic

This bench appears and functions as a *bench of ramming*, but if an attempt to ram a door fails, the bench *levitates* to the ceiling or to a height of 100 feet if outdoors, carrying the user with it. It may be brought back to earth by using a *dispel magic*

spell that causes it to fall, or *levitation*, which brings it down slowly and safely, or by pushing down on it with a weight equal to the weight of the bench plus the user or users—**easily** done with a *singlefly* spell or potion in one turn. When brought back to earth, the victims are freed.

of Ramming

XP Value: 1,500 GP Value: 7,500

The Book of Marvelous Magic

This wooden bench is 4 feet long, 2 feet wide, 3 feet high, and seats two human-sized creatures. It weighs 50 pounds and may be carried by one (using both hands) or two (using one hand each). If used to ram a door, the ramming is probably **successful**. Unsecured doors may be opened easily; locked doors open 90% of the time, although this will trigger most unremoved traps (if any). *Wizard locked* doors may be rammed open 50% of the time, and one-way doors 25% of the time from the wrong side, although this usually destroys the door. The bench has no effect on barred doors. It may be used as often as **desired**, but each use has a 5% chance (not cumulative) of destroying its magic.

Berry

Berries, like apples and other fruit, have found many magical uses. The entries below depict only a small portion of these. (See *Potion for the uses of magical berries* in a DARK SUN Campaign.)

Fireberries

XP Value: 600 GP Value: 1,200

Adventure Pack I

Similar to *fireseeds*, these are nature's own variety. To activate a berry, it must be thrown onto the ground and a command word spoken. This causes the berry to burst into flames that inflict 1d8 points of damage and ignite any combustibles they touch. They may be thrown up to 10 feet.

Magical

XP Value: 300 GP Value: 900

Horror on the Hill

Many years ago, an old priest spilled a *potion of healing* at the base of three bushes. A strange and magical absorption took place, and now the berries themselves have healing properties. Twelve berries are on each bush, and each berry acts as a **half-strength** *potion of healing*, curing 1d4 points of damage for each berry eaten. The berries spoil fairly quickly though, and are **only**

effective if eaten within one day of being plucked. A *detect magic* spell indicates that the bushes and berries are indeed magical. They resemble raspberry bushes, but the berries on the plants are much larger than ordinary raspberries,

Bison Skull Totem

XP Value: 5,000

GP Value: 50,000

DUNGEON Magazine 32

These permanent, magical items are usable by any Rover shaman. A *bison skull totem* focuses the magical ability of a shaman when either held in a shaman's hands or placed on top of a totem pole. When on a totem pole, the *skull* gives the following powers to all villagers within 500 yards—cannot be surprised by attackers, +1 on saving throws, and *protection from evil* (as the spell). In a shaman's hands, the skull gives the following additional benefits—+2 on saving throws to shaman holding it, *protection from evil 10' radius*, immunity to *fear*, and *protection from normal missiles*.

A *bison skull totem* has several greater powers, usable once per day. To invoke these, a shaman must hold the skull overhead and chant a command phrase. The powers are—a blast of *fear* (as a *wand of fear*), *flame strike*, *insect plague*, and *sunray*. If the skull is threatened with capture by a non-Rover, it can *teleport* itself to the nearest Rover shaman.

Kolkis's Evil Skull Totem is a twisted parody of a normal Rover *bison skull totem*. It can disguise itself to appear as a normal bison skull. For its powers to be **manifested**, it must be wielded in the same way as a Rover shaman uses a good totem. Although it no longer has the power to change alignment, it still grants other powers to its user—immunity to *fear*, +2 on saving throws; inability to be **surprised**, and *protection from normal missiles*. The following powers can be used once per day: *insect plague*, *confusion*, *flame strike*, *slow*, *fear*, and *sticks to snakes*. **Kolkis's evil skull totem** has no powers when placed on a totem pole, unlike a true *bison skull totem*. Any good-aligned person who touches this evil **stench**-krow skull takes 2d4 hp electrical damage.

Black Wall

XP Value: 4,000

GP Value: 20,000

DRAGON Magic

This wall is made of pure obsidian. There is a solid black circle about 50 feet in diameter in front of the wall. Dragons believe that specific aromas can trigger vivid memories. By touching areas of the *black*

wall in certain sequences, aromas are produced that enable a dragon, or any other intelligent creature, to experience racial memories of incidents occurring thousands of years before birth. If anyone touches the wall and stands in the circle, he or she feels a tingling sensation in the body and then smells a strong aroma that seems to flow from the wall and envelop his or her head. The intense effect lasts only a few seconds. Roll 1d6 and consult the following table for the aroma and the effect.

Roll Result

1	Sea Water
2	Decay
3	Violets
4	Baking Bread
5–6	No Effect

- **Sea Water:** This aroma is of **sweet**, salty air blowing in on an ocean **breeze**, triggering vague memories of living in the **sea**—playfully chasing fish, exploring the murky depths, breaking through the surface to catch the sun's rays. (The implication is that the one touching has **evolved** from some sort of marine life.) This experience is so soothing that the PC recovers 1d2 hp of damage.
- **Decay:** The stench of rotting meat triggers vague memories of living in a dark **swamp**—scrapping in the mud for scraps to eat, hiding in cool caves from predators, shaking from fever chills. (The implication is that the one touching has evolved from some sort of primitive swamp-dweller). This experience is so disturbing that the toucher must succeed in a Constitution Check or lose one hp of damage.
- **Violets:** The fragrance of sweet violets triggers vague memories of floating in a **void**—**formless** wisps of color, distant echoed voices, flashes of soft light. (The implication is that the spirit of the one touching had an existence that predated his or her physical body.) This experience is so profound that the toucher is distracted for the next hour, making **all** attack rolls at **-1**.
- **Baking Bread:** This is the delicious aroma of freshly baked **bread**, triggering vague memories of **infancy**—**snuggling** against a warm body, hearing gentle melodies from a soft voice, watching a colorful butterfly float by in the breeze. This experience is so relaxing that the one touching immediately falls asleep (no saving throw allowed) and stays asleep until something or someone wakes the character.

Blanket

Blankets are extremely common items that can be found in almost every climate and culture. They are used primarily for warmth or comfort, especially during sleep. However, they also are used for decorative or ritualistic purposes. Many northern cultures use many layers of blankets or hides as their only form of clothing.

of Comfort

XP Value: 600 **GP Value: 1,600**

DRAGON Magazine 73

This blanket automatically maintains a comfortable temperature for anyone sleeping under it. It cannot maintain a temperature difference of more than 30 degrees, however, from the ambient atmosphere.

of Devouring

XP Value: — **GP Value: 1,200**

The Book of Marvelous Magic

This plain gray blanket is 6 feet square. When it is used to wrap or cover any living creature, dozens of tiny mouths appear inside the blanket and bite the victim for 10 points of damage per round. Once the mouths appear, a *remove curse* is needed to remove the blanket. Once removed, the blanket becomes nonmagical and powerless.

of Protection

XP Value: 3,000 **GP Value: 15,000**

The Book of Marvelous Magic

This plain, gray blanket is 6 feet square. Its user can rest easily, for it blocks all magical and normal attacks as long as the user is asleep. It has no power while the user is awake. A *wish* spell is needed to remove the blanket without the user's permission.

Silk Coverlet of Warmth

XP Value: 1,000 **GP Value: 7,500**

POLYHEDRON Newszine 43

Although it appears as only a finely woven bed-covering of dazzling color, this coverlet is capable of maintaining a comfortable temperature for sleeping—even in the most extreme conditions of cold and wind. It is always large enough to spread over three human-sized individuals. It does not work if it is wrapped around a person. It must be spread out over someone on a horizontal surface.

of Sleeping

XP Value: 900 **GP Value: 1,800**

The Book of Marvelous Magic

This plain gray blanket is 6 feet square. If used to wrap or cover any living creature, the victim must make a saving throw vs. spell or sleep until the blanket is removed. The blanket is easily removed by anyone except the victim. If the saving throw is successful, the blanket has no effect. The victim needs no food or water while asleep, and may sleep for years. A normal attack roll is required if the blanket is used in hand-to-hand combat.

Blashphor's Magical Diapers and Crib of Pushing

XP Value	GP Value
Cradle: 800	8,000
Diapers: 40	400/each
Nursery: 1,500	15,000

The Book of Wondrous Inventions

Blashphor was a kindly and studious wizard who lived with his wife, Atrina, in the tiny village of Spinyon, a poor farming community many miles from the nearest trade route. Blashphor eventually left Spinyon for a wilderness retreat where he could do his research without interruption. Atrina, pregnant with their first child, was less than eager to go, but Blashphor convinced her that he needed her help. Besides, he argued, there could be no better way for their child to come into the world than surrounded by the magnificent splendor of nature. Reluctantly, Atrina agreed.

Six months later, in a small cabin deep in a beautiful remote woodland, Atrina gave birth to triplets. Sadly, Atrina died in childbirth, leaving Blashphor alone with his three new sons. The grieving Blashphor chose to return to the village and continue his research, while raising his sons as best he could. However, Blashphor's research went very slowly, and caring for three infants proved all but overwhelming. Able to transmute only the simplest of gases and minerals, he developed diapers as an experimental novelty that kept his babies dry and clean—a great help to an overburdened father, but hardly the breakthrough he desired.

Believing himself a failure, Blashphor was surprised when new parents in the village took an interest in his magical diapers. Intrigued, he began to tinker with another of his seemingly



minor magical experiments and soon came up with a baby cradle that completely provided for an infant's needs. The cradles were made available at harvest time, much to the delight of the overworked parents.

The diaper resembles an ordinary white diaper, but the cloth is somewhat softer and **silkier** and sparkles slightly in the **sunlight**. Small leather straps in the corners serve as fasteners. The cradle is a rectangular box made of polished **wood**, typically oak or **maple**. Colorful caricatures of animals and babies are painted on the sides, and two wooden rockers are attached to the bottom. A small platform extends from the foot of the cradle and **holds** a medium-sized flowerpot containing sweet-smelling mint plants. Daisies, violets, and other flowers grow in boxes attached to the sides of the cradle.

A long wooden rod extends upward from the flowerpot at the foot of the cradle, and a second rod crosses it at the top to make a perch. A brightly feathered parrot sits on the perch, softly chattering and chirping as it overlooks the cradle. At the end of the perch is a wooden tube containing food for the parrot. A small cup at the base of the tube is filled with seeds.

Another wooden rod is attached to the headboard. Two objects are attached to this rod and hang over the cradle. One is a large, leathery bag ending in a long tube. The other is a delicately balanced mobile made of several pieces of bamboo and crystal. The mobile produces a soothing tinkle at the slightest touch. A string extends from the mobile to the parrot's food tube.

Construction: Blashphor was responsible for the *magical diaper* and the *crib of pushing*. Each has its own construction requirements. Because of the time and expense **involved**, it is a good idea to create a large number of *diapers of enchantment* at the same time. Using this **method**, up to 15 yards of cloth can be enchanted at the same time (12,000 gp, 39 days), enough to make as many as 30 small to medium-sized diapers. A newly woven bolt of cloth made from any natural fiber interwoven with 10% butterfly silk must first be hung outside and blown **in** the wind for 30 days. A permanent *transmute foul to fresh* spell (2nd level) is then cast on the **cloth**. Spell components include a handful of crushed lilacs, an ounce of talcum, and a vial of green slime.

A baby cradle (8,000 gp, 8 days) first requires the construction of a basic crib out of wood. The

crib is **varnished, polished**, and decorated to taste, then enchanted to become a *crib of pushing*. Components for this enchantment include a pinch of powdered brass, a baby's **finger nail clipping**, and the pendulum from a clock. The crib is then lined with the same kind of cloth used to make *diapers of enchantment*.

Flowers of the maker's choice are planted in the flower boxes, and mint sprigs are planted in the pot containing the parrot perch. A trained parrot, preferably one with a large vocabulary, should be secured from a reputable trainer. (Adequate training for this purpose takes a minimum of 10 weeks.) The food tube can be made from a small, hollow log. This is attached to the perch along with a cup to receive the food as it spills from the tube. A string hooked to a latch inside the tube releases the food when pulled by the parrot.

A milk bladder is hung from the wooden rod suspended over the cradle. The top end of the bladder has a stopper or valve that can be opened to pour in fresh milk. The tube end has a valve that opens at the slightest pressure from an **infant's lips**, but otherwise remains **closed**. The bladder is adjusted so that the tube end dangles within easy reach of a reclining infant. The milk bladder may be made from a **leather flask**, but an air bladder from an aquatic creature makes a better **one**—**cleaned and dried**, air bladders **won't** leak, and come equipped with natural valves. (In his original cradle, Blashphor used the bladder of a giant carp.) A mobile constructed of attractive bits of crystal, bamboo, and other baubles is hung next to the milk bladder. The mobile should have no sharp edges and hang just out of the baby's reach. A string from the parrot's food tube is connected to it.

Statistics:

- **Diaper:** size varies but averages 2-foot square. Up to 30 diapers can be made **15-yards** of enchanted cloth.

A *diaper of enchantment* is secured to an infant with small leather straps. When the baby relieves himself, the waste products are instantly transmuted into a mixture of 95% pure oxygen and 5% powdered talcum.

- **Crib:** 4'x2'x3'; parrot perch reached 5 feet from ground. Weight of entire cradle: about 50 **lbs**. Provides up to 12 hours of complete care for a single infant (suggested age: 3-15

months). Milk bladder holds about one gallon. The parrot food tube holds one week's supply.

The *crib of pushing* is activated by the sound of crying from its occupant. It will continue to gently rock back and forth as long as the baby cries. If the baby is hungry, the tyke may suckle milk from the milk bladder suspended overhead. The crib is lined with cloth made from the same material as the *diaper of enchantment* and transmutes any milk that leaks from the bladder or dribbles from the baby's mouth.

At the base of the crib is a flowerpot of fresh mint, fertilized by the droppings of the parrot perched above. Colorful flowers grow from boxes on each side of the crib. The mint and the flowers keep the air smelling sweet and also add to an aesthetically pleasing environment.

The specially trained parrot keeps an eye on the infant and provides entertainment and speech lessons. A string runs from its feeder to the mobile; when the parrot pulls the string to fill its cup, the string tugs on the mobile to amuse the baby. The parrot's songs and chatter provide entertainment while its repetition of words and phrases helps the baby learn to talk.

Most importantly, the parrot has been trained to alert the parents in case of an emergency. If specific

cues occur which indicate the baby may be in trouble, such as gasping for air or extended crying, the parrot flies like a homing pigeon to the parents or a specified neighbor and squawks out a warning.

Blowgun

After determining the magical properties of the blowgun the character found, purchased, or traded for, roll on the following table to determine the type of blowgun found.

Roll	Blowgun Type
01-25	Blowgun
26-50	Blowpipe
51-75	Metsubishi
76-00	Tufenk

of Accuracy

XP Value: 2,500 **GP Value:** 15,000
New Item

The *blowgun of accuracy* is a simple, yet effective, missile weapon. The magical properties of this bow are a +3 bonus on attack and damage rolls. Normal ranges are figured at short range for this weapon.

of Distance

XP Value	GP Value
+1: 1,500	10,000
+2: 2,000	12,000

New Item

This is a magical weapon that has double the range of a normal blowgun, thus short range is 20 feet.

Hawk

XP Value: 500 **GP Value:** 3,500
New Item

This weapon is crafted from finewood and decorated with eagle feathers that give it magical power, adding +1 to attack and damage rolls.

of Wild Emotions

XP Value: 100 **GP Value:** 500
DRAGON Magazine 134

This item is a blowgun, 3 feet in length, made of a light, strong blue metal similar to mithral. At unpredictable times the metal changes color, sometimes glowing or even growing fur or scales. None of these changes affect the powers of the blowgun. Its range is normal for a blowgun.

Any dart fired from one of these blowguns is



briefly enchanted to cause random emotional changes in the creature struck by it. When a creature is hit by such a dart, roll on the following chart for the effect:

Roll	Effect
1-10	Envy
11-20	Greed
21-30	Pride
31-40	Hatred
41-50	Paranoia
51-60	Love
61-70	Sloth
71-80	Euphoria
81-90	Sadness
91-00	Lust

This item affects any being with an intelligence of 5 or greater who fails a saving throw vs. spell after being struck. Darts fired from this **blowgun** do no physical damage. Only one dart may be fired per **round**, and only **one** emotion can affect a being at any one time. The duration of effect of these emotions is one turn. PCs struck by these darts should be role-played to an extreme; while these emotional effects have no real game effect, they can create remarkable role-playing situations.

Boat

Most magical boats are identical in size to river boats—20 to 30 feet long with a 10-foot beam and a 3,000-pound cargo capacity (for larger vessels, see Ship). Though normal river boats require a crew of eight rowers, all magical boats start, stop, and turn on command. Most magical boats are AC 4, have 40 hull points, and can move 36 miles per day (60 feet per round) unless noted otherwise. Roll on the following table to find the type of vessel found.

Roll	Boat Type
01-03	Barge
04-06	Barijah
07-09	Boat
10-12	Caravel
13-16	Coaster
17-20	Cog
21-24	Common Oar
25-28	Curragh
29-32	Dhow
33-36	Dromond
37-40	Dunij

41-44	Galleon
45-48	Galley Oar
49-52	Great galley
53-56	Kayak
57-60	Markab
61-64	Outrigger Canoe
65-68	Qarib
69-72	Raft
73-76	Reed Canoe
77-80	Safinah
81-84	Sailboat
85-88	Sambuk
89-92	Umiak
93-96	Xebec
97-00	Zaruq

Airboat

XP Value: 20,000 GP Value: 200,000

The Complete Wizard's Handbook

This is a stone canoe that measures 3 feet tall, 12 feet long, and 4 feet wide. Inside are five evenly spaced stone planks, each capable of seating two human-sized passengers. A plank on **one** end of the canoe is marked with a star symbol in the center. An *airboat* is **also** fitted with two sets of stone oars that conform to ridges carved in both sides of the craft. These boats respond to the mental orders of their commanders (the character sitting on the plank with the star symbol). Only a wizard or priest can serve as an *airboat* commander.

An *airboat* can move in any direction and in any medium. While moving, an *airboat* is surrounded by an aura of light that allows all of its passengers to breathe normally, even when traveling in airless space. The aura surrounds the craft to a distance of 10 feet.

An *airboat* has a movement rate of 40. It can move only if it is being rowed with at least one set of the stone oars. If only one set is used, the craft has a maximum movement rate of 20; if both sets are used, the craft has a maximum speed of 40. A single character can operate two oars, or two characters can sit side by side on a plank, each operating an oar. To move at maximum speed, the rowers must complete a stroke every two seconds; if the rate is less than this, the maximum speed decreases proportionately. For instance, if one set of oars is stroking once every four seconds, that *airboat* has a maximum movement rate of 10.

The **commander** must remain seated on the star

plank and can take no actions other than commanding the craft. If he or she moves from the star seat, attempts to operate the oars, or takes any other action, the *airboat* stops moving. Similarly, if the captain's concentration is broken, the craft stops. If it stops moving while in the air, it hovers in place. An *airboat* can hover in place for only one turn, after that, it sinks gently to the ground. If it stops moving while on water, the boat simply drifts,

Canoe of Portage

XP Value: 2,000 GP Value: 10,000

The Book of Marvelous Magic

This canoe appears to be and functions like an ordinary canoe in all respects. When the command word is spoken, however, all nonliving items within the canoe stick to it and become as light as feathers. The canoe thus encumbered (600 pounds maximum) can be carried as if empty, requiring two persons and counting as 25 pounds of weight for each. A second command word negates the effect, releasing the cargo and returning it to normal.

Canoe of Travel

XP Value: 2,000 GP Value: 10,000

The Book of Marvelous Magic

This canoe appears to be and functions the same as a normal canoe. When the command word is spoken, the canoe resists the current, staying in the same place, however rapid the flow. It may then be paddled up or downstream at normal rates, as if the water were calm and still. A second command restores normal operation. The *canoe of travel* functions for up to four hours per day. The total time may be spent in any number of uses; however, each use costs at least one turn.

Desert

XP Value: 1,500 GP Value: 7,500

The Book of Marvelous Magic

This item is similar to an *ice boat*, but the runners allow movement only on sand or flat surfaces devoid of vegetation.

Folding

XP Value	GP Value
Small: 5,000	12,500
Large: 10,000	25,000

DUNGEON MASTER Guide, 1st Edition

A *folding boat* is always discovered as a small wooden "box"—about 1-foot-long, ½-foot-wide, and ½-foot-deep. It does, of course, radiate magic if subjected to magical detection. The box can be used to store items like any other box. If the command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide and 2 feet deep. A second command word causes it to unfold a vessel 24 feet long, 8 feet wide, by 6 feet deep.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is **decked**, has single rowing seats, five sets of oars, a steering oar, anchor, a **deck** cabin, a mast, and square sail. The first holds three or four people, the second carries 15 with ease.

A third word of command causes the boat to fold itself into a box again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box. The words may have been lost, making the boat useless (except as a small box) until a finder discovers them (via *legend lore*, consulting a sage, the physical search of a **dungeon**—your imagination is the key).

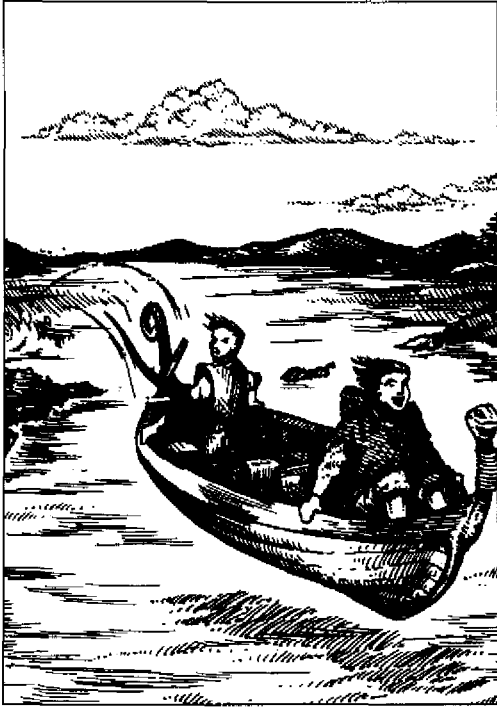
Folding Coracle

XP Value: 10,000 GP Value: 25,000

Moonshae

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

The *folding coracle* looks like a small leather patch when **folded**—about the size of a large playing card. In fact, the patch may be sewn to a piece of clothing as a means of disguising it. When the command word is spoken, it expands into a circular **skin-and-strut** craft about 8 feet in diameter. Up to six human-sized passengers can travel in it.



Frog

XP Value: 400 **GP Value: 4,000**

The Book of Marvelous Magic

The **amazing frog boat** leaps on command, jumping out of the water to a height of 120 yards and landing up to 360 yards away. It treats its cargo, crew, and passengers gently and causes no ill effects when leaping and landing. On landing, its keel reaches a depth of only 5 feet and immediately returns to the usual 2-3 foot draft. The one-round leap is nearly vertical and quite useful to prevent boarding, a monster attack, etc. The **frog boat** can leap up to three times per day.

GoerPs Portable Canoe and Tackle Box

XP Value: 2,500 **GP Value: 25,000**

1992 Fantasy Collector Card 387

GoerI retired from the adventuring life many years back. Among the treasures that he accrued and kept for his twilight years is his own special portable canoe and tackle box. Not only does this 6- by 6- by 1-inch packet unfold into a canoe and paddles for two, but it also stores a complete set of fishing poles and a tackle box filled with lures and other fishing accessories. GoerPs canoe even stores live bait for up to three months.

Hasty Barge of Nyr Dyv

XP Value: 2,500 **GP Value: 30,000**

GREYHAWK Adventures

This magical boat was created by a wizard who was adopted by the people of Nyr. The wizard gave it as a gift to a **Rhenee** noble, and the wizard in turn was made a noble by the grateful lake people.

The barge looks like a common vessel of the Rhenee. It is 14 feet wide and 36 feet long, on command it can move at twice normal speed or 60 miles per day, for an unlimited time and under its own magical power. Four heavy crossbows are mounted along each side, and more can be added. The barge has a lugsail that can be raised in windy weather to hide the magical nature of its movement.

The *hasty barge* magically repels water creatures with less than low intelligence. They can not attack the barge, and get no saving throw against the effect.

House

XP Value: 600 **GP Value: 3,000**

The Book of Marvelous Magic

This boat is identical to a river boat, but contains a 120-by-90- by 30-foot, extradimensional space. The space can be fitted with beds, cabinets, and gear, or may be used as an extra cargo hold. However, whatever the space holds cannot exceed its 3,000-pound total cargo capacity. The entrance to the extra space is a secret trap door on the inside the hull. If a house boat takes 20 or more hull points of damage, the space and the door both disappear, casting all contents into the Ethereal Plane.

Ice

XP Value: 1,500 **GP Value: 7,500**

The Book of Marvelous Magic

This boat can be used as a magical river boat. When placed on any icy or snow-covered surface, two flat runners, similar to skis, appear upon command; each runner is the same length as the boat and firmly mounted on struts projecting downwards from the hull. The boat is **lifted**, its keel 5 feet above the surface of the ice, as the struts and runners appear. The runners enable the boat to move about as if waterborne. Each runner has 10 hp and disappears if damaged for more than that amount. If the boat falls over because it loses a runner, it takes 1d6

points of hull damage. The runners are immune to all normal damage and can be affected only by magical weapons (treat as AC 4) or spells. An *ice boat* can move about with only one runner, but at 10 feet per turn.

Joukahainen's

XP Value: 2,000 **GP Value: 10,000**

Gods, Demigods, & Heroes

Joukahainen has two boats. This one is light and may go an additional MV 4 per round over normal movement rates for a similar boat.

Joukahainen's II

XP Value: 2,000 **GP Value: 10,000**

Gods, Demigods, & Heroes

The second boat owned by Joukahainen's avatar is small and holds twice as many passengers and cargo.

Mistboat

XP Value: 4,500 **GP Value: 45,000**

POLYHEDRON Newszine 58

This powerful magical item only works on water; it is a miniature ivory carving of a sailing ship. However, when the command word "mistform" is spoken, the carving turns into full-size ship made entirely of mist. Despite its appearance, the ship is quite solid and has the statistics of a carrack (length 120 feet, width 20 feet, movement 21, carrying capacity 685 tons). The ship has 70 hull points, and is equipped with one light mangonel, one medium mangonel, and four ballistae with 10 rounds of ammunition each. It requires a crew of 20. The mistboat is impervious to nonmagical fire and cold, and to crushing attacks, excluding ramming and constriction. *Wall offog* repairs one point of damage to the ship per level of the caster; solid fog repairs two points per level. If the ship sustains more than 70 points of damage, the mist fades and the ivory miniature turns to dust. A mistboat can be used three times a week, for a maximum of 24 hours each time.

Portable Canoe

XP Value: 2,000 **GP Value: 10,000**

Tome of Magic

This canvas canoe is capable of comfortably holding two passengers. The canoe includes two wooden paddles. The *portable canoe* can fold itself into a 6-inch-square packet, about an inch thick, and weighing just under a pound. Except

for the paddles, the *portable canoe* must be emptied of all other objects before it can fold. Folding the canoe requires a command word and five rounds; unfolding requires a second command word and two rounds.

Quaal's Mystical Feather Token

XP Value: 1,000 **GP Value: 7,000**

1992 Trading Card 30

Whenever this token is even slightly wet, it turns into a boat. When the boat dries out completely, it turns back into its *feather token* form. This can be especially troublesome if the owner of the token is caught in the rain without sufficient protection from moisture. The boat can carry up to 32 men and their gear. The token was supposed to be usable only once, but it appears to have had *permanency* successfully cast upon it.

Semekhtet Barge

XP Value: 1,500 **GP Value: 9,000**

Nightrage

Koresh Teyd uses this magical ship to travel underground. Like a *dwarven rockship*, it moves through solid rock as easily as an ordinary boat moves through water. Also like a rockship, barge passengers are protected from the environment and can breathe and speak normally. However, a *Semekhtet barge* is not so rare nor hard to produce as a rockship, and it has figured prominently in Nithian folklore and mythology. (Thus the name; Semekhtet was a legendary hero who owned a similar barge.) Though Koresh Teyd received the barge as a gift from Thanatos, there is nothing inherent in the barge's power that necessarily demonstrates Immortal magic.

Treat the *Semekhtet barge* as an *undersea boat*, except that it moves through rock, not water.

Smuggler's

XP Value: 2,000 **GP Value: 10,000**

The Book of Marvelous Magic

This boat rolls over on command. As it rolls, gravity reverses for all creatures and objects within the hull, and a water breathing effect protects all passengers and crew. The boat still floats, but only its keel and 2 to 3 feet of draft are above the water. The *smuggler's boat* can be used upside down indefinitely—it is extremely useful for secret, water travel.

Storm Rider of the Gearnat Sea

XP Value: 5,000

GP Value: 50,000

GREYHAWK Adventures

This large merchant ship is enchanted to withstand the violent storms and huge waves of the Gearnat in spring and autumn. Many merchants pooled their wealth to pay the wizard who enchanted it. A bloody fight erupted afterwards when the deed of ownership mysteriously disappeared. Now the *Storm Rider* is an item for anyone strong enough to take it and crafty enough to keep it. The vessel ignores the effects of storms, sailing as if in a brisk breeze at all times. Waves flatten out when the keel touches them and the effects of rain or snow do not affect the ship.



Theon's Folding

XP Value: 10,000

GP Value: 50,000

1992 Fantasy Collector Card 33

This 1-footby 6-inch by 6-inch box unfolds into a jaunty vessel, 90 feet long and 17 feet wide that sails itself through waters of little or no effective depth (though there must be some water). The ship is constantly at full sail with the wind blowing in whatever direction the sailor wishes. Another unusual feature of this craft is that it cannot be hit by physical or magical attacks of any type. (All riders and equipment in the boat can take damage, but

the boat itself remains unharmed.) The boat also plays pleasant fife and drum music at the command of the user, boosting the morale of all by one.

Tub of Sailing

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This tub is identical to a *tub oflard*, but it cannot create anything. If placed in any liquid, it floats and can support up to 500 pounds of weight without sinking. If a creature sits in the tub and commands it to sail, it moves at a Movement Rate of 18. It is not affected by wind, but it is easily damaged (5 hull points, AC 9).

Undersea

XP Value: 2,000

GP Value: 18,000

DUNGEON Magazine 9

This item is identical to a 30-foot-long, standard riverboat and can be used as one. As it is magical, however, its Armor Class is 4 and has 40 Hull Points. No rowers or sailors are needed if the command words are known. The command words for the *undersea boat* are simple anagrams:

Command	Command Word
Start	Ratts
Stop	Opts
Turn to port	Runt potrot
To starboard	Burnt toast odarr
Stop turning	Piston grunt
Submerge	Rubes gem
Level off	Elf oy elf
Surface	Fur aces

When underwater, the boat radiates a *water breathing* effect, protecting all passengers and crew as long as they touch the boat and it is fitted with grips so passengers won't drift away.

Underwater

XP Value: 2,000

GP Value: 15,000

The Sea People

Underwater boats are created from corals and are powered by water elementals. They resemble long cylinders with rounded ends. The driver sits in a special cockpit at the front of the boat and operates the vessel using simple controls. Passengers sit in seats behind the driver. The boat is open at the top and is not waterproofed in any way. They are constructed by triton wizards and are used to carry passengers and cargo.

Small Boat: Length 15–20', Width 10', Height 10'. Capacity 500 pounds, Passengers 4 (including driver).

Large Boat: Length 30–40', Width 20', Height 20'. Capacity 3,000 pounds, Passengers 12 (including driver).

Vessel	Miles/ day	Feet/ round	HP	AC
	Small boat	60		
Large boat	40	100'	80	0

The elemental that powers an *underwater boat* is contained at the back of the vessel. It cannot be attacked or harmed in any way unless the boat's hull points have been reduced to 0. Once the hull has been broken, the elemental emerges and attacks the occupants of the boat. A small boat contains an 8 HD elemental; a large boat has a 16 HD elemental.

Vainamoinen's

XP Value: 1,000 GP Value: 7,000

Gods, Demigods, & Heroes

Vainamoinen's boat is a canoe-sized craft that can hold as many passengers and as much cargo as a galleon and is not affected by storms and high winds. All of his boats move twice as fast as normal.

Xiphoid Xebec

XP Value: 4,000 GP Value: 20,000

The Book of Marvelous Magic

This item looks and functions like a *sword +1* in all respects. When immersed in water and the command word **spoken**, it turns into a three-masted boat with sails (treat as a small sailing ship). The xebec remains in ship form for as long as **needed**, a second command returns it to sword form. The magical xebec can only be damaged by magical attacks or by physical attacks from creatures of 12 or more Hit Dice. If **damaged**, it never again returns to the form of a sword.

Bombard

XP Value	GP Value
+1: 4,000	50,000
+2: 8,000	100,000
+3: 16,000	200,000
+4: 32,000	400,000

War Captain's Companion

Somewhat rare items, magically enhanced bombards are highly desirable additions to any **giff-**

manned ship. Magical bombards have the same chance of **backfiring** as standard bombards have, but they are not destroyed by such explosions.

Roll Boas Type

01–65 Apply bonus to attack and damage rolls

66-00 Apply toward the range of the missile shot.

Bone

A magical bone is a wand-sized object that appears similar to a human arm or leg bone. A magical bone can be used only by a human who holds it and recites the proper command word. These bones cannot be damaged except by **acid**, a *disintegration* spell, or a *wish*, all of which cause the bone to crumble to dust. However, any magical bone can be turned by a priest; the bone is treated as if it were a **spirit**, and a successful attempt, whether to turn or destroy it, causes the bone to become nonmagical for 1d4+2 rounds. If the bone was operating while **turned**, it resumes its magical activity **after** the delay and cannot be turned by the same priest for an hour.

of Animation

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This bone grows into a human skeleton (as the monster) on command. The skeleton understands and obeys the person animating it, but cannot speak, even if a *speak with dead* spell is cast. If given a weapon, it fights on command (AC 4; hp 30, otherwise identical to the monster description). The skeleton can be damaged by any sort of weapon and disappears if "slain," resuming its original bone form. It can carry up to 100 pounds weight. If turned (as a spirit, as any bone), the skeleton disappears, replaced by the **original** bone for 1d4+2 rounds; the skeleton then reappears and resumes its previous activity. A *dispel magic* spell automatically causes the skeleton to stop, **paralyzed**, for 1d4+2 rounds. The *bone of animation* can create a skeleton once per day, and the creature will serve for one hour or until slain.

of Bruising

XP Value: 250 GP Value: 3,000

The Book of Marvelous Magic

This bone, thrown at an opponent, attacks continuously and requires no concentration. The bone dances around the victim's head and shoulders,

trying to interfere and cause distraction. No attack rolls are **made**. Instead, the victim must make a saving throw vs. spell for each round of the bone's attack. If the throw is successful, the bone has no effect; if it fails, the victim takes one point of damage from bruising and cannot cast a spell or utter a command word during that round. The *bone of bruising* stops dancing on command or when the victim dies.

Clapper

XP Value: 150 GP Value: 1,500

The Book of Marvelous Magic

This bone can be used on any bell, normal or magical. When the bell is struck by the bone, it rings in its normal or magical fashion and no command word is needed. The *bone dapper* may be used three times per day.

Dragon

XP Value	GP Value
Cursed: —	2,000
Hatchling: 450	4,500
Very Young: 475	4,750
Young: 500	5,000
Juvenile: 525	5,250
Young Adult: 550	5,500
Adult: 575	5,750
Mature Adult: 600	6,000
Old: 625	6,250
Very Old: 650	6,500
Venerable: 675	6,750
Wyrm: 700	7,000
Great Wyrm: 725	7,250

DRAGON Magazine 181

Dragon bones (or *oracle bones*, as they are sometimes called) are commonly sold in most apothecaries across Kara-Tur for the relatively low price of 1–6 **tael** each. However, nearly all of these items are surely fakes, perhaps animal bones or fragments of turtle shells. True *dragon bones* are the polished and enchanted shoulder blades of Oriental dragons, and they would never be sold so cheaply if properly recognized. One of these enchanted *bones* can aid a shukenja's casting of divination spells. Theoretically, the dragon's spirit travels between the diviner and a divinity, ensuring an accurate response through its ties with the Celestial Palace. The process involves scratching a question into the surface of the dragon bone with a sharp stylus, then carving a groove **next to** the query. The next step involves touching the groove with the red-hot point,

causing a **maze** of cracks to spread across the bone's surface. By interpreting the length and pattern of the cracks, a **shukenja** learns the answer.

A *dragon bone* adds 10% to the success of *augury*, doubles the duration of *find the path*, allows *know history* to be cast at twice normal distance; adds +1 to rolls on Artifact Table 1-24: Divination Results, and is suggested as a material component in powerful divination spells (to which it adds 10% to the chances of success). The complex process involved in utilizing a *dragon bone* takes one turn, which replaces the casting time for all of the above spells. Using this item in casting a spell does not always cause the bone to vanish, be **destroyed**, or become **useless**; it may be used a number of times equal to twice the **age** category of the dragon from which it came (roll 1d12 for random determination). Bones from older dragons have large surface areas on which to carve questions. If a *dragon bone* is found as part of a **hoard**, it may **have** already been used in previous divinations (DM's discretion; 1d4 suggested).

A shukenja of the 10th level or higher may enchant a *dragon bone* if **access** to a deceased Oriental dragon's skeleton is possible. Since the requisite bones are taken from a dragon's shoulder blades, a shukenja may create two dragon bones from each dragon. The bones must be **cleaned**, stained with exotic oils (**the ingredients** for which cost 20 **ch'ien**), and polished. Since an Oriental dragon's bones are magical by their very nature, the final enchantment requires but a single casting of *holy symbol*. The chance that the enchantment "holds" is equal to 70%, plus 1% per level of the caster, the DM should roll this secretly, with 90% being the maximum chance of success. An unsuccessful enchantment results in a worthless item or—on an enchantment roll of 00—**cursed** dragon bones. A *cursed dragon bone* functions like its correctly enchanted counterpart but provides false answers, sometimes (10% chance); a warped version of the truth or the direct opposite of the correct answer, often (80% of the time).

of Slaying

XP Value: 2,000 GP Value: 10,000

The Book of Marvelous Magic

Upon **command**, this bone becomes a magical *dub* +3 (normal damage 1d4), gaining that bonus to attack and damage rolls in addition to Strength bonus, if **any**. Furthermore, if an attack roll of 19 or 20 is made while using the *dub* +3 (before any

adjustments), the victim must make a saving throw vs. magic or be struck dead by the blow, instantly reduced to 0 hit points. This does apply to undead. The bone functions once a day for one turn per use.

of Turning

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This bone may be thrown at any undead monster as a missile weapon (ranges **40/80/120**) with a +4 bonus to attack rolls. If the bone hits, the monster is affected as if turned by a 15th-level priest, although the bone may be used by any human class. The *bone of turning* must be retrieved to be thrown again, but there is otherwise no limit to the number of uses. If an attempt fails by too low a score on 2d6 after the bone hits, it has no further affect on that creature.

Bonnet

Bonnets, in agricultural and industrial cultures, are wide-brimmed, flimsy hats that are thick enough to shelter the **wearer's** face and neck from the sun. In tribal cultures, bonnets are head-dresses displaying or made from the tribe's or the wearer's totem (be it feathers, sprigs of oak, or the hide of a powerful and respected animal).

Horn

XP Value: 1,000 GP Value: 5,000

. DUNGEON Magazine 32

This bonnet is made from a bison scalp with the horns attached. It is often decorated with feathers. Magical versions of the headdress give the warrior a Strength of **19** (+3 to hit, +7 to damage), but only for the purposes of attacking and damage with weapons. The Strength lasts for one turn and can be used only once per day.

War

XP Value: 1,000 GP Value: 5,000

DUNGEON Magazine 32

Worn only by noted warriors, a *war bonnet* consist of a feathered headdress with two long trailers of **feathers**. Nonmagical bonnets are made of eagle feathers, while magical ones are made of the feathers from giant eagles. A *war bonnet* gives a Rover extremely sharp **hearing** and vision, the odds of surprise are only 1 in 10.

Book

Books, Librams, Manuals, Spellbooks, and **Tomes**—in the AD&D game system, each of these terms has a unique definition:

- Books may be used only by *priests* and sometimes raise a specific character statistic.
- **Librams** are books used only by *wizards*, and occasionally boost stats.
- **Manuals** may be used by *both fighters* and *thieves*, and some include boosts to stats.
- **Spellbooks** contain spells and surprises. Most are restricted to priests and wizards, but a few may be used by any class.
- **Tomes** may be used by *all classes* and some grant boosts to stats.

All magical books, **librams**, manuals, and tomes appear to be normal works of arcane lore. Each is indistinguishable from others by visual examination or by magical detection,

A *wish* spell can identify or classify a magical work. Other spells, notably *alter reality*, *commune*, *contact higher planes*, *limited wish*, and *true seeing* are useless. A *wish* reveals the general contents of a book, telling **what** classes or characteristics are most affected (not necessarily benefited) by the work. A second *wish* is required to learn the book's exact contents.

After being studied by a character, most magical works vanish forever. However, one that is not beneficial to the reader may become attached to the character, and he or she is unable to get rid of it. If the work **benefits** another character alignment, the owner is *geased* to conceal and guard it. As DM, you should use your judgment and imagination as to exactly how these items are to be **treated**, use the rules in this section as parameters.

of Amon

XP Value: 6,500 GP Value: 17,000

Kingdom of Nithia

This relic has no known origin. It has existed since the days of the Nithian Empire on the surface world. It is a large volume weighing nearly 80 pounds, bound in what appears to be red dragon hide with **raised**, unreadable glyphs on the cover. Raised areas, like veins under skin radiate out from the glyphs. Sixteen eyes of precious gemstone stare endlessly out from the cover of the book. To the casual observer, it appears to breathe.

It is rumored that **only** the **Pharaoh**, or the Pharaoh's high priest, is able to read it freely. If

anyone else tries, they must save vs. spell or go mad (Intelligence permanently drops to 1). Those who keep their sanity see only blank pages.

According to **legend**, each page bears the name of an ancient **Nithian** colony, far away from the Known World. If the Pharaoh wishes to visit one of these places, he or she need simply open the book, and read the name written there. The book then becomes a *gate* to that particular place, and the Pharaoh may travel freely to it. However, due to the *spell of preservation*, no *gates* can be opened to the surface; and if more than an hour elapses, the user is automatically returned to **Nithia**. Since this is a Nithian artifact, the book itself is constrained to stay within the **country's** borders, and therefore *teleports* itself back to its resting place if taken out of the country.

of Binding Souls

XP Value: — **GP Value:** 60,000

DUNGEON Magazine 27

Bound in the hide of a **fiend**, this is a small, thick book roughly 9 inches high, 6 wide, and 1 1/2 inches thick. It strongly radiates a pulsing aura of evil, noticeable even without magical detection. Its worn pages of thin flesh are covered with strange sigils and glyphs. Merely looking at the book's evil script causes any nonchaotic evil being to take **3d6** hp electrical damage (no save allowed) and make a saving throw vs. spell or go insane. The form that the insanity takes is left for the DM to decide, but requires the casting of a *heal* spell by a priest of at least **18th-level** to *dispel*. Any nonchaotic, evil being who retains possession of the book for more than three days suffers from a vile rotting disease, similar to mummy rot, **with no** save allowed. Curing this effect requires casting a *cure disease* spell, also by a priest of at least **18th** level.

The book is a relic that contains the knowledge and power to ensnare the essence of a deceased being and bind it to one's will. The captured essence manifests itself in a form similar to that of a **ghost**, except that its Hit Dice are equal to that which it possessed in life. The ghost is completely under the power of the book's **user**.

The book is written in an archaic, evil language and can be fully understood only by a chaotic evil priest of at least **10th** level.

The casting of an *incantation* requires that the spell be cast over the remains of the essence's former body, and that the caster know the spirit's

name. Success of the *incantation* begins at a base 1% chance, rolled once every 12 hours of the incantation. This chance is modified by the following—for every level of the spirit, subtract 2%. For every level of the caster (and those of any assistants chanting at the same), add 1%. Lastly, add 1% for each 12 hour period in which the incantation has been in progress.

Should the *incantation* be interrupted or halted at any **time**, all progress made up to that point is lost, and any new attempts to ensnare the essence begins at the base 1% chance again. Also, should a 99% or greater (unmodified) chance be rolled in any ensnaring attempt, the essence eludes the pursuers (hell hounds from the Abyss) and breaks the spell's hold. This has the same effect as breaking off the *incantation*.

Once **ensnared**, however, there is little hope for the spirit, as the power of the book quickly binds it to a material form. Escape occurs only when the new material form is destroyed or when the caster loses control of the book. This doesn't mean that the caster must sleep with book clutched to breast, but it does require that the book always be in a place of the caster's choosing and readily accessible.

Should the caster lose control of the book, the spirit becomes **free** to direct all of its energies to the death of its captor, attacking until it is destroyed or the caster is **killed**, at which point the spirit is allowed to return to its final plane of **existence**.

The book is immune to normal and most magical destruction. It must be destroyed by some special **means**, such as throwing it into a particular volcano, perhaps on the Elemental Plane of Fire, or by immersion in the acidic blood of some huge, ancient black dragon. The particular means of the **book's** destruction are left to the DM and could provide an exciting and dangerous quest.

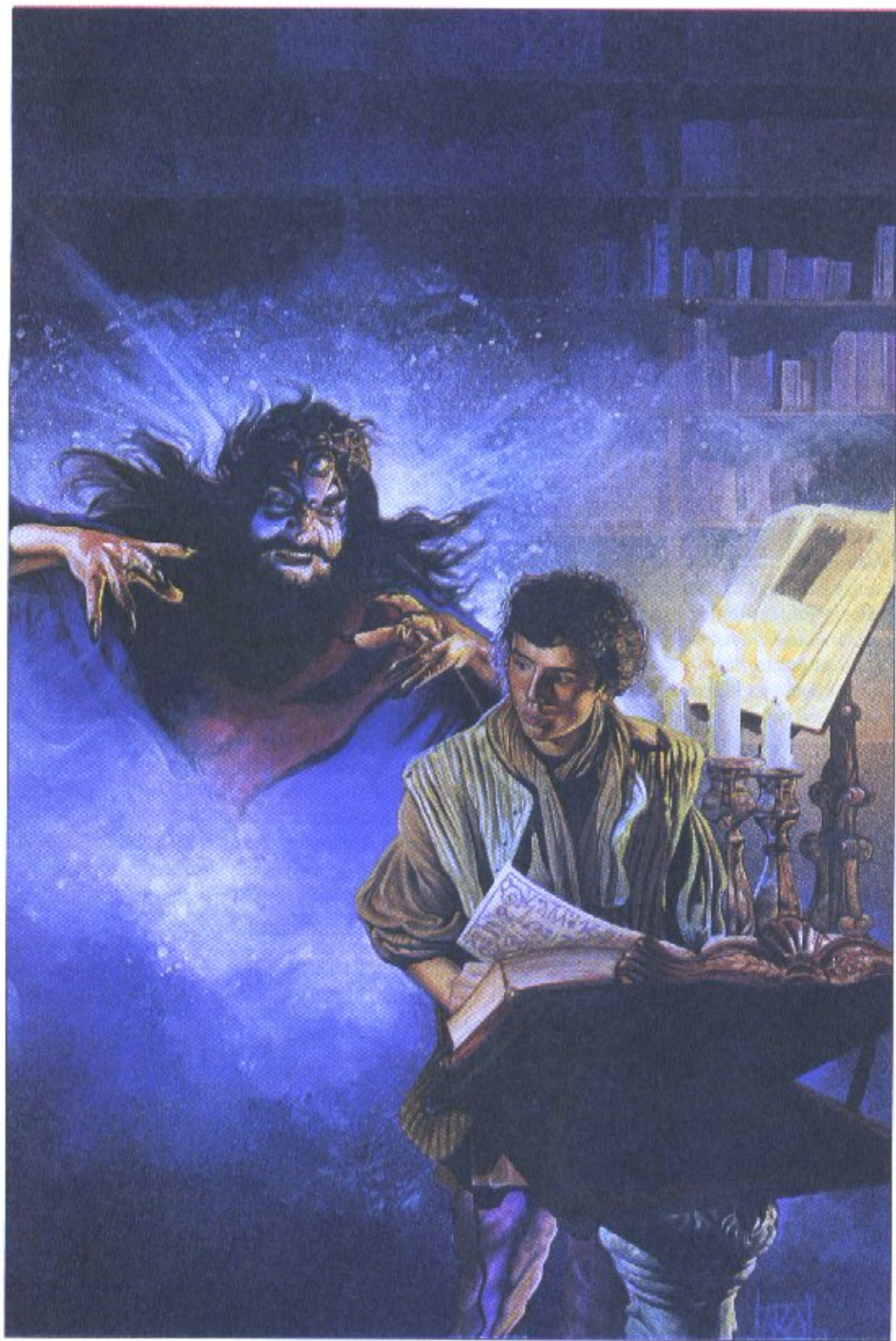
Disks of Mishakal

XP Value: 100,000 **GP Value:** 500,000

Dragons of Despair

These are platinum disks, **18** inches in diameter. Each disk is 1/8-inch thick. There are **160** plates in all. A bolt passes through one side of the plates, allowing each to swivel out and be viewed while keeping the stack together. Each of the plates is engraved on both sides.

Anyone of Lawful or Neutral Good alignment may examine the plates. Others take **4d6** points of electrical damage each time they try to touch or



read the disks.

Priests who read this book gain knowledge about the ancient gods of **good—Paladine** (rulership), **Majere** (meditation and control), **Kiri-Jolith** (war and battle), **Mishakal** (healing), **Habakuk** (seas and animals), and **Branchala** (elves, forests, and music). Any priest who worships these gods may receive spells as per standard AD&D game rules. The book tells how to worship them and gain true **priestal** abilities.

Disks of Mishakal II

XP Value: 100,000 GP Value: 500,000

Tales of the Lance

The once-lost Disks of Mishakal, are steeped in legend. These disks, crafted during the Age of Might, provide a treatise on the rituals and worship of the gods of Krynn. Each of the 160 disks is made of hammered platinum, thin as a **quith-pa** wafer and three hand-spans wide. A rod of steel pierces one edge of each disk, binding the disks together. Arcane **glyphs** engraved on both sides of the disk **tell** the secrets of the gods. As with any sacred text, the disks answer a multitude of questions, but raise a many **more**.

The disks are said to have been commissioned by **Karthay Pah**, though the actual work was completed at the hands of **Eriel Caladon** nae **Tempus** and a triumvirate of **Silvanesti** scholars. When the kingpriests arose, the elves feared for the loss of this divinely inspired work. **Therefore**, they sent it secretly across the land to their brethren in **Qualinesti**. Barbarians from New Sea massacred the caravan and the disks were lost.

In 255 PC, the disks were rediscovered in **Zhakar**—the ogres wanted to melt the disks and forge them into coins. The disks somehow escaped melting (perhaps by divine intervention or a unique magical property). Later, a gray dwarf named **Forlorn Ironbeard** summoned the gods to aid his folk, the **Zhakar**, in repelling **Khurian raiders**. The ungrateful **Zhakar** abandoned **Forlorn** to his doom in the final siege of **Ransom's Gate**. The gods sent the mold plague to punish the unfaithful dwarves.

Word of the lost disks reached the **kingpriest** and a royal bounty was set for their recovery. In addition to the glory and power the disks would provide, the kingpriest knew that quests for the disks would preoccupy the **Knights of Solamnia**. Many valiant knights sought the holy disks, but none ever found them. At **last**, the brash plainsman **Clear-**

brook set out upon the quest. His travels took him to world's end and **beyond**, into the mists of the **Abyss**. When **Clearbrook** returned to **Xak Tsaroth**, he bore the disks in a robe of bison skin. He delivered the relic to the priests of **Mishakal**, and then led his pursuers (spies of the kingpriest) into the **Darken Woods**—**none** ever returned.

In **Xak Tsaroth**, the disks lay hidden. After the **Cataclysm**, the barbarian priestess **Goldmoon** recovered the disks from the ruins. At war's end the fabulous disks were ensconced in the temple of **Mishakal** at **Palanthus** for the most devout and pure souls to study and learn the teachings of the gods of good.

Anyone with good alignment may touch the disks, and those with a proficiency in ancient languages may read them. Those of **Neutral** or **Evil** alignment who attempt to touch or read the disks, are struck by a lightning **bolt** that arcs from the disks, doing 3d10 points damage. **Although** priests of **Paladine** strongly warn petitioners that "they must be at peace with **Mishakal** and **Paladine** to read the disks safely," one or two unworthy readers die every year. To the worthy, however, patient and penitent study of the disks can unfold the mysteries of death, creation, and life.

of the Enlightened Gods

XP Value: 4,000 GP Value: 20,000

Land of Fate

This mystical text is dedicated to one of the major enlightened gods of the **Land of Fate**. Roll 1d8 for the god to which it is dedicated:

Roll	Deity Name
1	Kor
2	Hajama
3	Najm
4	Selan
5	Haku
6	Hakiyah
7	Jisan
8	Zann

Priests (including both hierarchical and free priests) who venerate that god and spend a week studying the book's revelations receive one point of **Wisdom** and **sufficient** experience points to advance halfway into the next level of experience. The book then vanishes to find another priest. An individual may only gain enlightenment from a

Book of the Enlightened Gods once.

Priests who do not worship that particular god, but do worship some enlightened god, recognize the book for what it is but gain no benefit and take no damage. This includes priests of the Pantheon and the Temple of Ten Thousand Gods.

Nonpriests who handle the book take 4d6 points of damage when opening it. This includes paladins, farisan, and holy slayers who may be devoted to that same god. The book does not disappear if handled by non-priests or priests of enlightened gods. Priests of savage gods who merely touch the book lose one level of experience. The book disappears at this point as well.

of Exalted Deeds

XP Value: 8,000 **GP Value:** 40,000

DUNGEON MASTER Guide, 1st Edition

This holy book is sacred to priests of good alignment. Study of the work requires one full week, but upon completion the good priest gains one point of Wisdom and enough experience points to raise the character halfway into the next level of experience. Priests neither good nor evil lose 2d4(x10,000) experience points perusing this work (a negative XP total is possible, requiring restoration but not lowering level below the 1st). Evil priests lose one full experience level, dropping to the lowest number of experience points possible and still hold the level; furthermore, atonement must be made by magical means or by offering up 50% of everything they gain for 1d4+1 adventures.

Fighters who handle or read the book are unaffected, though a paladin may sense that it is good, wizards who read it lose one point of Intelligence unless they save vs. spell. If they fail to save, they lose 2d20(x1,000) experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose one point of Dexterity. A thief also has a 10d6% chance of giving up his or her profession to become a good priest if Wisdom is 15 or higher. Bards are treated as neutral priests.

Except as indicated above, the writing in a *Book of Exalted Deeds* can't be distinguished from any other magical book, libram, tome, or manual—it must be studied. Once studied, the book vanishes, and can the character can never benefit from reading a similar tome a second time.

of Golems

XP Value	GP Value
Clay: 3,000	30,000
Doll: 3,000	30,000
Gargoyle: 3,000	30,000
Glass: 3,000	30,000
Ice: 3,000	30,000
Necrophidius: 3,000	30,000
Scarecrow: 3,000	30,000
Slime: 3,000	30,000
Wood: 3,000	30,000

DUNGEON MASTER Guide, 1st Edition

This compilation is a treatise on the construction and animation of golems. It contains all information and incantations needed to make one of the nine sorts of golems.

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction and animation process, a single wizard or priest must have the manual at hand to study, and must not be interrupted. The type of manual found is found by rolling 1d20 and consulting the table below:

Roll	Golem	Type of Creator ¹	Construct Time	GP Cost
01-11	Clay	P17	1 month	65,000
12-22	Doll	P15	2 months	20,000
23-33	Gargoyle	P16	4 months	100,000
34-44	Glass	P14	6 months	125,000
45-55	Ice	P12	4 months	25,000
56-66	Necrophidius	P9	10 days	8,000
67-77	Scarecrow	P9	21 days	100
78-88	Slime	P17	2 months	45,000
89-00	Wood	D15	21 days	1,000

¹D—Druid, P—Priest

Once the golem is finished, the writing fades and the book is consumed by flames. When the ashes of the manual are sprinkled on the golem, the figure becomes fully animated. It is assumed that the user of the manual is of at least the 10th level. For every level of experience under 10th, there is a cumulative 10% chance that the golem falls to pieces within one turn of completion, due to the maker's imperfect understanding.

A priest who reads a work for wizards loses 1d6(x10,000) experience points. A wizard reading a priestly work loses one level of experience. The DM must decide in advance for whom the book is intended. Any other class suffers 6d6 points of damage for opening the work.

In Kara-Tur: This magical book is not found in Oriental lands. This result should be rolled.

of Mystical Equations

XP Value: 1,000 **GP Value:** 6,000

Tome of Magic

This book is indistinguishable from other magical tomes. It contains charts and equations relating to several of the spells belonging to the Sphere of Numbers. It can be used as the material component for the spells **personal reading**, **telethaumaturgy**, and **addition**. If it is used in this manner, the casting time for the spell is **halved**, and any saving throw that the subject of a spell may be entitled to suffers a -2 penalty.

of the Planes

XP Value: 2,000 **GP Value:** 10,000

Tales of the Outer Planes

As with all magical writings of this nature, the **metalbound Book of the Planes** appears to be an arcane, rare, but nonmagical book. It will radiate a magical aura if a **detect magic** spell is cast on it. Any single wizard or priest can read one chapter at a time (taking 1d12 months to assimilate the information), in total isolation, to gain knowledge about a particular plane. After the character has read a chapter as described above, he or she gains the ability to travel freely to and from that plane. Once a chapter has been read, there is a 5% chance the book disappears. This chance is cumulative, so that after three chapters have been **studied**, the chance of the book disappearing is 15%. Any nonmages or nonpriests attempting to read the manual must save vs. spell or go insane.

Ravenloft Golem Books

XP Value	GP Value
Clay: —	—
Doll: —	—
Gargoyle: —	—
Glass: —	—
Mechanical: —	—

RAVENLOFT MC Appendix

According to rumor, there are magical volumes that detail the procedures used in the creation of Ravenloft golems. Like the traditional golem manuals found in other realms, each of these books describes how to fashion and animate one type of golem. In addition, the dark powers of Ravenloft favor the creation of these golems

over their more mundane cousins, so that any manual of golems brought into Ravenloft has a 75% chance of transforming into a *Book of Ravenloft Golems* when it enters the **demiplane**. Such books do not revert to normal when removed from the demiplane, but the creation of the golems they describe is not possible outside of that domain, making these tomes all but worthless in other lands.

When a *Book of Golems* is found in Ravenloft, roll percentile dice on the following table to determine the type of golem it can create:

Roll	Golem	Type of Creator ¹	Construct Time	GP Cost
01-20	Clay	P17	1 month	65,000
21-40	Doll	P15	2 months	20,000
41-60	Gargoyle	P16	4 months	100,000
61-80	Glass	P14	6 months	125,000
81-00	Mechanical	Any	18 months	125,000

¹Under creator, the following nomenclature is used: P—Priest

The creation of any kind of Ravenloft golem is a dark and dangerous process for the **creator**. The creature must be created with loving care and special magical spells woven over the body to bring it to life.

Like traditional golems, those fashioned with the aid of the dark powers of Ravenloft have a great hatred for all living things. They are kept in check only by the will of their creators, who face death at their hands if they ever escape and become free-willed creatures. While the spells used to create a golem **usually enslave** it so that it cannot refuse to obey its creator, there is a 10% chance that any Ravenloft golem will break free of that control. After **that**, it devotes all of its time and energy to the destruction of its **creator**. Once a golem is **created**, it is entitled to a saving throw vs. spell once per month, on the full moon. Failure indicates that it must serve for another month, while success indicates **that** it has become **free-willed**.

The rituals to animate the body (once it has been built) require one full month (from full moon to full moon) and cannot be interrupted in any way or the entire enchantment process must start anew. In all cases, the spells used may come from any source (including devices or scrolls). If a **spell** is cast on behalf of the golem's creator by a second individual, that spell must contain special alterations to make it sympathetic to the crea-

ture's would-be master. There is no additional cost for these alterations,

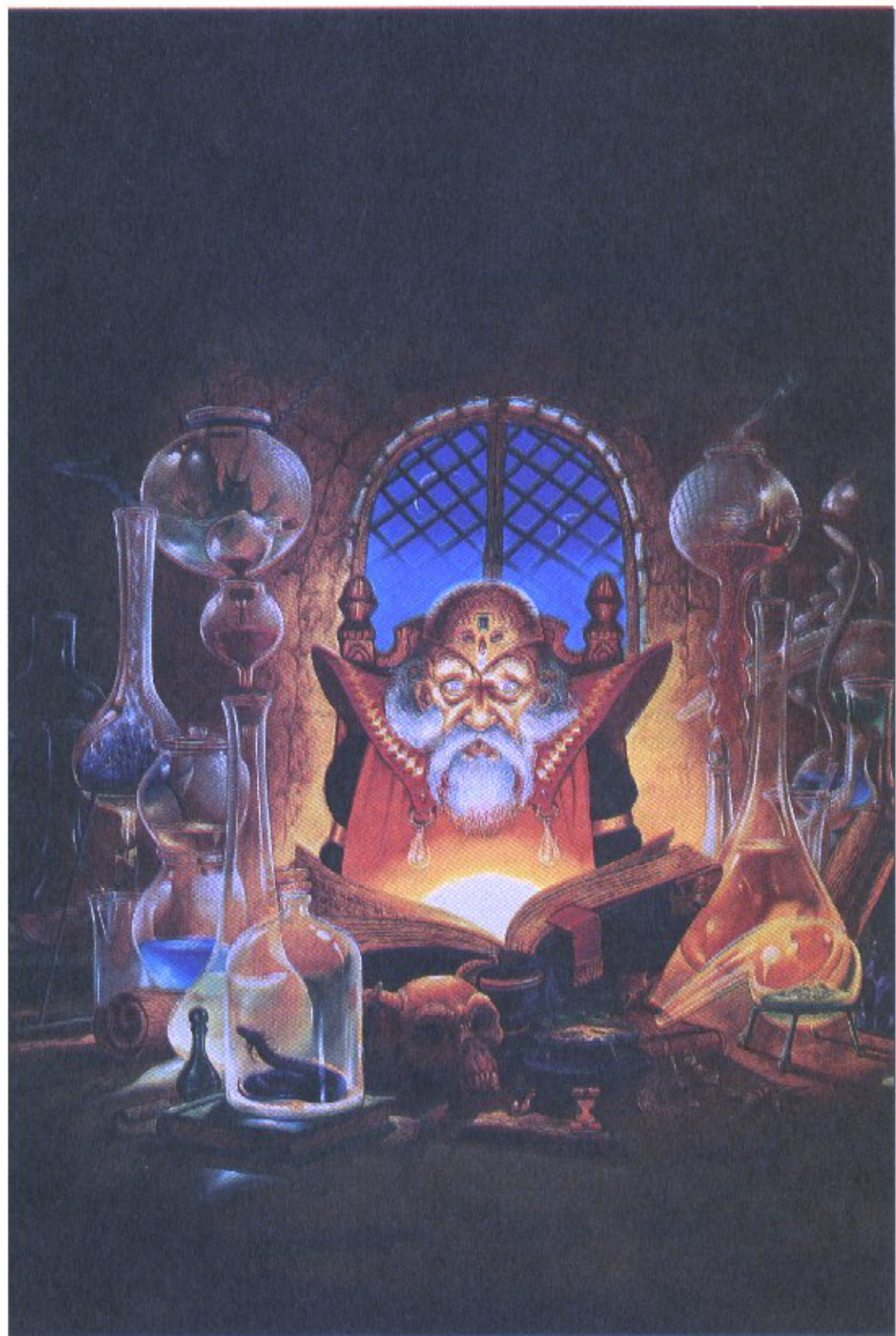
Doll Golem: Only a priest of at least 15th level can create a doll golem. These creatures resemble a child's toy—often a baby doll or stuffed animal. Bone golems can serve as either the guardians of children or as murdering creations too foul to contemplate. Construction of the doll's body takes only two weeks, but the cost of components and enchanted elements of the golem reaches 15,000 gp. The spells needed to complete the animation are *imbue with spell ability*, *Tasha's uncontrollable hideous laughter*, *(un)holyword*, *bless*, and *prayer*. The first known examples of this type of golem turned up in the land of Sanguinia, in the hands of a traveling priest. While his name has been lost to memory, it is believed that he researched and built the doll to protect his wife and daughter as they traveled around this dark land. History does not record the final fate of that pilgrimage. It is rumored that the doll survived and still haunts the domains of Ravenloft today, but there is no solid evidence that this is the case.

Gargoyle Golem: This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem, save that can be built only by priests of at least 16th level. The body must be carved from a single slab of granite (weighing 3,000 pounds and taking two months to complete) and prepared with components costing 75,000 gp. Of this money, 15,000 gp is used to create vestments that can be reused, so a second golem could be created for only 60,000 gp. The spells required to complete the process are *bless*, *exaction*, *(un)holyword*, *stone shape*, *conjure earth elemental*, and *prayer*. The first gargoyle golem was fashioned at the command of Vlad Drakov, Lord of Falkovnia, as a means of defending his castle. Eventually, the secret of their construction leaked out and others began to build them. It is rumored that none of these creatures can attack Drakov, and even that they may all secretly serve him—this may or may not be true. Although none can report ever having seen Drakov challenged by such a creature, it does seem unlikely.

Glass Golem: Fashioned by either priests or wizards of at least 14th level, the glass golem is composed entirely of stained glass. Perhaps the most artistic of all known Ravenloft golems, its

creation takes three months and requires an outlay of 100,000 gp. In addition to the materials required, the following spells must be used: *glassteel*, *animate object*, *prismatic spray*, *rainbow*, and *wish*. Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant. While the origins of some types of Ravenloft golems are firmly established, the first appearance of glass golems is not recorded with certainty in any known record. It is believed that they were created by a spell caster who fancied himself an artist (hence their eerie beauty), but the identity of that sorry man cannot be guessed. Some say it was the lord of a small domain (one of the so-called Islands of Terror) who died at the hands of a brave band of adventurers.

Mechanical Golem: A nightmare of technology and magic, the mechanical golem is an intricate device that depends on both magic and machinery to operate. It is the only known manner of golem that can be built by any class of character, even those without spell casting abilities, if they meet the requirements listed below. Construction of the body requires a full year of work (with no more than two interruptions, each no longer than 30 days, permitted) and an outlay of 125,000 gp. Almost half of that money (60,000 gp) is spent on the creation of a properly equipped laboratory, and additional golems may be built for only 65,000 gp using this existing equipment. The person building the body must have an Intelligence score of not less than 16 and either experience with fine craftsmanship (trained as a watchmaker) or a Dexterity score of not less than 17. The animation of the golem requires the following spells: *animate object*, *fabricate*, *grease*, *chain lightning*, and either *major creation* or *wish*. The first of these horrors was created at the order of Easan the Mad, Lord of Vechor. A twisted man who has always been fascinated by technological devices, Easan is said to have foreseen the elements of this creature in a study of a falling star. While most doubt that this is anything but more proof of Easan's dementia, few can challenge the obvious conclusion that these evil creatures are a mix of magic and technology that must surely have come from the mind of a lunatic.



Thuba's Book of Vile Darkness

XP Value: 8,000

GP Value: —

1993 Collector Card 466

Thuba acquired this book from an evil priest who came to visit him long ago, with the intention of overthrowing and **destroying** him, Thuba was not impressed and had the priest taken to the dungeons. Thuba now uses the book in an **experimental** way by forcing captured foes, who have been particularly interesting opponents, to read it. He likes to see what results from such punishments and he learns more of the book in this way.

of Twelve Seals

XP Value: 2,200

GP Value: 22,000

The Savage **Frontier**

This thick book, its cover made of red dragon underbelly hide, contains 12 pages of thick, black leather. Each page contains a single rune-inscribed metal disk, like a seal of some kind. Seven of the seals are gold and shiny, five are of dull, **charred**, and tarnished lead.

The runes on the seals are command words that activate the magic of the seal. When **activated**, the scroll summons a magical entity that the wielder may command for **3d6** turns. Each of the seven (gold) remaining **seals** summons a different being (the proper element need not be available for elemental beings).

Page one	16 HD air elemental
Page two	8 HD fire elemental
Page four	12 HD earth elemental
Page five	Dragon horse
Page eight	Gibbering moulder
Page nine	Fann
Page ten	Marid

Activating a seal causes it to become lead in a blinding flash.

of Vile Darkness

XP Value: 8,000

GP Value: 40,000

DUNGEON MASTER Guide, 1st Edition

This is a work of ineffable **evil**—**meat** and drink to priests of that alignment. To fully consume the contents requires one week of study, but once this has been **accomplished**, the evil priest gains one point of Wisdom and enough experience points to place the character halfway into the next level of experience.

Priests neither good nor evil who read this book either lose **3d4**(×10,000) experience points or become evil without benefit from the book;

there is a 50% chance for **either**. Good priests perusing the pages of this unspeakable book, the *Book of Vile Darkness* must successfully save vs. poison or die; and if they do not die, they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the priest loses 250,000 experience points, less 10,000 for each point of Wisdom.

Other characters of good alignment suffer **5d6** points of damage from handling the tome, and if they look inside, there is an 80% chance a night hag attacks the character that night. Nonevil neutral characters suffer **5d4** points of damage from handling the book, and reading its pages causes them to succeed on a save vs. poison or become evil, immediately seeking out an evil priest to confirm their new alignment (see the *Book of Exalted Deeds* for details).

In Ravenloft: Reading this book requires a Ravenloft powers check. When the week long reading is complete, the evil priest gains just enough XPs to rise two **levels**—not the paltry half-level increase granted in other realms. The priest still gains one point of Wisdom, and characters of good alignment suffer a curse if a save vs. spell succeeds. **In Ravenloft**, curses can be excruciatingly deadly.

Boot

Boots are normally hand-made by cobblers. Common boots are made by using a form, but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot, from that of a pixie to a giant. Roll on the following table to find the type boot found.

Roll	Boot Type
01–08	Blade Boots*
09–17	Hollow-compartment Boots*
18–25	Kick-slashers*
26–33	Riding Boots
34–42	Sandals
43–50	Shipwalkers
51–58	Shoes
59–67	Slippers
68–75	Snowshoes
76–83	Soft Boots
84–92	Tabi
93–00	Water Shoes

of Attraction**XP Value:** 1,000 **GP Value:** 3,500The Book of **Marvelous Magic**

These boots appear and function as *boots of tracks* but have a 50% chance of attracting 1d4 monsters of the type imitated. This chance is checked once for each hour or part of an hour that the boots are used to create deceptive tracks.

of Balance**XP Value:** 1,000 **GP Value:** 10,000

The Complete Thief's Handbook

The wearer of these soft, low-heeled supple leather boots is endowed with a magically enhanced sense of balance. This has the following important effects:

- A thief wearing the boots gains a +10% bonus to all move silently and climb walls die rolls.
- The Dexterity of any character wearing the boots is increased by one point for all purposes where the hands are not involved. Thus, a thief cannot claim a bonus to skills such as open locks, but a bonus to Armor Class may apply, and likewise a bonus applies to Dexterity checks in certain situations (to avoid a fall).
- The wearer gains the tightrope walking proficiency; if this is already possessed, a -4 bonus modifier applies to all proficiency check die rolls when wearing the boots.

A wearer of *boots of balance* cannot claim a further bonus for moving silently from mundane aids (such as the use of leather strapping to cross creaky floorboards). Too, the bonuses gained from boots of balance cannot be added to the bonus gained if the wearer also uses *gauntlets of dexterity*.

of Carrying**XP Value:** 1,000 **GP Value:** 5,000The Book of **Marvelous Magic**

These boots enable the wearer to carry an additional 50 pounds of weight without encumbrance. Thus, the wearer may carry up to 90 pounds at 120 feet per round, 91 to 130 pounds at 90 feet per round, and so on.

of Cleanliness**XP Value:** 50 **GP Value:** 500

DRAGON Magazine 73

These leather, calf-high dress boots can be brought to a brilliant shine by a single swipe of a cloth. Events violent enough to break through the leather destroys the shine permanently.

of Cloudwalking**XP Value:** 1,000 **GP Value:** 7,000The Book of **Marvelous Magic**

This footwear allows the user to run at the rate of 300 feet per turn. If a storm or other dense cloud cover is available, the wearer may walk on the top of the clouds and may run across them at 480 feet per turn for up to three hours.

of Comfort**XP Value:** 500 **GP Value:** 2,500

DRAGON Magazine 30

Boots of comfort fit the feet of any humanoid of any size. They feel like house slippers (which they are) but are as durable as hard leather.

of Concealing**XP Value:** 2,000 **GP Value:** 15,000

POLYHEDRON Newszine 43

These knee high boots are capable of completely concealing up to five objects in each boot, each object being no more than 3 inches wide and 12 inches long. For example, each boot could conceal a dagger, a pouched set of thieves tools, a scroll, a vial, and a short wand, and no one who searches the individual wearing the boots could feel, see, or otherwise distinguish the hidden object as long as the boots are being worn. In 30% of the cases, the boots have heels with hidden compartments capable of concealing a few coins or gems or a small bit of jewelry, with the same concealment abilities.



Cyria's Winged

XP Value: 1,500 GP Value: 7,500
1992 Fantasy Collector Card 192

Cyria's version of *winged boots* has the best possible combination of flying abilities—a flying speed of 24 and a maneuverability class of A. In addition, the boots require only four hours of uninterrupted rest to recharge for one hour's worth of flight. However, there is a 5% chance these boots immediately assume self control and whisk Cyria off to the nearest griffon's lair (distance is no factor) each time she uses them. The boots cannot be removed during this time, and then ceases to function for one week afterwards.

of Dancing

XP Value: — GP Value: 5,000
DUNGEON MASTER Guide, 1st Edition

These magical boots expand or contract to fit any foot size, from halfling to giant. They radiate slight magic if detection is used. They are indistinguishable from any other magical boots, and, until actual melee combat is begun, but they function like one of the other types of useful boots listed here—DM's choice.

When the wearer is in melee combat, the *boots of dancing* impede movement, begin to tap and shuffle, heel and toe, or "shuffle off to Buffalo,"

making the wearer behave like a recipient of *Otto's irresistible dance* spell (-4 penalty to Armor Class rating, saving throws at -6, and no attacks possible). Only a *remove curse* spell enables the boots to be removed once their true nature is revealed.

Boots of dancing have no effect upon a jester (a bard kit).

Deceptor's

XP Value: 1,000 GP Value: 5,000
Twilight Calling

Deceptor's boots allow the wearer to *turn ethereal* (as the potion) twice a day; grant the powers of *invisibility* (as the ring), and *climbing* (as the potion), each usable three times daily.

Elven

XP Value: 1,000 GP Value: 5,000
DUNGEONS & DRAGONS Basic Rules Set

The wearer of these boots moves with nearly complete silence (roll 1d10; only heard on a 1).

In Kara-Tur: *Elven boots* are not commonly available in Oriental lands. Reroll this result.

Elven n

XP Value: 1,000 GP Value: 5,000
The Elves of *Alfheim*

The upper portions of these boots are made of finely crafted leather, but the soles are made of the specially-treated bark of the *tree of life*. For a normal person or elf, it takes a roll of 1 on 1d10 for the wearer to be **heard**, for anyone successfully using the **hide** skill, it takes a roll of 1 on 1d20.

In Kara-Tur: *Elven booty* are not commonly available in Oriental lands. Reroll this result.

of Elvenkind

XP Value: 1,000 GP Value: 5,000
DUNGEON MASTER Guide, 1st Edition

These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of **noise**—95% chance of silence in the worst of conditions, 100% in the best.

In Kara-Tur: *Boots of elvenkind* are not commonly available in Oriental lands, Reroll this result.

of Feather Falling**XP Value:** 1,000 **GP Value:** 7,000

Mordenkainen's Fantastic Adventure

Treat these boots as an unlimited duration *featherfall* spell.

Featherweight**XP Value:** 1,000 **GP Value:** 7,000

The Book of Marvelous Magic

These boots have no effect until the wearer steps on a trap or other device triggered by **weight**. At that time, the boots instantly reduce the **wearer's** weight to nearly zero, negating the device. The wearer is not aware of any change in weight unless the area is windy; if so, the wearer is **blown** about, light as a feather, for one round.

of Gentle Thievery**XP Value:** 1,000 **GP Value:** 6,000

POLYHEDRON Newzine 56

These boots allow the wearer to engage in fancy footwork, so as to appear to be dancing. This adds -2 to Armor Class. Alternately, the wearer may do a flip over the head of a small- or medium-sized opponent while engaged in melee. This function adds -4 to AC and is performed in lieu of any attack for that round.

of Gentle Thievery II**XP Value:** 1,200 **GP Value:** 6,000

IMAGINE Magazine 19

These boots are like standard *boots of elvenkind* in **effect**, but the wearer is under a *geas* not to use violence in the course of stealing, nor allow accomplices to do so. Hence, to obey the *geas*, if the wearer is attacked in the middle of a robbery, the thief must either flee, abandon the stolen goods (which cannot be recovered later), or spend the first few rounds getting out of the boots. Such an item might be the perfect gift for a wizard to give to a thief of dubious morality.

The boots are created by casting *enchant an item* on a pair of finely-worked leather boots, preferably of *elven* manufacture, followed by the casting of *silence 15' radius* by a priest, *permanency* and *geas*. With the enchantment complete, the silence applies only to the footsteps of the wearer of the boots.

of Jogging**XP Value:** 1,200 **GP Value:** 6,000

DRAGON Magazine 72

This special footgear allows a jock to jog at a steady pace for six hours without needing to rest. These boots are also referred to as "sneakers," probably because they allow jocks to add +1 to all surprise rolls.

of Levitation**XP Value:** 2,000 **GP Value:** 15,000

DUNGEON MASTER Guide, 1st Edition

Like other magical boots, these soft boots expand or contract to fit any feet from giant to halfling in size. *Boots of levitation* enable the wearer to ascend or descend vertically, at will. The speed of ascent or descent is 20 feet per round, with no limitation on duration. The amount of weight the boots can *levitate* is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (a given pair of boots can *levitate* from 294 to 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to *levitate*. (See the 2nd-level wizard spell, *levitation*.)

Loki's**XP Value:** 6,000 **GP Value:** 47,500

Gods, Demigods, & Heroes

These boots combine the powers of *water walking*, *flying*, traveling, and speed.

Midnight Slasher's**XP Value:** 2,000 **GP Value:** 14,000

RAVENLOFT MC Appendix II: Children of the Night

The Slasher wears a pair of *drowish boots of elvenkind* that enable him to move silently with a 95% chance of success. His boots, along with his cloak, work only in **darkness**—they give the Slasher triple normal chances for surprise.

Moccasins of Free Movement**XP Value:** 1,000 **GP Value:** 10,000

Maztica Campaign Set

These beaded leather shoes are **marvelous** talismans that convey multiple **effects**—they function as *boots of elvenkind* and allow their wearer to move silently, they also permit a full movement rate, whatever the **footing** as long as the character is walking. Thus, he or she can cross swamps, wade through shallow water (but not swim), even cross a pool of sticky tar, as if walking on **smooth**, level ground.

of the North**XP Value: 1,500****GP Value: 7,500**

DUNGEON MASTER Guide, 1st Edition

This footwear bestows many powers upon the wearer. First, the character is able to travel across snow at **normal** rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. *Boots of the north* warm the wearer, so that even in a temperature as low as -50° F is comfortable with only scant **clothing**—a loin cloth and **cloak**, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, temperatures as low as -100° F have no effect.

In a DRAGONLANCE Campaign: On Ansalon, of course, *boots of the north* are called *boots of the south*.

of Pinching**XP Value: —****GP Value: 1,800**

The Book of Marvelous Magic

These boots appear to be and function as *boots of tracks* but they cannot be removed until a *remove curse* is applied. They pinch the wearer's feet when the tracking function is **used**, slowing the wearer's movement rate by 1 MV point, cumulative with each turn or part of a turn of **use**. Any victim reduced to zero movement must be carried or magically transported about and cannot walk; the **effect** disappears when the boots are removed.

Runjoye's Winged**XP Value: 2,500****GP Value: 12,500**

1992 Fantasy Collector Card 147

Runjoye's boots are of better quality than most other *winged boots*. They possess a flying speed of 21 and maneuverability is class A. They are usable for up to four hours per day, rather than the usual two (for every 12 hours of uninterrupted nonuse, the boots regain two hours of flying time). Like other owners of *winged boots*, Runjoye doesn't need to maintain concentration in order to fly, so he can cast spells while airborne. Unlike other *winged boots*, Runjoye's quit working quite suddenly when their magic expires. Fortunately, he wears a *ring of featherfalling* for just such an emergency.

Shalandain's Boots of Starstriding**XP Value: 3,000****GP Value: 15,000**

1992 Fantasy Collector Card 133

Shalandain won these magical boots from a *scro* during a card game. The boots allow Shalandain to tread upon the gravity plane of any ship without drifting away. Movement is cut in half, but jumping down to the gravity plane does not result in oscillation. Shalandain can jump from the gravity plane to the gravity plane or even the deck of another ship as if she had the jumping proficiency.

of Speed**XP Value: 2,500****GP Value: 20,000**

DUNGEON MASTER Guide, 1st Edition

These boots enable the wearer to run at the speed of a light **horse**—24 base movement. For every 10 pounds of weight over 200 pounds, the wearer is slowed by 1 MV, so a 180-lb human with 60 pounds of gear would move at 20 base MV.

For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest. *Boots of speed* give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible.

Spider's Boots of Stealth**XP Value: 3,500****GP Value: 25,000**

POLYHEDRON Newszine 90

"Spider" was the nickname of the premier thief of the city of **Rel Astra**. No one knew his real name, origin, or anything **else** about him, which was precisely the way the thief wanted it. Spider was a loner, a half-elf who never formed a close relationship with anyone in the Rel Astran **Thieves'** Guild.

There could be no doubt that he was the finest and most successful burglar in living memory, and his loyalty to the guild was never in question. Still, those in the guild considered him a malevolent menace. He was openly, undeniably evil. That fact and his appearance and dress, led to rumors that he worshiped of Lolth, the spider queen.

Spider was obsessed with his alias and nickname, and very flamboyant when on a caper. His face was tattooed in a web-pattern, and much of his clothing was embroidered with similar motifs. His boots and cloak were known to be **enchanted**, and speculation was rife whether he had found

the items in his travels and they had subsequently shaped his personality and tastes. Regardless, it was known he had at least three additional pairs of the enchanted boots made so that one pair would always be clean.

Spider's boots of stealth are black, calf-length suede boots with a crisscrossing pattern of silver webs. They act as *slippers of spider climbing*. However, when worn by a thief, their other powers activate. The boots increase a thief's abilities to move silently and hide in shadows by 15%. In addition, a thief can move along natural webs at a rate of 6 and cannot be stuck in any kind of natural or magical web.



of Star Striding

XP Value: 3,000 GP Value: 20,000
DRAGON Magazine 159

These boots are similar to all magical boots, shrinking or expanding to fit any S-M size creature. However, their usefulness is limited to space adventurers. The boots allow a wearer to walk along a gravity plane without drifting away from the ship. The boots allow movement across any gravity plane, though movement is half normal due to the lack of a solid surface.

A character falling or jumping from a ship toward a gravity plane comes to rest on the plane

with no oscillation through the plane. Any character falling prone on the plane remains there; when the character orients so as to **tell** which end is up and changes position, the boots interact with the gravity plane and the wearer "bobs" up to the surface of the gravity plane until he or she stands on it.

The boots allow for running and jumping to other gravity planes at the wearer's regular movement rate. Due to the flexibility of the gravity planes, the boots give the wearer a Jumping proficiency when used to leap onto other gravity planes. The wearer can also use the jumping proficiency when jumping from the gravity plane to the ship with no damage or penalties.

of Stomping

XP Value: 900 GP Value: 1,800

The Book of Marvelous Magic

These boots appear and function as *boots of speed* but only affect movement rates, not Armor Class, number of attacks, or anything else. When they are used to move quickly, they make the footsteps of the wearer sound like the thuds of an elephant that can be easily heard up to 120 feet away.

of Striding and Springing

XP Value: 2,500 GP Value: 20,000

DUNGEON MASTER Guide, 1st Edition

The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. That speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots cease to function for 12 hours—they need that long to recharge.

In addition to the *striding* ability, these boots allow the wearer to make great leaps. While normal paces for an individual wearing this type of footwear are 3 feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 9 feet, and **vertical** springs of 15 feet.

If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away whenever he or she has the initiative during a melee round. However, such activity involves a degree of **danger**—there is a base 20% chance that the wearer of the boots stumbles and is stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (17% at 13 Dexterity, 14% at 14, 11% at 15, 8% at 16,

5% at 17, and only 2% at 18 Dexterity), In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, and so on,

of Tracks

XP Value: 1,500 GP Value: 7,500
The Book of **Marvelous Magic**

This useful pair of boots allows the wearer, on **command**, to leave tracks like those of any creature (dragon, giant, ogre, or anything else) while walking. The boots function as often and for as long as desired.

of Traveling and Leaping

XP Value: 2,500 GP Value: 20,000
DUNGEONS & DRAGON Expert Rules Set

The wearer needs no rest during normal movement, and may also jump, up to a maximum height of 10 feet and a maximum length of 30 feet.

of Varied Tracks

XP Value GP Value
Type A: 1,500 7,500
Type B: 1,500 7,500
DUNGEON MASTER Guide, 1st Edition

The wearer of these ordinary looking boots is able, on **command**, to alter the tracks he or she leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:

Roll	Tracks
1-3	Subtable A
1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Hill Giant
8	Goat
4-6	Subtable B
1	Horse
2	Lion (or giant lynx)
3	Mule
4	Rabbit

5	Stag
6	Tiger (or leopard)
7	Wolf
8	Wyvern

Winged

XP Value	GP Value
Fl 15, MCA: 2,000	20,000
Fl 18, MC B: 2,000	20,000
Fl 21, MC C: 2,000	20,000
Fl 24, MC D: 2,000	20,000

DUNGEON MASTER Guide, 1st Edition

These boots appear to be ordinary footwear. If magic is **detected**, they radiate only a faint aura of enchantment and alteration. When they are on the owner's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer *to fly*, without having to maintain the concentration.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly **disappear**—the wearer slowly descends to the ground.

For every 12 hours of uninterrupted nonuse, the boots regain one hour of flying power. However, no amount of nonuse allows the boots to be used for more than two hours at a time. Some *winged boots* are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:

Flying Roll	Maneuverability Speed	Class
1	15	A
2	18	B
3	21	C
4	24	D

Bottle

A magical bottle is a **plain** glass container, usually with a cork stopper. It always appears empty until opened. Bottles may be of any size and color; most are fragile.

Boos

XP Value: 600 GP Value: 1,800
POLYHEDRON Newszine 23

When **opened**, this item emits a chorus of loud snarls, hisses, and boeing **sounds** for one **round**, and then ceases. All within 60 feet must make a

Morale check (if applicable). Those not affected by Morale suffer a -2 **penalty to** attack and damage rolls for 6 turns (no saving throw). After three openings, the bottle disappears.

Brazen

XP Value: 9,000 GP Value: 45,000

STRATEGIC REVIEW Magazine 7

This item has the appearance of a **highly-burnished, brazen flask**, shaped like a Klein bottle. The flask is corked and the cork has a red seal impressed bearing mystical runes. When **uncorked**, the symbols on the seal may be used to compel 1d6 djinni or 1d2 efreet into the bottle, which is **then** corked. When one creature is being **compelled**, the compulsion is at +4 **effectiveness**, for two creatures the **effectiveness** drops to +1, and more than two creatures have normal saving throws.

The bottle may also be used to attempt to jug one of the **following**—a **balor** (+3), **invisible stalker** (+2), an air elemental (-1), a fire elemental (-2), or a minor fiend (+1). If forcibly compelled into the bottle, any of the above creatures (**including** the djinni and efreet) are in very foul moods when next uncorked (attacking with *haste* and ferocity). When found in a dungeon, or elsewhere, a bottle may already be **occupied** at the DM's discretion. If a **considerable** time has elapsed since the being was compelled into the jug (say 1,500 years or so), the being may be so glad for its newfound freedom that it willingly serves the person who **freed** it for 1001 days. In some cases (a balor for instance), the liberated creature may attempt to destroy everything in the immediate vicinity.

of Containment

XP Value: 4,000 GP Value: 20,000

The Book of Marvelous Magic

This small bottle can hold up to 20 units of any fluid. A magic potion counts as one unit, as does one gallon of any nonmagical fluid. The bottle keeps all of its contents separate, and each may be recalled by name. However, any fluid stored **must** be poured from the bottle to be used. The bottle appears empty. If broken, all its liquid contents disappear.

Efreeti

XP Value: 9,000 GP Value: 45,000

DUNGEON MASTER Guide, 1st Edition

This bottle is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin

stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance that **the** efreeti of the bottle grants only three *wishes*. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see the MONSTROUS MANUAL accessory). When **opened**, the efreeti issues from the bottle.

In a DRAGONLANCE Campaign: *Efreeti bottles* do not exist on Ansalon.

of Evaporation

XP Value: 500 GP Value: 1,500

The Book of Marvelous Magic

This bottle is identical to a *bottle of containment* and usually functions in the same manner. However, its entire contents may disappear without warning. There is a 5% chance of disappearance any time the user attempts to remove a liquid from the bottle.

Eversmoking

XP Value: 500 GP Value: 2,500

DUNGEON MASTER Guide, 1st Edition

This metal urn is identical to an *efreeti bottle* except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000 cubic foot area, in one **round**. Left unstoppered, the bottle fills another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. The area remains smoked until the bottle is stoppered. When the bottle is **stoppered**, smoke dissipates normally. The bottle can be resealed only if the command word is known.

In a DRAGONLANCE Campaign: *Eversmoking bottles* do not exist on Ansalon.

of Fireflies

XP Value: 600 GP Value: 3,000

The Book of Marvelous Magic

This bottle appears and functions as a *bottle of containment*. However, when a skin of wine is poured into it, the bottle glows with many tiny lights and the wine is immediately consumed. The lights can be commanded to glow with any brightness desired and can light an area as small as 1-foot across or up to 120 feet in diameter. The bottle cannot be totally **darkened**, except magically. *The firefly light* lasts one hour per skin of wine, as often as desired.

Graffiti

XP Value: 500

GP Value: 2,500

DRAGON Magazine 156

This ornate brass bottle has a lead stopper covered with special seals and Sigils that are better left untranslated. If the stopper is removed, four air elementals armed with spray cans pop out and paint rude slogans and obscenities all over everything (and everyone) in the area. They cannot be ordered back into the bottle or restrained in any way except by a *censer controlling air elementals* (see Censer).

of Pleasant Odors

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 30

The *bottle of pleasant odors* was developed to kitchens of undesirable odors (even burnt food and rotten eggs). Uncorking this bottle causes any room up to 30 square feet to smell of roses, lemon, or pine.

of Preservation

XP Value: 200

GP Value: 2,000

DRAGON Magazine 194

While they look like normal glass bottles from the outside, these common, magical devices are invaluable to wizards who use them for storing odds and ends. The bottles come in a variety of sizes and shapes, but all share one property; their interior walls project a spell designed to *preserve* indefinitely the freshness of anything placed within them, including spell components or ingredients for the manufacture of potions and other magical items. A more mundane use for a large *bottle of preservation* would be the storage of perishable food items, but the use of even a common magical item to preserve inexpensive food seems a bit wasteful.

of Refreshment

XP Value: 500

GP Value: 2,500

POLYHEDRON Newszine 43

This thick, transparent greenish bottle has strange, undecipherable runes on it in no known language. It contains a brownish fluid that fizzes when the cork is pulled out. This stimulating beverage negates exhaustion, alleviates thirst, and increases Strength by 1 for 1d4 + 20 turns. The bottle refills itself overnight if the cork is returned immediately to the empty bottle.

Safety

XP Value: 1,600

GP Value: 8,000

Port of Raven's Bluff

These bottles are enchanted with a *glassee* spell to make them virtually indestructible. (See the spell description for more information.)

Temperature

XP Value: 1,000

GP Value: 3,000

DRAGON Magazine 73

A dark green glass bottle, about the size of a half-gallon milk carton, with a screw top. Any liquid placed in the bottle can maintain its current temperature indefinitely while inside. The bottle is light and fairly fragile.

Thought

XP Value: 1,000

GP Value: 5,000

Tom of Magic

This item usually takes the form of a metal flask similar in appearance to an *efreeti bottle*. Bottle and stopper are usually engraved with intricate runes. The bottle can be used to store and protect important memories and thoughts, and is often used by powerful characters as a way of managing their (potentially cluttered) memories.

To use the bottle, a character concentrates on the thought or memory to be stored. He or she then uncorks the bottle and speaks the word of command. The thought or memory is then transferred from the character's brain into the bottle. All details of the thought or memory are held within the bottle. The caster remembers the general nature of the thought ("Oh, that was my thought on the design of an efreeti-powered steam engine!"), but need not worry about forgetting specific details, since these are trapped in the *thought bottle*.

To retrieve a thought, a character uncorks the bottle and speaks another word of command. The thought or memory is then transferred *directly* into the user's brain.

Thought bottles are sometimes used to protect vital information. A messenger carrying vital plans through enemy territory where there is a significant chance of capture and subsequent interrogation might carry all sensitive plans in one or more bottles. The messenger does not know the contents or the command word and therefore cannot reveal the contents of the bottles. Likewise, a spy could gain secret information, transfer it to a *thought bottle*, then *use forget* or

modify memory to wipe the information from his or her mind. After this, the spy is incapable of revealing the sensitive information.

Thought bottles are sometimes used as "memory archives," where characters can save memories that are "cluttering up" their minds. (This would be more of a problem for long-lived races such as elves, since the sheer volume of memories recorded over several centuries could be overwhelming.)

Thought bottles function (both storage and retrieval operations) for any intelligent creature. When discovered, 75% of all *thought bottles* are capable of holding only a single thought or memory. The remaining 25% have a capacity of 2d4 separate thoughts or memories. There is a separate word of command for each "thought slot."

In Ravenloft: It is possible for a self-willed undead to place a thought in a bottle that reflects the monster's inner essence. Any mortal who opens the bottle and speaks the command word suddenly experiences the depths of evil of the undead monster's mind. This is cause for a madness check. Vampires and liches occasionally use this magical item as a trap for unwary hunters. Since they rarely lose any thoughts, these creatures have no other use for the bottle.

Thuba's Efreeti Bottle

XP Value: 12,000 **GP Value:** 60,000

1993 Collector Card 465

Thuba's magical bottle contains not one but two efreeti inside of it, a mated pair. **Thuba** is a particularly cruel and punishing master, and the efreeti pair loathe him. However, he is wise and thorough and has never slipped when issuing his commands. The efreeti wait and plot for the day they may gain their revenge upon Thuba. He, however, knows very well their hatred for him and has several surprises for them, should they ever try to disobey.

of Trapping

XP Value: 3,500 **GP Value:** 17,500

DRAGON Magazine 194

These magical bottles look absolutely normal when empty, except for their large, flaring mouths, and the elaborate, hinged stoppers that close them. The bottle's magic is activated when it is pointed at an object or person of less than 120 cubic feet in volume (which includes most



humanoids 12 feet or less in height) and the lid is opened. When this happens, a beam of multicolor light lances out from the bottle's mouth to strike the target. If the target fails a saving throw vs. spell, it shrinks to a size that lets it fit within the bottle. (As if affected by a *reduce* spell cast by a 12th-level wizard; a 12-foot-tall creature would shrink to 3 inches.) Then the target is sucked toward the bottle's mouth.

At that point most inanimate objects are irresistibly sucked into the bottle, but living creatures can attempt to grab the lip of the mouth and hold on against the force of suction. To cling to the edge of the mouth, they must succeed at a Strength check on 1d20 each round that they wait for rescue. The bottle can only hold one shrunken object at a time, so if the target does end up in the bottle, it is entirely empty. While the bottle's walls are as fragile as normal glass from the outside, they are stronger than steel from the inside, foiling most attempts to escape.

There are two ways to exit the bottle. At the command of the holder, the bottle can expel its contents the same way that it trapped them, shooting them outward and subjecting them to an *enlarge* spell so that they return to normal size within seconds of escape. Someone may escape a *bottle of trapping* when the bottle is destroyed, an easy task from the

outside. **Unfortunately**, destroying the bottle also prevents it **from** enlarging its contents, so that anyone escaping from a shattered *bottle of trapping* still stands just a few inches tall until a *dispel magic* or *enlarge* spell is cast.

Undead

XP Value	GP Value
Ghost: 1,200	6,000
Groaning Spirit: 1,200	6,000
Spectres: 1,200	6,000
Vampires: 1,200	6,000
Wraiths: 1,200	6,000

DRAGON Magazine 54

This object is indistinguishable from an *efreet bottle*, but when **activated**, it produces one or more undead creatures. Roll percentile dice for each use of the *undead bottle* to find the type and number of undead. The monsters produced will immediately attack the opener of the *bottle*, then anyone else that is around at random.

Roll	Result	Number
01-20	Ghost	1
21-35	Groaning Spirit	1
36-55	Spectres	1-3
56-70	Vampires	1-2
71-00	Wraiths	1-6

Bow

After **finding** the magical properties of the bow or crossbow the character has **discovered**, roll on the following table to determine the type of bow.

Roll	Bow Type
01-05	Chu-ko-nu
06-09	Composite Long Bow
10-14	Composite Recurve
15-18	Composite Short Bow
19-23	Crossbow, Heavy double-shot
24-27	Crossbow, Light double-shot
28-32	Daikyu
33-36	Disk Crossbow
37-41	Double Crossbow
42-45	Elven Bow
46-50	Folding Bow*
51-55	Hand Crossbow
56-59	Hankyu or Little Bow
60-64	Heavy Crossbow
65-68	Kenyan long bow
69-73	Light crossbow
74-77	Long Bow

78-82	Medium Crossbow
83-86	Pellet Bow
87-91	Short Bow
92-95	Siege crossbow
96-00	Staff-bow

Aasimon

XP Value: 7,000 GP Value: 70,000

Outer Planes MC Appendix

Solars use an enormous composite bow with a magical quiver that produces any *arrow of slaying* the solar desires. Each attack has a +2 attack adjustment and slays any target it hits.

of Accuracy

XP Value: 2,500 GP Value: 15,000

DRAGON Magazine 127

The *bow of accuracy* is simple, but effective. The bow gives a +3 bonus on attack and damage rolls, and normal ranges are figured at short range.

Ajagava

XP Value: 2,000 GP Value: 10,000

Gods, Demigods, & Heroes

This bow shoots a *curse* spell (reverse of *bles*), with saving throw applicable, for a distance of 200 yards. There is no limit to the number of curses it can create.

of Anshan

XP Value: 1,750 GP Value: 12,250

DRAGON Magazine 16

This bow gives all arrows shot from it a +3 hit probability.

Black

XP Value: 2,500 GP Value: 15,000

Black Courser

Whenever a character draws this bow, the target is automatically **hit**—**provided** the target is visible and within a range of one mile. The shot inflicts maximum damage according to the type of **arrow fired**, so this weapon is truly devastating if the *black quiver* (see Quiver) is also found. Unfortunately, every time the bow is drawn, it permanently drains one point of Constitution (the PC **doesn't** realize this until after the first shot has been fired).

Brihaspati's**XP Value: 1,000** **GP Value: 6,000**

Legends & Lore

Brihaspati's avatar carries a bow that fires arrows of brilliant light that render his targets blind for 1d10 days (save vs. paralyzation to negate).

of the Centaurs**XP Value: 2,000** **GP Value: 15,000**

Rary the Traitor

The desert centaurs use several varieties of magical bows (typically +1 to +3). In addition to these, the most powerful and valued is a gleaming, white composite bow simply called the *bow of the centaurs*. Despite its name, it can be used by any race. The bow enables the archer to shoot twice the normal number of arrows and doubles the effective range. The first arrow loosed from this bow in a round strikes at +3 to attack and damage, the second at +2, the third at +1. Subsequent shots in a round have no modifiers,

Corellon's Long**XP Value: 3,000** **GP Value: 20,000**

Monster Mythology

Corellon's avatar uses a *long bow* +5 that never misses to a range of one mile (if the target is within **line-of-sight**), and any arrow fired from it causes 2d10 damage.

Crossbow of Accuracy**XP Value: 2,500** **GP Value: 15,000**

DUNGEON MASTER Guide

This gives a +3 bonus to attack rolls with its missiles but not to damage. All ranges are considered short. About 10% of these weapons are heavy crossbows.

Crossbow of Angling**XP Value: 1,000** **GP Value: 7,000**

The Complete Thief's Handbook

This appears to be a normal light crossbow, although it has a thick wrist strap attached that is of an unusual design and toughness. On **command**, it can **fire** bolts with special properties up to three times per day. The magical **bolt** fired counts as a *bolt* +2 for determination of attack rolls (and damage if appropriate). When **fired**, this special bolt is trailed by a pencil-thin, snaking line of faint blue light (which radiates magic fairly strongly) that connects it to the crossbow. When the bolt impacts, the head expands into a **small** claw that embeds

itself in the target, such that the bolt grips it strongly. By the use of a second **command word**, the crossbow user can "reel in" the target, the thin "cord" of magical energy shrinking to drag the target to the archer.

The speed at which the target is retrieved depends on weight, friction, and **distance**—the maximum speed is 60 feet per round. The DM may need to exercise some judgement in these cases. If the target is heavier than the archer or is immovable or braced in some way, then the crossbow archer may actually be dragged to the **target** rather than the reverse. This can be **exploited**, of course, to pull a thief up to a ceiling or up a wall. The magical cord is AC -2 and takes 15 points of damage (nonmagical weapons do no damage) to destroy.

Crossbow of Distance

XP Value	GP Value
+1: 1,500	10,000
+2: 2,000	12,000

GREYHAWK

A magical weapon which has double the range of a normal light crossbow, thus short range is 120 feet.

Crossbow of Enchantment**XP Value: 1,500** **GP Value: 7,500**

DRAGON Magazine 127

This weapon casts a spell on any nonmagical bolt placed in it, enabling it to strike any creature that can only be hit by magical weapons. Note that there are no bonuses for attack or damage; this crossbow merely enables one to have a chance against unnatural monsters with nonmagical bolts. No additional benefits are bestowed upon a magical bolt.

Crossbow of Klee**XP Value: 500** **GP Value: 3,500**

DRAGON QUEST Game

This fine crossbow was made bones of many magical creatures. When used in combat, it grants its holder a +1 bonus to attack and damage rolls. Any bolt fired from the crossbow leaves a trail of sparks behind it, as if it were a shooting star.

Crossbow of Multiplication**XP Value: 2,000** **GP Value: 10,000**

DRAGON Magazine 40

The crossbow may be either light or heavy, using the range of fire of the proper class. How-

ever, the weapon creates its own bolts. These are treated as +0 magical bolts, but can hit any target capable of being damaged at all by physical weapons (even those, for example, which can only be hurt by +3 or blunt weapons). Bolts disappear after hitting or missing. On each shot, roll a d20 for the number of bolts fired, subtracting 5. Results of 5 or less are treated as 0 (that is, there is a 25% chance the crossbow fires nothing at all. Otherwise, it fires 1 to 15 bolts). The bolts spread out in an even cone, in a forward direction; from a single bolt straight ahead to 15 in a 90-degree cone. Therefore, unless the target is very wide or very close, no more than 1 or 2 bolts will strike a single target.

Crossbow of Speed

XP Value: 3,000 GP Value: 15,000

GREYHAWK

When employing this weapon, the user can fire a missile from the crossbow despite surprise. It otherwise allows +3 on initiative dice. It fires as quickly as a bow, for it cocks itself.

Crossbow of Speed II

XP Value: 3,000 GP Value: 15,000

DUNGEON MASTER Guide, 1st Edition

This item allows its possessor to double the rate of fire normal for the weapon. If it is **grasped**, the *crossbow of speed* automatically cocks **itself**. However, in surprise situations, it does not grant initiative. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls.

Cursed

XP Value: — GP Value: 1,000

Oriental Adventures

Cursed haws have a penalty attack roll. Furthermore, on an attack roll of 1, the missile fired actually returns full force on the person who fired it, striking him or her for normal damage. Once picked up and used, the owner uses this weapon in preference to all others, never voluntarily discarding or ignoring it. *Remove curse* frees the character from the weapon.

of Distance

XP Value: 2,000 GP Value: 12,000

DRAGON Magazine 127

The *bow of distance* has a +2 bonus on attack and damage rolls. Its range is double that of a normal bow of similar type.

of Doubling

XP Value: 1,000 GP Value: 6,000

DRAGON Magazine 99

This magical bow offers no bonuses on attack or damage, but it does have the unique property of being able to fire two arrows at the same time. Whenever a nonmagical arrow is fired from the bow, it automatically creates and fires a second arrow. If the first arrow hits its target, so does the second; if the first shot misses, the second arrow has normal probabilities to hit. All arrows shot from this bow, whether they hit or not, are destroyed upon impact (or as soon as it is determined that they did not hit) and cannot be recovered.

Eagle

XP Value: 500 GP Value: 3,500

DRAGON QUEST Game

This weapon is crafted from fine wood and decorated with eagle feathers that gives it magical power. Any archer who uses this bow adds a +1 bonus to attack and damage rolls. It can only be used by fighters, and only in ranged combat.

of Enchantment

XP Value: 1,500 GP Value: 7,500

DRAGON Magazine 127

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

Firebow

XP Value: 4,000 GP Value: 22,500

POLYHEDRON Newszine 47

All arrows shot from this bow burst into flame, doing an additional 1d4 points of damage to the target (as the *flame arrow* spell), as well as setting all flammable materials aflame.

Fire Teeth

XP Value: 750 **GP Value: 5,000**

DRAGON Magazine 127

When **fired**, this bow ignites any arrow it shoots. In addition to regular damage, the arrow causes 1d6 hit points of fire damage. Magical arrows must save vs. magical fire if shot from this bow; if they fail the save, they catch fire and lose all magical enchantments as they leave the bow. If they save, magical arrows perform **normally**. These arrows ignite combustibles if the materials fail a save vs. normal fire.

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

of the Forest

XP Value: 750 **GP Value: 5,000**

The Mines of Bloodstone

This *long bow +1*, wielded by Sir **Olwyn Forest-friend**, a 17th-level human ranger, requires 18/01 or better Strength to use. The user adds his or her Strength bonuses to attack and damage rolls when using this bow. The bow has double normal range.

Gem

XP Value: 1,000 **GP Value: 7,000**

DRAGON Magazine 127

Created long ago by a prestigious halfling **bowyer** and the Archmage **Bendalyre**, *gem bows* were developed to help halfling societies combat their enemies. Over the years, the *gem bows* have disappeared from halfling realms. They are now lost and all but forgotten by the race that created them. All are *bows +1*, of excellent craftsmanship, and have the ability to gain additional powers.

On the face of each bow is an indentation above the handgrip. If certain gemstones are set into this notch, the bow is then capable of bestowing one of three special powers on any arrow fired. Arrows must be nonmagical to gain these powers.

Roll	Gem Type	Effect
01-06	Diamond	Normal damage + 10 hp electric shock.
07-13	Ruby	Normal damage + 10 hp fire damage.
14-00	Sapphire	Normal damage + 10 hp cold damage .

A *gem bow* gains one charge per 200 gp value of the gem. Gems set into a *gem bow* decrease in value by 200 gp as each charge is **used**, eventually becoming normal stones (or dust) with the expiration of their charges. These bows function normally with respect to range and rate of fire.

Goblins' Bane

XP Value: 1,000 **GP Value: 6,000**

DRAGON Magazine 127

This bow appears to be a standard *bow +1*; in the hands of an elf fighter, however, its full potential is realized. A +2 bonus is **gained**, as well as the following **characteristics**—**arrows** fired have double-normal range and strike for double damage (2d6+2 hp damage) against any giant-class humanoid. This class of monsters includes those that may be struck for extra damage by rangers.

Hastsezini's

XP Value: 1,500 **GP Value: 7,500**

DEITIES & DEMIGODS Cyclopedica

While in battle, he uses a bow that shoots a *shaft of fire* for 1d10 points of damage; its range is **line-of-sight**.

Hawk

XP Value: 500 **GP Value: 3,500**

DRAGON QUEST Game

This bow was made by a noble tribe of hunters long before the records of man begin. It is made from fine wood and decorated with the feathers of a hawk, giving it magical power. Anyone who uses this weapon adds a +1 bonus to attack and damage rolls.

Heartseeker

XP Value: 4,000 **GP Value: 20,000**

1992 Fantasy Collector Card 24

This is Audrianna's special *long bow +4*. When **Audrianna** uses this bow, she receives her Strength score attack bonus, and on an unmodified roll of 20 on her attack roll, the arrow enters the heart of the target, **killing** it instantly. This assumes the target has a **heart—undead**, noncorporeal creatures, and creatures with unusual anatomies, such as oozes, are not affected. If the bow is ever stolen from her, Audrianna will pursue the thief relentlessly to reclaim it as long as she is physically able.

of Heartseeking

XP Value:

GP Value:

Normal: 4,000 20,000

Vampiric: 2,000 10,000

DRAGON Magazine 127

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

Opponent

Attack roll¹

Up to man-size

21-23

Larger than man-size

22-23

Metal or stone²

23

¹Consider only the bow's bonus of +3.²If the foe is using a spell or device that has transformed it into this material.

Certain creatures (such as elementals, golems, and undead) do not have hearts, and are not affected by this weapon. *Shape-shifting* creatures (such as doppelgangers) are not affected by its killing power, either. Ten percent of these bows are *bows of vampire slaying*.

Heracles's

XP Value: 2,000

GP Value: 12,500

Legends & Lore

Heracles has a special bow that has a range of up to one **mile**, and cannot miss at any range of less than **half** a mile.

Hiatea's Long

XP Value: 3,750

GP Value: 22,500

Monster Mythology

Her *long bow* +5 has triple normal range.

Ice Fang

XP Value: 600

GP Value: 15,000

DRAGON Magazine 127

This bow, made of ivory and mithral steel, is believed to have been first created by the Elder Craftsmen of Niflheim (an area of the Gray Waste). Duplicates of the *icefang bow* have been crafted by human and elf wizards ever since. The main function of an *icefang bow* is to create *ice arrows* from water vapor in the air. The user need only pull on the bowstring and release it; the arrows are created instantly, but may **only** be

fired at a rate of two per round, to allow the bow time to recharge.

These magical arrows are +1 on attack rolls and cause double damage (2d6 hp damage for normal flight arrows) vs. fire-using and fire-dwelling creatures. If used against any other sort of being, these arrows are merely +1 on attack and damage. Each *icefang bow* can generate a total of **1d100+50 ice arrows** before its magic fades. A discharged and nonmagical *icefang bow* is still finely crafted and worth 1,000 gp.

Unfortunately, in hot climates (120°F+) the effective range of these arrows is halved. In environments where the temperature is over **300°F** (certain Inner and Outer Planes and the effected area of *afireball* spell), the *ice arrows* cannot form. If normal or magical arrows are fired from this bow, they do not gain the bonuses against fiery creatures, and the bow performs in all ways as a normal bow.

Illusory

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 181

Potent and permanent, these *illusory missile launchers* are bows, slings, or other missile weapons that have been given special magical treatments by high-level illusionists. They can be used as normal missile launchers with no bonuses, but if the user merely prepares the weapon for firing, without fitting a missile, an *illusory missile* of whatever type is appropriate for the **launcher**, is conjured up. When the owner "fires" the weapon, the *illusory missile* travels to its target as noted above, and any thinking enemy who believes the illusion takes damage equal to that from a normal missile (save vs. spell with Wisdom bonuses otherwise). As with **all** illusions, these are useless against unthinking opponents such as golems and undead. As consolation, they give their users an unlimited supply of "ammunition" against normal foes.

Indra's

XP Value: 1,900

GP Value: 9,500

Legends & Lore

Indra's avatar carries a bow from which he can fire *lightning bolts* that do 2d10 points of damage and have a range of 1,000 yards. The magic of this bow **eliminates** all negative modifiers for range.



Iron Bow of Gesen

XP Value: —

GP Value: —

The Horde Campaign Set

This item is very simple-looking. It is made entirely from black iron, and is strung with a golden wire. This item and the *hammer of Gesen* were the weapons of Gesen Khan, a legendary hero of the steppes. He claimed the magical items by slaying a powerful *manggus*. From then on, he fought many monsters, conquered rival tribes, went on daring raids, and fought great battles. As long as he had his bow and hammer, he was never defeated. Finally, in his old age, he rode to the lands of the west and was never seen again.

The bow and hammer may have reappeared several times since his disappearance. It is hard to be certain. Unscrupulous conmen and dishonest wizards have foisted both crude and cunning imitations on the unwary. The *Yeke-noyan* of the Suren was said to have had the bow and hammer when he drove the *Kao* out of the endless Waste. Some even say the weapons have now come into the hands of the new warlord of the *Tulgan, Yamun Khahan*.

Although they look heavy and impossible to use, both the bow and hammer are quite light. The bow is the mightier and more valuable of the two weapons. Although made of iron, it flexes easily. Any arrow fired from it is automatically considered magical for that attack, +5 to attack and damage rolls. Arrows instantly appear in hand when using the bow, so the owner never needs to fear running out. All ranges for the iron bow are double those for a normal short bow. In addition, the iron bow can fire a 20 HD *lightning bolt* three times a day. This has a range equal to an arrow shot from the bow.

Characters possessing the club and bow invariably become chaotic good, although this occurs over a period of time. Worse still, the character is unable to refuse any challenge, adventure, or heroic deed, no matter how dangerous or impossible. He or she will refuse aid from others on these adventures. Should the character refuse to undertake an adventure, the bow and hammer will instantly disappear.

Iron Bow of Gesen II

XP Value: —

GP Value: —

Book of Artifacts

Upon casual examination, the *iron bow of Gesen* appears to be an ordinary short bow of the type used by horse raiders, lacquered black and strung

with a shimmering cord. Closer examination reveals that the bow is of iron, cunningly wrought to appear like **wood**, while the string is a golden wire. The bow is **light** and can be drawn back with ease, bending more than iron **should** allow.

The bow is one of the two great weapons of Gesen Khan, a legendary chieftain among the horse **nomads**. (The other weapon is the *hammer of Gesen*.) Gesen was supposedly the first to unite all the warring **tribes**.

One of Gesen's treasures was the iron bow, supposedly the first bow ever made. No ordinary person, it is **said**, could bend it, and none could withstand the fearsome arrows loosed from its string. A single shaft from it could sunder a tree or shatter stone. Furthermore, since it was the first bow, it was the greatest and wisest of all bows. No one who touched it shot poorly after that.

Eventually Gesen died and was buried somewhere on the steppes. It is said that the bow was interred with him, but since that time, many claim to have seen or used it. The iron bow is an excellent artifact for use by a warrior, especially if the adventure pits the party against some tremendous foe. Because of its seemingly normal appearance, characters will have to be wary of **fraudulent** copies.

Other warriors covet the artifact, and the group will be besieged by claimants based on ancestry, great **need**, and fitness. Most try to take the bow by force. The characters will find themselves in situations not unlike the notorious gunslingers who had always to face new challengers.

Constant Powers: Any arrow shot from the bow is temporarily transformed into an *arrow +5*, providing attack and damage bonuses. Arrows leap from the quiver to the string of their own **accord**, allowing up to four shots per round. The bow has twice the range of a normal short bow.

Invoked Powers: Three times per day, the owner can fire an arrow as a *lightning bolt* or *flame arrow* spell (cast at 20th **level**). Once per day the owner can use any *arrow of slaying*.

Curse: Users of the bow risk *artifact transformation*. Should this occur, the character gradually changes in features and knowledge into a wild horseman of the steppes. The character may forget how to read or sail, instead becoming an expert **rider**. The transformation does not affect **class** abilities. Once it is complete, the character is subject to *artifact possession*, unable to resist

any adventure or good cause.

Suggested Means of Destruction:

- It must be returned to the vengeful shade of Gesen, who is wandering the steppes.
- It must be flattened with 1,000 blows from the *hammer of Gesen*.

Joukahainen's Crossbow

XP Value: 3,750

GP Value: 24,250

Gods, Demigods, & Heroes

This weapon combines a +3 chance on attack rolls with that of a *crossbow of speed*. It fires nonmagical, poisoned bolts,

Last Shot

XP Value: 1,200

GP Value: 8,000

DRAGON Magazine 127

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

of Levitation

XP Value: 1,500

GP Value: 7,000

DRAGON Magazine 127

This is a magical bow that gives its user the ability to *levitate* as per the spell. While using the *bow of levitation*, the owner's feet are not in contact with the ground; at the least, the bow's owner remains 1-foot above the surface. Additionally, the only other weapon the bow owner may hold in hand is a dagger or knife. If a *levitate* spell is used on the possessor, the bow loses all of its power for 2d6 rounds. This bow has a +1 bonus on attack rolls, but offers no bonuses to damage done by the missiles. The user of this bow gains forward movement at a rate of 5 feet while *levitated*, but he or she may be towed by flying creatures.

of Lir

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 127

This bow has an attack bonus of +3. It may be fired underwater at the ranges of a normal bow on **land**, giving underwater adventurers a missile capability. The bows are named after **Manannan MacLir**, the Celtic god of the sea.

of Marksmanship

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 127

This magical bow gives a +2 bonus to the attack rolls of the user in combat. However, a *bow of marksmanship* also gives the user a +5 bonus on all attacks against nonliving targets (including **golems** and undead). This bonus is also gained when attempting trick shots, as long as the shots are not intended to directly harm another character or creature. In other words, the +5 bonus applies to an attempt to shoot an apple off another character's **head**, **hitting an opponent's** weapon, or any similar shot.

of Neverending Arrows

XP Value: 400 **GP Value:** 3,000

POLYHEDRON Newszine 82

These polished long bows of cherry wood have tiny enchanted sapphires set at each end. When the bow string is drawn, the sapphires create an arrow that must be fired within the next three rounds or vanish. The magic of the bow is lost if the sapphires are removed.

Oberon's

XP Value: 2,750 **GP Value:** 18,000

Monster Mythology

The avatar's *long bow* +3 has triple normal ranges, and it can enchant up to 20 arrows per day as *arrows* +3 by touch.

Odin's

XP Value: 4,000 **GP Value:** 20,000

Gods, Demigods, & Heroes

Treat as a *composite recurve* +3 as far as range and additional accuracy is concerned. This weapon fires a total of 10 *arrows* +3 each turn that never miss.

Phantom

XP Value: 1,500 **GP Value:** 10,000

DRAGON Magazine 127

This appears to be a transparent bow with a sparkling string. When the string is drawn back, a *shimmering arrow* appears. Two such arrows can be fired per round, as with a normal bow. The glowing arrows are +2 on attack and damage rolls; the arrows vanish with no effect if they miss their intended target. The *phantom bow* fires 1 d20+40 of these arrows, after which point the bow vanishes.

The bow makes saving throws as hard metal with a +2 modifier. Magical arrows can also be fired from this weapon, but gain no additional attack bonus. Normal arrows fired from the *phantom bow* gain a +1 bonus on attack and damage in addition to all other bonuses. Furthermore, these arrows can be fired without detracting from the bow's longevity (the bow's magic is not decreased by firing normal arrows).

Rudra's

XP Value: 2,500 **GP Value:** 12,5000

Legends & Lore

Rudra's avatar carries a bow that fires arrows forcing any being struck to save vs. disease or contract a rotting disease that permanently reduces the victim's Charisma and Constitution by 1d4 points per round. A *cure disease* halts the **disease**, but cannot restore lost Charisma or Constitution.

Sarnge

XP Value: 2,000 **GP Value:** 10,000

Gods, Demigods, & Heroes

This bows shoots a *curse* spell (reverse of *bles*), with saving throw applicable, for a distance of 200 yards. It has no limit on the number of curses.

Shichi's Daikyu

XP Value: 1,000 **GP Value:** 7,000

New Item

Shichi's daikyu is a *daikyu* +2 with the ability to strike unerringly twice per day, causing maximum possible damage. *Shichi's daikyu* is designed with her Strength taken into consideration, allowing the user to add his or her Strength bonus to attack and damage rolls when using the bow. Due to the bow's strength advantage, only those with Strength greater than 18/90 can use the bow without penalty. Refer to the table below for those under 18/91 Strength.

Strength	Use Ability	Required Rest
18/76-90	1/round	One round after use
18/51-75	1/2 round	Two rounds after use
18/01-50	2/5 rounds	Three rounds after 2nd use
17	1/turn	Five rounds after use
16	1/hour	One full turn
01-15	—	Cannot use this bow

Solonor Thelandira's

XP Value: — GP Value: —

Monster Mythology

The avatar uses a *long bow* +5 with quadruple normal ranges, and can create two *arrows of slaying* each day (any type).

of Speed

XP Value: 2,000 GP Value: 12,000

DRAGON Magazine 127

This weapon is +1 on attack and damage rolls. If there are undamaged and nonmagical arrows within 10 feet of the bow, those arrows are *teleported*, *nocked*, and ready to fire, as soon as the archer *pulls* back the string. This *allows* the normal rate of fire for the archer to be doubled. *Some* 10% of these bows are able to *teleport* any arrow within 10 feet, magical or not, to the bow for firing. The archer can only distinguish one arrow from another if the arrows are distinctive. If the arrows are basically identical, they are chosen at random.

Underwater Crossbow

XP Value: 1,000 GP Value: 10,000

Port of Raven's Bluff

These function as regular weapons on the surface, but they also work underwater with the same ranges as *their* surface counterparts. They do not require special bolts.

of the Unicorn

XP Value: 2,750 GP Value: 18,000

DRAGON Magazine 139

The *bow of the unicorn* performs normally as a *long bow* +3 unless the archer (who must be of chaotic good alignment) commands otherwise. If the user chooses, an arrow shot from the bow becomes an *arrow of slaying* that affects anyone who has harmed or slain a unicorn. The archer can also command the arrows fired from the bow to cause a living target to fall asleep when hit (as the wizard spell *sleep*, doing no damage) or to stop the target (as the wizard spell *hold person*, again doing no damage) for 20 rounds. The bow itself causes the effects, and any arrows fired from it are briefly enchanted.

Valis's

XP Value: 4,000 GP Value: 20,000

Gods, Demigods, & Heroes

Valis's *avatar's short bow* +4 fires a number of different arrows, as listed:

- *Arrow of lightning.* (As *javelin of lightning* except with a 150-foot range).
- *Arrow of monster slaying.*
- *Arrow of giant slaying.*
- *Arrow of flight.* (+3 with 300-foot range).

of Vampire Slaying

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 127

Ten percent of the *bows of heartseeking* are enchanted to be useful against vampires. These bows can fire wooden arrows into a vampire's heart and slay it on the spot. Any score of 20 or better, including all bonuses, means that the *bow of vampire slaying* has killed its *vampiric* target. No other beings are so affected by this bow.

of Warning

XP Value GP Value

With Curse: — 1,500

Without Curse: 500 10,500

DRAGON Magazine 127

At first, this bow appears to be a *bow* +3, but when an arrow is fired at living targets of evil alignment, it always misses. Furthermore, the arrow's flight *always alerts* an *evil* victim and instantly directs his or her attention to the location of the user of the bow, negating all further surprise advantages. If the nature of this bow is *discovered*, the curse can be removed by magical means, such as *dispel magic*, *wish*, or *limited wish* spells, or by priestal means, such as a *remove curse* spell. The curse is considered to be 12th-level magic. Once the curse is *removed*, the bow becomes a bow +3.

Bowl

Bowls are used to hold soups and stews. They can be crafted from **wood**, metal, ceramic, or even a soft stone such as pumice. Magical bowls are generally used to summon or command water elements, or they are used to control, create, or divine through a magical fluid in the bowl's depths.

of Blood

XP Value: 500 GP Value: 1,000

The Magister

This bowl resembles any other magical bowl save that it fills with blood either once per day (24 hours), upon command, or of its own volition once every four rounds after being activated. While in the bowl, blood will not congeal, and

can be used as a material component, writing ink, medical supply (it will be compatible with all to whom it is **given**), stirge lure, or hurled at opponents to blind them temporarily in a fight, et cetera. Eighty percent of these bowls contain human blood. Others contain elvish, gnome, and even (most rare) dragons' blood. Such bowls fill 9d10 times, and then vanish,

Calabash of Plenty

XP Value: 300 GP Value: 900

DRAGON Magazine 189

This bowl is a favorite item of nobles and chiefs. On **command**, the bowl fills with whatever normal food and drink the owner desires, twice per day.

of Commanding Water Elementals

XP Value: 4,000 GP Value: 25,000

DUNGEON MASTER Guide, 1st Edition

This large container is usually fashioned from blue or green semiprecious stone (malachite or lapis lazuli, for example, sometimes jade). It is about 1-foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh or salt water and certain words are spoken, a water elemental of 12 Hit Dice appears. The summoning words require one round to speak.

Note that if salt water is **used**, the elemental is stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the MONSTROUS MANUAL accessory. (See also *Bowl of Watery Death*.)

In Ravenloft: An elemental cannot return to its native plane unless it finds a normal escape route from Ravenloft. If an elemental is freed somehow from control, it attacks the character who summoned it.

of Delicacies

XP Value: 600 GP Value: 3,000

DRAGON Magazine 73

A small, **covered, dark-crystal** bowl, rather like a sugar bowl. When the user places both hands on the covered vessel, and speaks the name of a delicacy (for example, "caviar"), the bowl fills with one ounce of the named delicacy. The magic may be used 10 times a week, for the same or **different** items. Only delicacies "implanted" in the bowl may be produced. Such bowls usually are implanted with 1d6 delicacies; a particular one might produce caviar, frog's legs, fried ants, gooseberry jam, and port salut cheese.

of Ship Sinking

XP Value: 4,000

GP Value: 25,000

IMAGINE Magazine 19

This bowl, when filled with crystal clear water, allows the owner to command the most powerful kind of 16 HD water elemental. (Unlike the standard *bowl of commanding water elementals*). It was created by a mighty wizard by a city-port beset by pirates, and given to the ruler. However, the elemental princess **Olhydra** was instrumental in causing a *geas* to be placed on the bowl, she being anxious to preserve the status quo. Anyone commanding an elemental to his or her service would unleash it onto the first three ships **sighted**, before any free choice could be made. The *geas* was revealed (in most tragic circumstances) when the bowl was first used.

The manufacture of this *bowl of ship sinking* requires the casting of *enchant an item*, *conjure elemental*, and *permanency*. The *geas* in this case was placed on the item during the fabricating process by another, something that can easily happen unless precautions are taken.

Each time the bowl is **used**, the ship being inflicted with the bowl's effect, must roll a saving throw vs. lightning or sink (refer to item saving throws given in the *DMG*). If the saving throw is successful, the crew is able to react quickly enough to position the ship in such a way that it does not capsize.

of Watery Death

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide, 1st Edition

This device looks exactly like a *bowl commanding water elementals*, right down to the color, design, magical radiation, and other details. However, when it is filled with water, the wizard must successfully save vs. spell or shrink to the size of a small ant and be plunged into the center of the bowl. If salt water is poured into the bowl, the saving throw suffers a -2 penalty.

The victim drowns in 1d6+2 rounds unless magic is used to save the character, the wizard cannot be physically removed from the *bowl of watery death* except by magical **means**—*animal growth*, *enlarge*, or *wish* are the only spells that will free the victim and restore normal size. A *potion of growth* poured into the water has the same **effect**, a sweet water potion grants the victim another saving throw (a chance that the curse magic of the bowl works only **briefly**). If the victim drowns, death is permanent, no resurrection is possible, and even a *wish* cannot save the victim.

Box

Boxes can be constructed of solid **wood**, metal, wooden slats, **paper-board**, **paper**, and, on occasion, mysterious substances that resemble stone or rock. **Magical** boxes can be used to entrap creatures both vile and good. Overall, however, boxes have a multitude of possible functions making them fairly safe items to find.

Bringer of Doom

XP Value: — **GP Value:** —

Outer Planes **MC** Appendix

So long in the past is the Age of Doom that it cannot even be conceived of by mortals. This was a time of great lamenting, for the society of that lived in that age was destroyed in the twinkling of an eye. Their own powerful magic and exalted sciences became too great for them, and their passions overcame their senses. In a great wave of power, the race destroyed itself, leaving but one **remnant**.

Perhaps it would have been better had they left nothing **behind**, but the artifact known as the *bringer of doom* somehow survived that great holocaust. The *bringer of doom* is a small box with a strange, circular red gem set upon its top. If the gem is touched and **depressed**, the box itself explodes in a blinding flash of power and destruction. So great is the force of the blast that everything within 100 feet of the item (including the user and the box) is utterly destroyed.

The explosion opens a temporary, one-way rift to the Gray Waste, from which 10 to 1,000 hordlings pour forth and rain destruction down upon everything they encounter. There is a 10% chance that some other, greater fiend will come through the rift, as well.

The *bringer of doom* always reforms, after destruction, and manages to be discovered at a later time, by the unknowing.

Burglar Detection

XP Value: 800 **GP Value:** 4,000

DRAGON Magazine 73

A nondescript small box. For approximately eight hours after a button on the side is pushed, this item is set to make a cacophony of noises similar to the approach of a large group of people when, and only when, a person comes within 5 feet of it. It is commonly used to scare off burglars.

Dead

XP Value: 300

GP Value: 3,000

Lost Ships

This term refers to a stone box constructed of **atharstone**, a rock found in many asteroids and a few mountain ranges on some planets. The sides of the *dead box* are made of solid slabs of the stone, sealed with natural rubber mixed with gorgon's blood.

A properly constructed *dead box* completely and utterly foils any means (magical or natural) of detecting the presence of any magic, residual **dweomer**, alignment **aura**, or heat differential within the box, when such detection is attempted from outside the box. *Dead boxes* may be of any size (from small rooms to tiny coffers), but all are very **heavy**—**atharstone** is heavier and more durable than lead.

To work, a *dead box* must be "airtight." It is rumored that the name of the box comes not **only** from the magically dead properties of such boxes, but from the fate of a wizard or other fool who tried to hide in one to escape detection.

of Delightful Transports

XP Value: 2,500

GP Value: 25,000

The Complete Thief's Handbook

These wooden boxes are 6-inch cubes, and come in identical pairs (often decorated with great attention to detail). When a nonliving object of suitable size is placed inside, the lid closed and a command word spoken, the object disappears, only to reappear (effectively *teleported*) in the matching box. This function operates up to three times per day.

While *boxes of delightful transports* are obviously very useful, they have certain limitations. It is not possible for the object *teleported* to cross any planar barriers. And, while the distance between the boxes has no affect on the *teleportation* range, there is always a 5% chance that the object dispatched does not reach its destination, instead appearing at some random location 10d10 miles away. Thus, transmission of valuables is not recommended. The boxes are more often used to send messages, which can always be sent in duplicate (this method results in a high probability for at least one successful dispatch).

The major limitation on use of these boxes, though, is that no enchanted object can be *teleported* using them. Even the placing of a simple *Nystul's magic aura* spell on an object prevents its

being *teleported* using these boxes. Therefore, magical items such as rings, potions, amulets, and other such things, small enough to fit into one of these boxes, cannot be *teleported* to distant locations.

Dido's Flatbox

XP Value: 5,500

GP Value: 22,500

1992 Fantasy Collector Card 510

Dido's flatbox set with an obsidian chip on its lid that is very hard to see. The chip has been imbued with an *antimagic shell* with a radius of 5 feet. Because of the chip, Dido can carry his flatbox in a *bag of holding* or magically *teleport* without it exploding. However, the box is not protected against psionic extradimensional travel. Since most of Dido's rivals are **psionicists**, he feels fairly safe with his storage container. Externally, the flatbox is 3 feet by 2 feet by 2 feet, but its interior is about 6 feet deep.

Face of Xenos

XP Value: —

GP Value: —

Treasures of GREYHAWK

From the outside, this exquisitely **carved**, rosewood box with copper trim is a thing of **beauty**—inside is a thing of terror; the living face of the evil, mad Archmage Xenos Zenpor. Unwilling to die or become undead, she made a deal with the evil god, Nerull, the Reaper. Using two separate *wishes*, Zenpor *wished*—to be able to live long enough to see the enslavement of Oerth and, that her face would always remain beautiful.

The wicked Nerull granted her requests. The god ripped away Zenpor's face and placed it in a specially created box. She has slowly gone mad over the years following the granting of her *wishes*.

Although she has lost her spell abilities, Xenos is still a formidable opponent. When the lid of the box is **opened**, she can use any of the arcane abilities granted to her by Nerull. A nonevil creature that touches the box takes 4d6 points of damage and ages 14 years. Xenos can open the box using *telekinesis*, but cannot *telekinetically* move herself.

Primary Power: Summon one of each type of elemental. 16 HD, no control needed, once a week.

Major Benign Powers: *Cone of cold* (10 dice, twice per day) *flesh to stone* (once per day), and *telekinetic gaze* (1,000 pounds, twice a day).

Minor Benign Powers: *Color spray* (three times per day), *comprehend languages* (when held), *darkness 15'radius* (thrice per day), and *web* (once per day).

Major Malevolent Effect: Owner suffers a capricious alignment change each time the prime power is used (this affects Xenos if she is using her powers),

Minor Malevolent Effect: Small fires are extinguished in a 60-foot, radial area when a major power is used.

Side Effects: Whenever a major or prime power is used, temperature within a 60-foot-radius is lowered 5d6(x5) degrees for 2d6 turns. The cold moves with the artifact.

Roll Explosion Effect

- | | |
|-------|--|
| 01–04 | Permanently blinded. |
| 05–08 | Sword arm lost in blast (¼ total original hit points damage from loss of limb). |
| 09–12 | Shield arm lost in blast (¼ total original hit points damage from loss of limb), |
| 13–16 | Leg lost in blast (¼ total original hit points damage from loss of limb). |
| 17–20 | Half of remaining hit points lost (permanent). |

Flatbox

XP Value: 5,000

GP Value: 25,000

Tome of Magic

A practical example of **hypergeometry** and hypermathematics, the flatbox appears to be a wooden box about 3 feet long, 2 feet wide, and 2 inches deep. It weighs eight pounds. The top of the box is a hinged lid.

When the lid is **opened**, the interior of the box is filled with impenetrable darkness. The darkness cannot be *dispelled* by any form of magic; it is a characteristic of the **hypergeometrical** topography of the box.

Viewed from the outside, the flatbox appears to be only 2 inches deep, it actually has the **internal** volume of a box 6 feet deep. (Thus, it has a volume of 36 cubic feet.) The maximum weight that can be loaded into a flatbox is 500 pounds. No matter how much of its volume is **filled**, the flatbox still weighs only eight pounds.

Since the inside of the box is completely dark, the only way to retrieve a specific item is to feel around within the box. Finding an object this way takes 1d4 rounds.

There is a significant danger associated with the

flatbox. If it is taken into an extradimensional space (such as a portable hole), if it is *teleported*, *gated*, or transported via *dimensionalfolding* or any analogous method, or if it ever suffers 15 points of damage, the flatbox explodes violently. The explosion destroys all contents of the box and inflicts 4d10 points of damage on any creature within 20 feet (save vs. spell for half damage).

Goerl's Tackle Box and Portable Canoe

XP Value: 2,500 **GP Value: 25,000**

1992 Fantasy Collector Card 387

Goerl retired from the adventuring life many years back. Among the treasures that he accrued and kept for his twilight years is his own special tackle box and portable canoe. Not only does this 6- by 6- by 1-inch packet store a complete set of fishing poles and a tackle box filled with lures and other fishing accessories but it unfolds into a canoe and paddles for **two**. Goerl's canoe even stores live bait for up to three **months**.

of Heating

XP Value: 1,200 **GP Value: 6,000**

DRAGON Magazine 73

This is a box of gears and cogs, with a crank handle protruding from one side. When the crank is **turned**, heat emanates from the top of the box, more heat as the crank is turned faster. Through magical means, the energy of motion of the crank is magnified and turned into heat **sufficient** (with steady cranking) to heat a **medium-sized** room in winter.

Ice

XP Value: 800 **GP Value: 4,000**

The Complete Ranger's Handbook

This is an airtight box **1-foot-square**, made of black metal with a **single** hinged panel. Opening the panel reveals the hollow interior. Centered on the outside of the panel is a white metal pointer resembling a small arrow. The pointer can be rotated in any direction to regulate the temperature inside the box. If pointed straight up (toward the hinges), the temperature remains at **70°F**. For every complete clockwise rotation of the arrow, the temperature inside the box drops one degree. Therefore, if the arrow is rotated 30 times, the temperature drops to 40°F. Rotating the arrow counterclockwise raises the temperature 1 degree per rotation. The temperature can't be lowered below 0° or elevated beyond 70°. The box is useful for making ice and preventing food spoilage.

of Many Holdings

XP Value	GP Value
1'x1'x1': 2,000	8,000
2'x2'x2': 4,000	16,000
3'x3'x3': 13,500	54,000
4'x4'x4': 32,000	128,000
5'x5'x5': 62,500	250,000

DRAGON Magazine 45

A *box of many holdings* is a cubical, oaken chest. Each face of the chest may be decorated with ornate carvings of a similar nature (75%) or without any artwork at all (25%). There does not appear to be any obvious lid to the chest. A *detect magic* spell will reveal that magic is emanating from the direction of the chest. Each side of the *box of many holdings* can be treated as a "lid" to the chest; each side may be opened to display a compartment the size of the chest itself. (Note that while one side of the chest is **opened**, the remaining five become **locked** and no amount of prying or "thieving" abilities can open any of them). Each side is opened by the same **method**—a small hole on each side holds a small peg or rod that must be provided by the character. This trips a latch allowing the side to swing back on hinges, much the same as a normal chest lid.

Each compartment thus revealed is capable of holding its own contents, not to exceed the volume of the box **itself**. This enables the owner of the chest to store six times the volume that would normally be expected from a chest of **similar** size (in a *box of many holdings* with the dimensions of 2 cubic feet, 48 cubic feet of material could be stored instead of just the expected 8). The weight of a **fully** loaded chest is equal to the weight of the chest itself plus the weight of the contents of the heaviest compartment.

As with many magical treasures, 15% of the extant *boxes of many holdings* are not without their drawbacks. One side of the chest, chosen randomly by the Dungeon Master, issues a random curse when opened. Treasure may be stored in this space with no **ill** effect on the treasure itself, but each time the side is **opened**, a new curse, randomly chosen by the DM, takes effect on the opener. (Among magical scholars, it is not known whether the curse is inherent in the creation of the box or if it was purposely placed there by the ancient wizard who created these boxes). A *remove curse* removes the curse upon the next opening only, but not subsequent openings.

If the box is **destroyed**, (saving throw applicable as for hardwood with magical bonuses), it will do one point of damage for each inch along one of its sides to all within a radius of 10 feet (if the box is 2 feet on all sides, it will do 24 points of damage to those within 10 feet of it). There is no saving throw for this damage. In **addition**, all objects or creatures inside it disappear upon the chest's destruction.

of Message Sending

XP Value: 500 **GP Value: 5,000**

POLYHEDRON Newszine 43

Two to five (1d4+1) of these 17- by 5-inch boxes can be found at a time, each with a red **handle** and a small swinging door. Every box is marked with a simple but unique symbol, found only on that specific box. Boxes may be placed in a stationary location anywhere in the world with a small package or message inserted through the swinging door. When the **handle** is pulled and concentration is centered on the symbol of another box, the message or package disappears from the original box. It then reappears in the box selected within 1 d4 days. The red **handle** on the outside of the box moves to the downward position and **locks** there whenever a message or package is **received**, until the item is removed.

Money Changer

XP Value: 1,000 **GP Value: 3,000**

POLYHEDRON Newszine 30

Roughly three dozen of these items are believed to exist, and all of them look the **same**—a **warm-to-the-touch** box made of **dull** gray metal that is 3 inches wide, 3 inches high, and 12 inches long. There is one slot on the top of the box, and one on the bottom; each is large enough to manage a sizable coin. Anyone who looks into a slot sees only a blob of moving, molten metal.

Near the slot on the top are buttons made of different **metals**—**copper**, silver, bronze, **electrum**, **gold**, and platinum.

The box is used to convert coins to different currencies of the same value. For example, if a gold coin is put in the slot and the silver button is **pressed**, 10 silver pieces are released. Pressing the copper button releases 200 copper pieces. Pressing the gold button releases a gold coin of a different **minting**—a gold **danter** might become a gold **bicenta**.

The box cannot be used to create coins of greater value. Only exact conversions are made.

Mystical Brown Coating

XP Value: 100 **GP Value: 500**

DRAGON Magazine 30

The *mystical brown coating box* is often used with the *eternal peanut*. Up to 12 grape-sized objects, like raisins, placed in this box per day are given a sweet and delicious brown **coating**. The coating does not melt in the hand if the coated objects are **held**, but does dissolve in saliva or water.

Ohm's Black

XP Value: 1,250 **GP Value: 12,500**

POLYHEDRON Newszine 82

Created by the famed wizard-naturalist Ohm, the box is a perfect 12-inch cube with a dull black finish. It weighs only one **pound**, and its surface is smooth with no apparent openings.

The box was designed to carry creatures as large as 10 feet tall, as heavy as 2,000 pounds. The box is aware of the creature's needs and provides a habitable environment for up to **five** days. For example, the box provides a soft bed and a lounge (complete with a seven course meal) for a pampered **halfling**, or a salt water pool with fresh fish for a kuo-toa. A creature left in the box for longer than five days is **automatically** released. Only one creature can be kept in the box at any one time.

The box's inhabitant is oblivious to the outside world; dropping or rapping on the box is unnoticed by those inside. However, destroying the box will dispel the magic and release the occupant. Creatures inside the box can escape **only** by means of a *wish*, or *limited wish*. All forms of *teleportation* and **interplanar** travel are nullified inside the box. However, magic resistant creatures can check their magical resistance once each time the box is used against them. If the roll fails, the creature can be trapped for **five** days, just as any other creature. Creatures trapped in the box cannot be detected by any form of scrying or divination except for *contact other plane* or *commune* **spells**, which work normally with respect to the trapped creature. Trapped creatures cannot communicate with the outside world via *telepathy* or other psionic abilities.

To trap a creature in the box, the owner must place the box within 10 feet of the it and speak the command word. The creature is transported into the box in a **blinding** flash. If more than one creature, including the box's owner, is within 10 feet of

the box, all potential captives are allowed a saving throw vs. spell. Any creature that fails its saving throw is trapped. If more than one fails to save, the one closest to the box is trapped. A second command releases the captive from the **box**. The box's owner must be outside the box to issue the command. Each command can be stated once a day.

of Preservation

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

A metal box the size of a breadbox. Anything put in the box is magically preserved from the effects of time. For example, food is as fresh, when **removed**, as the day it went in.

of Preservation II

XP Value: 2,200 **GP Value:** 11,000

War Captain's Companion

These large boxes measure 8 feet long, 4 feet wide, and 3 feet deep. A hinged lid on the box's top allows easy access to the material it contains. This box magically preserves whatever it contains indefinitely. Items **placed** in the box permanently maintain current temperature, texture, and ripeness, for as long as they are in the box. The *box of preservation* is unlimited as to the amount of weight it can hold. Its only limitation is its **size**. All items placed in the box must be inanimate or dead. If a living creature is placed in the box, the creature is in a state of suspended animation until removed. When **removed**, the creature must roll a system shock roll. If the roll fails, the creature dies.

Rudra's Box of Cloning

XP Value: 2,100 **GP Value:** 10,500

Gods, Demigods, & Heroes

This large box automatically clones any piece of flesh or bone, recreating an exact **duplicate** of the creature it came from. The device works only 50 times.

Strongbox of Immobility

XP Value: 300 **GP Value:** 3,000

DRAGON Magazine 73

A **strongly** constructed metal box (size can vary) with a **key**. When the user utters the word of command ("heel"), the box stays exactly where it is presently **located**, even if the user lets go. It is anchored to the ether, and any force strong enough to move it inevitably destroys it in the process.

Tamate-Bako

XP Value: 10,000 **GP Value:** 50,000

DRAGON Magazine 40

A small box, often with a jeweled hand carved on the lid. Each time it is **opened**, all within a 12-foot radius must roll a saving throw vs. spell. Each creature that fails receives the effect of four **simultaneous charges** from a *staff of withering*, each creature that succeeds receives two charges. Dragons are unaffected by the box. After 1d20 times being **opened**, the box disintegrates.

Bracelet

Bracelets are ornamental chains or straps that arc worn on the wrist. Made of almost any conceivable material, bracelets can be adorned with etchings, gems or other precious stones, or **metallic** inlays. Like rings and other enchanted jewelry, magical bracelets have no limitations on what kind of magic they can hold. Only one magical bracelet can be worn on any one arm, to a maximum of two bracelets (for creatures with more than two arms). If more than two are worn by the same creature, all magical bracelets cease to function.

of Charms

XP Value: 2,000 **GP Value:** 10,000

The Complete Fighter's Handbook

This appears to be a **nicely** crafted bracelet of sturdy gold links. It looks like any other bracelet to which small charms and mementos are attached. But when a warrior (only a warrior, multiclass warrior, or dualclass warrior) slides the bracelet around the blade or haft of a weapon, and speaks the command word engraved on the **bracelet's** clasp, the weapon disappears, and a gold charm matching the weapon appears on the bracelet.

Thereafter, when the warrior speaks the command word and the name of the weapon, the weapon magically appears in the hand on whose wrist the bracelet rested, and the bracelet disappears.

The bracelet can hold up to four weapon charms this way. They can be normal or magical. Shields and miscellaneous equipment cannot be held on the **bracelet—only weapons**. Siege weapons cannot be **held**.

The change from bracelet to weapon takes no time at **all**, but this can only be done once per

turn. The bracelet itself can be used just eight times in a day; turning the bracelet into a weapon counts as one use, and turning the weapon back into a bracelet counts as one use.

If the weapon held in the bracelet's enchantment is called on and used, then disarmed, the character cannot call on another weapon from the bracelet. The bracelet itself is within the weapon. The character must retrieve the weapon first, and only then can its magic be used.

A weapon can be taken out of the bracelet's array. When a character wishes to do this, he or she takes the bracelet of the wrist and speaks the name of the weapon, and then says the command word—a reversal of the previous procedure.

The bracelet does not magically know its owner. Anyone who steals the bracelet from its owner and discovers what it is may use it and call the previous owner's weapons forth.

This item is best used when the wielder wants to carry a variety of different weapons, and wants to do so secretly. With a single warrior, the weapons might be a long bow and quiver (quivers count as part of the weapon they carry arrows for), a bastard sword, a halberd, and a dagger. This gives the warrior the ability to call forth the weapon best suited to the task at hand. If a weapon is broken, the bracelet isn't; the user needs to call forth the bracelet, then separate the broken weapon from it.

Quivers are not magically replenished when they are the size of charms. Whatever number of arrows are in the quiver when it becomes a charm are still in it when it becomes a quiver again. Likewise, a broken bowstring stays broken.

The bracelet of charms may not be used on the same weapon as a set of frings of readiness.

Copper

XP Value: 10

GP Value: 100

Black Courser

This matched set of copper bracelets is very tarnished. They emit a magical green glow—that is the entire extent of their enchantment.

Dalamar's

XP Value: 7,000

GP Value: 35,000

Tales of the Lance

The true name of this ancient artifact is lost to time, it received its current (and misleading) name when Dalamar took it from its resting place in the Tower of High Sorcery and presented it to

Tanis. Dalamar did this to offer Tanis some small protection against the magic of the death knight, Lord Soth.

The bracelet contains an evil taint that prevents those of lawful or chaotic good alignments from using it. If those folk touch the bracelet, they are struck by lightning that arcs from the artifact, causing 3d10 points of damage. Any character class may wear the bracelet, though it provides limited protection against magic. It offers 10% magic resistance against spells of 3rd to 5th level, 20% against those of 6th to 7th level, and 30% against those of 8th to 9th level. The wearer can, using a command word, call up magic resistance three times a day for each of the three spell ranges. The command word must be uttered just as the opponent casts the spell.

Sadly, this benefit comes at a cost. The evil taint of the bracelet causes the user's alignment to slowly slide toward chaotic evil. Every nine uses (equivalent to a full day's use of the magic resistance) cause the character to slip one alignment. From the top, the progression is as follows: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, chaotic evil. The DM should keep track of the number of uses of the bracelet and, after each nine, slip the player a note showing his or her new alignment. The PCs will soon discover the cause of this shift.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An equus is a magical piece of jewelry that, upon command, polymorphs into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an equus. Equi come in many different varieties, with the most common listed below. While 80% of equi are either good or neutrally aligned, 20% polymorph into evil creatures like nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an equus that polymorphed into gorgon form.

Equi bracelets are invariably made of silver, one side engraved with the image of the creature it becomes, the reverse side etched with the command word.

Creature List

The DM may choose the form of the creature into which the *equus polymorphs* from the following table. The bracelet *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a creature he or she **feels** comfortable with and is sure will not give the PC an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on Table 49 in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or less) in creature form, the creature immediately reverts to bracelet form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in bracelet form.

Roll Creature

- 02 Unicorn: AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to hit when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of enemy at 240 yards distance; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse.
- 03 Giant stag: AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. Intelligence 4-7 (1d4+3).
- 04-05 Bull: AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The

- bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy** war horse: AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. This horse has an Intelligence of 7-12 (1d6+6).
- 09-13 Heavy war horse: AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).
- 14-16 Superheavy war horse (**special**): Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 Camel: AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins. It has an Intelligence of 4-7 (1d4+3).
- 19 Water buffalo: AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 Ultraheavy war horse: AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animalfriendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

of Hog-Tying

XP Value: 800

GP Value: 4,000

In the Phantom's Wake

A character who puts these bracelets on screams in agony, buckles at the waist, and falls to the floor. Delicate gold chains fly up and connect the bracelets together, wrapping themselves around the ankles as well—effectively hog-tying the prey. The heartbeat pulses in the victim's fingers and toes as the chains strangle circulation.

If another character tries to cut the chains

using a magical weapon, they break easily. If the weapon is nonmagical, the golden cord cannot be cut, no matter how much force is applied. A *dispel magic* spell is required to affect the gold chains. If neither weapon nor spells are available, the character is trapped.

Ivy

XP Value: 1,500

GP Value: 7,500

DRAGON Magazine 5

A fragile band of **enchanted**, forest ivy, the *ivy bracelet* is created only in forest havens of druids or sylvan creatures. It imparts to its wearer the power of *plant control* (as the potion) until it is removed. It also enables one to *speak with plants*, as the priest spell. Any hand-to-hand combat can destroy this delicate item, unless it saves vs. crushing blow (as bone or ivory).

Medegian Bracelet of Lost Ships

XP Value: 1,500

GP Value: 15,000

GREYHAWK Adventures

This silver disk contains a zircon stone that was enchanted by a greedy wizard who used it to attain great wealth before he was captured and hung by pirates.

The stone in the bracelet glows red on the side that faces the nearest sunken ship within 1 mile. When the gem enters within 50 feet of the horizontal (not vertical) distance from a sunken ship, the stone glows blue. When the command word is spoken, the bracelet causes the sunken ship to rise to the surface for two turns.

The bracelet has up to 25 charges and cannot be recharged. The detection ability drains no charges, but raising a sunken ship drains a number of charges depending on size.

Small boat or barge	1
Small galley	3
Large galley	4
Small merchant ship	4
Warship	5
Large merchant ship	6

For each sunken vessel **discovered**, there is a 25% chance that 1d6 other lost ships lie in the same area. Only one ship can be raised at a time. Each vessel has a 75% chance of being inhabited by a random monster. Lost ships tend to consist mostly of rotting wood covered with seaweed. Each character who boards a raised ship has a

20% chance per turn of taking 1d6 damage from falling through unstable floorboards (optional Dexterity check to avoid damage). Note also that a ship broken into several fragments may require several separate charges, and that a badly shattered ship may not be recoverable.

of Scaly Command

XP Value: 2,500

GP Value: 25,000

The Complete Wizard's Handbook

This coral bracelet enables the wearer to control water dwelling creatures with animal intelligence or lower (mainly fishes and reptiles). The creatures must be within a half-mile radius of the caster in order to be **controlled**, and they must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice. The spell affects 1d10 Hit Dice of monsters. Monsters with 5+3 Hit Dice or more are unaffected.

The center of the area of effect is determined by the Spellcaster. The creatures with the fewest Hit Dice are affected first, and partial effects are ignored. The caster does not have to be in the water to command the creatures. The control lasts for 2d6 turns and cannot be *dispelled*. No saving throw is **allowed** against the magic of the bracelet. The wearer can use this **ability** once per week.

of Wishes

XP Value: 300

GP Value: 10,000

The Land Beyond the Magic Mirror

This bracelet is **lined** with semiprecious stones. If the stones are **examined**, it can be seen that the large ones are merely star quartz, though of an unusual blue-violet color that shades toward silver in the light. Each of these stones contains a *wish*, but the only way to learn of this property is to actually make a *wish*. Detection magic does not reveal the nature of this bracelet and its stones. The bracelet has 1d6 of these *wish* quartz stones.

Bracer

Bracers are thick bands of metal or leather that are **strapped**, **belted**, or tied to a character's forearm. Generally, the magic that is instilled in bracers is good only during combat, since most bracers help protect the wearer from injury, or improve chances to strike at an opponent. Exceptions do exist, however, and more are found each day.

of Archery

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide, 1st Edition

These magical wrist bands are indistinguishable from normal, nonmagical protective gear. When worn by a character or creature able to employ a bow, they enable the wearer to excel at **archery**.

The bracers empower a wearer to use any bow (not including crossbows) as if he or she were proficient in its usage, if this is not the **case**. If the wearer of the bracers has proficiency with any type of bow, he or she gains a +2 bonus to attack rolls and a +1 bonus to damage whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

of Attraction

XP Value: — **GP Value:** 1,000

DRAGON Magazine 91

These arm guards appear to be normal bracers, although they radiate magic, and are revealed as *bracers of defense* (AC 2) if an *identification* attempt is made. Any character who puts them on, however, **will** find his or her wrists drawn together irresistibly, until the *bracers of attraction* are stuck to each other. Under such a condition, it is impossible to successfully cast a spell that has a somatic component; any attempt to do so will simply result in the spell being wasted. Fighting can be done, but with some **difficulty**—the wearer suffers a -2 penalty on all attack and damage rolls for as long as the bracers are stuck together.

The bracers can be separated if the wearer makes a successful bend bars roll, and they remain apart for 1d4 rounds after that. Whether the bend bars attempt succeeds or not, another such roll cannot be made until one turn has passed. When they are stuck together, the bracers can be removed by any other character with a Strength of 18 or greater. To remove them, either the wearer or another character needs a Strength of at least 16.

If the *bracers of attraction* are not removed physically, they can only be taken off after a priest of at least 10th level casts *remove curse*, or by a *limited wish*, *alter reality*, or *wish* spell. The bracers retain their *cursed* nature even after **removal** (physically or magically), and provide no AC benefit.

of Blasting

XP Value: 3,500 **GP Value:** 35,000

POLYHEDRON Newszine 82

These magical bracers can be activated if the wearer has a Strength of at least 14. The wearer slams the bracers together and yells the command **word**, creating a cone of sound that is 120 feet long, 2 feet wide at the base, and 30 feet at the wide end. All creatures within the cone must save vs. spell. If the save is successful, the creatures are stunned for one round and deafened for two. Those who fail the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for one turn.

If the bracers are quickly slammed together twice, a wave of ultrasonic **sound**, 1-footwide and 100 feet long is created. The sound weakens materials such as metal, stone, and wood. These objects must save vs. disintegration with a +4 bonus or be destroyed. Magical items are immune to the **attack**. If the bracers are used more than once a day, there is a 10% cumulative chance per use that they explode and inflict 4d10 points of damage to the user.

of the Blinding Strike

XP Value: 4,000 **GP Value:** 20,000

The Rogues Gallery

These bracers **look** exactly like most magical bracers. If worn by **nonwarriors**, they simply act as *bracers of defense*, AC 4. However, they have two special powers that reveal themselves when worn by fighters. First, the bracers allow the user to add +1 to his or her initiative rolls whenever they are worn. **Second**, on mental **command**, the bracers double the number of strikes the wearer is allowed for a particular round. The fighter may only use this second power three times per day.

of Brachiation

XP Value: 100 **GP Value:** 1,000

DUNGEON MASTER Guide, 1st Edition

These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb or vine to another to get from place to place. This power can only be employed in locales where these kinds of environmental conditions exist. Movement is at a rate of 3, 6, or 9—the more jungle-like the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, and ropes at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if

he or she were an ape.

The wearer can also jump as if wearing *boots of striding and springing*, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or **pole**, or some other activity associated with brachiation.

of Brandishing

XP Value: 3,000 **GP Value:** 15,000

Tome of Magic

These unpredictable and bewildering items appear similar to other magical bracers, but their magic is revealed only when the character wearing them uses a charged rod, staff, or wand. When a charge is expended from such an item, the *bracers of brandishing* alter the charge expenditure and the local balance of magical forces in a chaotic manner. The **drain** on the charged rod, staff, or wand is actually in the range of five charges to -4 (the item is recharged). The number of charges used is 1d10 -5 (with negative results indicating that charges are restored). If an item is reduced to fewer than zero charges by a drain, it crumbles into dust.

Items that are not normally rechargeable can be recharged through the chaotic operation of these items except for the *rod of absorption*.

of Cleanliness

XP Value: 1,500 **GP Value:** 8,000

DRAGON Magazine 30

After extended nagging by Fran about getting his hands dirty, it is said that **Orlow** developed the *bracers of cleanliness*. These items allow him to work in his garden and still have the dean fingernails his spouse felt were appropriate for his station (or at least hers). If placed around a wrist, all dirt and foreign matter turns to dust and falls off. (This includes worn gloves, but not jewelry.)

of Defense

XP Value	GP Value
AC 2: 4,000	24,000
AC 3: 3,500	21,000
AC 4: 3,000	18,000
AC 5: 2,500	15,000
AC 6: 2,000	12,000
AC 7: 1,500	9,000
AC 8: 1,000	6,000

DUNGEON MASTER Guide, 1st Edition

These appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to

someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class bonus that *bracers of defense* bestow is determined by making a percentile roll and consulting the following table:

Roll	AC
01-05	8
06-15	7
16-35	6
36-50	5
51-70	4
71-85	3
86-00	2

of Defenselessness

XP Value: — **GP Value:** 2,000

DUNGEON MASTER Guide, 1st Edition

These appear to be *bracers of defense*, and actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers drop Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. *Bracers of defenselessness* can be removed only by means of a *remove curse* spell.

of Deflection

XP Value: 4,500 **GP Value:** 27,000

DRAGON Magazine 99

These magical bracers function like *bracers of defense* of the most powerful sort, affording the wearer an effective Armor Class of 2. In addition, if the wearer chooses to attempt to parry an opponent's attack, the bracers cause the opponent to take a -4 attack penalty, making a successful parrying attempt more likely. The wearer may only parry in this manner against one opponent in any round, and cannot attempt to parry unless the wearer takes no offensive action during that round.

of Invulnerability

XP Value: — **GP Value:** —

Realmspace

These bracers are items of immense power. They reputedly were created in a different crystal sphere and brought by the sage Sarelk to **Lumbe**, the second moon of H'Catha. He brought the bracers here because the power they contain is very corrupting when they are worn for extended periods of time. Legends say that nothing can

harm the wearer when they are worn. No spell or weapon can pass through the protection the bracers provide, but then **again**, no **nonattack** can penetrate either. If the bracers are worn, they do not **allow** the wearer to **eat**, drink, or touch another thing. The wearer cannot attack another creature—even with missile weapons. The unfortunate user is completely cut off from everything, *levitating* slightly above it. Once **removed**, the bracers return to where they had been found, which means they return to **Lumbe**. The bracers cannot be physically removed from a body, unless the wearer removes them, and then they immediately *teleport* away. Sarelk has never put them on, so they always return to him.

of the Mermen

XP Value: 2,000 **GP Value: 4,500**

DRAGON Magazine 91

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

Noj's Bracers of Brandishing

XP Value: 3,000 **GP Value: 15,000**

1992 Fantasy Collector Card 514

The nature of Noj's bracers has been warped by his *claw of magic exchange* so that the bracers apparently have a 60-foot, radial area of effect. Should Noj used a charged item (**rod**, **wand**, staff), the number of charges spent is chaotically altered by 1d10-5, crumbling to dust any item whose charge counts falls to zero or **less**, while actually recharging others. But thanks to *Noj's magical claw* (and his generally **double-edged** life), anyone who uses **their** own charged item within 60 feet of Noj experiences the same effects.

Phandoorl's

XP Value: 4,000 **GP Value: 20,000**

Menzoberranzan Campaign Set

Named for the ancient drow wizard who devised them, these dark, ordinary looking bracers have been made by many wizards since, because they

are extremely useful. They automatically protect the wearer against all attacks by all sorts of arachnids and snakes (including other beings who have magically assumed such forms), forcing them to attack the wearer of these bracers at -3 on attack rolls, and allowing the wearer a +2 bonus on all saving throws vs. webs (of any **sort—even** webs and web monsters, which have nothing to do with arachnids), venom, acidic, and other secretions.

In addition, *Phandoorl's bracers* completely ward off all attacks made by *whips offangs*, those borne by priestesses of **Lloth**; the fanged heads of such weapons simply cannot touch the wearer of the bracers.

Phandoorl's bracers may be worn under clothing, and function unhampered. They may be worn around the thighs, biceps, or ankles, as well as wrists, and still function normally. If a single bracer, rather than a pair, is worn, the protection is reduced to -1 on spider, snake, and *whip of fangs* attack rolls, and a +1 bonus on saving throws vs. poison, webs, and secretions.

Brass Horseman

XP Value: 24,000 **GP Value: 120,000**

The Emirates of Ylaruam

These brass golems were created by the ancient race of the City of Brass as guardians and guides. They serve only those who know the command **words**—all others are attacked on sight. Only by learning the command words and finding a *brass horseman* can one visit the fabled City of Brass, for the horseman may be commanded to guide its master to the city and grant protection for the journey.

Brassier of Defense

XP Value: 1,000 **GP Value: 5,000**

DRAGON Magazine 35

The *brassier of defense* will not come **off** except by command of the wearer, granting the wearer an Armor Class 2 while in use. It lowers the morale of all males attacking the wearer by -1. This piece of clothing cannot be worn by males, and automatically adjusts to fit the female wearing it.

Brazier

A brazier is a metallic receptacle used for holding hot coals. These are often used to heat rooms, but are more commonly covered with grills to cook food. Magical braziers are commonly used to

- summon and control **fire** elementals, or to create magical effects covering large areas.

of Commanding Fire Elementals

XP Value: 4,000

GP Value: 25,000

DUNGEON MASTER Guide, 1st Edition

This device appears to be a normal container for holding burning coals, however, if *detect magic* is used, a dweomer is present. It enables a wizard to summon an elemental of 12 Hit Dice from the Elemental Plane of Fire. A fire must be lit in the brazier—one round is required to do so. If sulphur is added, the elemental gains +1 on each Hit Die (1d8+1 hit points per Hit Die). The fire elemental appears as soon as the fire is burning and a command word is uttered. (See the MONSTROUS MANUAL accessory for other details.)

In Ravenloft: The elemental cannot return to its native plane unless it finds a normal escape route from Ravenloft. If the elemental is freed somehow from control, it attacks the summoner.

Hu'i Wing

XP Value: 600

GP Value: 1,200

Kara-Tur

Under Karak is a huge subterranean fortress built by the Kozakurans, with many unexplored levels (mostly flooded). Local rumors have the invaders still hiding below. It is an extremely dangerous place and few brave souls dare to enter, but somewhere in its depths lies the singular, most valuable Koryoan relic, the *hu'i wing*.

For many years it was the centerpiece of a shrine near Goisho, where monks of the Wing-ta order tended it. It was stolen by the Kozakurans and carried to Karak where it was built into the fortress below the city. It is a huge copper brazier, 8 feet in diameter, with an ornately carved Hp of swimming dragons and sail-finned carp. A fire must be started in it—the hotter the better. When the brazier begins to glow with heat, the dragons and carp become cherry-red and begin to flow around its lip. Soon they begin to swim, faster and faster, until they are a blur of flames spinning about the coals.

Anyone viewing the flames at this point sees them flashing white, as time is torn and fades into a picture of the future. An important event is revealed, such as a disaster, a civil war, or an assassination, but the vision will not involve the personal destinies of the watchers, unless they are very important indeed! The vision is the same event for all, but come from a different perspective for each, and those events do come to pass in the next year. This knowledge can be used for good or evil, to prosper or aid, at the viewer's discretion. The object cannot

be removed from the dungeon without destroying it, so it must stay as it is, an old legend of the Han stolen by an evil enemy and lost for 10 generations.

of Sleep Smoke

XP Value: —

GP Value: 1,000

DUNGEON MASTER Guide, 1st Edition

This device is exactly like a *brazier commanding fire elementals*. However, when a fire is started within it, the burning causes great clouds of magical smoke to pour out in a cloud with a 1-foot radius around the brazier. All creatures within the cloud must save vs. spell or fall into a deep sleep.

At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleepers can be awakened only by a *dispel magic* or *remove curse* spell.

Bridle

This leather apparatus is placed about the head of a riding animal for control and guidance and includes a headstall, bit, and reins. A horse or other mount can wear only one bridle at a time, unless it has multiple heads.

of Acquiesce

XP Value: 500

GP Value: 2,500

DRAGON Magazine 73

When placed on a recalcitrant beast, the *bridal of acquiesce* forces the creature to obey the ordinary commands of its master. It cannot, however, force an animal to act against its own fears (for example, to run into a fire), nor does it have any effect when unusual orders are given—the beast simply does not understand. The harness is particularly useful for mules and camels.

of Control

XP Value: 1,000

GP Value: 5,000

The Book of Marvelous Magic

This bridle automatically calms the mount, preventing all nonmagical fear. Flying dragons, nearby snakes, and other situations that could cause unprotected animals to falter or flee do not affect the mount. The *bridle of control* has a continuous effect while worn.

of Control II

XP Value: 5,000

GP Value: 25,000

POLYHEDRON Newszine 82

When this simple leather bridle is placed on a mount, the mount must make a save vs. spell at

half its normal Hit Dice or become *charmed* as if a *charm monster* spell had been cast. If the mount successfully saves, the bridle falls off.

This bridle grants the mount the ability to understand the individual who placed the bridle on it. It **only** functions on creatures large-sized and smaller that have at least animal Intelligence.

Golden

XP Value: 4,000 **GP Value:** 12,000

The Emirates of *Ylaruam*

This beautiful, magical bridle, encrusted with gems and fine gold filigree, was crafted for **A1-Kalim**. A pegasus will faithfully serve whoever presents this bridle, so long as the owner is virtuous and honorable. If the owner performs an evil or dishonorable act, the pegasus deserts his former master, taking the bridle.

of Listening

XP Value: 1,000 **GP Value:** 5,000

The Book of *Marvelous Magic*

This bridle gives the mount the ability to understand any language. It does not **enhance** the animal's ability to **speak**—a *speak with animals* spell is needed for the mount to act as an interpreter. The bridle functions as long as it is worn.

Plane Shifter

XP Value: 6,000 **GP Value:** 30,000

New Item

This is a marvelous piece of tooled leather, adorned with emerald and stainless metal, that fits any equine beast, whether it be a mule, a horse, a pegasus, or a unicorn. If **fitted** upon the head of such a beast, the rider can move from the Prime Material Plane to one of the Outer or Inner Planes. Unfortunately, there is little control over where the bridle takes the rider.

Each bridle is designed to home in on a specific Outer or Inner Plane, and the stamps on the leather are designed to **give** some sort of impression of the destination. For example, a bridle centered on the Elemental Plane of Fire is stamped with little flames. The Outer Plane destination is stamped with its symbol (found in the **PLANESCAPE** boxed set), and the Prime Material designation is stamped in a swirling combination of earth, air, fire, and water.

To use the bridle, one must merely touch the stamp and speak the name of the plane to which it is associated. There is a moment of whirling ver-

tigo, and character and mount are instantly transported to the last place where the bridle was used. Unfortunately, this is not always the best of all possible **situations**. . . .

of Soaring

XP Value: 1,600 **GP Value:** 8,000

The Book of *Marvelous Magic*

This bridle gives the mount the ability to **fly** (as the wizard spell) at any rate up to 360 feet per turn. The speed is not affected by encumbrance, but the duration is six hours per day if the animal is **lightly** encumbered or three hours if fully laden. The total time is not limited to a single journey and may be used in any number of parts. Each night uses one turn of flying time even if the flight is only of a few rounds* duration.

of Speaking

XP Value: 1,400 **GP Value:** 7,000

The Book of *Marvelous Magic*

This bridle gives the mount the ability to understand and speak in the common tongue. Since most riding animals are not highly **intelligent**, the words and ideas are limited.

of Taming

XP Value: 1,200 **GP Value:** 6,000

The Book of *Marvelous Magic*

When used by an animal trainer (an NPC specialist), this bridle makes nearly any mount **trainable** and lowers the training time needed by 50%. It can only be used on large four-legged mounts, such as griffons, **hippogriffs**, and pegasi.

of Wings

XP Value: 1,500 **GP Value:** 7,500

The Book of *Marvelous Magic*

On **command**, this item causes wings to grow from the mount. A normal horse gains the movement rate of a pegasus (480 feet per turn flying) with these wings. The effected creature probably (90%) **will** not cooperate at first, disliking the sudden appearance of the wings and refusing to fly. This chance can be reduced if the animal is handled carefully and spoken to (using a *speak with animals* spell); the chance decreases by 10% per turn of explanation. A *bridle of wings* functions three times per day for up to one hour per use. The wings disappear at the end of the hour.

Brooch

A brooch is an ornamental piece of jewelry with a pin on the back to allow its **owner** to fasten the jewelry to clothing. Very expensive versions are made from gold or platinum and decorated with gems. They may contain any magic, but the most popular ones protect the wearer from damage or theft.

Abbor Alz's Brooch of Warning

XP Value: 1,200 **GP Value:** 12,000

Rare the Traitor

The barbarians of the hills value alertness in battle highly. Anyone wearing this brooch can never be surprised.

of Begoining

XP Value: 4,000 **GP Value:** 16,000

DUNGEON Magazine 11

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

Once per week, the brooch allows the wearer to *teleport* himself plus an additional 750 lbs. to any part of the Prime Material Plane familiar to the **person**. This power drains two charges. Up to three times per week (but never more than once per day), the wearer can *blink* (as the 3rd-level wizard spell), except that the distance of *displacement* is 6 feet, and the direction of *displacement* is of the wearer's choosing. This power drains one charge. Once a day, the wearer can become *invisible* (as the spell). This power uses no charges.

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

of Bones

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This strange piece of magical jewelry has no effect unless worn by a **druid**. The brooch bestows a protection from undead power when worn and the command spoken: "undead cannot touch a druid." It does not turn undead or protect against their spells or other powers (if applicable); it does

prevent all damage, level drains, and other effects of the attack or touch of undead creatures. The brooch may be used three times a day for one turn per use.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon **command**, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a **load**, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally **aligned**, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoleth once possessed an *equus* that *polymorphed* into gorgon form.

This is a simple copper or silver brooch in the shape of the creature it becomes **after polymorphing**. The command word is engraved on the back of the brooch. It may be worn as a decorative pin or used as a clasp for a cloak or cape.

Creature List

The DM may choose the form of the creature into which the *equus polymorphs* from the following table. The jewelry form *polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a creature he or she feels comfortable with and is sure will not give the PC an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on **Table 49** in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or fewer) in creature form, the creature immediately reverts to brooch form and cannot change into creature form again. Damage to the **creature** form of the *equus* can be healed magically by *cure*

wounds spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in brooch form.

Roll Creature

- 02 **Unicorn:** AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to hit when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to **poison**, *charm*, *hold*, and death spells; can sense approach of enemy at 240 yards; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10(1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 **Giant stag:** AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. Intelligence is 4-7 (1d4+3).
- 04-05 **Bull:** AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy war horse:** AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG, Intelligence 7-12 (1d6+6).
- 09 13 **Heavy war horse:** AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. Intelligence 5-8 (1d4+4).
- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 **Camel:** AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).
- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).

- 20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animal friendship* and *pass without trace* spells three times per day each, *locate animals* or *plants* once per day, and *water walk* once per week. Intelligence 9-16 (1d8+8).

of Falling

XP Value: 800

GP Value: 4,000

Champions of Mystara

When worn, this small brooch, shaped like a leaf, protects the wearer from falls. Whenever the wearer approaches any hard surface fast enough to cause damage, the leaf automatically takes effect, slowing the wearer to a *slow fall* (like a leaf). No falling damage is sustained in falls of 60 feet or less, and only one point for each 10 feet of falling thereafter (maximum 20 points of damage regardless of height). The *leaf of falling* has 3d10 charges when found, and each use expends one charge.

of Imog

XP Value: 1,200

GP Value: 12,000

DRAGON Keep

Shaped like a *circlet of mistletoe* and made of gold leaf, this item was the traditional reward given to wizards who served in the **elven** realms of Krynn. When worn by a wizard who knows the command word ("Sister"), it can create a *minor globe of invulnerability* that lasts for 10 rounds, once a day.

of Imog II

XP Value: 5,000

GP Value: 25,000

Tales of the Lance

Made of gold leaf, these brooches are fashioned as a *ring of mistletoe* with white-gold berries. They are a traditional reward given to wizards who have served elven nations well. No new brooches have been crafted since the Cataclysm, though the skill to create them survives.

When worn by a wizard who knows the command word, a *brooch of imog* may (once per day) create a *minor globe of invulnerability*: a shim-

mering, magical 5-foot-wide sphere that prevents all 1st-, 2nd-, and 3rd-level spells from effecting those within. Magic may still be cast by those within the sphere on targets beyond. The effect lasts one turn.

Ivory Plume of Maat

XP Value: — GP Value: —

DUNGEONS & DRAGONS Master Set

This small, exquisitely crafted brooch, shaped like a feather, was created by a great paladin, the beautiful fighter Maat. She was a many-talented mortal, and strove always to promote good over evil. Her device is said to enable the user to follow in her noble footsteps, doing good deeds and furthering the cause of law and justice.

The plume is 3 inches long, made of very fine ivory. The plume is active when acquired. Knowledge of the powers is granted **immediately, telepathically**, to any user who is a paladin or good knight. Any other would-be user must gain the knowledge through a *contact other plane* or *commune* spell, by asking Maat directly.

Each of the following powers is activated by mental command alone:

Suggested Powers: (All abilities are at 20th level.) *Dispel evil*, *geas*, *continual light*, *turn* (as 20th-level priest), *lie detection*, *know alignment*, *choose best option* (duration one turn; affects one choice), *purify food* and *water*, *repair normal objects* (affects up to 100 pounds of nonmagical material), *remove fear*, *saving throw bonus* (+4 bonus), *immune to disease* (range touch; affects all nonmagical diseases; duration 18 turns), *immune to energy drain* (range touch; duration six turns).

Suggested Handicaps: When first used, a *wall of stone* forms as a closed cylinder around the user. However, if the user closes his or her eyes, thinks of justice (or Maat), and steps forward, the wall vanishes when touched. The wall is completely invulnerable to outside attacks, including a *wish*. If the wall is destroyed or damaged by the user, he or she takes double damage from all physical attacks (no saving throw, and unremovable, as a handicap). Secondly, alignment changes to a lawful bent; if already lawful, the character becomes more rigidly so, and works more actively to defeat chaos.

Magic error: An 80% chance of error applies whenever the user casts a spell (or uses a magical device requiring a command word) to harm any

lawful or neutral creature that has no evil intention.

Suggested Penalties: Whenever the item is touched, and if the creature touching the plume is chaotically-aligned or has evil intentions, *disintegrate* is cast with no saving throw.

If the user slays a lawful creature, he or she is immediately reduced to -10 hp, and dies (no saving throw).

The following have standard chances of either occurrence:

- **Harden:** A volume of up to 30,000 cubic feet of mud, mire, swamp, or other muck suddenly dries completely, if within 120 feet of the user.
- **Opponents:** 1d4 chaotically-aligned enemies magically materialize out of the air, within 30 feet of the user. All the creatures are of one type; the type has a number of Hit Dice equal to 31-50% (1d20+10) of the user's levels. The creatures are native to the user's plane of existence (consider undead as native to any plane). Each opponent has maximum possible hit points. Neither side has surprise.

Lunar

XP Value: 1,800 GP Value: 9,000

The Book of Marvelous Magic

This piece of jewelry bears the likeness of a crescent moon. If worn by a Spellcaster, it bestows additional power to any *light* or *continual light* spell cast. The *light* from either spell causes all lycanthropes in the area of effect to assume animal form (no saving throw). They remain as animals until they leave the lighted area. The *lunar brooch* has no command word and operates continuously while worn.

of Number Numbing

XP Value: 4,000 GP Value: 20,000

Tome of Magic

These silver or golden brooches (15% are set with jewels) are used to fasten cloaks and capes. They magically cloud the minds of those who converse with the wearers of these brooches, but *confusion* applies only to numbers.

The brooch must be in plain sight to have any effect. Anyone conversing with someone wearing the brooch is allowed a saving throw vs. spell to avoid the effects.

If the saving throw fails, the victim falls under the brooch's special enchantment. The victim forgets the relative value of numbers and cannot

remember if five is greater than three or if tens are smaller than hundreds. Furthermore, the victim does not recognize his or her inability to remember the values of **numbers**. While under the influence of the brooch, the victim thinks that all numbers are pretty much the same. He or she accepts any claim pertaining to numbers and accepts almost any financial deal.

The victim remembers the relative values of coins (that gold pieces are worth more than silver pieces), but not their exact conversions. Thus, the victim is unable to remember whether 2 sp or 100 sp are equal to 1 gp.

The enchantment lasts only as long as the wearer is present and for 2d6 rounds after that. Once the effect wears off, the victim regains a normal understanding of numbers. Furthermore, he or she remembers exactly what was said and done while under the influence of the brooch, although, perhaps, not the cause.

of Obsidian Shattering

XP Value: 1,000 **GP Value:** 5,000

DRAGON'S CROWN Sourcebox

This magical brooch takes the form of a **small**, silver hammer of **elven** manufacture. It contains up to 60 **charges**, and must be activated by being touched with a piece of obsidian (**that** turns into **dust**) as the elven word "**shallackan**" (shatter) is spoken. The brooch shatters all obsidian within 120 feet of the wearer when **activated**. These brooches are especially effective in disarming opponents armed with obsidian weapons.

Pin of Communication

XP Value: 1,000 **GP Value:** 10,000

POLYHEDRON Newszine 58

A pair of 2-inch platinum pins in the shape of human ears make up this wondrous item. The magic takes effect when the ears are pinned on two **individuals**—on clothing, or directly on their bodies. A wearer hears what the other is saying in his or her native language. This effect is similar to a *comprehend languages* **spell**. The translation works only between two wearers. The pins can be transferred from one person to another as often as necessary. Only verbal communication is translated. The *pins of communication* lose their magic if they are separated by 100 feet for more than five minutes.

of Shielding

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide, 1st Edition

This appears to be a piece of silver or gold jewelry (10% chance that there are **jewels** set in it). It is used to fasten a cloak or cape. In addition to this mundane **task**, it can be used to absorb *magic missiles* of the sort generated by spell, **wand**, or other magical device. A brooch can absorb up to 101 hit points of *magic missile* damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell and experimentation.

Broom

Brooms consist of a 4- to 6-foot-long wooden pole that serves as the item's handle. A fan of straw or similar material is attached to one end of the handle with a length of thread or a metal ring. When drawn across a floor or other firm surface, the straw gathers up loose dirt for easy removal. (Please note that it is possible for an individual to have a magical broom without ever being aware of it.)

of Animated Attack

XP Value: — **GP Value:** 3,000

DUNGEON MASTER Guide, 1st Edition

Indistinguishable from a normal broom, except by means of magical detection, this item is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item.

If a command word ("soar") is spoken, the broom does a **loop-the-loop** with its hopeful rider, dumping the **hapless** flyer on his or her head from 1d4+5 feet off the ground. The broom then attacks the stunned victim, swatting the would-be rider's face with the straw end and beating with the handle.

The broom gets two attacks per round with each end (two swats with the straw, two with the handle). **It attacks** as if it were a 4-HD monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

In Kara-Tur: This broom is not commonly available in Oriental lands. Reroll this result.

of Blindness**XP Value:****GP Value:** —

The Book of Marvelous Magic

This apparently normal broom attacks anyone who touches or moves it, be it by magical or any other means. It attacks as a 20 HD monster, can attack an *invisible* victim without penalty, and inflicts five points of damage per hit. Each time it hits, the victim must make a saving throw vs. spell or be *blinded*. The broom is AC 0, has 20 hp, and can be affected only by magical spells or weapons.

**of Flying****XP Value:** 2,000**GP Value:** 10,000

DUNGEON MASTER Guide, 1st Edition

This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds slow movement by one. The device can climb or dive at an angle of 30°. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It comes up to within 300 yards of its owner when the command word is spoken.

In Kara-Tur: This broom is not commonly available in Oriental lands. Reroll this result.

of Serving**XP Value:** 800**GP Value:** 4,000

The Book of Marvelous Magic

This apparently normal broom functions magically only while indoors and only if commanded by a wizard. Upon command, it grows arms. It can carry up to 500 pounds and is able to grow up to six arms, as needed, to perform its duties. It may be commanded to sweep and can clean a 10-by 10-foot area of dust and grime in six rounds. It follows its master within 30 feet, if not instructed otherwise, or it remains where it is told within a castle or a room. A second command causes it to cease work and turn back into its original, armless form. The animated broom is AC 5, has 20 hp, and can be damaged only by fire or magic.

of Sweeping**XP Value:** 120**GP Value:** 600

DRAGON Magazine 30

For obvious convenience, the *broom of sweeping* was developed. It can sweep a 10-foot-square area clean of loose dust and small items in a turn. The sweepings are left in a neat pile.

Sweeping II**XP Value:** 120**GP Value:** 600

DRAGON Magazine 73

This is a straw broom of normal appearance. Upon the utterance of the proper command word (written in Common on the end of the handle), it sweeps out the room it occupies. It does not operate outdoors. It will attempt to sweep out all unprocessed organic material such as dirt, leaves, and living and dead animals and insects, even humans. The reverse of the command word, or completion of the task, stops it.

Brush

A brush consists of a wooden or ceramic piece, 4 to 6 inches long that serves as the handle. One side of the handle is generally ornately decorated. The other side has several hundred, thin animal hairs, or bristles, embedded in it. There are specialized brushes designed for all kinds of tasks from personal grooming to applying paint.

of Colors**XP Value:** 1,000**GP Value:** 5,000

DRAGON Magazine 30

The *brush of colors* was designed by the wizard Orlow to save him the bother of cleaning or

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changing brushes while he tried his hand at illustrating. It produces enough paint of any color named to paint a 2-foot-square surface daily.

of Detangling

XP Value: 600 GP Value: 3,000

DRAGON Magazine 73

A **bone-and-bristle** brush of untidy and uninviting appearance, this implement immediately untangles the hair of anyone who uses it, without pain.

of Grooming

XP Value: 500 GP Value: 2,500

DRAGON Magazine 73

This is a rune-covered brush of dragonbone and animal bristles. Upon uttering the command word (written in elvish runes), the brush begins to groom the hair of the holder, responding to the owner's telepathically expressed desires.

Vladium's Fabulous Equine

XP Value: 600 GP Value: 3,000

POLYHEDRON Newszine 82

This magical brush is made of silver and inlaid with tortoise shell. The bristles are of fur from a giant, black ermine. Although the bristles are soft, they easily remove dirt, debris, and loose hair from any mammal with the first stroke. The great paladin Audry Vladium grew tired of the constant grooming and time required to keep her war horse immaculate, and so she commissioned the creation of the brush from a long-forgotten wizard. There are only about a dozen such brushes known to be in existence.

Bucket of Fire Snuffing

XP Value: 500 GP Value: 2,500

DRAGON Magazine 73

This miniature, bronze bucket has a bronze inner surface that looks much like water. If the bucket is brandished at a fire, as though water were being thrown from it, the fire reacts as though a normal bucket of water had been thrown on it, except that no chemical reaction takes place. The bucket can be used repeatedly on any normal fire. It has no effect on magical fires.

Buckle

A magical buckle looks like any ordinary buckle and is vised to fasten a belt about the waist. Magical buckles are always made of fine metal (often gold or platinum) and may be decorated with

gems. If the owner does not know it is magical, it might be sold for 100-600 gp. If two or more magical buckles are worn, none have any effect.

of Armor

XP Value GP Value

AC 0: 5,000 30,000

AC 1: 4,500 27,000

AC 2: 4,000 24,000

AC 3: 3,500 21,000

The Book of Marvelous Magic

When worn, this item protects the wearer as if a full suit of plate mail armor were being worn (AC 3). It is useless when worn with any sort of normal or magical armor but can be combined with a shield and a magical protective device that has plusses, such as a *ring of protection*. The *buckle of armor* may be enchanted further, at great price, to a maximum of +3.

of Faulty Lockpicks

XP Value GP Value

-5%: — 1,500

-10%: — 2,000

-15%: — 2,500

-20%: — 3,000

The Book of Marvelous Magic

This buckle appears to be and functions as a *buckle of lockpicks*. However, the lockpicks carried within it bestow a -5% penalty, instead of a +5% bonus, for lockpick owned. Even if other magical lockpicks are found and added to the set, they become reversed when contained in this buckle.

of Lockpicks

XP Value GP Value

+5%: 1,000 7,000

+10%: 1,250 7,500

+15%: 1,500 8,000

+20%: 1,750 8,500

The Book of Marvelous Magic

This apparently normal belt buckle has a secret compartment in which a set of lockpicks can be hidden. The buckle contains 1d4 magical lockpicks when found; each lockpick bestows a 5% bonus to a thief's open locks attempts (+10% for two picks, +15% for three picks, and so on). The magical lockpicks must be kept in the buckle when not in use—they lose their enchantment if left out for one hour. Other magical lockpicks may be found or made using these as models, up

to a maximum bonus of +50%. The lockpicks may be used only by a thief.

of Opening

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This buckle appears to be and functions as a *buckle of protection* in all respects. However, it has a 20% chance of malfunctioning and must be checked once each turn in which the wearer is attacked physically, such as with a blow from a weapon or a claw. If the buckle opens, all the items worn by the victim suddenly fall off—hat, cloak, armor, backpack. Held items are not affected, only those worn.

of Protection

XP Value	GP Value
+1: 2,000	10,000
+2: 2,500	12,500

The Book of Marvelous Magic

This buckle adds a bonus to the wearer's saving throws and Armor Class. Its effect may be added to other bonuses gained with magical armor, shield, cloak, or ring. The buckle may be enchanted to a maximum of +2 quality.

Roll	AC Bonus
01-75	+1
76-00	+2

of Weaponry

XP Value: 3,000 **GP Value: 15,000**

The Book of Marvelous Magic

This buckle contains a small, secret compartment in which small objects may be kept. It contains several miniature weapons when found, each about an inch long—a mace, spear, war hammer, battle axe, two-handed sword, and a light crossbow with 10 quarrels. When any one of them is held and the command word uttered, the item enlarges to full size. There is a different command word for each weapon, and the weapons have no plusses when enlarged. If the word is spoken a second time, the held weapon returns to miniature size and may be replaced in the buckle. Each weapon can be enlarged only once per day; a *dispel magic* spell causes any enlarged weapon to shrink (no roll needed).

Bush of Lemmikainen

XP Value: — **GP Value: —**

Gods, Demigods, & Heroes

This bush was left at home and would bleed noticeably if Lemmikainen were in trouble, thus warning his mother.

Buttercup's Bouquet

XP Value: 600 **GP Value: 2,400**

POLYHEDRON Newszine 43

Buttercup, a charming and ingenious half-elf of the locksmith persuasion, was best known for her wit and ingenuity. She favored a device crafted specifically for her by an infatuated, magic-using admirer. It resembled a collection of glorious blossoms and was made to be worn on the lapel or in the hair. When a secret catch is released, a gaseous substance squirts forth, blinding everyone within a 15-foot radius. Buttercup, of course, knew to keep her eyes closed. The fumes dissipate immediately, but the blindness persists for 1d8 rounds per individual.

Button

Buttons are small disk- or barrel-shaped knobs that are attached to an article of clothing. They serve as fasteners when passed through a loop or button hole. Buttons are commonly made from bone, wood, coral, shell, metal, or ceramic. Magical buttons cannot be discerned from mundane buttons without the use of a *detect magic* spell.

of Blasting

XP Value: 1,000 **GP Value: 10,000**

The Book of Marvelous Magic

This small, cream-colored, bone button may be thrown as far as 120 feet. When the command word is spoken by the owner, the button explodes as a *fireball spell*, but for only 4d6 points of damage. The command word detonates the button only if spoken within 240 feet of it

of Confusion

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

When found, this small, cream-colored bone button gives no clue to its powers. However, when carried, once per hour it jumps to another victim within 60 feet. The original carrier of the button immediately becomes aware of its disappearance but not of its new location, since it has buried

itself undetected somewhere in the new victim's belongings. The former carrier must make a saving throw vs. **spell** or stop and insist on a one turn search to recover the button. If the saving throw is successful, the victim forgets about the button.

Discus

XP Value: 800

GP Value: 4,000

New Item

These flat, circular silver buttons are usually found on paper cards—10 buttons to a card. They may be sewn onto a vest or jacket, and detach when the command word is spoken. At a second command word they enlarge, becoming 8-inch discs with a +2 attack roll bonus; they have razor sharp edges that do 2d6 damage on contact. The full size discs may be thrown up to 200 feet and disintegrate on contact.

of Fastening

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This small, dark ivory bone button may be used to lock any cloth item, magical or ordinary. When it is placed on cloth and the command word spoken, the cloth becomes rigid; the cloth is treated as if a stout door fastened by a *wizard lock* cast by a 21st-level wizard. Something such as a normal blanket may thus be used to secure valuables. The button unlocks when touched and the command word spoken.

of Rosy Vision

XP Value: 1,000

GP Value: 10,000

New Item

These buttons are always found in pairs, both are circular, about 1-inch in diameter and made of brass. One has a rose-colored stone in the center, and the other a small depression. When the rose-stone button is sewn on a doublet or other outer wear, it enables the holder of the second button to see through the rose-stone while it is being worn.



Cabinet



Cabinets are wooden constructs used to hold a variety of items. The size, shape, and overall dimensions of a cabinet depend largely upon what it's designed to hold. For example, a tall cabinet might hold long garments, weapons, farming tools, or other large objects. Locks can be easily installed on cabinets to help protect valuable contents.

of Air Restoration

XP Value: 600 **GP Value: 6,000**

DRAGON Magazine 159

With the recent flood of groundling adventurers moving into space, the arcane have introduced a new item needed on many heavily laden ships—an air supply device. Many of these are included with new helms, instead of offering helms with portal locators. They have also been sold to older customers at a fixed price. The *cabinet of air restoration* works on the same principle as *afurnace helm*, by drawing magic from magical items. The small cabinet stands 2 feet tall by 1-foot wide; two small doors in its front open to reveal a hollow area 10 inches square. The front and sides of the cabinet are of dark hardwood, but the base and repository within the cabinet seem to be made of crystal—the same crystal found in many *minor helms*. When an item is placed inside the cabinet, the crystal glows deep green, brightening whenever it is producing fresh air. When a **charged**, magical item is placed within the cabinet, 1d3 charges are immediately drained away prior to use. With each subsequent use, the *cabinet of air restoration* drains one charge from the magical item and generates 50 cubic yards of fresh air, enough to support up 12 crewfolk for one week before the air becomes foul; a single command word activates this function.

A second command word activates the full potential of the *cabinet of air restoration*, allowing it to regenerate the entire air envelope of the ship. When **commanded**, the cabinet drains 1d8 charges for every 10 tons of the ship and restores the atmosphere by one rank. For example, to restore the atmosphere aboard a hammership (a 60-ton ship) from foul air to fresh, the cabinet would drain 6d8 charges from an item. The atmosphere would be completely **restored**, supporting a crew of 60 for four to eight months with a regenerated atmosphere.

H'Veyk's Cavernous

XP Value: 3,000 **GP Value: 30,000**

Egg of the Phoenix

This item is used in conjunction with *H'Veyk's robe of immediate access* (see Robe). The cabinet has metal doors but no locks. The only access is through the *H'Veyk's robe of immediate access*. If the cabinet is broken into (AC 3, hp 30), the wearer of the robe has only a 25% chance of finding items when digging through the robe's pockets.

The cabinet can hold a total of 200 pounds of material, allowing the robe's wearer to immediately find whatever is needed (unless, of course, someone breaks into the cabinet).

of Ministering

XP Value: 1,000 **GP Value: 5,000**

The Book of Marvelous Magic

This cabinet appears identical to a *cabinet of security* but can be easily **moved**, **damaged**, etc. If the user steps inside, closes the doors, and speaks any of three command words, the cabinet either *removes curse*, *cures disease*, or *cures wounds* (for 50 points of curing). The cabinet functions only once per month.

of Security

XP Value: 2,000 **GP Value: 10,000**

The Book of Marvelous Magic

This piece of wooden furniture is 5 feet tall, 4 feet wide, and 3 feet deep. Its construction is magical, and it has the strength of steel. It can be opened only by a special command word and has no visible lock. The cabinet cannot be moved unless another command is **uttered**, but it is then carried easily, having only 100 pounds encumbrance, regardless of its contents. A third command causes shelves to appear or disappear within it, as many as desired and spaced in any manner; the shelves cannot be removed by any means. The cabinet can hold up to 1,000 pounds or any object small enough to fit inside.

Cadaver Comb

See Cirlet, *Doom's Diadem*

Cage

A cage is an enclosure used to keep a creature confined without consent. Whether the cage is called a pen, menagerie, corral, coop, cell,

bastille, jail, or brig, the result is the **same**—something is trapped against its will. Magical cages tend to be small enough or light enough for easy transport. Roll on the table below to learn the type of cage found.

Roll	Cage Type
01-08	Bastille
09-17	Brig
18-25	Cage
26-33	Cell
34-42	Coop
43-50	Corral
51-58	Crate
59-67	Jail
68-75	Menagerie
76-83	Pen
84-92	Wire-mesh*
93-00	Wood*

Batting

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This cage is identical to a *cage of carrying*. However, when touched to a creature, the cage expands to a 9-foot cube and fills with 1,000 ordinary **bats**—then the cage disintegrates. The user may point the cage in any direction, and the bats will travel in that direction for at least **1d4+1** rounds. **Afterward**, the bats are not under any sort of control. The *batting cage* is useless after that, but the bats are real and permanent.

of Carrying

XP Value: 3,000 **GP Value:** 15,000

The Book of Marvelous Magic

This small wooden cage measures 3 inches on a side and has a tiny door. When touched to a normal, nonmagical creature of animal intelligence, such as a war horse, the creature must make a saving throw vs. spell; if it fails, the beast is drawn into the cage in miniature form along with all the equipment it carries. Mounted riders are unaffected except by the disappearance of their mounts. The cage can be used to avoid leaving one's horse and equipment outside a dungeon.

of Entrapment

XP Value: — **GP Value:** 1,500

The Book of Marvelous Magic

This cage looks and functions like a *cage of carrying*. However, if a touched animal makes its saving throw against the effect, the user is drawn into the cage in miniature form **instead**, with all equipment **carried**, and cannot be **released** until a *remove curse* spell is applied. Items carried and spells known by an entrapped victim cannot be used until the victim is **released**.

of Shelter

XP Value: 1,500 **GP Value:** 7,500

The Complete Fighter's Handbook

This object looks like a large bird cage that has been neatly folded into a package about the size of a medium shield. The user, who can be of any character class, places it on the **ground**, steps **back**, and claps his or her hands **loudly** two or three times.

If the hands are clapped twice, the cage grows into a sturdy, metal-framed tent that can house eight people or two horses. The tent confers no magical benefits on its inhabitants, but by using it and huddling together for warmth, a party can survive a snowstorm that would kill an unprotected **party**. If the tent is erected in the desert, a party can avoid the danger and discomfort of a sandstorm.

If the user claps his or her hands three times, the cage grows into a strong **10-by 10-foot** cell. The door to the cell has the equivalent of a *wizard lock*; the cage's owner can open it at any **time**, and any magician with a *knock* spell can open it by using that spell. A person in the cell would have to make a successful bend bars/lift gates roll (or use a *knock* spell) to escape; the door's lock cannot be picked.

To return the cage to its original form, the owner claps again, twice if it is in tent form, three times if it is in cage form. If someone is in the tent while it is collapsing, it opens around the person **inside**—**both** the tent and the victim are unhurt. If someone is in it when it is a cage and it collapses, it inflicts 2d6 damage before it breaks **open**—**after** that it is ruined forever.

The *cage of shelter* knows its owner. If someone finds it in a treasure, the finder must carry it in his or her gear for one month so that the cage can attune itself to its new owner. If its true owner sells it to someone else in the cage's presence, the cage will obey the claps of its new owner immediately.

String

XP Value: 500

GP Value: 2,500

The Complete Ranger's Handbook

This looks like a piece of white thread 20 feet long, flecked with gold. When arranged in a circle so that the ends touch, the *string cage* creates an invisible barrier that prevents any creature contained inside from leaving. The invisible barrier has the strength of a *wall of force* and has the shape of a closed cylinder about 6 feet tall. The string cage functions only if it is placed on the ground or other solid surface; if it is moved, the barrier dissipates. Because of its light weight, the string can't be thrown like a lasso; if rocks or other weights are attached, its magic is negated. Therefore, the device is mainly used to contain sleeping, trapped, restrained, or cooperative creatures.

A *string cage* can contain any single creature, so long as the creature fits inside the circle. Physical attacks and most spells have no effect on *string cages*. The creature trapped inside can't move it. A *disintegrate* spell destroys the device, as will a *rod of cancellation* or a *sphere of annihilation*. A creature contained in a *string cage* can escape by using *dimension door*, *teleport*, or a similar spell. Only the person who originally formed the circle can separate the ends and free the creature inside. Otherwise, a *string cage* lasts for 3d4 hours, at which time the ends separate automatically. A *string cage* can be used only once per day.

Cameo

A cameo is a gem or stone carving showing a relief design in one color against a background of another, usually darker hue. Stones with bands of color—such as onyx—make the best cameos. The designs on a cameo may take nearly any form, but the most common patterns are nature scenes and busts (portraits showing a silhouette of the head and neck).

of Appearance

XP Value: 1,000

GP Value: 9,000

The Book of Marvelous Magic

This oval piece of ivory jewelry is adorned with the carved likeness of a handsome human male. When commanded, it turns into a powerful fighter (level 21, hp 100; all ability scores 17; *plate mail* +3, *shield* +3, *sword* +3, other normal clothes, no other equipment), who assists

the user of the cameo for up to one hour and then magically vanishes. (The fighter may be any NPC fighter of comparable powers who is well-known in the campaign.) Though not *charmed*, the fighter obeys nearly any instruction, even if it involves certain death. If the fighter fails any saving throw, he or she vanishes. All items created with the fighter disappear when the fighter vanishes.

Equus

XP Value: 2,000

GP Value: 8,000

DUNGEON Magazine 22

An *equus* is a magical piece of jewelry that, upon command, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of *equi* are either good or neutrally aligned, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkeleth once possessed an *equus* that *polymorphed* into gorgon form.

The cameo may be worn on a chain or pinned to a garment. It bears an obsidian silhouette of a creature on a turquoise background. The command word is etched on the reverse side.

Creature List

The DM may choose the form of the creature into which the *equus polymorphs* from the following table. The jewelry form *polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a creature he or she feels comfortable with and is sure will not give the PCs an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on Table 49 in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or

less) in creature form, the creature immediately reverts to cameo form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in cameo form.

Roll Creature

- 02 Unicorn: AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to hit when attacking with horn, -6 penalty to opponents' surprise rolls; SD teleport, immune to poison, *charm*, *hold*, and death spells; can sense approach of enemy 240 yards distant; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 Giant stag: AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).
- 04-05 **Bull**: AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy** war horse: AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. Intelligence 7-12 (1d6+6).
- 09-13 Heavy war horse: AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).
- 14-16 Superheavy war **horse** (special): Same as above (roll of 6-8), though it has MV 18, a 40-lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 **Camel**: AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of

a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).

- 19 Water **buffalo**: AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 Ultraheavy war horse: AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animal friendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. Intelligence 9-16 (1d8+8).

of Incompetence

XP Value: — **GP Value:** 1,200

The Book of **Marvelous** Magic

This item appears and functions as a *cameo of appearance* in all respects. However, the fighter appearing never hits any targets and automatically rolls a 1 on any attack roll. The fighter keeps trying, however, and complains about bad luck. The inept warrior also fails the first saving throw required and then vanishes.

Can

A can is a cylindrical container. Each has two command words; one to open, causing the top to **disappear**, and one to close, causing the lid to reappear. Cans may be from 2 to 6 inches in diameter, and 2 to 12 inches in height. Some recreate their contents each time they're opened. Other cans can be emptied only once, but even these remain airtight and watertight. Roll on the table below to determine the type of can found.

Roll	Can Type
01-10	Bucket
11-20	Can
21-30	Canister
31-40	Canistrum
41-50	Container
51-60	Jar
61-70	Pail

71-80	Tankard
81-90	Tin
91-00	Vessel

of Cant

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This can contains water that whirls about by itself. If **consumed**, the water enables the user to understand any and all spoken **languages** for one day. For miscibility purposes, the *can of cant* is not treated as a potion.

of Moonlight

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

The water in this can is still and shiny. If it is sprinkled on a lycanthrope in humanoid form, it forces the creature to assume animal form and curses it with a -2 penalty to all attack rolls and saving throws. Depending on the situation, a normal attack roll may be needed to do the sprinkling. Each can contains enough water for four applications.

of Preserving

XP Value	GP Value
1 Cubic Foot: 100	500
2 Cubic Feet: 200	1,000
3 Cubic Feet: 300	1,500
4 Cubic Feet: 400	2,000
5 Cubic Feet: 500	2,500
6 Cubic Feet: 600	3,000

POLYHEDRON Newszine 82

Found in various sizes, these cylindrical metal containers act like *bags of holding* except that only food can be put into them. If anything else is put into the can, the items disappear after three rounds. Food placed in the cans neither rots nor ages. *Cans of preserving* hold from 1-cubic-foot to 6 cubic feet of **food**, depending on the size of the can. Generally a can's physical dimensions are one third of its actual capacity; a 1-cubic-foot can has a diameter of about 5 inches and is about 2-inches high. A 6-cubic-foot can is about 10 inches in diameter and about 4 inches high. The weight of the food in a *can of preserving* is **unchanged**.

of Spinach

XP Value: 300 **GP Value:** 1,500

POLYHEDRON Newszine 23

This item contains green leaves in a vile broth. The user must eat both leaves and broth to gain the effect; when **consumed**, the user must make a saving throw vs. poison or be **nauseated**, suffering a -4 penalty to attack rolls for three hours. If the saving throw is **successful**, the user gains 18 Strength for three hours, with all bonuses applicable.

of Worms

XP Value: 500 **GP Value:** 1,500

The Book of Marvelous Magic

This appears to be a *can of moonlight*, but when it is **opened**, 1d4 caecilia (30-foot **grayworms**; AC 6; HD 6; MV 6; AT 1 bite; Dmg 1d8; ML 9, AL N, XP 500) jump out and attack everyone in sight.

Zwann's Irrigation

XP Value: 2,000 **GP Value:** 5,000

1992 Fantasy Collector Card 382

Zwann **wasn't** satisfied to rest on the creation of his *watering can* (see below). He wanted to make it even more efficient, and he eventually created the *irrigation can*. This can must be buried in the ground and left there, but it conveys permanent **immunity** to disease, drought, insects, bad weather, and other nonmagical trauma over a half acre of soil. A plot of **land** blessed with *Zwann's irrigation can* will even grow crops throughout the winter provided there is an average of four hours of sunlight per day. So long as the can remains in the **ground**, the land remains fruitful, but the can must be annually unearthed and "seeded" with 500 gold pieces.

Zwann's Watering

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

Invented by the noted botanist Salerno Zwann, this otherwise ordinary **watering can** is activated when the user **fills** it with two gallons of water and lets it stand undisturbed for 30 days. At the end of that **period**, the user may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25 feet square. Seeds subsequently planted in this treated soil grow normally, but are permanently immune to disease, drought (the plants never need to be watered again),

insects, bad weather (such as hailstorms and early frost) and all other forms of nonmagical trauma. The plants can be harvested normally by the planter.

Water from *Zwanna's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants. The patch of soil retains its effectiveness for one year; after that it must be watered again for the effect to be renewed.

Candles

During preindustrial times, fire was the only source of illumination for people's homes after the sun went down. Torches and oil lamps were commonly used to light large rooms, while candles served as small, portable sources of light for reading or lighting one's way to bed. Candles also figured in many religious services as either part of the altar ornamentation or as an aid to prayer and meditation.

Early candles, also known as rushlights, consisted of animal fats wrapped in rushes, husks, or moss, then set alight. Later candles were made of tallow obtained from animal fats or, in the Orient, from the seeds of the tallow tree. Wicks for the candle were **also** introduced and were made of cloth strips or woven cord. Tallow candles are very cheap compared to wax candles, and this is reflected in the equipment list in the *PHB*. These candles burn more **quickly** and produce a fair bit of smoke, however. Wax candles are used for making magical candles, and there are several sources of wax for making enchanted tapers.

Wizards use white candles made from spermaceti, a waxy material obtained from sperm whales and small and large bottle-nosed whales. **Priestal** magical candles are made of beeswax taken from either the regular or giant species of bee; the wax produced is dark yellow in color. Druids use candles made from the wax obtained from the bayberry, an evergreen shrub whose berries are covered with a waxy coating. A bushel of berries yields about four to five pounds of a pleasant smelling, green wax.

Only the purest grade of wax is used in making magical candles. That and the cost of the scent that must be added to the wax in its liquid state (acting as a bond between the wax and the special ingredients used to impart magical properties), vastly increase the cost of a wax candle specially

ordered by a Spellcaster from a **candlemaker**.

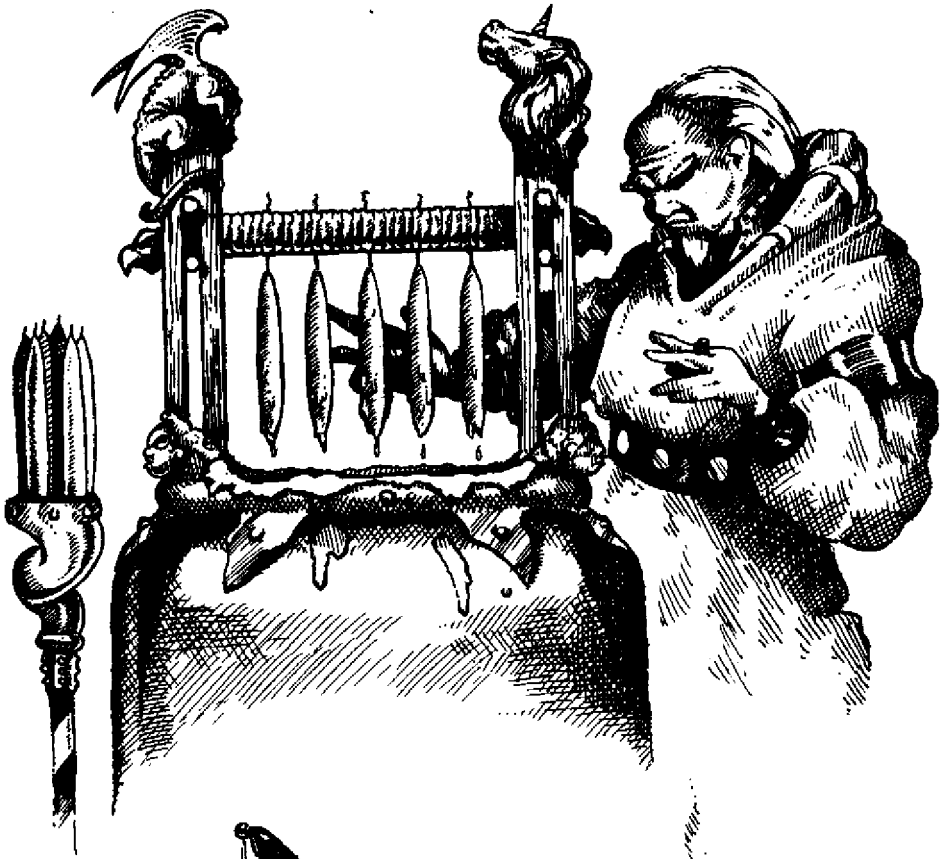
Candles may be purchased ready made from a candlemaker who will also, for an additional charge, add whatever incense, perfume, oils, or herbs are required to prepare the candle for enchantment. A wizard may hire an alchemist to prepare the candle and add whatever special ingredient is required. Priests and druids may be able to find a member of their order who is skilled in candlemaking to perform the task. To lessen the chance of spell failure when enchanting the candle or investment when the finished candle is placed upon the altar, the Spellcaster should make the candle himself.

There are two methods of **candlemaking**—molding and dipping. A candle mold is the simplest method. Molds should be made of either pure silver or the bone of a creature of magic such as a dragon. Wicks of woven silk cord are placed in the molds, and the molten wax, with its scents and magical ingredients already mixed in, is poured into the molds and allowed to cool. During the procedure, the Spellcaster chants or prays. After the candles have **cooled**, the usual process for enchanting an item may begin.

Dipping takes longer, but reduces the chance of spell failure during enchantment, since the Spellcaster can more easily prevent imperfections like cracks or air bubbles from forming in the candle. While chanting or praying, the Spellcaster repeatedly dips the wicks into hot wax heated in a crystal vat, allowing each coating of wax to cool and harden before redipping. Once **finished**, the candles are ready for enchantment. If the Spellcaster uses candles prepared by a candlemaker, the chance of spell failure increases by +20.

Magical candles usually come in two **sizes**—small ones about 3 inches long and the thickness of a very small **twig**, and regular tapers 8 to 12 inches long and $\frac{1}{2}$ to 1 inch thick. The large taper, as stated in the *DMG* description of the *candle of invocation*, burns for four hours and can be extinguished by normal means for later reuse. The smaller candle burns for **10** minutes; its **spell effects**, like the larger **candles**, cease once it is extinguished.

Candle powers are effective within a **25-foot**-radius of the candle. Unless specifically **stated**, all beings within the area of influence, except the person who lit the candle and those who enter the area of effect later, are affected by the



spell. Normal saving throws apply unless stated otherwise or unless the spell effect is similar to known spells. Except where noted, all candles may be snuffed out by normal means. From 1d6 small candles or 1d2 large candles may be found in a treasure cache; they may be all of a kind (50%) or a mixed assortment chosen by the DM. In a hoard, 80% of the candles will be small. Experience point (XP) values listed are per candle, for both small and large varieties. No experience is gained from using cursed candles.

For every three days spent in making these candles, they will burn for one turn, up to a maximum of 10 turns (for a candle which took 30 days to make). The magic of these candles takes effect when the candle is snuffed out, or burns down to nothing at the end of its duration. These candles must be burned in the presence of their intended victims in order to work.

Black

XP Value: 200

GP Value: 1,000

DRAGON Magazine 43

One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are:

Roll	Curse
1	Weakness (Strength reduced to 3).
2	Insanity (Intelligence and Wisdom both reduced to 3).
3	Clumsiness (Dexterity reduced to 3).
4	Poverty (all precious metals, gems and jewels on the victim's person turn to clay).
5	Loneliness (Charisma reduced to 3).
6	Exhaustion (Constitution reduced to 3).

Saving throws can be attempted for each curse, and if successful negate that particular curse only. Casting *remove curse* negates one curse for each casting of that spell. Saving throws may be attempted, where applicable, for the effects of all candles except *red candles*. Any candle that does not burn continuously for at least one turn has no effect. A candle extinguished midway through a turn is treated as though it had not burned at all during that turn, but the turn is counted against the maximum amount of time a certain candle may be burned. For example, a candle with a maximum life of five turns is extinguished midway through its third turn of burning. Its effects

are as though it had only burned for two turns (not two and a fraction), but if it is reignited after that, it has only two turns of burning left before it goes out automatically.

Blinking

XP Value	GP Value
Normal Large; 400	2,000
Normal Small: 100	500
Rare Large: 2,000	10,000
Rare Small: 500	2,500

DRAGON Magazine 179

Upon lighting this candle, the user begins *blinking* (as the spell) and continues to do so until the candle is extinguished or the user *blinks* outside of the area of effect. The spell effect is limited to the user only, though in 5% of these candles the *blinking* effect affects all other creatures within the area of effect except the individual who lit the candle. These candles are made with onion juice, crushed chicory root, and a few drops of blink dog blood.

Blue

XP Value: 200

GP Value: 1,000

DRAGON Magazine 43

One turn of *protection from evil/good* (spell-caster's choice) for each turn of burning.

of Brilliance

XP Value	GP Value
Cursed Large: —	250
Cursed Small: —	100
Normal Large: 100	500
Normal Small: 50	250

DRAGON Magazine 179

When lit, this candle sheds light equivalent to a *continual light* spell. There is a 5% chance that the candle is *cursed* and that all within 25 feet who are looking at the candle must save vs. spell or be *blinded* (*cure blindness* required). These candles are made with vitiver, phosphorus, and ichor of magnesium spirit.

of Charming

XP Value	GP Value
Large: 400	2,000
Small: 100	500

DRAGON Magazine 179

Lighting this candle begins a *fire charm* spell, similar to the 4th-level spell in area of effect and saving throws. These candles are made of the

musk of musk deer or civet and a few drops of blood from a **dryad**, **lamia**, or **sirine**.

Convocation

XP Value: 800 **GP Value: 4,000**

DRAGON Magazine 156

These large candles can be found in **all** sorts of garish colors. When one is lit, the lighter and the entire party find themselves instantly *teleported* to a high school pep rally in an alternate plane of existence, where they remain stranded until the candle burns out or until they lead their section to victory in the cheering competition.

Darkness

XP Value **GP Value**
Large: 200 4,000
Small: 50 250

DRAGON Magazine 179

Instead of light, this magical taper creates darkness in a **15-foot-radius**, effectively blinding all within the area and those who enter later. These are made with purple verbena, giant octopus or squid ink, and blood from a dark creeper or dark stalker.

Defense

XP Value **GP Value**
Large: 600 3,000
Small: 150 750

DRAGON Magazine 179

At least two such *defense candles* are needed to activate the *dweomer* of this magical item. Lighting these candles activates a *wall affire* similar to the druid and wizard spells. The wall may be in the form of a curtain up to 60 feet long between the two candles, or in the form of a ring enclosing a space up to 20 feet in diameter when the candles are set on opposite sides of the individual who lit them. The ring will move with the user provided both candles are carried; the circle then automatically shrinks to enclose only the bearer of the candles. The wall reaches 20 feet high and causes 4d6 hp damage to any creature passing through it, 2d6 hp damage each round to creatures within one to 10 feet of the *candles*, or 1d6 hp damage each round to creatures from 11 to 20 feet away. These candles are made with patchouli or juniper berries, phosphorus and aqua vitae, and three drops of blood from a red dragon or from the dragon head of a gorgimera or chimera.

Disruption

XP Value **GP Value**
Large: 500 2,500
Small: 125 625

DRAGON Magazine 179

This candle is the bane of undead when lit. Skeletons, zombies, ghouls, and shadows suffer 3d4 hp damage per round while in the area of effect (no saving throws); wights and ghastrs suffer 2d4 hp damage per round; all higher level **undead**, suffer 1d4 hp damage per round. If a priest or paladin lights the **candle**, that character's power to turn undead increases by two levels as long as the candle is lit. The candles are made with myrrh, peach blossoms, rosewater, holy water, and a few drops of blood from an especially holy, nonhuman creature.

Divination

XP Value **GP Value**
Large: 800 4,000
Small: 200 1,000

DRAGON Magazine 179

While this candle is alight, the priest (priest or druid) who lit it is able to cast a single detection or divination spell, of any type permitted at the caster's level, without having to pray for it beforehand. Ranger characters with spellcasting abilities may also use this candle. These candles are made with three of the following suggested scents: out-of-season apple blossoms, rosewater, sage, snowdrop, seaweed, tea, ash blossom, hawthorn, mulberry, plum blossom; a few drops of blood from the Spellcaster, and a cup of holy water or mistletoe juice from berries gathered in winter.

of Everburning

XP Value: 300 **GP Value: 1,500**

The Complete Wizard's Handbook

This resembles a normal wax candle about 6 inches tall. However, once the candle is lit, the flame can be extinguished only by the spoken command of whoever is holding it. **Otherwise**, the flame continues to burn; it burns underwater, in any **alternate plane** of existence, and in the strongest of winds. *Dispel magic* and similar spells have no effect on the flame. The *candle of everburning* can burn for 24 hours before all of its wax melts away.

of Evocation

XP Value: 1,000 **GP Value:** 5,000
Land of Fate

These candles are marked for a particular major, enlightened god (roll as for the *Book of the Enlightened Gods*). A priest of the pantheon may use the candle designated for any of his or her gods. A priest of the Ten Thousand, however, gains no special ability from using these tapers. (See **Sword**, *of the Enlightened* for definition of "enlightened.")

Exploding

XP Value **GP Value**
Large: — 200
Small: — 50

DRAGON Magazine 179

This item may be mistaken for a *candle offireballs* or *pyrotechnics*. Upon lighting, the candle burns normally for one round before going out. At the end of the following round, it explodes in a *fireball* for 6d6 hp damage (3d6 hp damage for the small candle). Saving throws are applicable except for anyone actually touching the candle when it goes off. These candles are made of may blossoms, phosphorus and aqua vitae, and six grains each of charcoal, sulphur, and saltpeter.

Fireballs

XP Value **GP Value**
Large: 500 2,500
Small: 125 625

DRAGON Magazine 179

This candle burns normally for one round before seeming to go out. During the following round and every round after that, until the candle is either extinguished or burns itself out, a *smallfireball* is emitted that travels up to 50 feet before exploding in a 10-foot-diameter sphere for 1d6 hp damage (if the *fireball* strikes something before traveling 50 feet, it explodes on impact). The *fireball* will strike any target it is directed to attack by the person who lit the candle; orders must be given at the start of each melee round, or else the *fireballs* fly off in random directions. The candles are made with fireweed, phosphorus, and a few drops of blood from either a red dragon or the dragon head of a chimera or gorgimera.

Flame

XP Value **GP Value**
Large: 200 1,000
Small: 50 250

DRAGON Magazine 179

When lit, this candle burns normally for one round. The following round, a sheet of fire similar to the *priestal flame strike* spell engulfs the candle and a 10-foot circle around it, causing 6d8 hp damage (3d8 hp damage for a small candle) to all within the area (save vs. spell for ½ damage). The candle is destroyed in the fire. These candles are made of fireweed, phosphorus, and several drops of blood from a salamander or phoenix.

Flame Arrow

XP Value **GP Value**
Large: 400 2,000
Small: 100 500

DRAGON Magazine 179

The bearer of this candle has only to touch its flame to an arrow to turn the weapon into a *flame arrow* (as the wizard spell). Two arrows per round can be transformed in this manner. These candles are made with oil of citronella, phosphorus, and three drops of blood from a hell hound, firenewt, fire drake, or fire toad.

Flame Blades

XP Value **GP Value**
Large: 400 2,000
Small: 100 500

DRAGON Magazine 179

This candle burns normally for one round. During the next round, a 3-foot-long tongue of flame erupts from the wick, similar to the *spellflame blade*. Damage is the same as the spell, and the candle may be used as a hand weapon while lit. These candles are made with oak moss, rowan, or sumac, phosphorus, and the blood of either a hell hound or pyrolisk.

Gold

XP Value: 200 **GP Value:** 1,000

DRAGON Magazine 43

Cures 1d6 points of damage to the object of the magic for each turn of burning.

of Invocation

XP Value: 1,000 GP Value: 5,000
DUNGEON MASTER Guide

These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a detection spell is cast, it radiates magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so **doing**—if the candle's alignment matches that of the character's. If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by two, enabling additional spells to be cast. He or she can even cast spells normally unavailable, as if of a higher level, but only so long as the candle continues to burn. Any burning allows the casting of a *gate* spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for four hours. It is possible to extinguish the candle as one would any other. However, it can be placed in a lantern or otherwise sheltered to protect it from drafts and other things that could put it out. This doesn't affect its magical properties.

In Kara-Tur: *Candles of invocation* are dedicated to one of the three main ethical systems: good, evil, neutrality.

Methven

XP Value: 800 GP Value: 4,000
DRAGON Magazine 39

This mystical **candle**, usable only by wizards of at least 5th level, glows with a green flame. When studying by the light of this candle, a wizard is enabled to memorize three additional 1st-level spells, two additional 2nd-level spells, or one additional 3rd-level spell. The candle lasts for 1d6+18 "study periods," counting one period as the time necessary to memorize one 1st-level spell, two periods for a 2nd-level spell, and three for a 3rd-level spell.

Noora's Candle of Propitiousness

XP Value: 1,000 GP Value: 9,000
1993 Collector Card 411

Noora's candle of propitiousness functions normally, providing attack roll bonuses to allies and penalties to a specific foe if the combat takes place within 50 feet of the lit candle. However, unlike most of these magical candles, Noora's

candle can be reused as often as she wishes, until it has been burned a total of 60 rounds. At that point, the candle is completely consumed.

of Powerlessness

XP Value: — GP Value: 250
The Book of Marvelous Magic

When lit, this candle sheds light within a 40-foot-radius. Any priest within the light loses all power to turn undead; the power returns if the priest leaves the light or if the candle is extinguished. The candle lasts for a total of 24 hours. Each use deducts a **minimum** of one hour's burning.

of Propitiousness

XP Value: 750 GP Value: 3,750
Tome of Magic

This candle enhances attacks against a particular enemy within a defined area. The user lights the candle while speaking the exact name of a single foe. If the exact name is not known, the user must precisely identify the foe; saying, "the evil warrior" isn't precise enough, but stating, "the evil warrior who rules the village of Fair Meadows and carries a golden shield" is sufficient.

All characters who remain within a 50-foot radius of the lighted candle receive a +2 bonus to all attack rolls made against the stated foe, regardless of whether or not the foe is within 50 feet of the candle. Characters who venture outside the area of effect lose the bonus. When the stated foe is within the area of effect, he or she suffers a -1 penalty to all attack rolls.

There can be no interposing surfaces such as walls or doors between the *candle of propitiousness* and characters it affects. The stated foe is not allowed a saving throw to resist the effects of the candle.

The *candle of propitiousness* burns for up to one hour. If it is moved after it is lit, its magic is immediately and permanently negated. Likewise, if its flame is extinguished, its magic immediately ends. Any magical or natural force capable of extinguishing a normal flame, such as a gust of wind or a splash of water, can extinguish a *candle of propitiousness*. A *candle of propitiousness* can be lit and used only once.

of Protection

XP Value: 200 GP Value: 1,000
The Book of Marvelous Magic

When lit, this item sheds light within a 40-foot radius. All undead creatures approaching one

must make a **saving** throw vs. spell or be unable to enter the illuminated area. Even if the undead succeed and enter, each must make a saving throw each round or be forced to leave the light. The candle has no effect **while** being moved. It lasts for a total of 24 hours, but each use deducts a minimum of one **hour's** burning.

of Protection II

XP Value	GP Value
Large: 700	3,500
Small: 175	875

DRAGON Magazine 179

Once lit, this candle surrounds its user with an aura of **protection from evil/good** (50% chance of either) for a **10-foot** radius, similar to the priest or wizard **spell**. The recipe for these candles depends upon the protection desired. For *protection from evil*, use three of the following **scents**—garlic, holly sap, peach blossoms, primrose blossoms, rue, juniper, and blood from especially holy creatures such as couatl, opini-cuses, or paladins. For *protection from good*, use three of **each**—**nightshade**, gorse broom, may blossom, or out-of-season rose petals, and blood from an **especially** evil creature such as a hag or a fiend.

Purple

XP Value: 200	GP Value: 1,000
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DRAGON Magazine 43

This acts as a **truth drug** allowing one question to be asked of a victim for each turn of **burning**—and all such questions are always answered truthfully.

Pyrotechnics

XP Value	GP Value
Large: 200	1,000
Small: 50	250

DRAGON Magazine 179

This candle burns normally for one round after being lit, then apparently goes out. During the second **round**, aerial fireworks shoot out of the candle's tip like the spell *pyrotechnics*, with the same blinding effect on creatures within a **10-foot** area of effect. The candle does not perform the second function of the *pyrotechnics* spell (obscuring smoke). These candles are made with mimosa, phosphorus, and the ichor from a will o wisp or a boggart.

Red

XP Value: 200	GP Value: 1,000
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DRAGON Magazine 43

The victim is affected as by a *love potion*, duration one day for each turn of burning. There is no saving throw, and no chance of the love potion effects wearing off before the full duration.

Reflection

XP Value	GP Value
Large: 300	1,500
Small: 75	375

DRAGON Magazine 179

Once lit, the smoke from this candle coalesces into an image identical to the individual who lit the taper. The image is capable of independent movement within a 25-foot radius of the candle, as ordered by the mental command of the candle lighter, but cannot go past these bounds. Weapons, clothing, and other items are copied exactly; the image cannot do damage, nor can it cast spells, though it may appear to do so. Each time a person or creature encounters the image, he or she must save vs. spell or mistake the image for the person. The error is quickly realized when the image is **attacked**, since any attack on the image destroys it. The person who lit the candle may step beyond the area of effect without destroying the image, but must stay within sight of the image in order to control it. The controller cannot take any action other than movement at half speed; doing otherwise destroys the image. Extinguishing the candle cancels the illusion. These candles are made with attar of roses and bay leaf, blood from a giant chameleon and hangman tree sap, plus several drops of quicksilver.

Sanctuary

XP Value	GP Value
Large: 700	3,500
Small: 175	875

DRAGON Magazine 179

When lit, this magical taper casts an automatic *sanctuary* spell about the priest that **lasts** as long as the candle burns. The candle may be carried. These candles are made with peach blossoms, tuberose, oil of bitter orange, holy water, garlic, and giant skunk musk.

Shielding

XP Value	GP Value
Improved Large: 1,500	7,500
Improved Small: 300	1,500
Normal Large: 1,000	5,000
Normal Small: 200	1,000

DRAGON Magazine 179

When lit, this candle surrounds the character with both a *shield* spell and a *minor globe of invulnerability* spell, like the wizard spells. Note that 5% of these tapers provide the user with a *globe of invulnerability*, like the wizard spell. These candles are made with chicory root and rosemary, rue or sow thistle, fluids from the central eye of a beholder, and blood from a **bulette**.

Smoke Detection

XP Value: 100	GP Value: 500
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DRAGON Magazine 73

This object, made of an unknown substance, is formed in the shape of an ebony candle with a flame atop it, the whole being about 4 inches high. Whenever an excessive amount of smoke is present (even from just cooking), it emits a wailing, ululating beep. (Naturally, this cannot be used in rooms heated by poorly made fires!)

of Spells

XP Value	GP Value
Large: 800	4,000
Small: 200	1,000

DRAGON Magazine 179

This taper is similar to the *candle of divination*, in that the Spellcaster who lit it can **automatically** recall and cast any spell, that the caster knows. For example, a 7th-level wizard who **knows fireball** is able to recall and cast the spell twice, as permitted by the wizard's level of experience, without having memorized the spell **beforehand**. These candles are made with rosemary and sage, and blood from a highly intelligent, **nonhuman, spell-using** creature.

Survival

XP Value	GP Value
Improved Large: 300	1,500
Improved Small: 75	375
Normal Large: 200	1,000
Normal Small: 50	250

DRAGON Magazine 179

Also known as the *ranger's candle*, this taper provides heat and light equivalent to a normal fire when lit. A **small survival candle** burns for 10

hours instead of 10 minutes, while a large candle burns for 240 hours rather than **four**. Note that 10% of these candles also radiate a 25-foot-diameter aura of *repulsion against normal animals* common to woodlands (bobcats, mice, birds, deer, and snakes). These candles are with **patchouli**, holly sap, four-leaf clover blossom, orange blossom, **phosphorus**, and blood from a **firesnake**.

of Transference

XP Value: 2,000	GP Value: 10,000
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The Book of Marvelous Magic

When **used**, this item causes its victim to make saving throws vs. spell with a -4 penalty to the roll. If the throw fails, the victim's life force is transferred to the flame, and the candle takes the shape of the victim as the body disappears. A *remove curse* cast upon the lit candle by a 26th- or higher-level caster restores the victim **completely**, and the candle **disappears**—a *wish* may also be used. If a *speak with monsters* spell is used, the flame speaks with the voice and life force of the victim. The flame does not burn the candle and it cannot be **extinguished**, not even by magical wind; only water or some magical method can put it out. If put out, however, the victim dies. A *polymorph object* spell can thereafter restore the body, but only if applied while the candle is lit; otherwise the victim dies.

Unfailing Light

XP Value	GP Value
Large: 100	500
Small: 25	125

DRAGON Magazine 179

This taper provides a normal candle flame when lit and burns steadily, until it either burns itself out or is extinguished by the person who **lit** it. It cannot be extinguished by any other means, even by tossing it, dropping it, submerging it under water, or placing it in a vacuum. These candles are made with primrose, phosphorus, and either blood from a **blindheim** or abdominal fluids from a **firefiend**.

of Vapors

XP Value	GP Value
Large: 300	1,500
Small: 75	375

DRAGON Magazine 179

This candle burns normally for one **round**, then goes out. During the following **round**, it produces clouds of smoke or vapor that rapidly expand to

blanket a 50-foot-diameter area. Except where **stated**, all characters and creatures within the area of effect are **affected**, including those who enter the cloud later. A successful save vs. poison produces no effect; failure to save causes the noted effect to occur. The **cloud** dissipates one turn after the candle is extinguished; it must be doused with water to cease producing **vapors**. There are five varieties:

- | Roll | Candle Type |
|-------------|---|
| 01-02 | Insanity gas: Victims act as though they were under the permanent effects of <i>confusion</i> , as the priest spell. A <i>heal</i> , <i>restoration</i> , <i>limited wish</i> , <i>alter reality</i> , or <i>wish</i> spell is required to cure this condition. |
| 03-04 | Poison: Creates a cloud of poison gas against which all characters must save or die (taking 20 hp damage if the save is made). |
| 05-06 | Sleep: Affects all characters and creatures of all levels within its 25-foot radius, except the individual who lit the candle. Sleep lasts while the victims remain near the fumes, plus 1d10 rounds after their removal . |
| 07-08 | Smoke: A dense cloud of smoke forms, totally obscuring vision beyond 2 feet. If the candle is lit within an enclosed space smaller than half the size of the cloud's 50-foot-diameter, spherical area of effect , all characters including the one who lit the candle, must save vs. poison or suffocate in 2d4+1 rounds. |
| 09-10 | Sweet smell: Burns off all evil vapors within its area of effect (including all poisonous, superheated , corrosive, or otherwise harmful gases), leaving the air pure and sweet smelling. |

These candles are made of sandalwood and either jimson weed (insanity), poppy (**sleep**), **puffball** spores (smoke), belladonna (poison), ichor from a gibbering moulder (insanity), sprite sleep ointment (sleep), pure charcoal powder (smoke), or giant serpent poison (poison). The beneficial sweet smell candle requires a mixture of mistletoe, rosemary, sow thistle, and white heather.

Visibility

XP Value	GP Value
Large: 400	2,000
Small: 100	500

DRAGON Magazine 179

Once lit, all creatures or objects within the **candle's** area of effect that are *invisible* through magical **means** alone, become automatically visible (psionic invisibility, though is not revealed). *Invisibility* does not resume if affected creatures step beyond the area of effect of the candle, unless this is normal for the creature. Creatures rendered difficult to see through natural or artificial camouflage are not **affected**, and objects that are concealed are not revealed. These candles are made from orrisroot and either chicory root or **brakenseed** (fern spores), and blood from a non-human creature with **divinatory** powers,

Yellow

XP Value: 200	GP Value: 1,000
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DRAOON Magazine 43

One turn of *telepathy* (the user is able to read the victim's mind) for each turn of burning,

Candle Snuffer

A candle snuffer is a metal rod with a cup on one end that is used to put out candles or other very small flames. Snuffers are often made of brass, and may be from 2 inches to 3 feet in length. Magical snuffers usually function when touched to either the flame or body of a **lit** candle.

of Death

XP Value: 1,000	GP Value: 5,000
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The Book of Marvelous Magic

When this snuffer puts out a **candle's** flame, each living creature within 60 feet must make a saving throw vs. death magic or die on the spot, "snuffed out." It functions only once per day.

of Dousing

XP Value: 100	GP Value: 500
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The Book of Marvelous Magic

This snuffer puts out a candle's flame **and**, on **command**, can also put out any nonmagical fire affecting a 10- by 10-foot area if the fire is of large dimensions. It can function three times per day.



of Exploding

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This snuffer appears to be a *snuffer of dousing* and merely puts out a candle flame. However, if used to put out a **larger fire**, the snuffer explodes as a *fireball*, inflicting 10d6 points of damage to all within the area. Each victim may make a saving throw vs. spell to take ½ damage, and fire resistance applies. The explosion destroys the snuffer.

Remote

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 73

This is a 6-inch-long stick in the shape of a miniature candle **snuffer**—a stick with a hook at the top, ending in a **bell** without a clapper. When pointed at a candle while the word of command is spoken, the candle is snuffed out, regardless of the range, as long as the candle is visible. It does not work on lanterns, torches, or **lamps**—only candles.

of Serving

XP Value: 900 **GP Value:** 4,500

The Book of Marvelous Magic

When **used**, this snuffer turns the candle flame into a tiny, summoned fire elemental (AC 0; HD 1; MV 12; #AT 1; Dmg 1d6; ML 12; AL N), just 3 inches tall. The creature cannot speak and has

little intelligence, but it understands and willingly obeys the summoner for up to one hour, and it need not be controlled. Its touch causes nonmagical, combustible items to catch fire.

Cane

A cane is a wooden or metal stick normally used for assistance in walking. Magical canes may be found anywhere, but are most often near humans and demihumans. They may be straight or **curved**, plain or decorated. Some canes have 1d20 charges when **found**, but they cannot be recharged.

of Age

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

When this cane is **touched**, the creature moving it must make a saving throw vs. death magic with a -4 penalty to the roll or else age 20 years. This effect occurs each time the cane is touched. If the victim succeeds in the saving throw, however, the cane may be held and used as a weapon; any victim struck must make a saving throw vs. death magic or age 10 years. Each 10 years of aging uses one charge.

of Armament

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This cane appears to be perfectly ordinary, but turns into a *two-handed sword* +1 on command. A second command causes it to resume cane form.

of Blindness

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

When this item is **touched**, the creature touching it must make a saving throw vs. spell with a -4 penalty to the roll or be *blinded*. This effect occurs each time the cane is touched. If the saving throw succeeds, the cane may be used as a **weapon**. Each opponent struck must make a saving throw vs. spell or be *blinded*. One charge is drained for each victim *blinded*.

of Detection

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

When this cane is tapped along walls, secret doors, pit traps, and sliding walls may be discovered as though the user were a **dwarf**. Using 1d6, a result of 1 or 2 indicates success. Each successful detection uses one charge.

of Stiffness

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

When this cane is touched or moved, the creature moving it must make a saving throw vs. spell with a **-4** penalty to the roll. Failure causes the victim's Dexterity score to drop to 3. The victim must keep the cane until a *cure disease* or *remove curse* is applied by a caster of **15th** or higher level; this remedy destroys the cane. A *heal* or *wish* restores the victim's original Dexterity score.

Wemick's Cane of Striking

XP Value: 6,000 **GP Value:** 30,000

1992 Fantasy Collector Card 137

This magical cane is a +3 weapon. It causes 1d6+3 points of damage when a hit is scored. This expends one charge. If two charges are expended, the damage bonus is doubled, while triple damage is caused when three charges are expended. The cane can be recharged, but, unfortunately, Wemick, in his advanced years, has forgotten the command word and the very fact that the cane is **magical**. He has not, however, forgotten how to hit people with it.

Canister

A canister is a cylindrical container with, generally, two command words—one to open and one to close.

of Condiments

XP Value	GP Value
Ketchup: 200	1,000
Mustard: 400	2,000
Pepper: 300	1,500
Salt: 500	2,500
Jelly: 400	2,000
Jam: 200	1,000

POLYHEDRON Newszine 23

This large ceramic jug can be commanded to produce a magical condiment of some type. The exact type cannot be determined until the canister is commanded, and then opened. The canister will produce one 6 ounce measure per day. To find the condiment created, roll 1d6:

Roll Condiment

- 1 Ketchup of Slowness:** When this is dumped on the ground or floor, any creature approaching within 10 feet of the ketchup is *slowed* (moving and attacking

at half normal rate) for 1 hour.

- 2 Mustard of Success:** This hardened, yellow goop has no effect unless an edged weapon is used to "cut" it. Any weapon thus treated gains a +2 bonus to all attack rolls for one hour. The mustard may be used to enchant up to three edged weapons.
- 3 Pepper of Sneezing:** When one ounce of this pepper is thrown at a creature, the victim must make a saving throw vs. poison or stop moving and sneeze for one round. A new saving throw may be made each round, but the victim continues to sneeze until a saving throw is made. Sneezing victims may not move, and suffer a +2 penalty to AC, and a -2 penalty to all saves (which does apply to further attempts to stop sneezing).
- 4 Salt of the Earth;** Each ounce of this salt may be sprinkled on either one human-sized creature or in a 10-by 10-foot area. If used on a creature, a normal attack roll is required to apply it. If successful, the recipient takes double damage from each wound after that, caused by an edged weapon. The effect lasts 10 rounds or until the salt is washed off. If used on an area of ice or snow, the salt causes it to melt in one turn, even if magically created (such as a *wall of ice*).
- 5 Jelly of Attraction:** This purple, sweet smelling jelly attracts the attention of all normal and magical insects within 30 feet. Giant-sized insects are permitted a save vs. spell to resist the effect, but with a -4 penalty to the roll. When attacking an insect that is attracted to the jelly, the attacker gains a +4 bonus on the first attack roll, but the insect is then free of the magical attraction and its effects, even if the attack misses. An attack on one insect does not disturb the others. The jelly may be used only once, and is eaten by the insects.
- 6 Jam of Logs:** This lumpy, brownish goo may be poured out onto the floor. On command, it grows to become pile of normal, nonmagical wooden logs, completely filling a volume of 1,000 cubic feet. The logs will block the passage of any solid creatures or items, as well as vision. The log jam is permanent until burned away by

fire, which takes a full turn and creates smoke in a volume of twice its size (2,000 cubic feet). The smoke causes all those within it to make a saving throw vs. poison or cough for three turns, with penalties of +4 to AC and -4 to all saving throws while coughing.

of Curses

XP Value: — **GP Value:** 1,000

POLYHEDRON *Newszine* 23

This appears in all respects to be a *canister of condiments*, but the effect of any condiment created may (50% chance per use) cause ill effects to the user, or no effect, as follows:

Roll	Effect
1	The <i>ketchup</i> causes the user to be <i>slowed</i> .
2	The <i>mustard</i> bestows a -2 penalty to attack rolls.
3	The <i>pepper</i> blows back on the user.
4	The <i>salt</i> may fall upon the user, or cause snow and ice to grow, or have no damaging effect.
5	The <i>jelly</i> attracts insects to the user.
6	The <i>yam</i> creates barriers on all sides of the user.

The owner or user of a *canister of curses* cannot sell or dispose of the item until a *remove curse* is applied by a caster of 26th level or greater. This canister functions normally 1d4 times before revealing the curse.

Canteen

Canteens are metal, ceramic, or animal-skin containers for carrying water. All canteens have a cap or stopper to keep the liquid from evaporating or spilling as it's carried about. Canteens are useful in any location where drinkable water is not readily available; however, they tend to be very expensive anywhere they are necessities, and very cheap where they are mere conveniences.

of Coolness

XP Value: 600 **GP Value:** 3,000

DRAGON *Magazine* 30

The *canteen of coolness* holds one quart of liquid and keeps it at 40° Fahrenheit regardless of its surroundings. It is said to work especially well with certain red wines.

Erdlu

XP Value: 1,500

GP Value: 7,500

DRAGON *Magazine* 197

This magical canteen is made from the empty shell of an *erdlu* egg; the entire shell must be available for the canteen to be created. Once per day, after uttering the command word, the canteen fills itself with the fresh, red yolks of an *erdlu*—a refreshing treat for any inhabitant of Athas. This item is meant to serve as a personal canteen for a lone traveler. It is possible for a member of some adventuring party to create yolks more than once per day, but the canteen must never create them more than seven times in a single, one-week period. If the owner foolishly tries for the eighth time in a week to create yolks, the energy of the creation causes the *erdlu* canteen to **explode**, doing 1d4 hp damage to anyone in a 5-foot radius,

of Purification

XP Value: 800

GP Value: 4,000

DRAGON *Magazine* 73

An ordinary canteen, at least in appearance. Any water that has been in the canteen for at least 24 hours is **purified**, however, deliberately concocted poisons are unaffected,

Cap

Caps are small hats that fit snugly onto a wearer's head. Very small and plain caps are called skull caps. Wizards who live in seclusion and cloistered priests often wear skull caps to keep hair out of delicate, alchemical experiments. Since they're not very flattering, skull caps are almost never worn outside the work room or monastery except by frugal or ascetic individuals. Roll on the table below to determine the type of cap found or purchased.

Roll	Cap Type
01-09	Beret
10-18	Bonnet
19-27	Calotte
28-37	Cap
38-46	Fez
47-55	Hat
56-64	Hood
65-73	Nightcap
74-82	Skullcap
83-91	Turban
92-00	Zuchetto

of the Beguiler

XP Value: 2,000 **GP Value:** 25,000

FORGOTTEN REALMS MC Appendix

The *cap of the beguiler* gives the wearer the ability to see as though using a *true sight* spell. Invisible creatures and objects are clearly seen, and illusions do not have their intended effect. Displaced foes can be seen at their true locations. Only one cap can be made from a single beguiler pelt. If the cap gets wet, its properties are nullified until it is totally dry. Each time it gets wet, there is a 10% chance it mildews, causing its magical properties to vanish forever.

Cursed School Cap

XP Value: — **GP Value:** 2,000

1992 Fantasy Collector Card 511

At first, this *school cap* appears to be even better than others—the wearer gains a +4 bonus to all saving throws against spells of one particular school of magic (roll 1d8):

Roll School of Magic

- | | |
|---|-----------------------|
| 1 | Abjuration |
| 2 | Conjuration/Summoning |
| 3 | Greater divination |
| 4 | Enchantment/Charm |
| 5 | Illusion |
| 6 | Invocation/Evocation |
| 7 | Necromancy |
| 8 | Alteration |

Furthermore, specialists of the designated school do not inflict a -1 penalty on the wearer against their specialist spells. However, the wearer suffers a -4 penalty to saving throws against spells of all other schools. The cap cannot be removed until a *remove curse* spell is cast.

Dream Cap of Veluna

XP Value: 1,500 **GP Value:** 7,500

GREYHAWK Adventures

This cap was enchanted by a wizard who sought to unlock the mysteries of the inner mind. The result of his work is a small leather cap that can affect the future of a sleeping wearer.

For each full night spent asleep, a wearer of the cap experiences dreams of warning. A sleeper dreams of a nest creature or force that will threaten or attack him or her. If the character is to be attacked by an NPC, monster, spell, or natural hazard, the cap reveals it in a dream. However,

the threatening force or creature is usually symbolized rather than revealed in actual form. For example, a *minotaur* may appear as a bull or a large, hairy man; a *fireball* may appear as a landscape of flames (such as the Elemental Plane of Fire).

A dreamer must save vs. paralyzation to face the danger courageously. If the saving throw is successful, he or she gains a +2 bonus on saving throws, ability checks, and attack rolls while encountering the real danger when it actually arrives. If the saving throw fails, the character has not faced his or her fears, and receives a -2 penalty to saving throws, ability checks, and attack rolls in the actual encounter.

The character always remembers dreams caused by the cap, though the DM need not mention the memory unless the player asks. After the actual encounter with the threat, a character can make an Intelligence check in order to make the connection between the dream and the reality. Thus, the cap's owner may not realize the cap's powers until after many nights of disturbing premonitions,

of Evil

XP Value: — **GP Value:** 1,000

Mordenkainen's Fantastic Adventure

This cap changes the wearer's alignment to evil (similar to a *helm of opposite alignment*).

Healing Cap of Veluna

XP Value: 4,000 **GP Value:** 22,500

GREYHAWK Adventures

This small cloth cap was enchanted to help priests of Veluna heal the wounded and dying. When worn by a priest, it restores double the number of hit points restored by any of the various *cure wound* spells.

Nightcap of Sleep

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This cap causes the wearer to fall into a deep slumber. The victim cannot be awakened unless a *remove curse* spell is applied; however, the required level of caster is equal to the number of turns spent asleep. Thus, after 36 or more turns asleep, a *remove curse* from a 36th-level caster is needed. The sleeping victim needs no food or water.

Nightcap of Vision

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This cap enables the wearer to see in the dark (infravision, 90-foot range) as often as desired.

Pileus

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

The Pileus (**pill-A-us**) was made deliberately similar to the red Liberty Cap, a long-time symbol of freedom. An Immortal Paragon wizard named **Saturnius** created it to bring freedom to enslaved mortals. It is rumored that the wearer of this cap will remain free forever, and can free those **imprisoned**, no **matter** the reason.

The *pileus* is a simple, red felt cap, which enlarges or shrinks to fit any user. It must be worn if its powers are to be used.

This cap is inactive when **found**, and remains inactive until the would-be user wears it while freeing prisoners of his or her **race**. The night after this act, the user receives knowledge of the cap's powers and the command words, while dreaming.

The *pileus* produces its effects, either upon the user or some object within range, whenever the user mentally commands it to do so.

Suggested Powers: (All abilities are cast at 20th level.) *Dimension door*, *knock*, *free person* (frees all bonds, prison doors, and shackles). Magical imprisonment is affected by a *dispel magic* spell cast at 20th level.), *immune to paralysis* (Range touch; Duration six turns.).

Suggested Handicap: *Repel others*. The user slowly develops a invisible, repulsive aura; the reaction rolls of all those coming within 30 feet are penalized -3 when the artifact is first used. However, treat any attack result on the Reaction Table as "Flee in disgust." Other characters may make saving throws to try and tolerate the repulsion, but the given penalty applies to those rolls as well. A new saving throw must be made for each hour spent in the user's presence.

Suggested Penalty: *Rot*. A body part becomes diseased and falls off in one hour. This affects the toes first (one by one), then the fingers, ears, and nose, and then limbs. A *cure disease* applied before the part falls off will negate the effect, at least for that **occurrence**.

School Cap

XP Value

GP Value

Abjuration: 2,000

10,000

Conjuration/Summoning: 2,000

10,000

Greater Divination: 2,000

10,000

Enchantment/Charm: 2,000

10,000

Illusion: 2,000

10,000

Invocation/Evocation: 2,000

10,000

Necromancy: 2,000

10,000

Alteration: 2,000

10,000

Tome of Magic

The wearer of this cap gains a +2 bonus to saving throws against spells of one particular **school** of magic. In addition, specialists of the designated school cannot inflict a -1 penalty on a wearer's **saving** throws against their specialist spells. The nature of the *school cap* is determined using a 1d8:

Roll Affected School

1	Abjuration
2	Conjuration/Summoning
3	Greater Divination
4	Enchantment/Charm
5	Illusion
6	Invocation/Evocation
7	Necromancy
8	Alteration

Of these caps, 10% are mixed blessings since they have a cursed side **effect**—the wearer suffers a -1 penalty to saving throws against spells of opposition schools. The curse takes effect the first time the wearer is subjected to a spell from an opposition school. Once the curse has been **engaged**, the cap cannot be removed except by use of a *remove curse* spell.

of Sleep

XP Value: —

GP Value: 500

The Book of Marvelous Magic

This cap causes the wearer to fall into a deep slumber. The victim cannot be awakened unless a *remove curse* spell is applied; however, the level of the caster needed is equal to the number of turns spent asleep. Thus, after 36 or more turns asleep, a *remove curse* from a **36th-level** caster is needed. The sleeping victim needs no food or water.

of Teleportation

XP Value: 1,000 GP Value: 5,000

Tall Tales of the Wee Folk

This red bonnet permits its wearer to *teleport without error* to another location and back again, once a day. The wearer raises his or her right **hand**, says, "Here's off to—," and is instantly transported to the named destination. The destination can be no more specific than a city, and the wearer has no control over the exact spot he or she appears. To return, one raises the left hand and says, "Here's off back to—," naming the **place** of origin. Again, the destination is hazy; the wearer arrives somewhere within **1d4–1** miles of the point of original departure. A character is *transported* with all immediate possessions. One tale tells of a man who was about to be hanged in a **city** to which he had (somewhat inadvertently) teleported himself; as his last wish, he asked "to wear the red cap in my pocket." He then promptly *teleported* himself home, bringing not only the hangman's noose **around** his **neck**, but the **gal-lowsplank** as well!

of Vision

XP Value: 300 GP Value: 1,500

The Book of **Marvelous** Magic

This cap enables the wearer to see in the dark (*infravision*, 90-foot range) whenever **desired**.

Caparison

A caparison is an ornamental covering for a horse, covering its body but sometimes the neck and head as well. It is **usually** worn only for show, as for a parade, but magical caparisons are often enchanted to be useful on adventures. Magical caparisons are nearly **always** made for specific groups of knights, and thus have specific color patterns woven into them showing the symbols or coats of arms of those knights or their liege lords. They are enchanted to enlarge or shrink slightly to fit any horse from pony to the largest draft or heavy war horse perfectly. They also resist stains and stay perfectly clean, regardless of the circumstances, and will not trip nor blind their wearers.

Armored

XP Value: 4,000 GP Value: 20,000

New Item

The *armored caparison* grants the horse wearing it a base Armor Class of 4 without the use

of actual barding. Any real barding worn beneath it has no effect. Further, this armor grants its wearer AC 0 against **pointed**, piercing weapons such as arrows, quarrels, pikes, and spears.

of Comparison

XP Value: — GP Value: 500

New Item

The *caparison of comparison* functions in all respects as any other magical caparison. However, it has the additional quirk that within 1–4 days after it has been put into **use**, it curses its rider with a form of deranged envy, such that the rider begins to compare everything he or she has with the possessions of friends and allies. The rider is then **compelled**, every day after that, to somehow acquire a possession of a friend that is better than a similar item he or she owns. For example, if the rider owns a *sword* +2 but the **rider's** best friend has a *sword* +3, he or she is compelled to get that sword by any means possible, including theft and treachery. The rider cannot be reasoned with on this matter, and only a *remove curse* spell from a priest of 10th or higher level frees the rider of **envy**—at least of the magical variety.

of Enslavement

XP Value: — GP Value: 500

New Item

The *caparison of enslavement* functions like other magical caparisons, until such time as the horse's owner or regular rider climbs upon it while the caparison is being worn. At that point, the rider magically falls under the *telepathic* control of the horse and must do whatever the horse wants done. If the horse is tired of walking, the rider stops the horse and lets it rest. If the horse is hungry, the rider feeds it or lets it wander off to eat. If the horse wants to go home, the rider takes it home. The *enslavement* lasts even after the rider dismounts, so that the rider tends to every whim of the horse, until a *remove curse* spell from a priest of 10th or higher level is cast upon the rider **while** mounted on the caparison. Then the rider may dismount and remove the caparison without further effect.

of Protection

XP Value	GP Value
+1: 1,000	5,000
+2: 2,000	10,000
+3: 3,000	15,000

New Item

The *caparison of protection* functions as a *ring of protection*, with the following exceptions:

- The bonuses to saving throws and Armor Class are granted to both the horse and the rider. If more than one being rides on the horse's back, the protective qualities of the *caparison* function only for the horse.
- If magical barding is worn, the protective qualities of the *caparison* function only for saving throws, not for Armor Class.
- Only one *caparison* may be worn at a time by any horse.

of Silence

XP Value: 1,000	GP Value: 5,000
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New Item

The *caparison of silence* allows horse and rider to travel soundlessly over any terrain. No sounds made by the horse and rider (shouts, snorts, hoofbeats) can be heard. This does prevent any spells with verbal components from being cast by the rider, however.

of Sustenance

XP Value: 1,000	GP Value: 5,000
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New Item

The *caparison of sustenance* allows the horse (but not its rider) to go indefinitely without food or water. It also keeps the horse looking perfectly groomed and kills all equine parasites and minor pests (such as flies) that touch either it or the horse. Finally, it prevents all diseases having a magical cause, and grants the horse a +3 bonus to save **against** magically induced diseases, such as from a *cause disease* spell or a mummy's rotting touch.

Cape

A cape is a sleeveless garment that falls loosely from the shoulders and is fastened about the neck with a chain or cord. A cape may be worn over armor or ordinary clothes, or even over a coat. A magical cape is made of fine cloth, often with strands of gold or silver woven into the fabric. (See also **Cloak** and **Coat**.)

of Disguise

XP Value: 500	GP Value: 3,000
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The Book of Marvelous Magic

This **cape** allows the wearer to change body shape into any form of the same approximate size. It does not change facial features, voice, or size, merely the appearance of the arms, legs, and body.

of Good Hope

XP Value: 1,000	GP Value: 15,000
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The Book of Marvelous Magic

This item gives the wearer a morale of 10 (if applicable) and a bonus of +4 on all saving throws vs. fear. It also allows a saving throw to be made without adjustments whenever magically **created** fear is so powerful as to allow none normally.

of the Hornet

XP Value: 800	GP Value: 2,400
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DRAGON Magazine 5

With this cape, the user may fly at 360 feet per round indefinitely. The cape grants the user the ability to fire as many as three "stings" each round. A *sting* is a bolt of energy with a 25-foot range that causes 1d4 points of damage to any creature it hits. The user must use his or her THACO to determine the attack's success.

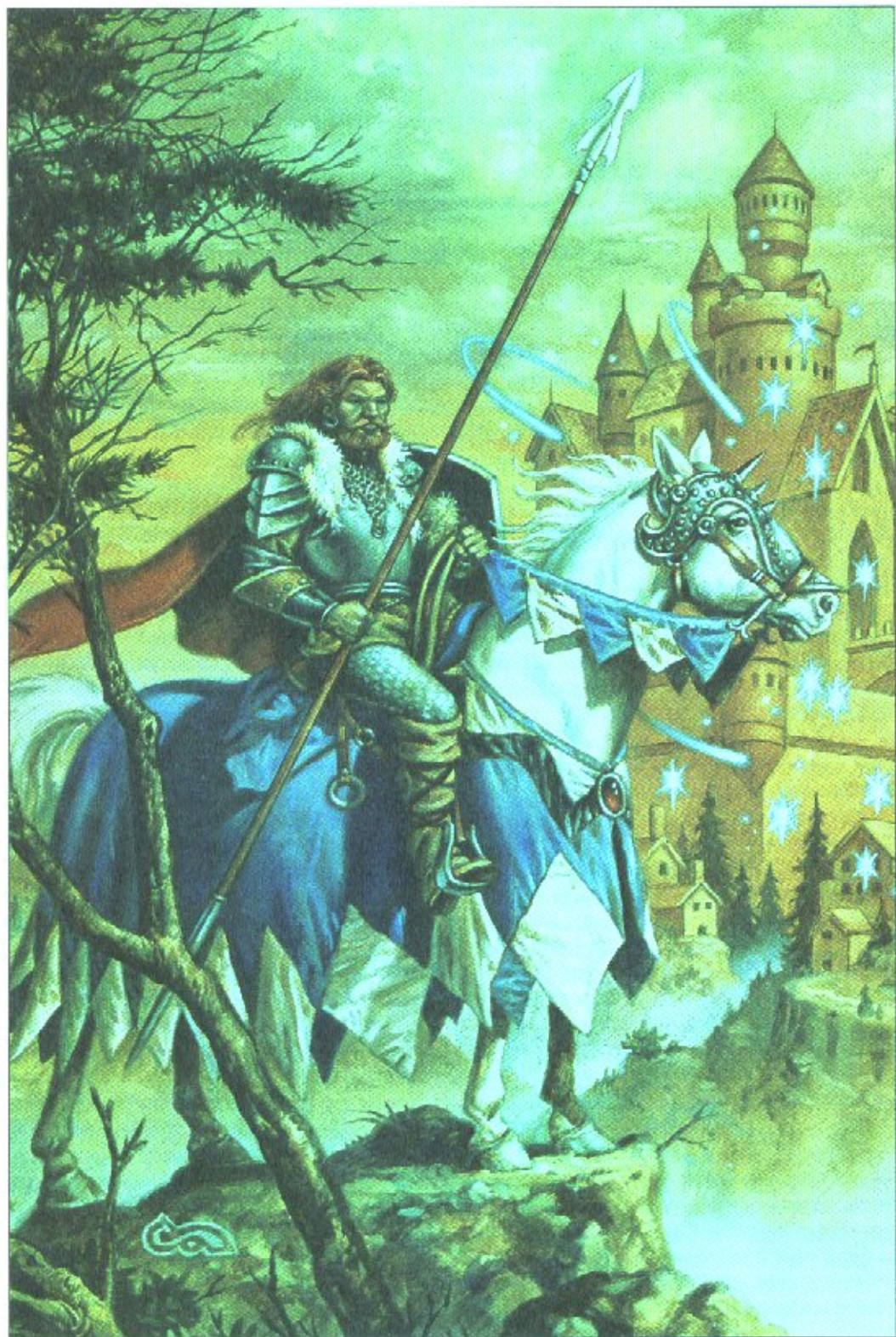
Wearing this cape grants the user a +2 AC bonus against normal and magical missiles, but not against any other type of attack. The wearer can also turn *invisible* whenever desired (one turn duration, followed by a one turn recharge **period**). As with normal *invisibility*, once the user makes an attack, the *invisibility* dissipates.

of Horns

XP Value: 1,000	GP Value: 5,000
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The Book of Marvelous Magic

This cape appears to be like any other, but, when commanded to function, it causes horns to grow from the wearer's head. The horns prevent the use of any helmet, and this bestows a -1 penalty to Armor Class if the victim usually wears any type of armor. The horns cannot be used for attack and may be removed safely only by a *remove curse* spell. If the horns are broken **off** or **damaged**, the victim loses 1d4 hit points permanently; this loss can be regained only by a *wish*.



Iuz's**XP Value:** 6,000**GP Value:** 60,000

The Temple of Elemental Evil

Iuz is said to wear an old, short cape that boosts his magic resistance by 20%, and serves as a *cloak of protection* +4 as well. Anyone who wears this cloak gains a 20% magic resistance. If a magic resistance is already **possessed**, the resistance is increased by 20% to a maximum of 90%.

of Protection**XP Value**

+1: 1,000

+2: 2,000

+3: 3,000

+4: 4,000

+5: 5,000

GP Value

10,000

20,000

30,000

40,000

50,000

The Book of Marvelous Magic

This cape gives the wearer a bonus to all saving throws and to Armor Class. It may be combined with all other protective items, magical or ordinary, including armor, shields, *rings of protection*, and so forth.

of Reeking**XP Value:** —**GP Value:** 1,000

The Book of Marvelous Magic

This cloak appears to be a *cape of disguise*, but, when commanded to function, it makes the wearer smell like a rotten fish. The **smell** is easily detected for a range of 120 feet and ruins all chances for surprise. The victim may not remove the cape until a *remove curse* is applied by a caster of the 25th level.

Shadow**XP Value:** 2,500**GP Value:** 15,000

The Book of Marvelous Magic

This powerful cape is of immediate benefit to **thieves**, it bestows a +25% bonus to hide in shadows **attempts**. Any character may use the item, however, and any creature not wearing metal armor can hide in shadows with a 25% chance of success. In addition, the cape enables the wearer to magically travel from one shadow to another; the effect is identical to a wizard's *dimension door* spell (360-foot range, no chance of error), except that the user must be in shadow to activate the cape and must arrive in a shadow. The *shadow cape* may be used for magic travel three times per day, but misuse does not count as a use. (Any attempt to travel to lighted or occupied areas fails.) Any fire, normal or magical, can instantly destroy the cape unless the user makes a successful saving throw vs. spell.

Carrague's Iron Golem**XP Value:** 4,000**GP Value:** 40,000

POLYHEDRON Newszine 84

Nineteen years ago, Carrague created what he thinks is a better and more useful iron golem. Unlike a normal golem, *Carrague's iron golem* is not animated by an elemental spirit. Instead, a fighter wears a suit of plain looking, magical brown leather armor and a metal helmet fitted with ruby lenses. The armor allows the fighter to control all the **golem's** actions at a distance.

The golem **instantly** responds to any motion the fighter makes. The control range is 120 feet. The golem also has the same THACO as the controlling fighter. In addition, the controlling fighter uses the ruby lenses to see through the golem's eyes. The fighter must mimic any action the golem undertakes, which can make the fighter rather conspicuous to opponents. However, the fighter need not have the golem in view to control it. Controlling the golem requires some concentration. Damage to the fighter does not break control over the golem, but the fighter can do nothing else while operating the golem.

Carrague's iron golem has all the powers and immunities listed for iron golems in the MONSTROUS MANUAL accessory, except that it cannot breathe poison gas. If the fighter wearing the armor is **killed, paralyzed**, or rendered unconscious, the golem ceases to function. Destruction of the armor renders the golem useless, and vice versa.

Carpet

Carpets, otherwise known as rugs, are floor coverings designed to make a floor more comfortable and more attractive. Often, carpets are hung on walls in order to cover holes or open windows. (Such carpets are more properly called tapestries.) Magical carpets usually provide transport, issue warnings, or trap intruders.

Roll	Carpet Type
01-11	Broadloom
12-23	Carpet
24-34	Doormat
35-45	Mat
46-56	Rug
57-67	Runner
68-78	Rya
79-89	Shag
90-00	Throw Rug

Accursed

XP Value: 400

GP Value: 2,000

Mordenkainen's Fantastic Adventure

This rug is made from rich silks, and is finely woven. Depicted upon its surface is an alien wilderness consisting of rooted trees in strange colors, multiheaded animals, and gaudily plumed sawtooth birds among **crooked**, dun-colored branches. Double suns, one **red**, the other white, are seen rising, shedding their opulent, mingling hues over a twisted, purplish river, flowing through greenish yellow plants set along its banks. In the distance is a grandiose city, a miniature in perspective, but the distance to it seems endless, suggesting that the artist's depth is distorted or that the city is gargantuan in size.

This rug radiates magic and is actually an item known to Tomorast as the *accursed carpet*. When **handled**, the rug takes on one of the following two aspects (50% chance of each):

- The rug animates, moving and attacking of its own accord as if it were semi-intelligent. The rug's characteristics are: AC 5; MV 15 **flying**; HD 7; hp 40; #AT 1; Dmg 2d10 points smothering; SA once **attached**, smothers for automatic damage; SD, see below. The rug flies about, attempting to land on and smother victims below it. When it hits, it inflicts smothering damage **automatically** until destroyed. Victims trapped under it move at half **speed**, have a -2 penalty to initiative, and if a weapon used is while trapped inside the rug (50% chance), it may only inflict half damage.
- In this aspect, the rug remains where it is on the wall. Several strong, thick threads (2d6 strands, 50 feet **long**, of the carpet's frilly edging) hang from it. Attached to the end of each thread is a foot wide mouth with many teeth that seem especially made for severing and chewing. Each "mouth" attacks as a 6 HD monster, inflicting 1d6+1 points of damage per bite. Other statistics are as given above.

Damaging the rug: In either aspect, this rug is immune to spell attacks. Fire and weapon attacks affect it as follows:

- **Torch:** 1d6 points per hit.
- **Flask of Burning Oil:** 2d4 points initially, 1d4 points per round for the following three rounds.

- **Raging Fire (bonfire, cask of oil, etc.):** 2d6 points per round in the fire; rug catches fire for six rounds, 2d4 points per round.
- **Magical fire:** No effect.

Weapons: Piercing weapons and blunt weapons inflict only magical and character Strength bonuses, if any. Slashing weapons inflict those bonuses, and the following normal damage per hit:

- **Dagger:** 1 point.
- **Short sword and hand axe:** 1d2 points.
- **Long sword:** 1d4 points.
- **Bastard sword and edged polearm:** 1d6 points.
- **Battle axe/broad sword/halberd:** 1d8 points.
- **Two-handed sword:** 1d10 points.

of Diving

XP Value: —

GP Value: 1,250

Secrets of the Lamp

This cursed item appears to be a standard 5- by 7-foot *carpet offlying*, capable of holding three passengers and moving at a rate of **30**—until the user flies it at an altitude above 200 feet. Then the carpet rises slightly, stalls, and begins a final dive. Unless they have some means of preventing the fall, those on the carpet suffer 20d6 hit points impact damage and must make a saving throw vs. death magic to avoid instant and unpleasant deaths.

of Fighting

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 179

This magical rug is similar to a *rug of smothering* but functions on the command word of the owner. It will wrap up any who stand upon it (other than the owner) and smother them, rendering them unconscious (but not dead) in **1d4+2** rounds. Creatures that do not need to breathe are **unharmd**, but unable to move. It requires an *animate object*, *holdplant*, or *wish* to escape the carpet, or strength of **19+** to unwrap it (it unwraps at the command of the owner as well). The carpet may be destroyed by inflicting 25 hp on it (AC **10**) but the damage is also inflicted on those on the carpet.

of Flying

XP Value

1 Person: 2,500
2 Person: 5,000
3 Person: 7,500
4 Person: 10,000

GP Value

12,500
25,000
37,500
50,000

DUNGEON MASTER Guide

The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word to activate it—if the device is within voice range, the command word always triggers it. The carpet is then controlled by spoken directions.

These rugs are oriental in make and design. Each is beautiful and durable. Note that tears or other rents cannot be repaired without special weaving techniques known only in distant, exotic lands.

Roll	Size	Capacity	Speed
01-20	3'×5'	1 person	42
21-55	4'×6'	2 person	36
56-80	5'×7'	3 person	30
81-00	6'×9'	4 person	24

of Frying

XP Value: —

GP Value: 1,000

DRAGON Magazine 35

Anyone sitting on this magic carpet and commanding the carpet to do anything at all, is paralyzed (saving throw applicable), causing all aboard to stretch out along its length. It then begins to radiate a temperature of 375° F. and continues until the victim is well done. Needless to say, the smell of frying human (or halfling, elf, dwarf, gnome or half-orc) may attract any monsters in the area who are fond of such delicacies.

Leonardo's Carpet of Flying

XP Value: 8,000

GP Value: 40,000

1992 Fantasy Collector Card 81

Leonardo's magical carpet is of an unusual size—it is a mere 3 feet wide, but fully 12 feet long. This unusual size allows 6 fully equipped individuals to travel in single file on the carpet. The narrow design, however, allows the carpet to travel at a speed of 42, despite the size and the weight of its burden, Leonardo uses the carpet to transport other wizards and himself, flying fast and low to the ground. Thus, they are able to catch enemies off guard and either attack them magically with surprise or get away from them without being followed.

Rug of Mothering

XP Value: 300

GP Value: 3,000

DRAGON Magazine 156

Indistinguishable from a *rug of smothering*, this carpet forms an emotional attachment with anyone who picks it up. After that, it is always found somewhere about the person or his or her gear, worrying about how he or she eats, constantly naging about how he or she takes care of his or her clothes, and fussing when he or she goes out in the rain without galoshes. This is all the more likely to be embarrassing when one remembers that the standard *rug of smothering* is generally used only by assassins.

Rug of Smothering

XP Value: —

GP Value: 1,500

DUNGEON MASTER Guide

This finely woven carpet resembles a *carpet of flying* and detects as magical. The character sitting on it, and giving a command is surprised, however, as the *rug of smothering* rolls itself tightly around the victim, suffocating the unfortunate one in 1d4+2 rounds. The rug cannot be physically prevented from wrapping itself, and it can only be prevented from smothering its victim by the casting of any one of the following spells: *animate object*, *hold plant*, *wish*.

Rug of Welcome

XP Value: 6,500

GP Value: 45,000

DUNGEON MASTER Guide

A rug of this type is the same as a *carpet of flying*, and it performs the functions of one (6- by 9-foot size), but a *rug of welcome* has other, additional powers. Upon command it functions as a *rug of smothering*, entrapping any creature up to ogre-size that steps on it. A *rug of welcome* can elongate itself, becoming hard and strong as steel—maximum length, 27 feet by 2. In this form, it can serve as a bridge or a barricade. In this latter form it is AC 0 and takes 100 points of damage to destroy. Finally, the owner needs only to utter a word of command, and the rug shrinks to half size for easy storage and transportation.

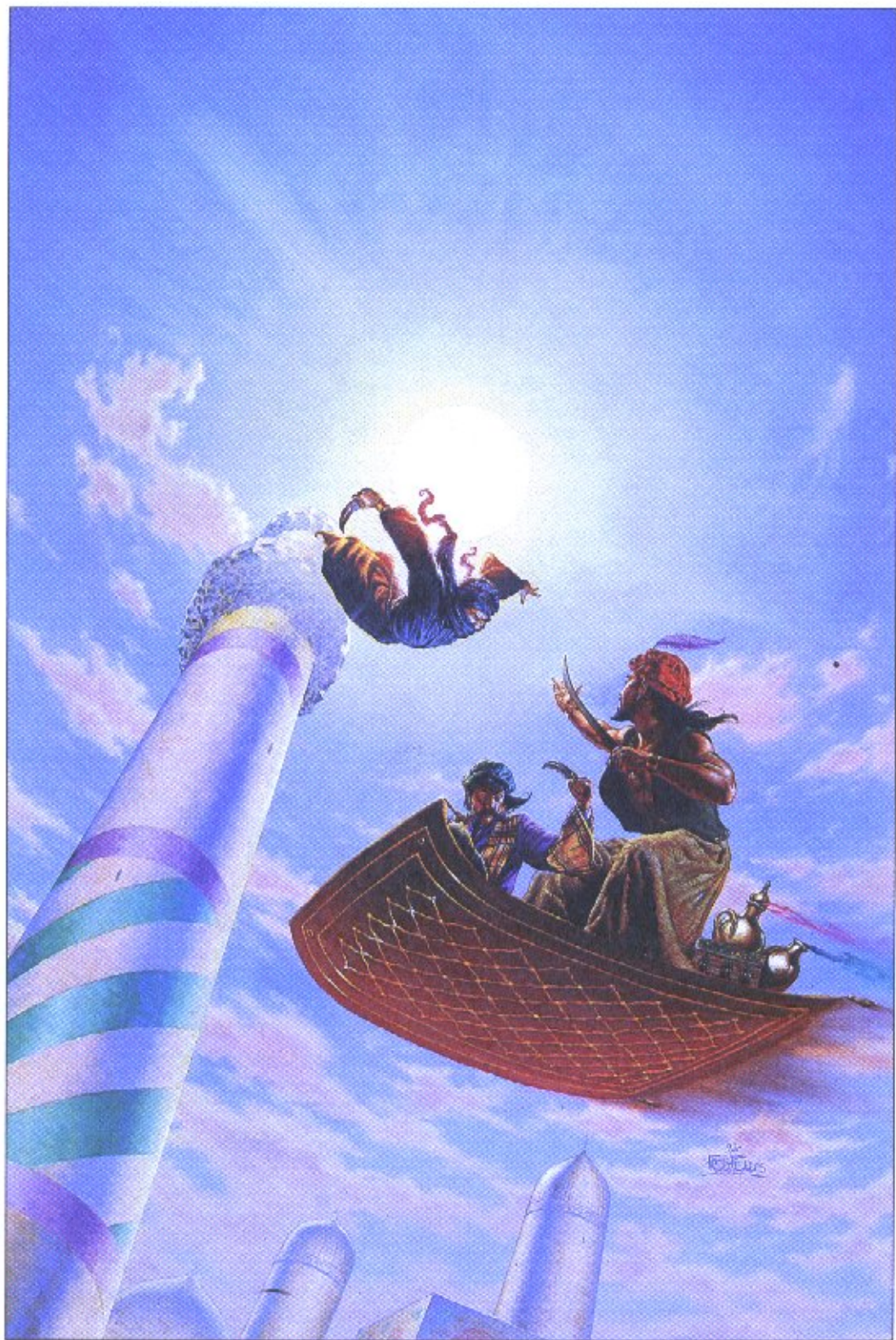
Self-Cleaning

XP Value: 200

GP Value: 1,000

DRAGON Magazine 73

An ordinary rug. When a command word is spoken, the rug rises up and shakes itself free of dust



and dirt. (It does not take itself outside.) The rug may be of any form, from a **small** throw rug to a large carpet.

Solomon's Magic Carpet

XP Value: 19,000 GP Value: 75,000

DUNGEONS & DRAGONS Master Set

According to **legend**, this green silk carpet is supposed to have carried not only Solomon and his great throne, but all of his army. (In game terms, this carpet can carry up to **10,000** pounds of weight, maintain a Movement Rate of 60 and a Maneuverability Class of **B**.)

Cart

Carts are wooden vehicles with one or two pairs of wooden wheels. Each pair of wheels is connected by a wooden pole that serves as an axle. In front of the cart is a **second**, longer pole that is attached to a harness of a single draft animal or a team of animals. The bed of the cart occasionally has a framework that helps keep larger cargo in place.

of Convenience

XP Value: 1,000 GP Value: 6,000

The Book of Marvelous Magic

This cart, which moves at 60 feet per **round**, can be used **normally**. However, it may also be hitched to one or two horses or mules, and then immediately unhitched; the cart remains in position as if the animals were still in place. If the animals are ridden behind the cart, it moves as if being pulled normally. Its capacity is 400 pounds with a single horse behind it, 800 pounds with two; however, the encumbrance is not counted against the mounts,

of Decks

XP Value: 1,100 GP Value: 5,500

The Book of Marvelous Magic

If the command word for this cart is spoken after the cart has been loaded normally, all its contents vanish into an extradimensional space, leaving the cart apparently empty. The cart can then be **refilled**, and the command word spoken again; the contents disappear once more, only to be replaced by the original load. Like a cargo vessel, the cart's two "decks" can be loaded and unloaded normally, but the cart's total encumbrance limits (400 or 800 pounds) still apply. The cart is useful for carrying valuable cargo while appearing to carry only ordinary goods.

Mouse Cart

XP Value: 3,500 GP Value: 17,500

Tome of Magic

A mouse cart resembles a miniature wooden cart with two wooden wheels and a tiny, leather harness. When a normal mouse is secured in the harness, the cart expands to the size of a normal cart (about 5 square **feet**). The **mouse** retains its normal size, but is **enchanted**, acquiring the ability to pull the cart and 250 pounds of cargo at a movement rate of 12.

As long as the mouse remains in the harness, it is compelled to obey all oral commands of the person who placed the animal in **harness**. The mouse will run **forward**, stop, turn, and obey all similar commands; it does not attack or take any action that a mouse is normally incapable of performing. No other creature attached to the mouse cart can activate the device's **magical** properties. A character or other **creature polymorphed** or otherwise transformed into a mouse can activate the cart's magic.

Carven Oak

XP Value: — GP Value: —

The Minrothad Guilds

The Verdier Dan of elves left their clan tree behind when they emigrated from their homeland. Some say that tree was the inspiration for **Ilsundal's** later creation, the *tree of life*, familiar to so many mainland elves. However this may be, the Verdier elves arrived in the Minrothad Islands without any relic at all. Whatever sprig or offshoot of the clan tree went with them had perished during their long travels.

When these elves isolated themselves from their aquatic elf kin in the early days on **Alfeisle**, they withdrew into the forests, heartsick for the woodlands they had left behind. **Alawyn** Verdier was the keeper at that time, although no relic existed for her and her assistants to guard. Discontented with a useless existence, Alawyn and a few brave companions went on a quest to find a new relic for the Verdier Wood elves.

The keeper and her followers were gone for five years. **After** adventures that took them to the planes of the Immortals, Alawyn and her friends **returned**, much aged and fewer in **number**, but with a relic (of sorts) for their isolated clan. They had brought with them the *carven oak*, a powerful artifact given to the wood elves by the immortal they follow.

The *carven oak* is a life-sized carving of an oak tree. It stands 30 feet tall and is made of solid wood—of a species not even the forest elves can identify. The trunk and branches are carved to look like bark, the leaves resemble leaves down to its finely detailed veins. Besides the leaf-covered branches, the *carven oak* was made with 100 separate **branchlets** standing starkly alone.

The *carven oak* stands in a heavily guarded, sacred grove not far from Verdun on Alfeisle. Mahogany grows in this island forest, but the *carven oak* stands alone in a clearing 200 feet across. The artificial tree is deeply rooted, originally with the base of its trunk set deeply in the ground. It appears that the trunk has actually taken root in the past century. Although the rest of the artifact is clearly dead wood, its keepers are hopeful that it may be turning into a living tree.

The *carven oak* is a greater artifact created by an Immortal of the Sphere of Time. It possesses none of the powers of traditional elf clan relics, although its powers are great enough in their own right. Only the current keeper, Rewen Verdier, and his senior assistant, Hani Oliwn, understand all the powers, uses, and dangers of the artifact.

The artifact is charged with 500 power points. It recharges at the rate of 20 points per turn, or 120 an hour. The artifact has the following powers: *Control plants*, *control animals*, *turn wood*, *blight*, *speak with plants*, *find the path*, *pass plant*, *warp wood*, *create normal object*, *wish*, *cure serious wounds*.

Handicaps and Penalties: Handicaps are permanent effects; penalties wear off when the duration has expired or the artifact is no longer possessed.

Handicaps: The junior immortal Oleyan is imbedded in the *carven oak* and bound to serve the wood elves, the result of a dispute he lost with the creator of the artifact. This is unknown to any but the keeper himself. It is because of Oleyan's presence that the *carven oak* has begun to take root. He has 1,500 years of service left, or until the artifact is destroyed. Oleyan helps anyone who comes to destroy the *carven oak*, for he has long since become bored with this existence. He can communicate *telepathically* with anyone touching the *carven oak*, but does not do so unless he senses that person may be sympathetic to his desire for freedom.

When *control plants*, *speak with plants*, or *pass plant* is used, there is a 20% chance that the

user loses 1 hit point permanently.

If two powers are used in a single day, the user suffers -50% to attack ranges for missiles and spells for the next 24 hours.

Penalties: When a *wish* is invoked, there is a 90% chance that the user dies. There is no saving throw, and this effect does not reverse itself if the artifact is destroyed.

When using *find path*, *control animals*, or *create normal object*, there is a 60% chance that the user becomes compelled to serve the wood elves as if under a *geas*. This does not occur if the character is already serving the elves with his or her use of these powers. When *warp wood* or *cure serious wounds* is used, there is a 5% chance for the user to age 15 years.

For each power used, there is a 50% chance that the user's Dexterity drops by -3 for one day.

If a power costing more than 50 power points is used, there is a 50% chance that the user's next saving throw is penalized by -1d12.

Activation: These powers can be activated in two ways. The most common is to touch the *carven oak* and invoke the name of the power. The second way is to break off one of the leafless branchlets of the artifact. At any later time, the user can break that **branchlet** in half and invoke the name of the desired power. The power then takes effect as if the user were touching the artifact. If a branchlet is broken without a power being named, it is not wasted; each lesser length retains its power until one artifact ability is invoked. This ability can only be used once per branchlet, no matter how many times it is broken.

This latter method of activation in effect makes each branchlet a one-time magical device that can be used at any distance from the *carven oak*. The branchlets are given on rare occasions to adventurers or heroes working in the cause of the Verdier clan. When the keeper gives a branchlet for this purpose, he tells the recipient what spell effect the branchlet has. He does not mention that the branchlet can invoke any power, nor what the full range of powers are. If a person receives more than one branchlet, they are painted or tied with colored string so that the supposedly separate spell effects can be told apart. There are currently 82 branchlets remaining on the *carven oak*. Once they are gone, they cannot be replaced. No other pieces of wood from this artifact have the same remote power effect.

Carving of Restful Sleep

XP Value: **GP Value:** 2,000

Assault on Raven's Ruin

This *cursed woodcarving* depicts a peaceful pastoral scene with a number of sheep grazing in a field, while two shepherds doze under a tree. The item's curse is activated when the carving is hung on a wall. Anyone in the room where the carving hangs falls asleep instantly, with no saving throw. Even elves and other *demihumans* are susceptible to the curse. The item may be broken or burned easily.

Case

Magical cases appear to be either normal belt pouches or small wooden boxes with attached lids. Either type of case radiates a faint magical aura if *detect magic* is used. Magical cases are usually enchanted to allow their owners to find tools or other items without searching for them.

of Compression

XP Value	GP Value
Cursed: —	1,000
Normal: 1,000	5,000

The Complete Bard's Handbook

When empty, this musical instrument case appears much like any other instrument case. However, when any instrument normally carried in a case is placed into it, it transforms to perfectly fit the instrument. When the case is closed with the instrument inside, it shrinks until it fits in the palm of a hand. The reduced case weighs only a pound. When the case is opened, it returns itself and its instrument to full size. About 10% of these cases are cursed; such cases devour the instrument 25% of the time.

Exalted Component

XP Value: 1,000 **GP Value:** 5,000

Vale of the Mage

This magical item, which usually appears as a soft, leather pouch, acts as the smallest-sized *bag of holding* and is enchanted to keep all spell components stored inside it fresh indefinitely. Furthermore, the container is waterproof and airtight.

Scrollcase of Document Transmission

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 82

This magical item has two parts: A scrollcase that is used as a transmitter, and a nearly identical

case that serves as a receiver. When the user places a nonmagical scroll in the transmitting case and utters a command word, the scroll vanishes. Three rounds later, the scroll appears in the receiver case and the sender hears a tone to indicate the scroll has been sent.

The scrollcases can be separated by up to 1,000 miles. If the cases are farther apart than that, they do not function. If someone attempts to transmit a magical scroll, both the scroll and the two cases are destroyed. The scrollcases are prized by adventurers who send messages, plans, maps, and requests for aid to their associates.

of Scroll Holding

XP Value: 800 **GP Value:** 4,000

DRAGONMagazine 73

A rectangular, leather case about 12 by 9 by 5 inches, capable of holding many separate scrolls or papers. Any scrolls or papers put into the case are magically inserted among the contents in alphabetical order, if the person putting an item into the case speaks the word that defines the item.

Tenser's Portmanteau of Frugality

XP Value: 6,000 **GP Value:** 30,000

Tome of Magic

This moderately large, black leather traveling case contains a bewildering number of small instruments—tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain single-use magical items by partly diluting or mixing them. All potions, oils, dusts, incenses, glues, solvents, and *Nolzur's marvelous pigments* can be affected by *Tenser's portmanteau*.

For every two potions, applications of dust, or similar substances that are treated by the portmanteau, a third active dose or use can be extracted. Any such item may be affected only once by the power of the portmanteau. Single doses do not provide sufficient magic for treatment by the portmanteau.

The process of extracting the magic is not a simple task. The work takes 2d6 hours to complete. At the end of this time, the wizard must make an Intelligence check. If the check succeeds, a third dose is created. If it fails, the third dose fails and only enough remains of the original materials for a single dose of the magical sub-

stance. If *Alamir's fundamental breakdown* is cast during the process, the wizard gains a +2 to his or her Intelligence check. In this situation, the spell does not consume the magical items on which it is cast.

Each use of the portmanteau consumes some of the special agents required for the process. When discovered, the case holds enough materials to attempt 4d10 duplications.

Cask

Casks (sometimes called caskets) are simply small barrels, though some are small boxes with attached lids. They are usually used to hold fluids (water, wine, ale, vinegar) and occasionally ground grains (flour, rice).

Everfull

XP Value: 360

GP Value: 3,600

DRAGON Magazine 159

These casks appear to be the same as any water container found aboard a ship. Each contains a special enchantment that causes the cask to fill with five gallons of fresh spring water once a day. If the cask is damaged or its cover is lost, no water is created. The casks fill themselves and do not operate using command words.

Created by a priestal order of Eldath, *everfull casks* fulfill a multitude of purposes within Realmspace. Ships with these casks need never worry about short water supplies or foul water during long voyages. Planetary colonies with water shortages are aided by reliable sources of water. And the Eldathian priests who create these wonderful items raise money through the sale of *everfull casks* to finance building the temples of Eldath throughout civilized space. This money also brings more of Eldath's priests into space, thus leading to the spread of her religion. It is widely proclaimed by her priests that Eldath's word will flow across the stars, and the goddess of the singing waters will be found everywhere in her water and in her worship. As of yet, Eldath's worship is still limited to Realmspace, but her followers are growing steadily—her priests' words may yet come true.

Note: These casks will not work efficiently outside of Realmspace. Each cask only produces five gallons of water per week outside of the crystal sphere of the Realms, because of Eldath's limited influence beyond Realmspace.



of the Wind Spy

XP Value: 4,000

GP Value: 20,000

DRAGON Magazine 178

A breathtakingly beautiful, normal-sized casket of clear crystal with a tid mounted on hinges of gold, this device has trapped within it a minor form of air elemental who will act as a scout and spy for anyone who knows the magic word of command. The word must be spoken before the box is opened, lest the elemental fly out and return to its native plane. The elemental can be commanded for a total of two hours before it must return to the box for a full day.

The elemental is invisible and does not engage in combat, but it is intelligent and able to communicate in a high, lilting whisper. It cannot draw maps, but it can describe what it has seen. Though it cannot distinguish fine details (it may see medium infantry rather than heavy, or spears instead of pikes), it can provide basic information of what and who it saw (infantry, but maybe cavalry, gnomes, but it could be ogres). If the casket breaks (which occurs if an item saving throw for crystal glass fails), the elemental is free to return to its home plane (MV FL 24; AC 0; hp 24).

Castle

Through a long, arcane process, a complete castle can sometimes be built on a floating cloud. Such a castle is worth at least 30,000 gp and could be worth millions (see *The Castle Guide*). Experience is never awarded for finding and using a cloud castle. The award for actually building one is up to the DM; 1 to 10 XP per 100 gp spent on construction would suit most campaigns.

Cloud

XP Value: Varies

GP Value: Varies

DRAGON Magazine 39

Few things in the realm of fantasy inspire a sense of wonder equal to that of a castle nestled among the clouds, serene and (perhaps) peaceful, commanding a view of the country below such as few people ever see. *Cloud castles* are usually inhabited by high-level priests or wizards, cloud or storm giants, titans, silver or gold dragons, or other lofty, powerful beings. They are very rare, and their creation is a long and complicated process.

A high-level wizard is usually required to construct a *cloud castle*, and he or she should have a large force of men and monsters to complete the task. First, a cloud must be found that meets the wizard's requirements for size, shape, and altitude—an area of little rain or one rich in cumulus clouds is preferred. Altitudes above two miles should be avoided for lack of **breathable** air. A *flying carpet*, *broom offlying*, or similar spell must be used to give the wizard a stable platform from which to cast spells.

Next, the wizard must *summon* an air elemental (16 HD) and command it to shape the cloud into the desired form. Elementals are not hostile when informed of the purpose of their summoning, and willingly cooperate with the wizard. Shaping the cloud involves flattening a space for the castle, adding decorations (of somewhat vague form) to the cloud as the wizard sees fit, and preventing precipitation. Within one turn after the air elemental is dismissed, the wizard must cast *wish* and *control weather* on the cloud mass to permanently maintain its form and stability. A second *wish* may be used to anchor the cloud over a particular location, so it doesn't drift.

Now the wizard must start casting *walls of force* to form the construction base of the castle;

this **could** be a lengthy and tedious process, depending on the size of the castle the wizard has in mind. Obviously, the higher the wizard's level, the bigger the *walls of force* which are laid in an alternating tile pattern on the flattened base of the **cloud**. Immediately after each force wall is **created**, a *permanency* spell must be thrown on it so that it doesn't fade. When **finished**, another *wish* is cast over the whole to ensure the surface is level, interlocking, and cannot be *dispelled* except by acts of greater powers. This entire process may take days or weeks and the wizard must be fully absorbed in the project.

When this is done, the wizard casts a *wish* and a *reverse gravity* and another *permanency* spell upon the cloud mass, so that now it will support any weight placed upon it, even the weight of vast amounts of masonry and stone. This step may only be circumvented if the wizard or the creature the castle is being built for (a cloud or storm giant, or a titan) is a worshiper of Crius, titan of Density and Gravity. A great sacrifice made to Crius (DM's option) may induce him to work on the cloud castle base for one hour, after which it will support nearly any weight.

At this point, the lucky wizard may start construction of the stronghold with whatever materials he or she deems necessary. If large blocks of quarried stone are to be carried to the site, then a retinue of cloud and storm giants may be helpful (perhaps payment is in the form of a co-ownership of the castle). Otherwise, variations of *Tenser's floating disc* at high level may suffice, or *teleport*, or *wish*. Once the castle is built, a **final wish** is used to absolutely lock the castle to the **cloud**—the deed is done. If allowed then to drift, it will do so in a random direction, at a speed never exceeding 10 feet an hour.

A few final notes. Remember that, unless a water tower or garden is **included**, the inhabitants may well have to hunt frequently or starve, as dragons and giants must **do**. High-level priests may provide **food**, but this **isn't** recommended for longer periods of time. The *walls of force* are translucent, so if a transparent floor is **desired**, allow for the cloud to be cleared away underneath the designated area; otherwise, cover the floor to prevent vertigo. *Glassteel* and similar spells may provide windows to enhance the view, and remember that if the castle drifts freely it also rotates slowly.

Note that if a *cloud castle* descends to within



100 feet of the **ground**, there is a 5% cumulative chance per round that, **regardless** of the spells used to protect it, the *wall of force* spells on the base cease to function, bringing the whole to the earth as precipitation. If the cloud strikes a **mountaintop**, the base is not *dispelled*, but there may be severe structural damage to the castle, as an *earthquake* spell.

Cloud II

XP Value: Varies

GP Value: Varies

The Book of **Wondrous** Inventions

Clouds are normally too vaporous and impermanent for any but the most insubstantial of creatures to make their dwellings. However, millennia ago, a being of an unknown species, traditionally called Gibberlin the **Aerifier**, made the discovery that when the blood of a storm deity is spilled on a **cloud**, the cloud changes. It becomes permanent and **semi-solid**, never fading, never completely evaporating. The cloud's appearance is unchanged to human eyes, but aerial entities (such as cloud giants) can recognize such altered clouds at a glance.

A cloud castle looks like a cloud from below. It moves with the wind, is white and **fluffy**—the only real difference is that it never dissipates, although its edges can change shape. However, anyone flying above it, and looking down, can view the castle, its gardens, perhaps even the forests, towns, and landscapes on the cloud's surface.

Construction: Manufacturing one's own permanent cloud is quite difficult, since godsblood is nearly impossible to obtain. Fortunately, storm deities are mostly a violent bunch. Their immortal ichor is frequently spilled onto clouds, so a cloud castle builder need only check out likely prospects until locating a permanent, ichor-saturated cloud.

Boarding one of these clouds is easy; flying creatures can simply land atop the foggy mass. Landbound giants must wait until the cloud bumps into a mountain, then climb aboard while it is still caught on the pinnacle.

Once aboard the **cloud**, it must be prepared for construction. The cloud-stuff itself is soft and fluffy, and while it can support enormous weight, it is quite unsuitable for use as building material. Fog cutters and fog tongs are needed to dig the castle's foundation and carve the cloudy landscape into the desired shapes of hills, lakes,

ridges, and valleys.

Fog cutters are nonmagical shears used to snip out cubes of cloud from the surrounding mist. The shears must be long enough to chop out the largest cube possible, and they must be sharp, as must any shears intended to cut soft materials. Most fog cutters are sized for cloud giants, and much too large for humans to wield. Fog tongs are enormous, nonmagical pincers **resembling** oversized ice-tongs. They are used to grip blocks of **cloud** and move them about. Often a rope is attached to the tongs, so the hunk of cloud can be **towed**, floating at a distance above and behind the user. When a great number of cloud cubes must be **moved**, the easiest procedure is to net them and tow them with a long rope. If landscaping is to be done, grooves must be cut out for rivers, and depressions for lakes and ponds. A few holes are usually cut entirely through the cloud to permit the threading of chains.

The builder of the castle needs one or more huge, iron dredges, attached by colossal lengths of rope and chain to the cloud. These dredges are lowered to the ground as the cloud floats by, to scoop up dirt and lift it to the surface of the cloud where it is spread to provide surface for gardens and trees. Plants and animals may be caught in the dredge as well; in that case, the better plants are used as seed stock to start gardens, and the animals are eaten or bred. Cloud giants, having little concern for human needs, usually scoop up only the best farmland. Some giants use their dredges to scoop up entire human houses, using the inhabitants as serfs to work their cloudtop farmland.

Building the castle itself is a bit more arduous. Once the foundation is **prepared**, the builder, usually a giant, must be lowered on a rope or chain to a good source of stone. The cloud should be anchored so it won't float off, and slabs of stone are quarried in the normal fashion. Of course, with a giant doing this work, it takes less time than for human quarry workers. Buckets are lowered from the cloud to raise the quarried stone, then the giants return to the cloud and construct the castle.

A cloud castle is inexpensive, since everything used is of natural materials (or **stolen**), but it may take as long as an ordinary castle to build. Fog cutters, fog tongs, dredges, anchors, and chains must be made to order, costing an average of 500 gp each; the dredges, chains,

and buckets average 5,000 gp each. These items may be obtained more cheaply from giant or **dwarven** blacksmiths. Some giants simply walk into a small town, glower at the locals, and order them to build a house-sized dredge equipped with a mile or two of **chain**—or the giants will devastate the town.

Statistics:

- **Size:** Larger than an ordinary castle.
- **Structural points:** As an ordinary castle or stronger. *Cloud castles* are usually larger, stronger, and cruder than normal castles, having been built by and for giants.
- **Construction tools:** Fog tongs and fog cutters are usually about 10 feet long and weighing well over 200 pounds. The dredges are at least 20 feet across, and weigh several tons. The anchor need only be a simple boulder attached to a long rope.
- **Weight-bearing capacity:** 50 pounds per square foot, per foot of cloud's thickness. Thus, a cloud 40 feet thick can support 20,000 pounds per square foot, sufficient for most building purposes.
- **Movement:** At the speed and in the direction of the prevailing wind.

Cloud castles are almost self-sufficient. Their gardens and animal life provide enough food to support many inhabitants, and if the fare ever gets dreary, the inhabitants need only lower a dredge to scoop up an orchard or a barn full of cattle. Waste materials are easily dumped overboard.

It does not rain very often on cloud castles, since they float at altitudes equal to or higher than those of many **rain clouds**. When drought threatens, a bucket is lowered to a pond and water scooped up and dumped in one of the cloud castle's lakes. The gardens and farms on the cloud must be **irrigated**, and that chore is done by whatever serfs the giants have captured.

A *cloud castle* makes an ideal raiding base. By its very nature, it provides excellent camouflage. It is almost continually on the move, rarely remaining behind to suffer retribution. When the castle drifts over a likely prospect, such as a wealthy citadel or a prosperous hamlet, the giants simply lower ropes and chains, then swarm down to rob the area blind. The cloud's motion can be controlled slightly by the use of huge bellows and fans, so it can be made

to float directly over a ground castle, enabling the giants to bypass the fortress's outer defenses. If necessary, giants subdue defenders by dropping large boulders, tree trunks, dead horses, and similar debris.

While the cloud never completely dries out or disintegrates, its edges do change shape, and any structure built too near the edge may be damaged or even fall over the side. In addition, the cloud changes size with the prevailing moisture in the air. When **traveling** over a steaming jungle, the cloud swells, becoming much larger than usual. When over arid regions, it may shrink to a third its normal **size**.

Cloud castles are at the whim of the winds. If **becalmed**, the inhabitants may be unable to find loot, **food**, or water for weeks. They also suffer water shortages if the castle is blown over an ocean or desert. Castles are sometimes attacked by flying monsters, creatures that are both more rare and more fearsome than **earthbound** beasts. Dragons, wyverns, and griffins can be difficult to drive away, even for giants.

Catapult

XP Value	GP Value
Light +1: 1,000	5,000
Light +2: 2,000	10,000
Light +3: 4,000	20,000
Medium +1: 1,400	7,000
Medium +2: 2,800	14,000
Medium +3: 5,600	28,000
Heavy +1: 2,000	10,000
Heavy +2: 4,000	20,000
Heavy +3: 8,000	40,000

War Captain's Companion

Somewhat rare items, magically enhanced catapults are a highly desirable addition to any ship.

Roll	Bonus Type
01–65	Apply bonus to attack and damage rolls
66–00	Apply toward the range of the shot.

Cauldron

A large boiler or kettle, a cauldron is **used**, most often, to cook meals for a great number of people. Very large cauldrons can weigh as much as 40 **tons**. Magical versions can aid the user by creating beneficial concoctions, malignant poisons, or simply extra-large amounts of normal matter.

Ambrosia

XP Value: 100

GP Value: 500

DRAGON Magazine 32

Once per week this cauldron produces one gallon of a golden wine with an exquisite taste. The wine may be sold for a minimum of 50 gp. It also has a 50% chance of distracting any nonintelligent monster, if splashed in front of it, with its tantalizing odor. The wine turns to vinegar in one week.

Archdruid

XP Value: 3,000

GP Value: 16,000

DRAGON Magazine 32

Traditionally in the possession of the Archdruid, this cauldron has all of the powers of all of the following cauldrons: *cauldron of ambrosia*, *cauldron of blindness*, *cauldron of creatures*, *cauldron of entrancement*, *cauldron of foretelling*, *cauldron of fresh water*, *cauldron of healing*, *cauldron of restoring freshness*, and *cauldron of warming*. Each power may be used once per week. Druids lower than 10th level have a 50% chance of not achieving the power desired. (Roll 1d10 for the effect. On a roll of 10 the cauldron cracks and is useless.)

Blindness

XP Value: —

GP Value: 500

DRAGON Magazine 32

This cauldron taints anything edible placed within it so that when it is consumed or rubbed over the body, *blindness* for 1d3 days results. It is otherwise **undetectable** from a *cauldron of restoring freshness* or a *cauldron of warming*.

of Creatures

XP Value: 300

GP Value: 1,500

DRAGON Magazine 32

Once per week this cauldron allows a druid to *polymorph* into any natural animal, bird, or reptile. This is done by sprinkling a powder made of crushed ruby (500 gp minimum value), mistletoe, mandrake, and some part of the target creature into fresh water. The *polymorphed* form lasts for up to one week, but can be terminated at any time by the druid who is changed. Treat otherwise as *polymorph self*, but the druid is only rendered unconscious if a system shock roll fails.



of Doom

XP Value: 6,000

GP Value: 30,000

Moonshae

This unique and potent item was cast by an ancient blacksmith under the watchful eye of the Beast, **Kazgoroth**. Its last rumored location was in the Castle of Skulls in Llyrath Forest on the island of Gwynmeth.

The cauldron can be used to create a zombie monster from a human corpse. If a corpse is thrown into the cauldron, it is imbued with a mindless form of *animation*; it will answer the commands of the one who threw it into the cauldron.

The zombie thus created is identical to a normal zombie, with a couple of exceptions. It has 4 Hit Dice (rather than 2) and attacks as a 4-HD monster. It also has an AC of 5.

Entrancement

XP Value: —

GP Value: 500

DRAGON Magazine 32

This cauldron appears to be a *cauldron of foretelling*, but any druid using it is *entranced* and cannot bear to look away (as a *charm*). If physically removed from the cauldron, the shock renders the druid unconscious for 1d4 hours.

Foretelling

XP Value: 1,000 **GP Value:** 9,000

DRAGON Magazine 32

The possessor of this item can cast one extra *augury* spell per day by concentrating on the swirling of mistletoe in the water. The *augury* takes effect as the water is magically heated.

Fresh Water

XP Value: 300 **GP Value:** 1,500

DRAGON Magazine 32

This item fills three times a day with pure water.

Healing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 32

Once a week this cauldron will turn a mixture of crushed pearl (100 gp worth), mistletoe, and wine into a potion that will heal 1d4 points of damage.

of Heating

XP Value: 300 **GP Value:** 1,500

The Book of **Marvelous Magic**

This large item holds up to 20 gallons of any liquid. Upon command, the cauldron heats the liquid to near boiling, requiring only one turn to do so. The heated liquid inflicts 2d10 points of heat damage on any creature immersed in it. Any powerful or magical cold attack, such as white dragon breath, *cone of cold*, or similar effect, permanently destroys the magic of the cauldron. The cauldron does not function unless a liquid is inside.

Hymir's Steaming

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

The vain, immortal giant **Hymir** created this device to produce vast amounts of superb ale for his own enjoyment and for his friends, Thor and the other Immortals. Its powers can, however, be used in other ways.

It is a black iron kettle with a handle, of a type normally found in kitchens. It is about 18 inches across and a foot high.

The kettle is inactive when it is found. It is activated by filling it with water, heating it over a fire, and then reading the powers and command words in the rising bubbles with a *read magic* spell. However, it is impossible to exactly duplicate Hymir's formula for the flavor of his ale, unless a sample of his ale has been tasted.

Each power is triggered by command words. The user may give the commands from up to 10 feet away. However, each power applies only to the contents of the kettle.

Suggested Powers: (All abilities are cast at 20th level.)

- *Create poison* (Range: touch, The only poison this will create is alcohol.)
- *Container* (Duration six hours; Capacity 1,000 cubic feet.)
- *Create water*
- *Change tastes* (Affects 40 meals or 20 cubic feet.)

Suggested Handicap: *Fumbling*—whenever the user attacks another with either a weapon or spell, he or she has 1 chance in 6 of fumbling the attack.

Suggested Penalty: *Memory penalties*. Spellcasters—after memorizing spells, the user immediately forgets one spell of each odd-numbered spell level (up to one each of 1st-, 3rd-, 5th-, 7th-, and 9th-level spells). Nonspellcasters—the user immediately forgets how to use one weapon.

Iubadan's

XP Value: 200 **GP Value:** 1,000

Tall Tales of the Wee Folk

Stones placed in this cauldron overnight are transformed into meat fit for a king. Up to 10 pounds of meat can be created per night and the meat collected keeps for one week before spoiling.

Mordom's Cauldron of Air

XP Value: 3,000 **GP Value:** 15,000

Tome of Magic

Mordom's cauldron of air is a round pot about 2 feet in diameter, weighing 60 pounds. There are two handles on either side of the pot and a compartment built like a small shelf underneath. The compartment can be filled with wood or coal to heat the cauldron.

Although the device is heavy and bulky, the cauldron is valuable for characters planning an expedition to a place with little or no air. The cauldron functions as an air generator. To operate the device, the cauldron is filled with water and a fire is lit in the compartment. When the water boils, vapor is released. The air from the vapor creates a bubble of breathable air with a 10-foot radius, centered on the cauldron.

The water must not be allowed to spill out of the cauldron and the fire must be kept burning.

As long as these conditions are met, the **cauldron** provides air continuously.

The air produced is the same temperature as the surrounding environment. The device needs a minimum of one gallon of water per hour to continue to supply the air bubble.

Plenty

XP Value: 1,000

GP Value: 5,000

DUNGEON Magazine 21

This magical item was created by druids of the deity Dagda in imitation of the deity's own, more **powerful, device**. In addition, the *cauldron of plenty* is *cursed* to bring harm to any person who obtains it by violence, since it was created to be used without charge by all who wish to partake of its **benefits**. The only exception to the curse is if the cauldron is obtained by a druidic follower of Dagda, in which case the curse is not activated.

The curse is suitably vague and slow in effect, but very certain; the DM should take a free hand in designing its consequences. Three to six months after the cauldron is taken by violence from its previous owner, the new owner will be attacked by a comparatively powerful enemy in a fight to the death. The enemy should be a single monster or NPC, or a group of beings; the reason for the attack could vary widely, but it always concerns retaliation for some perceived **offense**. If the first attack fails, the next attack comes in 1d4+1 months; if that fails, another occurs in 1d4 months, then 1d3 months, 1d2 months, one month, three weeks, two weeks, one week, and then every day from six days to one. Finally, the new owner is attacked on a daily basis by some new and powerful force, until the cauldron is given up or the owner is slain.

In its normal function as a provider of large quantities of **food**, the cauldron operates only at the command of beings whose alignment has a neutral element (true neutral, neutral good or evil, or lawful or chaotic neutral). It does not function for those of other alignments.

Once per day, when the proper command words are spoken, the cauldron produces beef, mutton, or pork in quantities sufficient to feed 5d10 people. It never produces fewer than five portions, nor does it produce more food than that required for the immediate party. The cauldron produces only one type of **meat**, once per day. The command words are:

Command

"Dean Mairteoil"

"Dean Caoireoil"

"Dean Muiceoil"

Result

Cooked beef

Cooked mutton

Cooked pork

Potion

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 5

A *potion cauldron* allows the user to produce one dose of any magical or nonmagical potion, elixir, or concoction listed in this encyclopedia in just one day. Unfortunately, there is a flat 10% chance that any potion created by the cauldron is *cursed*. The curse can manifest itself into one of the following effects:

Roll Effect

01–25 A random *geas* as dictated by the DM.

26–50 A lethal poison.

51–75 A random potion or elixir.

76–00 A potion or elixir that has an exact opposite effect.

Restoring Freshness

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 32

Any herb left in this cauldron overnight and sprinkled with salt, sugar, and ground pearl (100 gp) is restored to the condition it was in one day **after** being picked. It cannot restore any herb that was consumed or turned to dust

Warming

XP Value: 200

GP Value: 1,000

DRAGON Magazine 32

This cauldron has the effect of being able to warm any liquid within it to its boiling point without the aid of a fire or other outside heat.

Cegilune's Iron Pot

XP Value: 1,700

GP Value: 8,500

Monster Mythology

The avatar's small iron pot can be used once per day each for the following purposes:

- To draw forth 1d8+8 poisonous snakes (as the *sticks to snakes* spell).
- To draw forth a vial of poison with which the avatar can coat her claws (class D poison, three successful claw attacks remove the venom, which otherwise evaporates after one hour).
- To draw forth a web and **throw** it up to 60 feet.
- To project a screen.

Celestial Planisphere

XP Value: 2,000 **GP Value:** 10,000

The Emirates of Ylaruam

This lesser artifact permits viewing and communication with the Elemental and Outer Planes as a *crystal ball* permits viewing and communication on the Prime Material Plane. The viewer may speak with those viewed.

Unfortunately, this item is cursed. On a saving throw vs. spell at a -10 penalty, **viewing** or speaking with another plane causes a calamity in that plane such as an earthquake, **flood**, firestorm, or tornado that causes frightful damage both on the target plane and on the plane of the viewer.

Censer

A censer is a container used to **burn** incense. The censer has a base that allows the container to stand by itself, a central bowl that holds the smoldering incense, and an ornately carved lid. Three chains, spaced **equally** around the upper lid of the central bowl, allow the priest or wizard to hold the censer as it smokes, sending its magical aroma into the air.

of Conduct

XP Value: 1,200 **GP Value:** 12,000

POLYHEDRON Newszine 23

This item appears to be a *censer of controlling air elementals*. However, instead of producing the expected **result**, it emits an invisible gas that has an odd effect on all within 60 feet. Those affected become **unable** to explain any detailed action in combat. The victims cannot aim at a specific portion of a target such as a tentacle. When any victim reaches 0 hit points, it quietly sits down and **expires**, without bleeding, moaning, or performing any other sort of normal dying activity. The effect is identical to that produced by *game violins* (See **Stringed Instruments**).

of Controlling Air Elementals

XP Value: 4,000 **GP Value:** 28,000

DRAGON Magazine 156

If any book containing at least one **4-letter** word (obscene or not) is burned in this crucible, a **bald**, bespectacled little man is summoned. If a *graffiti bottle* (see **Bottle**) has been **used**, he quickly scrubs away all those filthy words, then sits those four naughty air elementals down and gives them a good **talking-to**.

of Controlling Air Elementals II

XP Value: 4,000 **GP Value:** 25,000

DUNGEON MASTER Guide

This **6-inch-wide**, **1-foot-high**, perforated golden vessel resembles the thuribles found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a **12-Hit Die** air elemental on the following round. If *incense of meditation* is burned within the censer, the air elemental receives a +3 bonus to each of its Hit Dice, and obeys the commands of its summoner. If the censer is **extinguished**, the elemental remains and turns on the summoner (see the **MONSTROUS MANUAL** accessory).

In Ravenloft: The elemental cannot return to its native plane unless it finds a normal escape route from Ravenloft. If the elemental is freed somehow from control, it attacks the summoner.

of Summoning Hostile Air Elementals

XP Value: — **GP Value:** 2,500

DUNGEON MASTER Guide

This thurible is indistinguishable from other magical and ordinary censers. It is **cursed**, so that any incense burned within it causes 1 d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be **extinguished**, and burns until either the summoner or the elementals have been killed.

of Thaumaturgy

XP Value: 2,500 **GP Value:** 12,000

DRAGON Magazine 91

This **perforated**, metal vessel is typically (75%) made of **electrum**, but may be formed of any precious metal. If it is filled with incense and lit, the vapors from the incense permeate a **10-foot** radius after one **round**, and increase by 10 feet per round thereafter until reaching a limit, 70 feet in radius after the seventh round. The effect of the vapors depends on what sort of character or creature ignited the incense. (This may be someone other than the owner of the censer.) If the lighting was done by a member of a spellcasting class or a creature with those abilities, all wizard spells cast by someone who is within the vapors are treated as if cast by a wizard of 18th level. If the lighting is done by a character or creature with no spellcasting or innate spell-like abilities, then all wizard spells cast by someone within the vapors will take effect as if

cast at 5th level, A ranger or paladin who has obtained **spell-user** abilities is considered a Spellcaster for purposes of this **determination**.

All forms of magic that are equivalent to any wizard spell (such as a monster's innate spell-like abilities or **priestal** spells that directly duplicate wizard spells) are affected by the magic of the *censer of thaumaturgy*. Psionic powers, magical items, and other magical effects are not altered. The high level effect of the censer's magic gives any spell cast the range, **duration**, and effectiveness as if cast by a wizard of the 18th level, but does not allow the casting of any spell the caster did not already possess. The low level version of this magic limits the spells usable within the vapors to magic that is available to a **5th-level** caster; in other words, nothing higher than a 3rd-level spell can be successfully cast. Any attempt to use a spell of 4th level or higher simply fails, and the spell is wasted. As with the high level version, no caster can use a spell to which he or she would not normally be entitled.

The censer burns for 3d4 turns unless deliberately extinguished. A *gust of wind* spell, the approach of a *wind walker*, or the presence of similar air currents that markedly affect the vapors will disperse them and end the effect. When the censer goes out or is **extinguished**, the vapors persist for 1d4 rounds thereafter before losing their power.

Chain

A chain is a series of interlocking metal rings that form a long strand. Chains are commonly used to bind prisoners, haul cargo, and connect anchors to ships, and are even used as ornaments. Magical chains do not look or feel different from nonmagical varieties. Most magical chains have at least one activating **command**, but a few function automatically.

Daisy

XP Value: 50

GP Value: 250

DRAGON Magazine 30

A *chain daisy* (found in groups of 1d4 seeds) looks and smells like a normal daisy. The plant, which stands about 1-foot tall, has a stem and leaves that are tougher than cured leather. It is also highly resistant to fire and acids.

Danleor's Dungeon

XP Value

17 Strength: 1,500

18/00 Strength: 2,000

19 Strength Type I: 2,500

19 Strength Type II: 3,000

20 Strength: 3,500

GP Value

20,000

26,000

33,000

40,000

46,000

DRAGON Magazine 145

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

Individual sets of chains vary in power and effectiveness; the stronger ones are noticeably thicker and sturdier than the weaker ones. The iron chains and shackles are built to confine any creature from hill giant to halfling in size, and *Danleor's dungeon chains* weigh so heavily on captives that they are almost totally immobilized. To find the strength of the chains **discovered**, roll on the table below.

Danleor's dungeon chains are much too heavy to be thrown or otherwise used as weapons. Anyone, aside from the chains' captive, may open the magic shackles, if the command word is known. In some of Danleor's ancient records, which are now kept by an isolated clan of elves, there is mention of strange dungeon chains that are particularly effective against **undead**, and others which are actually sized to hold larger giants. To date, however, none of these have been discovered.

Roll	Strength of <i>Danleor's Dungeon Chains</i>
01-30	Restrains up to 17 Strength.
31-60	Restrains up to 18/00 Strength.
61-90	Restrains up to 19 Strength, prevents captive from becoming <i>gaseous</i> . (Strength 19, Type I .)
91-97	Restrains up to 19 Strength, prevents captive from becoming <i>gaseous</i> , escaping to the Astral or Ethereal Planes, <i>teleporting</i> , or using <i>dimension door</i> . (Strength 19, Type II .)
98-00	Restrains up to 20 Strength, prevents captive from escaping by any means short of a <i>wish</i> .

Ivory Chain of Pao

XP Value: —

GP Value: —

Book of Artifacts

This artifact has a very distinctive **appearance**, an ivory chain whose links are carved in the **fashion** of men with arms outstretched. Each link is cunningly made so that the hands of one figure interlock with the next in line. Unlike metal chains, the links here are not closed loops and it should be possible to unhook individual links. However, the chain **will not fall** apart. The **chain** is approximately **12 feet** long.

The *ivory chain of Pao* has a long and colorful history in the lands of the east, but it is virtually unknown to western sages. This is the tale, albeit **abbreviated**, as it is known to those eastern scholars. Only those western sages with contacts in the distant orient would know anything of this tale.

The early history of the chain is very vague. Common tradition holds that it was fashioned in the Age of Red Earth by Master Pao, the Lesser Immortal of Mount Yei, and given to the Nine First Emperors, who ruled the empire jointly. The chain, it is **said**, was to symbolize their unity and the harmony they brought to all civilized people (meaning, of course, the empire).

Unfortunately, it brought tragedy. One night, an audacious thief slipped into the treasury and stole the chain in the seventh year of the rule of the Nine. (Some say this thief was inspired by Monkey, the Lord of Mischief; others, by an evil god.) Shortly after that, turmoil grew in the southern realms of the empire as a new cult rose to challenge the Emperors.

It was at this time that the Nine Emperors withdrew to heaven, leaving the empire in the hands of the First Dynasty. As the evil cult in the south continued to **grow**, the emperor sought the secret of its destruction. Finally he and his poet-brother went south to challenge the cult.

It was there that they discovered that Nan **Kung Chi**, the high priest of the Black Leopard Cult, had the ivory chain. With it the priest had bound the great **leopard-fiend** of the cult and forced it to his will. Guided by the wisdom of his brother, the Emperor Chin shattered the chain with a single stroke of his spear, thus ending the terror of the leopard cult.

Many would have assumed this to be the end of the ivory chain's power, but Master Pao had been more cunning than **that**. It is said that the chain

vanished with the parting of a single link, only to reform itself later. This must certainly be true, for the chain figured into another great **event**—the fall of the copper fiend of Tros.

If little was known of the Black Leopard Cult, even less has been recorded of the copper **fiend**. It is known that this monster rose to great power in the northwestern reaches of the **empire**, seizing several provinces for its own. There it ruled with absolute authority and terror for many decades. Finally the horrors of the fiend became so great that the emperor called for heroes to help regain his lands. Wo Mai and his companions, loyal to their emperor, undertook the dangerous task. It is unknown just how they overthrew the copper **fiend**, but the accepted stories say the *ivory chain of Pao* was instrumental in binding the creature and bringing it back to the imperial court. There it was imprisoned in the *acorn of Wo Mai* (see **Acorn of Wo Mai**).

After this great event the chain drops out of all accounts of recorded history. Some scholars say it was ground into dust and forged into the acorn that holds the copper fiend. Others think it remained in the imperial treasuries until the fall of the Hai Dynasty, when the Sixth Emperor went to invade a neighboring land. There it was supposedly lost (along with the Sixth Emperor) when the invasion fleet sank in a great storm. The story continues that the chain was recovered by a foreign navigator named O'Rourke, who was in the employ of the dead emperor. It is quite possible that he carried it back to the lands of the **west**—or perhaps he did not.

The *ivory chain of Pao* is not a particularly powerful artifact for common adventuring. Its powers affect only Outerplanar creatures, so, unless these figure into the campaign, the chain is going to be nothing more than an interesting curiosity. However, should a great Outerplanar threat appear . . .

The DM should build the adventure around the chain's powers. The obvious possibility is that something awful and of great power has broken into the Prime Material Plane and the chain is necessary to overcome it.

The player characters **could**, for various reasons, journey to the Outer Planes where they would need the chain to capture some powerful being. Perhaps it is needed for a powerful **spell**: perhaps the task is a **geas** imposed by a cunning lich or payment to a high priest for services ren-

dered. The group might even do something this dangerous merely to impress a powerful lord. A great king, caliph, or emperor would certainly think highly of heroes who presented a powerful fiend humbled by a simple ivory chain.

Furthermore, since the chain can be taken apart, the simple business of discovering it can become quite complicated. The DM could introduce the artifact slowly. The group might find a single link as part of a treasure hoard, and later find others—without explanation. Only after an ample length of chain is assembled might there be clues to its purpose.

Invoked Powers: The chain can be used in one of two ways, either as a whole or in individual links. When the whole chain is wrapped around the wrists, neck, ankles, or waist (or the equivalent) of an Outer-planar creature, the creature is automatically *bound*. Bound creatures must absolutely obey the commands of the owner of the chain, who must hold one end of it while giving commands. Although it seems extremely fragile, the bound creature is utterly helpless against the chain's might, nor can it use its powers except at the bidding of its master.

If one knows the right way to twist and slide the figures, the links can be unlocked from each other. Once the 48-link chain is broken, it loses all power to bind. Any individual link can be thrown against a creature, with all of the effects of a *holy word* spell. Links hurled vanish instantly.

Curse: Each day that the chain is used to bind a creature, there is a 5% chance it will break and vanish at once. Newly freed creatures are usually quite eager to extract vengeance on their former masters in horrible and imaginative ways. Furthermore, Outer-planar creatures will send earthly agents against the chain's owner.

Suggested Means of Destruction:

- A secret method of joining each link so that the hands do not touch the chain must be used.
- Each link matches a living hero or heroine. When all are dead, the chain crumbles.
- It must be given to an elephant-god, who shatters the ivory.

of Transport

XP Value: 4,000 **GP Value:** 30,000

Steading of the Hill Giant Chief

This chain is constructed of a weird, black metal. If the magical device is looped into a fig-

ure eight, it will transport up to six persons in each circle of the figure eight to any location designated by anyone in the circle, or pointed out on a map. In the latter case, the chain picks the closest location that matches the map. The chain is unable to transport to different planes or different worlds.

Chair

An armchair is a large, upholstered chair with padded arms, sides, and back; normally a cushion covers the seat and is often detachable. Armchairs may be of almost any color and size—a giant's armchair may be 30 feet tall. All armchairs of normal size are 3 feet wide and deep, and 3 to 5 feet tall, and have wooden frames covered with padded fabric. Each weighs about 150 pounds. Chairs are sized appropriately to their functions. They may be made of wood or metal and vary in value and decoration.

Amnesia

XP Value: 300

GP Value: 1,500

DRAGON Magazine 73

A simple, stuffed chair. Although this chair looks extremely comfortable (and it is), anyone sitting in is prevented from sleeping. (It was made for a doddering family patriarch who didn't want to embarrass himself.)

of the Ancestors

XP Value: 1,000

GP Value: 10,000

POLYHEDRON Newszine 43

This miniature chair, on command, grows into a full-size chair of finely carved wood. When sitting in the chair and invoking the command word, the seated individual is able to communicate with one deceased ancestor (character's choice). There is a 5% chance the chair won't work, a 5% chance the chair becomes confused and calls upon someone else's ancestor, a 10% chance the wrong ancestor is called, and a 10% chance that if the ancestor is called upon by name, rather than relationship, a person of that name, but who is not a relative, is reached. Each ancestor may converse for 1d4 rounds. Deceased persons contacted in this manner know nothing of the world since their deaths, so it is quite possible that the ancestor invoked does not know the answer to a particular question.

of Extra Seating**XP Value:** 500 **GP Value:** 2,500

DRAGON Magazine 73

A **carved**, miniature wooden chair. At a command word (carved in an ancient language on the underside of the seat), it expands to a **full-size** chair. Useful for travelers and some officials.

of Helplessness**XP Value:** — **GP Value:** 750

The Book of Marvelous Magic

This chair looks and operates exactly like an *armchair of travel*. However, after moving only 10% of the desired distance, it **paralyzes** the victim (no saving throw), changes course to the nearest vacant space (whether underground or outdoors), stops, and rematerializes. A word then appears on the back of the armchair; the victim cannot see the word except by *clairvoyance* or some other magical scrying. If the word is **uttered**, the armchair releases its passenger and returns to the original location. The chair can make one "round trip" per day.

of Relaxing**XP Value:** 450 **GP Value:** 2,250

The Book of Marvelous Magic

When anyone sits on it, this chair vanishes along with its user and travels to an Outer Plane. The user is instantly put to sleep and has no saving throw. The armchair reappears in one turn, awakens and releases its user; it bestows magical rest, as if its user had a full night's sleep during that period on the Outer Plane. The chair functions once per day.

of Retrieval**XP Value:** 2,500 **GP Value:** 12,500

The Book of Marvelous Magic

This chair appears and is activated in the same manner as an *armchair of travel*. However, it will go to some predetermined destination, usually the lair of a powerful creature or ruler. The creature controlling the armchair (not the rider) can send it to any well-known location with the same chance of error as a *teleport* spell. The chair can make one "round trip" each day.

of Seeing**XP Value:** 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

When the user of this chair sits and closes his or her eyes, the armchair bestows the power of *clair-*

voyance (as the wizard spell, duration 12 turns), but with unlimited **range**. The user may not see things on other planes. The chair functions once per day.

of Travel**XP Value:** 2,500 **GP Value:** 12,500

The Book of Marvelous Magic

When the user sits in this chair, closes his or her eyes, and imagines a known place, the armchair and user become ethereal. The armchair then moves straight toward the known **location**—passing even through **rock**, woods, towns, and **creatures**—and cannot be stopped by any means less than a *wish*. The magic of the chair allows it to be dimly seen by those on the Prime Material Plane, although they cannot affect it in any way; this is the origin of many strange stories. There is a 25% chance per use that an ethereal creature notes the chair's passage and gives chase. The armchair moves so quickly, however, that ethereal creatures can only catch it 25% of the time. When it reaches its destination, the armchair and its rider rematerialize. The chair functions once per week.

of Ugliness**XP Value:** — **GP Value:** 1,250

The Book of Marvelous Magic

This Item appears and functions as an *armchair of seeing* in all respects. When someone sits, however, it lowers its **victim's** Charisma immediately to **3**. Charisma returns to normal 24 hours later or *if a remove curse* is applied. However, the victim must also make a saving throw vs. spell with a **-4** penalty to the roll or be stuck fast in the armchair. The chair and victim may be carried about, but any attacks on a seated victim gain a +4 bonus to attack rolls, and the victim's Dexterity adjustment to Armor Class (if any) does not apply. The victim is further penalized by **-4** on all attack rolls and saving throws. Once a victim is stuck, the armchair becomes immune to all attacks except a *wish*. If a *remove curse* spell is cast on the armchair by a caster of 26th level or higher, the victim is released.

Couch of Comfortable Seating**XP Value:** 500 **GP Value:** 2,500

DRAGON Magazine 73

A **carved**, miniature wooden couch. At a command word (carved in an ancient language on

the underside of the seat), it expands to a full-size padded couch. Useful for travelers and some officials.

Chalice

A chalice is an ornamental cup or **goblet**. It may be made of glass, crystal, metal, or even wood; it may be long-stemmed or have no stem at all, but be molded with a base.

of Colors

XP Value: 500 **GP Value:** 1,500

The Book of **Marvelous Magic**

This cup changes colors once per **round**, continuously. Any creature viewing the color changes must make a saving throw vs. spell or stand **entranced**, watching the display, for one turn. The chalice contains pure water when found.

of Continual Water

XP Value: 240 **GP Value:** 2,400

Realmspace

The *chalice of continual water*, when bent to the lips, releases pure, cool water for the imbiber to drink. The chalice continues to produce water as long as it is not standing upright. This is the item that causes the continuous stream of water in the castle located in the center of the Tears of **Selune**. The chalice can produce one mouthful of water every second.

of Detection

XP Value: 1,000 **GP Value:** 5,000

The Book of **Marvelous Magic**

This cup appears and functions as a *chalice of colors*. In addition, however, if it comes within 30 feet of poison, the water in it turns a murky green. Poisonous monsters, traps, arrows, and gases all trigger this response. After use, the water remains green and the chalice must be refilled in order to detect again; however, any drinkable water may be used. The chalice detects poison three times per day at most. Once each week, the chalice can be commanded to produce an antidote; the green water then turns pink and becomes a potion that negates the effects of the poison detected. When **consumed**, the antidote prevents any of that **particular** poison from affecting the user for one turn (**treat** as a successful saving throw).

Eucharistic

XP Value: 1,500 **GP Value:** 25,000

Wonders of **Lankmar**

This magical chalice does not possess a **magical** aura as would be expected of a magical item. It does, however, exhibit a large amount of magical energy whenever a fluid is poured into it. The chalice automatically purifies any liquid it contains. It removes all bacterial and viral infestations, as well as removing poisons and alcoholic contents (wine becomes juice). If the purified liquid is drunk, it grants the imbiber total refreshment, and completely **fulfills** the body's needs for **liquid**, regardless of the dehydration of the drinker.

The magic of the chalice also puts the imbiber totally at ease, both personally and with those with whom the user comes in contact. Enemies who share a drink from this chalice have no shared grievances for one full week. The chalice heals no damage except insanity, and that of all types, even genetic madness, by properly realigning the neural synapses in the brain. The drinker feels total communion with everything for one full week. A drinker's alignment is not permanently affected by the chalice.

Holy Grail

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

This vessel of literary fame is supposedly the cup at the Last Supper, carried to England by Joseph of Arimathea. It was said to provide food, drink, and spiritual sustenance for the life of the custodian. The grail can *create food and water* as though cast by a 20th-level Spellcaster once per day. Any food or drink poured or dipped into the grail is purified as though a *purify food and drink* was cast.

Holy Grail II

XP Value: — **GP Value:** —

Legends & Lore

The *holy grail* is a sacred relic that, legend has it, was brought from Rome to Britain by Joseph of Arimathea. It was lost in Britain until Arthur's knights set out on their quest. A large chalice, it appears to be made of pure **gold**, though in reality it is crafted from wood. In order to even see the *holy grail*, one must be of Lawful Good alignment and above evil temptations. Only a knight of saintly virtue may actually touch or drink from the *holy grail*.

When a worthy knight drinks from the grail, its **magical** powers are activated. At this point, the chalice has the following powers, which it exercises **automatically** as the need exists—*create food and water* (for all those who can see it), *heal*, *neutralize poison*, *remove curse* (for anybody who can see it) and *plant growth* over any barren area into which it is taken. Once a saintly knight drinks from the grail, it disappears and is again lost until found by another worthy knight.

of Identification

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This cup appears and functions as a *chalice of colors* but may also be used to identify potions of all types. When a potion is poured into it, the name of the potion **appears** as misty letters in the **next** color **change**. A *read magic* spell is required to decipher the letters. The chalice must be carefully washed with ordinary water after each use, or no letters will appear. A potion of poison may be mistakenly identified as one other type (determined randomly). The chalice identifies three potions per week at most.

of Irreversibility

XP Value: 2,000 GP Value: 12,000

Prince of LANKHMAR*

This cup is owned by **Purdue Darkwolf**, but it will never be used by him until **well** after the time he gains immortality through lichdom. When this transformation occurs, he will spend a great deal of time studying his books and searching for power and **knowledge**.

The *chalice of irreversibility* is merely an item of revenge used by Purdue to get even with living mortals for past crimes against him. He also uses it under dire circumstances to rid himself of opponents he feels are too powerful to destroy, without risk of death to himself.

The **chalice's** magic is invoked only when fluid is poured into it and drunk. When that occurs, the character drinking from the chalice is frozen in level. Never again can the person gain experience points and levels, nor can skills and statistics be improved. The person still continues to age normally.

Magical improvements on statistics do not penetrate the shell of antimagic that the chalice places around the **character's** body.

The effects of the *chalice of irreversibility* are permanent. If *dispel magic* or *remove curse* spells are cast upon the infected character, they are ineffectual. The only way that the magical curse can be dispelled is by use of a *wish* spell.

of Liquid Food

XP Value: 1,000 GP Value: 5,000

POLYHEDRON Newszine 82

On command, this ceramic chalice provides a meal in a cup up to three times a day. The meal is a thick, warm **liquid**, as filling as a three-course dinner, and very tasty.

Planar Travel

XP Value: 2,000 GP Value: 10,000

DUNGEON Magazine 25

This is a powerful magical item **created** by beings from the **Outer** Planes to allow them easy access to other planes. It **belonged** to Jaazzpaa for centuries until **he** lost it while imprisoned in a *stone ring*.

The chalice is a solid silver goblet about 9 inches high and 6 inches in diameter. Coiled around the stem is a jewel-encrusted carving of a snake. Five runes inscribed in gold are evenly spaced around the chalice's outer rim. These runes are written in an ancient language known only in the Outer Planes, though *comprehend languages* or *legend lore* spells can reveal their **meanings**—the five planes to which travel is possible using the chalice are, the Prime Material Plane, the Astral and Ethereal **Planes**, the Gray Waste, and the Abyss.

To use the chalice, a being must touch his, her, or its lips to the destination rune, then raise the goblet in a drinking motion. Each of the five planes has a separate command **word**, known only to Jaazzpaa. If the correct command word is not spoken after making the drinking motion, the chalice does not function.

The chalice is worth 10,000 gp, although much more could be obtained for it if any of the command words were discovered.

of Poison

XP Value: — GP Value: 1,500

The Book of Marvelous Magic

This cup appears to be a *chalice of colors* and functions in a similar manner. However, any victim who drinks from it is poisoned. A saving throw vs. poison must then be made with a **-4** penalty to **theroll**.

Failure results in death by poisoning. The poison is treated as a potion, even if the saving throw is successful, and the victim is incapacitated if any other potion is currently in action.

of the Shield Lands

XP Value: 3,000 **GP Value:** 25,000

GREYHAWK Adventures

This golden chalice was enchanted in response to the growing menace of the Horned Society. It allows a lawful good fighter to temporarily become a paladin of the same level for a single quest, with all appropriate powers and abilities of a paladin. The chalice can be activated only by a lawful good priest who performs a ceremony that includes special vows and the *quest* spell. The fighter takes vows to the cause of lawful good, then drinks *holy water* from the chalice. Thereafter he or she can act as a paladin, with alignment changed to lawful good for the duration of the assigned *quest*. Deviation from the vows may cause the loss of some or **all** acquired powers, at the discretion of the DM. The failure of the *quest* causes the chalice to **shatter**.

Silver

XP Value: 500 **GP Value:** 1,500

DRAGON Magazine 179

Three times a day, this item can create a cup full of any nonmagical **liquid**, poison, or antidote. The liquid can be liquor or any other fluid substance such as soup, water, wine, animal blood, mercury, or maple syrup. The substance is any room temperature liquid (the fluid will be warm when it appears). The user cannot ask for something as specific as an antidote to cyanide poisoning, unless the substance is actually known.

Chaplet of Creature Recognition

XP Value: 600 **GP Value:** 3,000

POLYHEDRON Newszine 3

While this chaplet is worn, an individual has a 75% chance to **recognize** any **creature** or **monster** encountered and to know 1d4 facts about the creature or monster, even if there is no possible way anyone in the party could have encountered the creature or monster before. The chaplet does not function against unique, **magically** created creatures, but does provide information about magical creatures where two or more exist.

Chariot

A chariot is a light, fast open-backed vehicle. The **driver—and sometimes the passengers—must stand**. A chariot has two wheels and can be drawn by a single draft animal or team of animals, (but rarely more than four animals). War chariots can be armored (including the wheels), and fitted with sharp spikes or blades on the hubs to injure or immobilize opponents.

Chariot of Flames

XP Value: 12,000 **GP Value:** 60,000

New Item

The *chariot of flames* (also known as the *chariot of fire* or *Sustarre's chariot*) is merely the priest's 7th-level spell *chariot of Sustarre* fashioned into a permanent magical device, often with additional powers. The first of these was enchanted by followers of the hierophant druid Sustarre after he departed Oerth to explore other planes. Additional examples were created in imitation of the *chariot of Sustarre* spell as it spread to other lands and worlds.

A *chariot of flames* at first appears to be an unremarkable, two-wheeled chariot with a yoke designed for two horses. When a command word is spoken by a person who has mounted the chariot, **the** chariot bursts into flames, and two fiery horses appear before it in **harness**. Thunder roars and a thick cloud of smoke appears at the same moment, causing all beings within 30 feet of the chariot to be blinded and deafened for 1-2 rounds, except for those riding the chariot. The chariot can make this transformation only once per day, with the transformation lasting 12 hours at most.

Beings other than the chariot's driver and passengers who come within 5 feet of the chariot suffer 2d4 points of damage per round; passengers avoid damage if they were in the chariot from the moment it burst into **flames**. Anyone who leaves the chariot is unharmed, but if an attempt is made to reenter it while it is aflame, the mounting characters suffer the flames and are burned. Those who find themselves in the chariot's path may dodge to avoid burns by making **successful saves vs. petrification**, with Dexterity adjustments. Flammable material must **save vs. fire** if the chariot touches it, or else it catches fire and burns normally; live, green vegetation burns only on a roll of 1.

The person speaking the command word becomes the chariot's driver, though no reins are needed to guide it. The chariot obeys commands to stop, **walk**, trot, canter, gallop, fly, turn left or right, or go up or down in flight. It moves at 12 with horses walking, 24 trotting, 36 cantering, and 48 **flying** or **galloping**. Movement rates have no time limit, but ground rates are effective only over normal roads or plains. Rough, rocky ground of any kind reduces speed by half and causes all passengers but the driver to take 1 point of damage per round and make Dexterity checks every **round**, or else be thrown from the chariot for 1d6 points of damage per 12 of movement (a thrown passenger would take 3d6 damage if the chariot was at MV 36).

The vehicle and steeds are AC 2 and each has 30 hp. The chariot and its horses cannot attack others or defend themselves. Though immune to all fire or heat attacks, magical or otherwise, the chariot and horses can be struck by magical weapons for full damage. A quart of water inflicts 1 point of damage, cold spells inflict 1 point per die of damage, and complete immersion in water or a *dispel magic* spell ruins the enchantment, turning the chariot into a normal one. Physical damage, such as that from weapons, is permanent and cannot be fixed. The damage from water or cold attacks, however, is removed each day at dawn, leaving the chariot and horses again as new. The effects of *dispel magic* last only 3-30 rounds. As the horses are fiery creatures from the Elemental Plane of Fire, needing neither rest nor nourishment.

Aside from the driver, up to seven other beings of human size may ride in the chariot. Each human-sized being may be replaced by four beings of Tiny size or two beings of Small size; four human-sized beings may be replaced by a Large-sized being. Additionally, a human-sized being may be replaced by up to 200 pounds of nonliving cargo placed on the floor.

A power often added to this chariot grants it the equivalent of an *airy water* spell, allowing the chariot to continue burning (and its passengers to continue breathing) if immersed in water. This also negates any damage to the chariot or horses from contact with water. Another power allows the chariot to lay down a column of opaque smoke on command while traveling, equal to a cylinder 10 feet in diameter, for up to 1 hour of movement per day.

Franklyn's Incredible

XP Value: 3,000

GP Value: 15,000

POLYHEDRON Newszine 43

Although this appears to be an ordinary wooden chair, when seated in the chariot, the user can see seven gems inlaid in the right arm. These gems are actually controls. The gems and their functions are:

- **Emerald:** Chair glides forward at the pace of a walking man.
- **Ruby:** Chair moves forward at the pace of a running man.
- **Diamond:** Chair reverses direction, turning to face the opposite way.
- **Sapphire:** Chair turns to the left.
- **Topaz:** Chair turns to the right.
- **Peridot:** Chair slows to next slower **speed**, from running to walking, from walking to stopped.
- **Amethyst:** Chair **stops—instantly**.

All movements are silent. The chair functions best on **level ground**, slowing as a man on foot would for rugged terrain and halting in areas where a man could not walk. It will bear a burden of up to 200 **lbs**, in addition to the weight of one **human-sized** passenger.

Hover

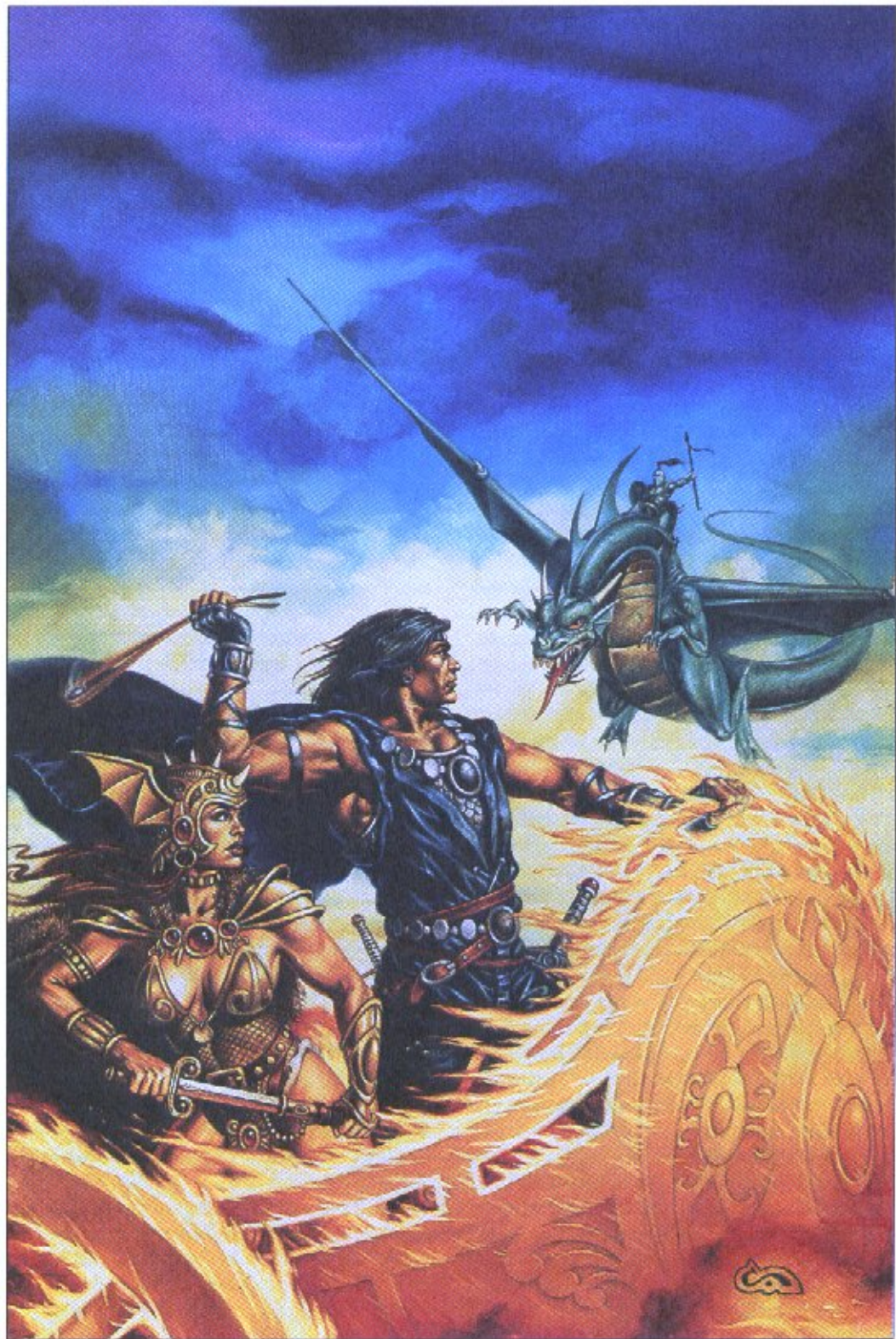
XP Value: 20,000

GP Value: 100,000

Kingdom of **Nithia**

Hover chariots are magical devices used strictly by the military. It is rumored that the knowledge to build these weapons was bestowed by **Rathanos** himself on the weaponsmiths of the Pharaoh **Tur-Ah**. Since then, the knowledge has remained a royal secret, passed down through the dynasties.

When at rest, the *hover chariot* is a metallic cupola mounted atop an articulated metal frame. When **activated**, the frame is covered by the fiery manifestation of a beast. The flame beast moves with the same speed and agility as its physical counterpart. Attacks and defenses are also the same. The difference is that the flaming manifestation of a *hover chariot* is generally larger than the actual animal it represents, and deals 6d6 flame damage, in addition to the claw or bite damage of the animal. *Hover chariots* cannot be activated without a control ring that is worn by the chariot's owner. The rings cannot be transferred to another person without the willing participation of the previous owner.



For the most part, terrain is of no consideration to the driver of a *hover chariot*. Exceptions include dense forest (which makes traveling atop a flaming beast impractical), and high cliffs (those over 75 feet in height). Those *hover chariots* designed as flying birds (hawks, **eagles**, ibis) have a flight ceiling of 500 feet.

In terms of battle, a *hover chariot* has an effective Armor Class of **-3**. Missile weapons used against the chariot must make saving throws vs. fire or be burnt up, causing no damage.

Myl's Mouse

XP Value: 4,500 **GP Value:** 22,500

1992 Fantasy Collector Card 388

Like the mouse cart, when **Myl** secures a mouse in the harness, the cart expands to the size of a normal cart that the **mouse** can pull at a movement rate of 12, even with up to 250 pounds of cargo. The mouse obeys the commands of the driver. Unlike other mouse carts, though, **Myl** can attach multiple mice to the harness and pull 250 pounds per mouse (up to six mice) or he can attach six mice and "race" the chariot at a rate of 21. The mice tire after one turn of continuous racing. A creature *polymorphed* into a mouse can also activate the cart's magic.

of Ra

XP Value: 40,000 **GP Value:** 200,000

Old Empires

There were originally three of these artifacts, the chariots of the gods **Ra**, **Horus**, and **Osiris**, in the days before the Orcgate Wars. Only one is known to still exist. The *chariot of Ra* is the oldest of the artifacts of great magic still in active use in **Mulhorand**. Legend speaks of it being constructed by a god named **Ptah**, who has never been worshiped in the Realms, even in the old days of **Mulhorand**.

The *chariot of Ra* is constructed from **gold**, emblazoned with Ra's solar disc against an **ankh**. The chariot can move, without horses, at a speed of up to 96; any who fight from it receive a bonus of **+4** to their Armor Class, and those attacking them receive a **-4** penalty to their attack and damage rolls. Those who ride in the chariot are 75% magic resistant. Anyone struck by an attack from the chariot has to roll a successful saving throw vs. spell or suffer *blindness* for 2d4 turns. The chariot also grants a **+4** bonus to Morale to all friendly troops within a 200-

yard radius, and a **-4** morale penalty to enemy troops within that radius.

Red Chariot of Agni

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

This chariot, whose wheels are made of the seven winds, is pulled by two giant red horses. On the ground it travels at a MV rate of **36**, when in the air it travels at 48. The vehicle casts *heat* in a 30-foot area about itself for 25 points of damage. The horses have 50 hit points and only respond to telepathic direction.

Surya's

XP Value: — **GP Value:** —

Gods, Demigods, & Heroes

This device is made of a piece of the sun pulled by seven magical horses, each a color of the rainbow. The vehicle is not corporal unless **Surya** rides it. The chariot travels with no **limits** placed on speed. The horses are always **noncorporeal**, never affected by magic, and take 25 hit points apiece.

Underwater Chariot

XP Value: 2,000 **GP Value:** 15,000

The Sea People

Underwater chariots are built using kelp fronds and stems that have been lashed together. Unlike normal chariots, they do not have wheels; rather, they are smooth bottomed, much like a **small** boat. They are pulled by a variety of large sea creatures, including dolphins, sea horses, whales, or **manta** rays. *Underwater chariots* are used for transport both under and on the surface of the sea. They come in a wide variety of **sizes**—the smallest holds one person, and the largest is capable of carrying four people. They have a continuous *water breathing* power that allows air breathing creatures to safely take passage on them as long as they are in contact with the chariot. The *water breathing* effect does not affect water breathers.

Some *underwater chariots* are used as platforms to carry and **fire** powerful harpoons. These are used primarily by the **triton** forces of Undersea. Harpoons are also carried on the backs of giant manta rays.

Miles/Day	Hull	
Feet/Round	Points	AC
according to the creatures pulling them	30	4

Light Harpoon: Range 60/120/180 feet; Dmg 1d8+4; fires once per round; Crew 2.

Heavy Harpoon: Range 100/200/300 feet; Dmg 1d10+6; fires once every two rounds; Crew 4.

Giant Harpoon: Range 140/230/360 feet; Dmg 2d10+6; fires once every four rounds; Crew 6.

of Vix

XP Value: 12,000 **GP Value: 60,000**

The Milenian Scepter

Vix is the mortal daughter of the Immortal Zargos (alias **Nyx**, see *Wrath of the Immortals*). She is a powerful warrior and favored by **Zargos**, who has indirectly given her several magical items, including the *chariot of Vix*.

The origin of the chariot remains a mystery. Some scholars believe it was created by Zargos while he was still a mortal sorcerer many circles (years) **past**. Others claim it was stolen from **Ixion**, Immortal Patron of the **Sun**, and was once pulled by his fiery steeds.

The chariot is constructed with a wooden frame covered with bronze plates, which are in turn overlaid with designs in silver and gold. Wicked blades of blackest obsidian extend from its hubs, sticking out perpendicularly from the wheels. The chariot can carry two human-sized passengers. While a beast is hitched to the chariot, the creature receives the **benefit** of a *haste* spell, doubling its normal movement rate. However, the beast cannot make twice the normal number of attacks; it can only move twice as fast. If the beast has the ability to fly, it can still **fly** while pulling the chariot. This is because the chariot has the power to *levitate*, making it virtually weightless.

Charm

Charms are small metallic or stone **trinkets**. Most charms are shaped like animals, symbols, letters, or the silhouettes of animals or people. Each trinket has a small loop on the uppermost section that allows the owner to place the trinket on an ankle,

bracelet, or necklace. Only two magical trinkets can be placed on a **chain** and only five can be worn by the same person at one time.

of Boot Restoration

XP Value: 200 **GP Value: 1,000**

DRAGON Magazine 73

This is a miniature brass boot. When rubbed against a worn heel or sole of a shoe or boot, it restores the footwear to its **original** strength and thickness (but without a "new" appearance). Usable once per day.

of Distraction

XP Value: 1,000 **GP Value: 5,000**

DRAGON Magazine 184

This minor magical item is usually shaped like a pendant in the form of a neogi's head looped through a **chain**. The wearer of this magical item gains several benefits. First, the charm acts as a standard *ring of protection +1*. The charm also bestows upon the wearer an additional +1 (for a total **of +2**) on saves vs. enchantment/charm spells. Lastly, the charm provides the function of magically **holding** an opponent for one round. This can be done once per day and is otherwise similar to a wizard's *holdperson* spell, cast at the 8th level of ability. The neogi can attempt to **hold** any single target he can physically see. The target of the **hold** is entitled to a save vs. spell. If successful, the target is unaffected. If the save fails, the target is unable to take any actions until the following round.

The neogi are very fond of this item; it often buys them an extra moment to escape from the clutches of an enemy or to distract a foe long enough for the **neogi's** umber hulks to rip them apart.

of Favor

XP Value: 1,600 **GP Value: 5,000**

The Complete Fighter's Handbook

When deities and other powerful beings are pleased with the deeds of a mortal, they **sometimes** give him or her a charm of their **favor**. This is a small object, sometimes a statuette, usually of semiprecious material and 2 or 3 inches in size, which represents the god or one an aspect of the god.

The charm is rather like a *limited wish*. It represents a favor that the deity will perform for the character at some time in the future. To use it, the

owner must throw the item on the ground so hard that it **breaks**, and then call out the request.

The request must have something to do with the attributes of the **god**, it's no use asking the goddess of love to dry up an oasis into a desert, or to **ask** the god of earthquakes for a fog to hide the adventurers.

The gods requested **favours**. And they, in the guise of the DM, evaluate all **requests**. If the favor is one that pertains to one of the god's attributes, and if the god does not think that the character is making the request out of mere greed or **selfishness**, and if the favor does not conflict with any of the god's other aims or desires, the favor is usually granted.

So it would be appropriate to ask the god of insects to send a cloud of bees to rout one's enemies, or to ask the goddess of love to cause some NPC to fall in love with a PC, or to ask a deity of the earth to cause fruit-trees to grow and save the characters from death by thirst and starvation.

Because the deity evaluates the character's request, the character cannot expect an outrageous favor to be granted. And most who would steal a charm from a character cannot use it successfully; one might take it, hurl it to the ground and break it, adding a request, only to discover the cranky god stomping on him and freeing the faithful PC. (This, however, constitutes using the favor.) But an NPC friend of the charm's owner might be able to get the item and ask the god to help the charm's true **owner**—particularly if he or she is ill or kidnaped and cannot act.

Any character of any class may receive such a charm as a favor. But when they are found in treasure, they are useless; they are not intended for the character who finds them, after all. The *charm offavors* does not radiate magic.

Hunting

XP Value: 100 GP Value: 500

DRAGON Magazine 189

This small charm is highly prized by tribal hunters. Using it, a hunter automatically encounters some kind of game animal, but must **close** and kill the animal normally (*Wilderness Survival Guide*, page 59).

Luck

XP Value	GP Value
AC: 1,000/plus	5,000/plus
Save: 750/plus	3,750/plus
THACO: 500/plus	2,500/plus
Wish: 1,200/wish	6,000/wish

DRAGON Magazine 5

There are various *gems*, *coins*, and *talismans* dedicated to **luck**; and some are quite powerful. A d100 roll is used to determine the charm's strength and power in each category. The holder of such a charm benefits in four ways (roll for each of the ability bonuses separately):

Roll	AC Bonus	Save Bonus	THACO Bonus	Wishes Granted
01-70	+1	+1	+1	1
71-90	+2	+1	+2	1
91-00	+3	+3	+3	2

These **abilities** are only realized when the *luck charm* is carried or worn upon the person. Once the *wishes* granted by the *luck charm* are **used**, the charm loses its magic and becomes a nonmagical item worth 1d100 cp.

Open Doors

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 73

This carved stone miniature door, about 4 inches by 1½ inches by ½ inch, can be tuned to a particular door, set of doors, or gate by use of the proper **magical** word. Thereafter, when its knob is pressed, any door or gate within 20 feet will swing open by itself.

Pest Protection

XP Value: 300 GP Value: 1,500

DRAGON Magazine 73

When this **intricately carved**, miniature mahogany bed in a bag of woven string (netting) is placed underneath a **bed**, it drives away all bedbugs and mosquitos.

of Protection from Disease

XP Value: 1,000 GP Value: 5,000

Oriental Adventures

This magical item is a long strip of yellow or red paper, inked with potent supplications to one of several **deities**. When hung in a house or similar building, it exerts its magical influence to protect the occupants of the building from disease. Char-

acters are immune to any disease that might be transmitted or contracted while within the building protected by the charm. Plague cannot touch a protected building. The charm is effective so long as it is hung in place. It is easily destroyed by fire and other disasters.

of Protection from Fire

XP Value: 1,000 **GP Value:** 5,000

Oriental Adventures

This magical item, like other charms, is a long strip of **yellow** or red paper. This charm is inked with potent threats against the fire deities. Pasted to the lintel of the door to a building, the charm helps protect the building from **fire**. If thus protected, the building has only a **50%** chance of catching fire. Furthermore, if a fire should break **out**, it burns slowly, causing half the normal amount of damage. The charm does not lessen the amount of damage characters might suffer from a fire-based attack within the building, only damage caused by the actual burning of the building. The charm itself is immune to fire.

of Protection from Spirits

XP Value: 1,000 **GP Value:** 5,000

Oriental Adventures

This charm, on yellow or red paper, is inked with powerful threats against spirits. Any spirit attempting to enter the house must make a saving throw vs. death magic to enter the building. If the saving throw is successful, the spirit is unaffected by the charm. If the saving throw fails, the spirit cannot enter the building, although it can use spells and missiles to attack those in the building. The charm must be pasted to the lintel of the door to be effective, however it cannot be touched by any type of spirit creature.

of Protection from Theft

XP Value: 1,000 **GP Value:** 5,000

Oriental Adventures

This charm, on yellow or red paper, is written with supplications to various deities to protect the building from thievery. Any creature within the building who **attempts** to move silently, hide in shadows, or open locks has chances of success reduced by 20%. To be effective, the charm must be pasted to the lintel of the door clearly showing to all that the house is protected. Any person, other than the owner of the building, who attempts to remove the charm, suffers 2d10 points of damage.

Rabbit's Foot

XP Value: 250 **GP Value:** 1,250

The Book of Marvelous Magic

If worn **visibly** on the outer clothing or armor, this item gives the user a bonus of **+1** to all saving throws. However, any herbivore seeing the foot **will** probably dislike the wearer, having a -2 penalty to reactions.

of Resource

XP Value: 250 **GP Value:** 1,250

Kingdom of Nithia

Like magical standards, *charms of resource* temporarily imbue their owners with certain powers and abilities. These are generally in relation to survival skills as opposed to offensive or defensive abilities. Some provide resistance to cold desert nights, while others increase sight and hearing. Some examples of *charms of resource* are provided below:

Roll	Charm	Ability
01-02	Asp	Resistance to poison.
03-04	Bread	Provides a full day's food.
05-06	Fennec	Surprised only on a 1 on 1d6.
07-08	Hawk	Vision is enhanced 100 times.
09-10	Raindrop	Provides a full day's water.

The DM should feel free to create additional *charms of resource* as he or she sees fit.

of Sympathetic Heating

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 73

This item is actually two miniature metal blacksmiths' anvils: one **red**, the other black. Each is about 1-inch square. If the black one is placed in a fire, the red one will heat to the temperature reached by the black one. They are useful for boiling stews or for keeping food warm at some distance (maximum range 30 feet) from a fire.

Tree Climbing

XP Value: 100 **GP Value:** 500

DRAGON Magazine 73

This is a miniature tree, about 3 inches high, made of an unidentified material. When **carried**, it adds 20% to a person's chance of successfully climbing a tree. (It was made for a lame, sylvan elf.)

Wolfspaw

XP Value: 500

GP Value: 2,500

Forbidden Lore

This item seems like a simple peasant charm. It is a wolf's paw stuffed with wolfsbane. There is a leather thong of suitable length for hanging it around a person's neck. The bearer of this charm radiates a 10-foot wide circle of protection that prevents all wolves, dogs, or other canine species from entering. Vampires in wolf form, werewolves in wolf or wolfman form—even gnolls are kept at bay.

Cheese

Cheese is a form of preserved milk. Curdled milk solids (the curds) are separated from the liquid (the whey) and prepared in many different fashions. The different processes give cheeses their varied flavors, sharpness, colors, and textures. The effect of a magical cheese is **released** either by placing a piece in the mouth or by inhaling the bouquet.

of Odors

XP Value: 200

GP Value: 1,000

POLYHEDRON Newszine 23

This **small** piece of yellow cheese must be cut to have any magical effect. The user may name any one creature when cutting the cheese. The cheese remains **undamaged**, but a strong odor, obvious to all within 120 feet, emerges. Other creatures of the type **named**, if nearby, smell the familiar odor and may be **urprised** to encounter the user of the *cheese of odors* (-1 on surprise roll). The cheese can create odors three times each day.

of Vile Odors

XP Value: —

GP Value: 500

POLYHEDRON Newszine 23

This item appears and functions as a *cheese of odors*, but the smell produced may be (50% chance per cut) remarkably **bad**—so vile, in fact, that all within 60 feet suffer a -2 penalty to Charisma and Morale, and a -1 penalty to attack rolls and saving throws, for one turn (no saving throw).

Chess Game

Chess is an ancient, two-player game of strategy. The game is played on a board that has 64 squares of two different colors, one dark and one light.

Each player controls a set of 16 pieces; one set light, the other dark, often colored like the board squares.



Fextree Set

XP Value

GP Value

Bishop: 1,250

18,750

King: 8,000

40,000

Knight: 1,000

15,000

Pawn: 900

12,000

Queen: 2,000

30,000

Rook: 6,000

30,000

POLYHEDRON Newszine 82

Several thousand years ago, the sorcerer Fextree Belwikker fashioned a powerful set of chess pieces from the teeth of a red **dragon**. Only seven of the original sixteen pieces remain in existence—two pawns, a knight, a bishop, a queen, a king, and a rook. Six of these seven figurines are intricately carved representations of wizards in assorted poses of varying majesty. The last piece, the rook, is carved in the image of Fextree's tower. The pieces are each about 4 inches tall. They are stored in a **padded**, rectangular case of red cedar, and each piece is held in place by a springy, metal clip. The latch and hinges of the case are fashioned of bronze.

Pawns: The pawns are carved figures of

apprentice wizards in simple robes and sandals. To invoke the power of a pawn, the possessor needs only to utter the command word, "stale-mate," and 10 human-sized, mindless warriors appear to battle the owner's designated enemy.

Warriors (10): Int Low; AL Neutral; AC 3; MV 9; HD 5; hp 40 each; THACO 16; #AT 1; Dmg 1d8 (long sword); SD Immune to mind-affecting magic; MR 50%; SZ M; ML 20.

The warriors battle until they are slain or until 10 rounds pass. They can be summoned once a day.

Knight: This is a figure of a wizard in long flowing robes and a tall pointed hat with a staff in one hand and the reins of the stallion he is riding in the other. By uttering the command word "liege," a human-sized knight, mounted on a white, heavy war horse, appears to serve the piece's owner.

Knight: Int Very; AL Lawful Neutral; AC 2; MV 9; HD 10; hp 80; THACO 11; #AT 2; Dmg 1d8+3/1d8+3 (*longsword* +3); SD Immune to mind-affecting magic; MR 50%; SZ M; ML 20.

Horse, Heavy War (1): Int Animal- AL N; AC 7; MV 15; HD 3+3; hp 27; THACO 17; #AT 3; Dmg 1d8/1d8/1d4; SZ L; ML 20.

The knight can understand the owner, but cannot speak. The knight and horse require no rest or sustenance and heal at the rate of three hit points a day. The knight and horse can be summoned once a year, and faithfully serve the piece's owner for one month, unless slain earlier. They can be *dispelled* by uttering the command: "Ye are relieved from duty."

Bishop: This is a figure of a stately wizard in high-collared robes and a skullcap. The figure holds a parchment as if reading it. When the command phrase, "I call upon the gods of magic to deliver me a champion," is spoken, a human-sized wizard/priest is summoned.

Wizard/Priest (1): Int Exceptional; AL Neutral; AC 2; MV 9; HD 10; hp 50; THACO 14; #AT 1; Dmg 14 (staff); SD Immune to mind-affecting magic; MR 50%; SZ M; ML 20.

The wizard/priest has the following spells in memory—*cure light wounds* (x4), *slow poison*

(x4), *cure disease* (x3), *cure serious wounds* (x3), *cure critical wounds* (x2), *magic missile* (x4), *glitterdust* (x4), *dispel magic* (x3), *rainbow pattern* (x2), and *telekinesis* (x2). The wizard/priest remains with the piece's owner for up to three days, unless killed or dismissed earlier, and cannot memorize spells during this time. The wizard/priest does not require any rest or sustenance. It can understand the piece's owner, but cannot speak other than to utter spells. The wizard/priest can be summoned once every 10 days,

Rook: This piece is a model of a small, slim tower with a pointed roof and thin, high windows. Its powers can be invoked twice a month. Uttering the command words "raise the keep," instantly produces a high stone building 80 feet square and 40 feet high. The keep has two floors, modest furnishings, a well-stocked larder, and six mindless, humanoid servants. The entrance is a stout, iron bound oaken door that only opens for the bearer of the piece. The keep comfortably houses 10 people for up to two weeks, after which, if the bearer does not utter the command phrase again, the building disappears. The keep can be *dispelled* prior to this time by uttering the command "rook surrenders."

Queen: This carved figure depicts a shapely sorceress clad in flowing robes with a circlet around her head. Her arms are stretched upward in front of her in a V-shaped casting stance. She can be summoned once a month by uttering the command word "majesty." Unlike the other chess pieces, the animated form of the queen remains the size of the carved piece. The queen must be carried or she reverts to her carved, inanimate state.

Queen (1): Int Exceptional; AL Neutral; AC 8; MV 12; HD NA; hp 30; THACO Nil; #AT Nil; SD Immune to mind-affecting magic; MR 50%; SZ M; ML 20.

Once a day, the animated queen can call forth a *globe of invulnerability* to encase and move with the individual holding her. The globe functions for one hour per level of the holder of the queen. The globe can be *dispelled* earlier at the holder's desire. In addition, the queen can cast *hold portal*, *hold person*, *hold undead*, and *hold monster* once a day, each cast at her owner's level. The targeted creatures are allowed saving throws vs. spell. The queen

remains animate for two days and can be summoned to serve her owner once a month.

King: This carved figure is a stately sorcerer in a high-collared robe with an ornate crown on his head and a gnarled **staff** in his hand. Speaking the command words, "Beguile Ye," calls upon the figurine's wizardly power. The king, which does not animate, glows with a pale amber light and a *mass charm* spell is released as if it were cast by a 16th-level wizard. This power may be called upon once a month. Speaking the command words "make me a king" creates a town and surrounding fields that cover 4 square miles and hold 500 villagers. The town has homes, shops, artisans, craftsmen, peasants, a town watch, and all the other trappings of a small, **rural** community. The people behave normally and believe their forefathers have dwelt here for centuries. They can relate local lore that fits in with the geographical area. They also know intuitively that the possessor of this chess piece is their liege. The people cannot leave their village; however, other creatures and characters may enter and leave as they desire. The village lasts for two months unless *dispelled* earlier by the holder of the piece. This power can be called upon once a year.

Khas

XP Value: 4,000 **GP Value:** 20,000

Dragons of War

Khas is Krynn's version of chess. It is played with the same types and numbers of pieces as chess (eight pawns, two rooks, two knights, two bishops, and one king and queen on each side), but it is played on a hexagonal field with each troop starting in opposing corners of the board.

The Solamnic Knights believe that the game reflects battles that are **currently** being fought somewhere in the world. **Indeed**, legends tell that great battles have been won or lost because of a *Khas* game being played elsewhere.

Yarus's board is 3 feet across, made of fine, carved ivory, and inlaid with polished blue and cream marble. The pieces themselves are intricately crafted blue and cream granite.

Magical

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 73

A chess set, like any other. This item plays against a person, moving the pieces magically. It gives a credible but not truly expert game.

Marbol's

XP Value	GP Value
Pawn: 900	12,000
Knight: 1,250	18,750
Bishop: 1,250	18,750
Steed: 400	6,000
Rook: 6,000	30,000
King: 8,000	40,000
Queen: 8,000	40,000

POLYHEDRON Newszine 90

Marbol, a brilliant tactician, was once a war advisor to King Azoun. However, he grew to hate playing games with people's lives and left the king's service to turn his hobby, chess, into a career.

Marbol learned the game as a child. Highly intelligent and exceptionally **well-educated**, he had a knack for predicting his opponent's maneuvers, and he was known for winning in record time.

Marbol traveled throughout the heart of the Realms for several years, challenging **players** to matches and winning games and prizes. He became the undisputed champion, dominating opponents of all ages and amassing a fortune. However, the years caught up to Marbol, and, with tired bones, he decided to settle down.

Ravens Bluff was his choice, as the inland sea and the river traffic brought in new opponents every day.

Marbol's shop has a patio deck at the entrance, where all of his games are played. There is also a single room display area, a work room next to a small kitchen, and lower-level living quarters.

He fashions all of the chess sets he has for sale, carving them from various woods, sculpting them from clay, and chiseling them from marble and other stone. The exquisite chess sets are displayed on glass **shelves** throughout his showroom. The chess pieces range in price from 1 gp to 100 gp each, and the boards from 10 gp to 1,000 gp. The more expensive the set, the more intricate the work. He even fashions sets for nobility, often putting gems in the eyes of the kings and queens.

The chess master maintains the shop without the help of employees, amazing the patrons who wonder where the old man gets so much energy to keep the place clean and **freshly** painted. Marbol's secret is an enchanted marble chess set he won four decades ago as the grand prize in a Waterdeep meet.

Pawns (16): Int Low; AL N; AC 6; MV 12; HD 1; hp 6 each; THACO 19; #AT Nil; SZ M (5' tall); ML 12

Knights and bishops (4 of each): Int Average; AL N; AC 4; MV 12; HD 3; hp 18 each; THACO 17; #AT 1; Dmg 1d6; SZ M (6' tall); ML 12

Knights' steeds (4): Int Animal; AL N; AC 6; MV 15; HD 2; hp 12 each; THACO 18; #AT 2; Dmg 1d6/1d6; SZ L (6' at the shoulder); ML 12

Roots (4): Int Average; AL N; AC 3; MV 9; HD 5; hp 30 each; THACO 15; #AT 1; Dmg 1d8; SZ M (6' tall); ML 12

Kings and queens (2 each): Int Average; AL N; AC 1; MV 9; HD 8; hp 45 each; THACO 12; #AT 1; Dmg 1d10; SZ M (6' tall); ML 12

Each piece can assume human form for up to 12 hours each day. The pieces are fanatically loyal to Marbol and zealously protect him. If a piece is **defeated**, it reverts to its marble form for 48 hours; the pieces cannot be permanently killed.

Marbol considers the pieces close friends, and after business hours they help him clean his shop, **polish** the other chess sets, and play matches with him. The knights (dressed in common clothes) often hitch their steeds to Marbol's wagon and travel to nearby towns for wood, marble, and other materials for chess sets. The knights take turns animating so they can travel without stopping. The old master has been known to hire adventurers to bring back rare materials he wants for special chess sets.

Chest

A chest is a box, usually a sturdy and durable wooden construct with an attached **lid**, several handles, and fitted with metallic bands to give it more durability. Magical chests tend to have enchantments that involve storing extra contents or protecting the contents. Roll on the table below to determine **the** type of chest found.

Roll	Chest Type
01-10	Box
11-20	Caddy
21-30	Case
31-40	Chest

41-50	Coffer
51-60	Crate
61-70	Crib
71-80	Locker
81-90	Safe
91-100	Trunk

of Drawers

XP Value: 500

GP Value: 2,500

The Book of Marvelous Magic

This chest is of high quality and fine construction. Upon command, it summons 100 tiny, spritelike creatures who arrive within it. They vanish if the chest is opened and thus cannot be seen except by *clairvoyance* or other magical scrying. If a gem valued at 1,000 gp or more is left in the chest along with a piece of parchment, the tiny creatures draw a map. They bring their own drawing tools, **and**, if left undisturbed for one hour, they draw a map of the horizontal area within 360 feet of the chest. The sprites then take the gem, and depart. The chest can now be opened and the map taken. The map is accurate and complete, and includes secret, magical, and concealed doors, pit traps, walls, and so forth. No creatures or treasures are **noted**, and magical doors, walls, and hidden passages, are indicated by an "M." If, when they arrive, the creatures find no gem, they *curse* the one who summoned **them** and immediately depart. The curse may be of any standard type, but can only be removed by a caster of 15th level or **higher**. The creatures may be summoned once per day.

Foot Stool

XP Value	GP Value
Extradimensional: 2,000	10,000
Normal: 600	3,000

Hall of the Fire Giant King

The footstool chest is a chest with a permanent *illusion* cast on it that makes it appear as though it were a insignificant foot stool. The chest usually is a 1-foot cube. However, 1% of *foot stool chests* contain an extradimensional space, allowing them to hold twice their size in goods.

Oyster

XP Value: 1,500

GP Value: 15,000

DRAGON Magazine 99

This item appears to be a small, squat wooden chest, 2 feet in length along any side. The inside of the chest is lined with red velvet in many soft,

1,013

cushiony folds. Hidden between the folds is the command word, sewn into the velvet itself. If from one to five grains of sand are placed within the folds inside the box and the command word is spoken, the chest magically locks itself and does not open again until the command word is repeated. During the time that the chest is locked, it begins to turn the grains of sand into perfectly formed, nonmagical pearls. For each consecutive day that the box is left undisturbed, each pearl increases in value by about 3 gp. Thus, after a week, each pearl would be worth 21 gp; after a month, each would be worth 80-100 gp. If the box is left unopened for longer than one year, there is a 1% cumulative chance per day thereafter that the growing pearls become misshapen and worthless.

Casting *dispel magic* on the chest does not open it, but successfully casting a *knock* spell against 14th-level magic does. However, the pearls inside immediately *disintegrate*. If the chest is ever broken, it loses all of its magical properties forever.

Quartermaster's

XP Value: 2,500 **GP Value: 12,500**
 DRAGON Magazine 178

These are huge, ironbound chests that need large, sturdy carts (pulled by large, sturdy animals) to be transported. They can provide theoretically limitless supplies and equipment, albeit on a fairly erratic basis, and they are invaluable when marching through barren lands where foraging is not possible. Each day, the quartermaster can place gems of at least 100 gp total value into it, slam the lid, then open it and see what the chest provides that day—roll on the table below. Whatever the result, the gems are gone forever. The goods will fill the chest, no matter how much space they would logically take up, but they disappear if left in the chest until the next morning.

Roll	Produces:
01-10	Nothing.
11-50	Tolerable but unexciting food for 100 men for one day.
51-75	Fodder for 100 animals for one day.
76-77	750 feet of good rope.
78-81	30 planks of timber, each 6 inches wide, 3 feet long.
82-84	A bolt of coarse, strong, white cloth, 60

85-87	Assorted bits and pieces: consult the <i>Miscellaneous Equipment</i> table in the <i>PHB</i> —select 100 lbs total of 1d3 items.
88-94	Water, 100 gallons; it drains away in 10 minutes if not immediately decanted.
95-97	Cheap wine: 100 gallons, as above.
98-99	Strong ale: 100 gallons, as above.
00	DM's choice: unusual foods, horse barding and equipment, foreign items (possibly from <i>Oriental Adventures</i>) alchemical glassware, almost anything.

of Sieges

XP Value: 1,000 **GP Value: 9,000**
 The Book of Marvelous Magic

This wooden chest is 3 feet long, 2 feet wide, and 2 feet high. It weighs 100 pounds and contains one light catapult, 10 normal catapult shots, and four kegs of pitch shot (two shots in each). By uttering the command word, the items may be taken out whenever needed and easily replaced in the box. Used items cannot be replaced. The command serves only to move the original items in or out. In the rare *cursed chest*, 1d4 of the kegs of pitch shot explode when opened, each inflicting 3d6 points of fire damage to all within 20 feet and setting fire to all flammable items (including the catapult and remaining kegs, if within range). A normal keg burns for three rounds before exploding in the same way, but a cursed keg explodes as soon as it catches fire.

of Zorathus

XP Value: 3,000 **GP Value: 15,000**
 Gods, Demigods, & Heroes

This is a treasure chest designed to be unbreakable, and opening it is a very involved process. It is necessary to press the seven small skulls on the rim, one at a time, then press the head of the dragon, then press the sphere held in its claws. If the user doesn't know of the poison fang in the dragon's head, death results—the poison is so strong that no saving throw is given.

Chilling Snare

XP Value: 1,000 **GP Value: 5,000**
 The Ruins of Undermountain

This nondescript 5-foot-long piece of string is tied in a loop. Once untied, it becomes active, affecting all creatures who touch it. The snare may therefore be placed on any surface without

harm—but once untied it is instantly active. Flying or leaping creatures who pass its location without touching it are unaffected. However, any creature touching or otherwise contacting the snare (stepping on it is a common form of contact) is **affected**. A saving throw vs. spell can be made by the DM to see if any unsuspecting PCs step on the snare.

Effects are as follows (roll 1d12; all spell effects have normal saving throws against their effects). Roll for each contact, and twice for any being who picks up and handles an active snare.

Roll	Effect
01–5	A charge is used and a nearby alarm (the enchanter typically links the snare to a small brass bell, or a large gong) is triggered.
06–8	The passerby is <i>slowed</i> for 2d4 rounds.
09-1	The passerby is <i>held</i> for 1d4 turns.
12	The passerby falls unconscious, sleeping for 1d4+1 turns or until forcibly roused.

Most snares last for 2d20 uses, crumbling irrevocably to dust after their final charges are used. Some vendors in Waterdeep often sell merchants **antitheft** snares good for only six, seven, or nine uses. A typical sale price for short duration snares is 50 gp.

Dispel magic will prevent a snare from functioning for one round per level of the caster. A snare can be destroyed by dealing it 9 points or more of edged weapon damage; it resists all fiery or corrosive attacks, even if magical in origin. Anyone wielding an edged weapon against a snare receives cumulative damage equal to a *chill touch* spell for each successful strike on the **snare**—the origin of the item's name. Each strike against the snare causes a loss of one Strength point and 1d4 points of damage; the Strength loss is recovered at the rate of one point per hour.

Circlet

The circlet is an uncommon, circular head ornament worn like a crown, and used to adorn the forehead. A circlet is often studded with gems or inlaid with rare or precious materials such as gold or ivory (see also Crown). Roll on the table below to determine the type of circlet found.

Roll	Circlet Type
01-8	Bay
09-5	Chaplet
16–3	Circlet
24–1	Coronet
32-8	Crown
39–6	Diadem
47–4	Fillet
55-2	Garland
63-9	Headband
70–7	Laurel
78-5	Mitre
86-2	Tiara
93–00	Wreath

of the Adder

XP Value: 700

GP Value: 3,500

DUNGEON Magazine 40

The *circlet of the adder* is a thin, golden, snake-like headpiece that winds around the wearer's scalp and turns up at the brow like an attacking cobra. It radiates faint magic when within 10 feet of the *flail of the desert kings* (see Flail Weapon), but its enchantment is active only in the presence of the flail. Its only function is to unlock the flail's power for its wielder.

The headpiece still carries the curse placed on it thousands of years ago, a *bane* spell that consumes the mind of any individual using the circlet to unlock the flail's powers. Using the circlet to activate the flail curses the user with delusional insanity. Anyone suffering from this affliction believes himself to be a monarch or even a god. Victims are instantly hostile to those who fail to recognize their glory and are seized with a desire to use the flail's powers to punish unbelievers. Pursuing greater power becomes the owner's sole preoccupation.

The circlet can be removed from the head of the wearer, breaking its hold on the victim, though the wearer will never allow this. The only way to break the curse is to destroy the circlet utterly.

Coronet of Communication

XP Value: 2,000

GP Value: 20,000

DRAGON Magazine 132

This thin circlet of precious metal affords the wearer the dreamer abilities of *sleepers communication*, *suggestion*, and *telepathy*, each once per day.

Dalvan's

XP Value: — **GP Value:** 1,000

DUNGEON Magazine 13

This magical, ring-shaped head ornament gives off dweomers of both alteration and enchantment/charm. After it is placed on the head, the user is immediately affected as if a *feeblemind* spell had been cast (no saving throw), but this condition lasts for only five rounds. Furthermore, the circlet magically binds itself to the wearer's head. It remains attached for 10 rounds, during that time it can only be removed by a wizard of at least the 16th level or by a *wish* spell.

The wizard Dalvan Meir created this device in order to insure his ability to enter a wearer's mind from his *magic jar* crystal. He also wanted to allow himself an easy means of egress from his desolate tomb, so he gave the circlet the additional power to force back iron barriers, granting the wearer a +25% bonus on the bend bars/lift gates roll.

Diadem of Disenchantment

XP Value: 1,000 **GP Value:** 7,500

The Endless Stair

This golden headband is adorned with a single gem, worth 100 gp or more. If the gem is shattered or removed, the diadem becomes nonmagical. While worn, the diadem confers upon the wearer immunity to *charm*, *sleep*, *hold*, and *confusion* spells (as well as monster abilities and magical item effects that cause these effects). Each such defense of the wearer drains the diadem of one charge (such diadems normally have 2d10 charges), and such items are not rechargeable—when discharged, the gems shatter and are ruined. A wearer of a *diadem of disenchantment* gains two additional protections from the device that do not drain charges (but are lost when the diadem's charges are drained)—a +1 bonus on saving throws vs. paralysis (from any source), *polymorph* magic, and *ESP*; and a +4 bonus on any saves vs. **spell** when faced with *feeblemindedness* (thus the wearer saves at par, not at -4).

Diadem of Doom

XP Value: 7,500 **GP Value:** 15,000

Otherlands

It is unclear whether this grim item was constructed by evil Dargonesti or by the Sea Witch. In either case, the diadem is a nasty piece of work



(worse still, there are at least three of them in existence, though there may be six). The diadem is also known as the *helm of horror* and the *cadaver comb*. Its normal form is that of a simple coronet made of coral, with tiny carvings of sea creatures on it.

The diadem's first function is its ability to *shapechange* into any sort of article meant to be worn on the head. Its most popular forms, besides the diadem shape, are those of a jeweled comb or an elaborately designed, open face helmet. The diadem can change shape seven times a day. The fact that it comes in several different forms makes it harder to identify by sight.

When the diadem is first worn, a user gets a tingling sensation, as well as a feeling of happiness that he or she has put on the diadem. A victim refuses to part with the object regardless of friends' pleas, offers of great wealth, or any other incentives.

As time passes, a wearer's actions and thoughts become increasingly evil. On the middle night of Nuitari's next High Sanction, the wearer's alignment changes to the evil version of the current alignment (a lawful good character becomes lawful evil).

If the wearer is already evil, there are no ill effects until the week of Nuitari's next High

Sanction. For the entire seven days, a wearer takes every opportunity to commit senseless acts of **evil** and succumbs to lycanthropy (determine the type of wcrebeast randomly).

The other powers of the diadem include a +3 bonus to saving throws and Armor Class and 15% magic resistance. For spell purposes, the diadem functions as a 16th-level caster. The diadem also gives the wearer a +4 reaction bonus when dealing with evil-aligned creatures and shuks.

When worn, the diadem enables the user to cast the following spells, each once per day—*animate dead*, *bestow curse*, *dispel magic*, *fear*, *flame strike*, *know alignment*, *meld into stone*, and *speak with dead*.

Obviously, no self-respecting Dargonesti would wear this diadem. Its purpose seems to be to create evil Dargonesti, presumably to follow Sagarassi.

Destroying a diadem is not easy. Only striking it with a holy weapon, having a *dispel evil* spell cast upon it by a good priest of at least 20th level, or surrendering it to nine dragon turtles on the middle night of Nuitari's Low Sanction can destroy one of these accursed objects.

Golden

XP Value: 7,000

GP Value: 12,000

DRAGONLANCE Adventures

The *golden circlets* were created in Istar toward the end of the Age of Might. They were designed to guide the people into aiding the church. Their use, however, tended more toward slavery than service. Even so, they could only be used by one of good desires and so their abuse was somewhat limited. Many of these survived the Cataclysm though they are guarded most carefully.

This thin, gold band, when worn on the head of a priest of good alignment, grants two magical abilities. Once per turn, the wearer can command up to 8 Hit Dice of creatures. Also once per turn, as long as the user concentrates, one creature of up to 4 Hit Dice can be controlled by the circlet's wearer. The creature is not *charmed*, however, and cannot be forced to hurt itself.

Golden II

(Circlet of Pride)

XP Value: 3,500

GP Value: 17,500

Tales of the Lance

Over the generations, the golden circlet (*circlet of pride*) has brought about some of the great

tragedies of Krynn. Some tales say it brought an end to the proud kingdom of Ergoth. All tales agree that it contributed to the kingpriest's madness. Even so, the mind-warping and dominating powers of the *golden circlet* have shrouded its history in malaise. Sadly, only those with the malevolent power to use this item know its true operations.

Worn upon the brow, the *golden circlet* can command up to 8-HD of creatures, once per turn. Commands must be only one word, and spoken aloud in a language the creature understands. Each command lasts one round. Alternately, the wearer once per turn may concentrate on one creature of up to 4 HD who is within 60 feet. This focus allows the wearer to control the actions of the creature as long as concentration is maintained. This is not a *charm* spell and the creature will not intentionally harm itself. The evil god Hiddukel takes the control of the mind one step further. He uses the circlet to place a *suggestion* in the mind of the wearer, offering a deal that is hard to refuse. If the person agrees, the circlet's full range of powers becomes available.

The circlet can be used at will to heat or chill metal and to cast a modified *command* spell that can only use sentences of seven words or less. It also adds a +2 bonus to the wearer's Charisma, and supplies a -2 penalty to Wisdom.

Each use of these dark powers permanently drains one hit point from the wielder. The points may be recovered by draining life energies from another creature as if an undead creature. When the wearer strikes with hands, teeth, or feet, two experience levels (like a spectre) may be drained from the target and one hit point is gained per level drained (up to his or her maximum). Each time a level is drained in this manner, however, the character must make a system shock roll or permanently lose 1d3 points of Constitution. If the character's Constitution falls to zero, he or she becomes a mindless spectre, abandoning the *circlet of pride* to another.

This artifact ultimately corrupts a wielder, making the character conceited, arrogant, boastful, and vain. Only monstrous minions may then be attracted and those who share his or her prejudices and hatreds.

The *golden circlet* belongs to the Triad of Betrayal—the three artifacts created by Reorx and the gods of magic and imbued with the essence of Hiddukel. The circlet's true name is

the *circler of pride*. It opposes the *ring of nature's healing*, created by Mishakal to end a war between two great families.

Golden Circler of Greyhawk

XP Value: 2,000 **GP Value:** 30,000

GREYHAWK Adventures

This golden circler was fashioned for use by the Lord Mayor of Greyhawk, and is rumored to be in his treasure vaults. When worn on the head, the circler allows a character to summon a band of thieves in much the same way as a *horn of Valhalla* summons fighters:

- User is 4th level or less: summons 1d4 4th-level thieves
- User is 6th–8th level: summons 1d4 8th-level thieves
- User is 9th–12th level: summons 1d4 12th-level thieves
- User is 13th level or more: summons one 18th-level thief with maximum ability scores

The user can employ the circler at less than its full powers if desired. The summoned thieves are friendly to the user, but refuse foolhardy tasks: "Go fight that fiend" would get a good laugh out of them. The thieves remain for eight hours or until they are killed. The 12th-level and lesser thieves all have average statistics, wear leather armor, use short swords, and have normal thief equipment. The 18th-level thief has an armor class of 2 (still wearing leather armor), uses a short sword +3, and is 30% likely to steal the best magical item he or she can use from any treasure hoard found during his stay there; it vanishes with the thief.

of Pride

See *Golden Circler II*

of Psionic Enhancement

XP Value: 6,000 **GP Value:** 65,000

POLYHEDRON Newszine 82

This item is a silver headpiece with a large amethyst embedded in the center. When worn by a nonpsionicist, the circler improves saving throws vs. mental attacks by +1. When worn by a psionicist, however, the full power of this item is unleashed. A psionicist recovers PSPs at double the normal rate. A psionicist can use the Contact devotion (if known) at half the usual PSP cost, and if the optional power score rule is used, can

alter power check rolls up or down one point to try to achieve the score (a 20 still fails). Finally, once a day, the circler lets the psionicist use one science or one devotion of the character's choice at no initial cost (the maintenance cost must still be paid, however). The science or devotion must be one that the psionicist currently knows.

of Underwater Speech

XP Value: 1,000 **GP Value:** 9,000

Otherlands

This circler is made of tiny sea shells connected by a silver thread. It is worn on the brow. The circler enables the wearer to speak and hear noises without any underwater distortion of sound. These circlers are kept mostly for the sake of air breathing guests who are not accustomed to conversing underwater.



of the Wyrms

XP Value: 2,000 **GP Value:** 10,000

Draconomicon

This band of platinum is usually unadorned and magically expands or contracts to fit snugly around the brow of any dragon that wears it. While wearing the circler, a dragon receives all the powers of a *wyrm* of the appropriate species. This includes increased damage from breath

weapon, increased Hit Dice, increased combat modifier, and decreased THACO. A dragon automatically receives the innate, magical powers that are normally gained by dragons only when they reach the age category of **wyrm**. Finally, a dragon can cast as many spells as a wyrm (it doesn't automatically learn any new spells, however, so this might not be a significant benefit).

All of this assumes that the dragon isn't already a wyrm or great wyrm. **Wyrm**s are unaffected by the circlet, while great **wyrm**s diminish in power while wearing the circlet.

The circlet may be removed at any time, but the mental shock causes the creature to be **stunned** for 1d4+1 rounds. For each round that the dragon engages in melee combat, there's a 5% (noncumulative) chance that the circlet falls off, stunning the dragon. If the dragon grapples or is grappled by another dragon, the chance increases to 10% per round (noncumulative) as long as the dragons continue to grapple. There is also a one-shot, 7% chance that the circlet falls off during a wingover maneuver.

Dragons can wear the circlet only when they're in their own form. *Polymorph* and *shape change* spells cause the circlet to fall off, stunning the dragon.

There are legends of a similar *circlet of the great wyrm*, but this magical item has never been found.

Claw

Claws are long, sharp, and curved nails found on the feet (or paws) of animals. Usually thought of as a predator's trait, many herbivores have claws for defense or for digging and **climbing**. Magical claws are usually attached to a handle or some other device that allows a humanoid user to use them as slashing weapons.

of Magic Stealing

XP Value: 3,500 **GP Value:** 17,500

Tome of Magic

This peculiar item is usually fashioned in the form of a miniature, silver hand or claw. An attempt to identify it suggests that it is an item capable of casting the 2nd-level wizard spell *spectral hand* three times per day. The **claw** can indeed do this, but that is only its secondary function.

The claw's real purpose is to steal spells from other Spellcasters. If the victim of the *spectral*

hand spell is a **wizard**, he or she must make a saving throw vs. spell. Failure to make a successful save means that a randomly selected spell is drained from the wizard's memory and its energy **transferred** to the claw's owner. The owner of the claw may then use the magical energy to "power" a memorized spell, provided it is of the same or lower level. Such a spell may be cast without being lost from the mind of the wizard possessing the claw.

The *claw of magic stealing* does not store magical energy in any way; either the owner of the claw **uses** the energy to "power" a spell on the next round, or the energy **dissipates** and is lost.

of Mighty Simurgh

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

Long ago, a great roclike bird appeared to a wandering priest. The bird said it was Immortal, and had already seen three cycles of life on **earth**—each ending in destruction by water, ice, and fire. It gave one of its smallest claws (a mere 2 feet long) to the **priest**. Explaining its powers, the Mighty Simurgh asked that it be used for the betterment of mankind. The priest did what she **could**, but lives no more, and the claw has apparently fallen into the clutches of evil.

The claw is a curved talon 25 inches long, made of an ivory-like substance.

The artifact is active when acquired. Once the claw is **claimed**, full knowledge is granted **telepathically** during the user's first sleep.

Suggested Powers: (All abilities are cast at 20th level.) *Calm others* (range 10 feet; effects up to 40 hd of levels), turn bonus (1d6+2 **hd**), *predict weather* (duration 12 hours; effects 40 square miles), *immunity to poison* (duration 18 turns; affects self only).

Suggested Handicap: The handicap is activated when the first power is **used**—the user loathes violence, urges peace to all living things, and refuses to attack anyone unless attacked. This effect does not include undead.

Suggested Penalty: Simurgh may appear (25% chance) whenever rainfall, flooding, tornado, falling snow, or similar weather conditions are present. The user imagines that the Simurgh has demanded an interview. The user must gather a party to go to the far northern mountains, leaving within three days. The effect will wear off when the mountains are reached.

of Nezram**XP Value: 3,750****GP Value: 35,000**

Old Empires

The great wizard Nezram made a number of unique, magical items before he left the Realms for parts **unknown**. One of the most unusual is the *claw of Nezram*. It is a replica of a humanoid hand **made** of ivory, studded with rubies, with sharp claws instead of fingers.

The claw has several **functions**. Its mundane function causes it to scratch any part of the wielder's body on **command**, to relieve an itch. If ordered into combat, the claw has two **options**—it may slash at an opponent, causing 1d6 points of damage; if it inflicts maximum damage on any **attack**, it grabs the target around the throat and causes 2d10 points of damage per round until the target is dead. Or, it may grab at a target's weapon **hand**, negating one attack each melee round (if a victim has 3/2 attacks, the first round attack is lost as well as one of the second round attacks). The claw is AC 0. If 50 points of sharp-edged damage are done to it, it stops attacking for 24 hours; 200 points of such damage completely destroys it.

The claw is intelligent; any new master trying to control it must battle against a neutral alignment, 12 Int, and 16 Ego (as an intelligent sword). The hand glows red if rubies (other than the ones embedded on the hand) are within 50 feet.

Nezram is known to have constructed at least five claws, one of which is in the possession of **Hodkamset**, the most powerful wizard of the Cult of Set.

Noj's Claw of Magic Exchange**XP Value: —****GP Value: 2,000**

1992 Trading Card 393

Noj thought he had a bonafide, noncursed item, a *claw of magic stealing*, when he found this **claw**—the first time he used it, he realized that he had a new spell floating around his head. Soon after, though, he realized that he had also lost his best memorized spell. A little experimentation with the claw showed him that he received a random spell from his victim's memory in exchange for his own most powerful memorized spell. Therefore, Noj carries only cantrips or spells that are worthless in combat. Now, when his enemies fail a saving throw vs. spell, Noj gets a **spell** he can use.

Talon of the Danse Macabre**XP Value: 3,000****GP Value: 15,000**

Old Empires

These items were created by the priests of **Hoar/Assuran** in Chessenta; eight pairs are known to exist, most scattered among treasure hoards across the Realms. These magical items appear to be eagle's talons, plated in a dull silver that resembles pewter. When two of them are thrown down, and the proper command word is given, they immediately attack, causing 2d4 points of damage per round for one turn before they become inactive for 24 hours. They can be stopped with the proper command word, or a successful *dispel magic* spell cast against 12th-level magic (which also neutralizes them for 24 hours). No weapon can touch them in combat and they appear to be indestructible.

Talon of Zaltec**XP Value: 700****GP Value: 6,000**

Maztica Campaign Set

This is a small object made from the claw of a jaguar. The tip contains lethal venom (–4 to saving throws). The wielder of the talon must make a successful attack roll in hand to hand combat. The victim must make a saving throw or die. There is enough venom for 1d10 doses in a single talon.

The other use of the talon is contained in the wide upper end of the claw. This contains a small amount of powder. If cast into the eyes of a victim within 5 feet, that victim must save vs. spell or be *blinded* for 2d6 hours. All victims are considered AC 10 for purposes of the *blinding powder*. There is enough of the powder for 2d12 uses per talon.

Twisted**XP Value: 100****GP Value: 500**

The Ruins of Undermountain

This palm-sized, silver sculpture looks like a gnarled beast's claw, its unnaturally long talons wind over each other and around themselves in a boneless manner, forming an almost spherical mass. The claws can easily be **bent**, but they don't break.

A *twisted claw* is inactive until carried next to its **owner's** skin for at least one day. After this time, the claw can be controlled by the mental commands of its wielder.

A claw can be thrown up to 40 feet at an opponent with the thrower's normal THACO, and willed to activate if it hits. Another common method is to curl the claw around the end or edge of a bludgeoning or slashing weapon, perhaps even transfixing it on the point of a piercing weapon, and willing the item to take effect if the weapon hits. A claw does not cause damage, either by itself or in addition to a weapon it rides. It causes any victim it strikes to twist, writhe, and flail in pain the round after it strikes, no applicable saving throw. This gives the victim's Armor Class a penalty of +2, prohibits any spellcasting or other attacks, and causes all **held** items to be dropped (2% chance per level or Hit Die of the victim of retaining hold on any item). The claw vanishes after one use. A *twisted claw* cannot affect any undead creature, though its magic is not wasted if used against such beings.

A *twisted claw* can override a *ring of free action* or similar magical protection; it was specifically designed to override such things. It can be rendered inoperative by an *antimagic shell*, until removed from the shell's area of effect.

Cleats of Gripping

XP Value: 1,000

GP Value: 6,000

The Book of Marvelous Magic

A wearer of these useful items can walk on otherwise impassably slippery surfaces, even if magical. Sheer surfaces cannot be **climbed**, but any slope of 45° or less can be easily scaled. When they are used with *claws ofraking*, the wearer may climb sheer surfaces as well as a 4th-level thief. The cleats make clicking noises when worn, so a wearer cannot surprise others.

Cloak

Cloaks are loose, sleeveless outer garments used to ward off the effects of weather. They often are voluminous enough to allow the user to wear armor or heavy clothing underneath. A tie string or metal pin helps secure a cloak to the user's body in high winds. Many cloaks also have attached hoods for better protection from the elements. (See also Cape, Coat, and Robe). Roll on the following table to determine the type of cloak discovered.

Roll	Cloak Type
01-04	Aba
05-08	Baladrana
09-12	Caftan
13-16	Cape
17-20	Capote
21-24	Cassock
25-28	Cloth Cloak
29-32	Coat
33-36	Dolman
37-40	Frock
41-44	Fur Cloak
45-48	Jacket
49-52	Manta
53-56	Mantle
57-60	Mino (Straw Raincape)
61-64	Palatot
65-68	Poncho
69-72	Robe
73-76	Shawl
77-80	Smock
81-84	Surcoat
85-88	Tabard
89-92	Toga
93-96	Tunic
97-00	Vest

of Appearance

XP Value: 800

GP Value: 4,000

DRAGON Magazine 73

Anyone wearing this item appears to be 5-10% lighter in weight. Generally, the effect is to make overweight people look normal or normal ones look quite slim. A disguise aid.

of Arachnida

XP Value: 3,000

GP Value: 25,000

DUNGEONMASTER Guide

This black garment gives the wearer the ability to climb as if a *spider climb* spell had been cast. If *detect magic* is used, the cloak radiates a strong aura of alteration magic.

In addition to the wall climbing ability, the cloak grants the wearer immunity to entrapment by webs of any **sort**—the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

Once per day the wearer of this cloak can cast a double-sized *web* (this operates like the 2nd-level wizard **spell**). Finally, the wearer is less subject to the poison of arachnids. He or

1,038

she gains a +2 bonus to all saving throws vs. such poison.

Artemus's Cloak of Displacement

XP Value: 2,500 GP Value: 12,500

1992 Fantasy Collector Card 185

Artemus's magical cloak functions much like a typical *cloak of displacement*, distorting light and providing a bonus of +2 to Armor Class. However, this cloak also serves as a sort of lightning rod, attracting all electricity-based spells. When this happens, Artemus is not allowed a saving throw to halve the effects of those spells.

Atmospheric

XP Value: 1,000 GP Value: 9,000

DRAGON Magazine 159

Also known as a *cloak of air pockets*, this appears to be an average cloak and hood. When worn outside any planetary atmosphere, the cloak magically doubles the size of a wearer's air envelope, which greatly increases a character's survival time away from a ship or planetoid. A human size air envelope increases to hold enough fresh air for 4d10 turns.

When the cloak is worn in the presence of fouled or stale air, it generates fresh air around its wearer three times daily. This envelope exists only within the hood of the cloak, which must be pulled around the wearer's head to be of use. This pocket of fresh air stays in effect for 2d10 turns, after that there is a 1d4 hour delay before it can generate another fresh air pocket. Note that this does not confer immunity to poisonous gases; the cloak simply adds fresh air within the confines of the hood but does not remove any poisons from the air. However, a wearer does gain a +1 to saving throws vs. poisonous gases and vapors either in wildspace or within planetary atmospheres.

Baravar Cloakshadow's

XP Value: 7,000 GP Value: 35,000

Monster Mythology

His magical cloak has properties of *blending* and *displacement*, and can also cast 1d4+2 *mirror images* as shadowy duplicates of the avatar within a 60-foot radius.



of the Bat

XP Value: 1,500 GP Value: 15,000

DUNGEON MASTER Guide

Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being *invisible* when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling like a bat, and to maintain this—same chance of *invisibility*.

By holding the edges of the garment, a wearer is able to fly at a speed of 15 (Maneuverability Class: B). If *desired*, a wearer can actually transform into an ordinary bat—all possessions worn or carried are part of the transformation—and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak does not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when in bat form.

Battle**XP Value:** 2,000**GP Value:** 12,000

DRAGON Magazine 112

The *battle cloak* entangles any weapon parried by it (treat opponents' unsuccessful attack rolls on the cloak wearer or wielder as a **parry**). Magical weapons must then make a saving throw of 20, with a bonus equal to their magical bonuses; those magical weapons without combat bonuses save on a 20, and all artifacts save at +5 or at their own bonus, whichever is greater. Failure to make the save *binds* the weapon fast to the cloak for 1d3 rounds. This entanglement prevents further attacks using that weapon, and a bend bars/lift gates roll is needed to pull the weapon free prematurely. If an attacking creature leaves or moves away to engage another opponent before the 1d3 rounds are up, it must part company with its weapon, which remains in the possession of the cloak-bearer.

The cloak has one other **function**—on the speaking of a command word while the cloak is held (but not worn), it transforms into a stout bar or cudgel for 1d4+4 rounds. The cudgel is largely composed of magical force, is not damaged by normal usage (except for contact with magical weapons or spells), counts as magical for attack purposes, but has no bonuses; it does 1d6/1d3 points of damage, and cannot be used to **entangle** other weapons as above. The cloak can be destroyed by parrying (in the above manner) eight blows from magical weapons while in this form. It can be wielded by characters of any class without proficiency penalties.

Bear Cloak of the Sulhaut Mountains**XP Value:** 1,500**GP Value:** 17,500

GREYHAWK Adventures

Many years ago, triba! shamans called upon their gods to enchant the hide of a cave bear slain in combat. The cloak became a powerful aid in their struggle to survive against the hostile creatures and the forces of nature that forever threaten their tribes. The fur cloak included a **bear's** head cap, pelt, and claws. The cloak allowed a wearer to *speak with animals* twice per day and *hold animal* once per day. It also increased a wearer's strength to 18/50 and gave 50% immunity to fear. Once a **week**, a wearer could turn into a cave bear for 1d4+2 hours. The current location of the cloak is unknown.

of the Beguiler**XP Value:** 3,000**GP Value:** 17,500

FORGOTTEN REALMS MC Appendix

The *cloak of the beguiler* changes its hue and the color of its wearer to match the coloration of the **surroundings**—up to three times a day for 1d4 turns each time. The wearer may choose to remain absolutely motionless during that time, hiding in shadows with 70% success. Ethereal creatures close to the Prime Material Plane may be observed and attacked with ease. If the cloak gets wet, its properties are nullified until it is completely dry. Each time the cloak gets wet, there is a 10% chance it mildews, causing the properties to vanish forever. To fit an average human, 12 animal pelts are required.

of Blackflame**XP Value:** 20,000**GP Value:** 100,000

The Five Shires

This magical cloak resembles a tangle of thick, black cobwebs or black silk scraps when not worn. When **examined**, it is seen as an intact, **off-the-shoulder** half cloak. When **donned**, it fastens by itself and alters to fit any wearer up to giant size. Usable by beings of any race or class, it can be freely removed and worn as long as desired. Only one creature can wear and be protected by such a cloak at a time.

A *cloak of blackflame* makes its wearer immune to all energy level draining attacks, whether they actually strike the garment or not. The wearer is also rendered immune to all attacks or effects that would ordinarily cause *paralysis*, even in situations where no saving throw is usually allowed. Although such a cloak does not make its wearer invisible, it does foil invisibility by shielding its **wearer's** infrared aura.

Cold attacks do not affect a *cloak of blackflame*, but all other sorts of attacks affect it normally. A damaged **cloak** confers full protection until it *disintegrates* utterly into smoky wisps of vapor. This occurs when a cloak suffers 14 points of damage. Damaged cloaks can be repaired by a keeper or other skilled **him** using blackflame. A day's enchantment will restore 1d4+4 lost points to a cloak.

Bolder's Cloak of the Rogue

XP Value: 6,000

GP Value: 20,000

New Item

Centuries ago a brash young noble of Waterdeep, who needed to be furtive in order to go adventuring, commissioned an unknown wizard to create the *cloak of the rogue*. This young man, whose name was Bolder, needed a magical item that would allow him to quietly slip away from his father's estate so he could spend his evenings in the wilds of Waterdeep. Costing him nearly all of his savings (a very considerable sum), Bolder commissioned the cloak from a secretive wizard, and a month later was rewarded with the item. However fate was not **kind** to the brash young noble, for on the first night he slipped past his father's estate guards, never to return. Although the fate of Bolder is unknown, his cloak has appeared throughout the Realms several times in the last century. A cloak matching the description of the magical garment was reported by Harpers engaging agents of the Zhentarim near **Amn** a decade ago. However the Zhentarim operative managed to escape into the shadows of the night, taking the cloak with him.

The *cloak of the rogue* confers and enhances many of the skills of those who wear it, but only if they are of the rogue class. Wearing the cloak increases all thieving skills by 10%. It also adds an additional multiplier to a **rogue's** chance to backstab an opponent, with a natural roll of 20 causing maximum damage to an unfortunate victim. The cloak functions as a *cloak of protection* +7 in all respects, and a wearer is allowed a saving throw vs. all *detect magic* and similar spells (*detect invisibility* and the like).

Perhaps the most useful function of this cloak is that the four pockets found in the inside lining act as *bags of holding*, each holding up to 30 pounds. These pockets can only be seen by the wearer; others cannot find them.

Bolder's *cloak of the rogue* conforms to the shape of the wearer, from halfling to ogre, with a full hood and hanging to the wearer's knees. The fabric of the cloak is unknown, but it has a silken texture and a pattern of deep brown and black swirls that are woven throughout the garment. The cloak weighs one pound and can easily be **rolled-up** and hidden in a pocket. It saves vs. destruction as hard metal. If the cloak is stuffed into one of its magical pockets, it is instantly destroyed.

Chameleon

XP Value

Wis 15: 750

Wis 16: 800

Wis 17: 850

Wis 18: 900

GP Value

3,750

4,000

4,250

4,500

The Complete Ranger's Handbook

This lightweight, hooded **cloak** covers a wearer from neck to foot, and may be worn comfortably over studded leather or lighter armor. The color of the cloak automatically changes to blend in with the surrounding terrain. If a wearer enters a jungle, the cloak becomes mottled with patches of green and **brown**. If a wearer enters a plain of snow, the cloak turns white. At night, the cloak becomes black. The color changes are instantaneous.

A *chameleon cloak* allows a character to be **personally camouflaged**, as if using the camouflage proficiency, in any terrain. The *chameleon cloak* can conceal only one person at a time. The cloak conceals with an effective Wisdom equal to its rating.

Roll	Wisdom Rating
01-06	15
07-15	16
16-19	17
20	18

Changeling

XP Value: 1,000

GP Value: 10,000

Top Ballista

A gift from another lover, this cloak gives Leni **Narayan** a -2 bonus to her AC, a +2 bonus to all her saving throws, and allows her to alter her **appearance**. She can appear as a humanoid of any race or species, and of either gender, with up to a 50% change in height and weight.

Cheetah Cloak of Amedio

XP Value: 1,500

GP Value: 15,000

GREYHAWK Adventures

This yellow, black-spotted cheetah hide was enchanted by the original tribesmen of the Amedio jungle. It gives the wearer a +3 dexterity bonus (to racial maximum). Once every three turns the wearer can sprint for three rounds at a movement rate of **45**. At night, under a moonless sky, the wearer can turn into a cheetah for up to six hours in any 24-hour period.

of the Clouds

XP Value: 4,000 GP Value: 25,000

IMAGINE Magazine 29

This gray cloak, wispy and tattered-looking, allows its wearer to cast the following spells, once per day, as though a 12th-level wizard—*feather fall*, *gust of wind*, *fly*, *lightning*, and *control weather*. Any creature who touches a wearer of the *cloak of clouds* must make a saving throw vs. death magic or suffer 6d6 points of electrical damage.

of Comfort

XP Value: 1,500 GP Value: 7,500

DRAGON Magazine 112

This cloak imparts **equable** temperatures for comfortable studying, physical activity, sleep, and so on. It does this by alternatively exuding heat or cold that it has magically absorbed, including the heat of the sun, the chill of night breezes, and extremes of temperature common to deserts, glaciers, and other inhospitable regions. The cloak's outlines are always visible to creatures having *infravision*. Notably, cold- and heat-based magical attacks are absorbed by the cloak harmlessly; the wearer is rendered immune to *cone of cold*, *heat metal*, and similar **spells**.

Note that most fire-based spells and magic like *ice storm* do damage for other reasons than merely the temperature of their effects. A wearer of a *cloak of comfort* suffers -2 hit points per die of damage from *ice storm* and **fire-based** magic of all sorts, although the cloak itself is immune to the effects of flame and freezing. Electrical and other energy attacks are unaffected by such a cloak. The capacity for absorption of such a cloak is not **known—none** is known to have ever "overloaded" nor, when destroyed, to have exploded or emitted any bursts of heat or cold. A wearer of the *cloak of comfort* never suffers the effects of exposure to the wilderness, such as reduced Constitution, Dexterity, though sunstroke (due to **ultraviolet** radiation) and water damage to accouterments are still possible. Hypothermia and the fatal effects of frigid waters are not possible.

of Delight

XP Value: 3,000 GP Value: 3,500

The Magister

These strange, rare garments cause all who view their wearers to feel calm, at peace in the user's presence, and friendly toward the wearer. At first

sight of a wearer of a *cloak of delight*, regardless of any natural charisma, all who fail to save vs. spell feel loyalty and love for the wearer, and tend to carry out even the most bizarre commands with enthusiasm and alacrity. All who wish to attack the wearer of such a cloak must save vs. spell at every attack or strike at -2 due to **reluctance** and remorse. Once per day, the cloak wearer may entrance creatures who fail to save vs. spell by causing the cloak to display the ultimate pleasure and goal of each (creatures of low or animal intelligence save at -3, nonintelligent creatures are unaffected). Entranced creatures remain in a motionless trance for 1d8 rounds, oblivious to their surroundings, but will attack any creature or object obstructing their view of the cloak in a demented rage. Use of darkness, pyrotechnics, or similar obscuring **spells** ends the trance. Entranced creatures cannot employ psionics or cast spells.

A side effect of the cloak's powers is that everyone who views the garment will see it differently, and give widely different descriptions of it later.

Displacer

XP Value: 3,000 GP Value: 17,500

DUNGEONS & DRAGONS Rules Cyclopeda

This item warps light rays; the wearer is actually 5 feet away from the perceived location. The cloak gives a bonus of +2 to a wearer's saving throws vs. spell, **wand/staff/rod**, and *turn to stone* attacks. Hand-to-hand attacks against the wearer are penalized by -2 on attack rolls, and most missile fire automatically misses.

of Displacement

XP Value: 3,000 GP Value: 17,500

DUNGEON MASTER Guide

This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light waves causes its wearer to appear to be 1 to 2 feet from the actual position. Any missile or melee attack aimed at a wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial **displacement** miss.

After the **first** attack, the cloak **affords** a +2 bonus to protection (two classes better Armor Class), as

1,055

well as a +2 bonus to saving throws vs. attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the *cloak of displacement*).

Dragon

XP Value	GP Value
Black: 1,000	10,000
Bluc: 1,000	10,000
Brass: 1,000	10,000
Bronze: 1,000	10,000
Copper: 1,000	10,000
Gold: 1,000	10,000
Green: 1,000	10,000
Red: 1,000	10,000
Silver: 1,000	10,000
White: 1,000	10,000

POLYHEDRON Newszine 82

These heavy cloaks of dragon hide give their wearers a +3 saving throw bonus vs. any type of dragon breath. In addition, they confer a +6 saving throw bonus vs. specific breath weapons; For example, a red dragon cloak provides a +6 saving throw bonus vs. a red dragon's fiery breath weapon. A blue dragon cloak protects against lightning breath, a black cloak against acid breath, a white dragon cloak against a cold breath, and so on.

of Echoes

XP Value: — GP Value: 3,000

The Magister

This cursed item is identical to a *cloak of elvenkind*, and functions properly as such an item at all times. When a wearer is attempting to be silent and stealthy (and only at such times) all noises made by the wearer are greatly magnified, and loudly echoed. Thus, the sound of a footfall or that of a weapon being drawn would alert other beings to the presence, if not the precise location, of the wearer. Whenever such an echo-activated cloak is taken off, it emits a weird, echoing falling cry as it is parted from the being who has just worn it.

Elven

XP Value: 1,000 GP Value: 6,000

DUNGEONS & DRAGONS Basic Rules Set

A wearer of this cloak is nearly invisible (roll 1d6; seen only on a 1). A wearer becomes visible when attacking or casting a spell, and may not become invisible again for a full turn.

Elven II

XP Value: 1,000

GP Value: 6,000

The Elves of Alfheim

These cloaks are made from the carefully treated leaves of a *tree of life*. The leaves are pulped with great ritual and very little of each leaf is usable, so many are needed.

Wearing this cloak makes one virtually invisible. There is a **one** in 10 **chance** that anyone can see a person wearing **one** of these cloaks unless **the wearer** is attacking physically or casting spells. This means that a company of elf archers wearing *elven cloaks* is virtually invisible to counterfire in a battle. If the wearer normally has a hiding skill **roll**, it takes a roll of one on 1d20 to find **the** character.

of Elvenkind

XP Value: 1,000

GP Value: 6,000

DUNGEON MASTER Guide

This cloak of neutral, gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn with the hood drawn up around the head, it enables the wearer to be nearly invisible—the cloak has **chameleonlike** powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. Invisibility is bestowed as follows:

Outdoors, natural surroundings

Heavy overgrowth	100%
Light growth	99%
Open fields	95%
Rocky terrain	98%

Outdoors, other

Buildings	90%
Brightly lit room	50%

Underground

Torch/lantern light	95%
Infravision	90%
Light/continual light	50%

In Kara-Tur: This cloak is not common to Oriental lands. The result should be **rolled**.

of Ethereality

XP Value: 2,600 GP Value: 15,500

The Assassin's Knot

This apparently **ordinary** cloak allows the user to fade briefly into the Ethereal Plane up to three times a week. It is activated by one segment of concentration. No verbal command is necessary—the character just begins to fade. The process requires an Initiative modifier of five, during which time the user cannot move, but may defend against attacks. While fading into the ether the character can be struck by any weapon or spell.

At the end of the five segments the character is wholly in the ether and thus invisible on the Prime Material Plane and immune to most attacks. While ethereal, the user can move at the rate of 15 feet per initiative segment in any direction, even up or down, and can bypass walls, ceilings, magical traps, and doors. At the end of three initiative segments, the user will fade back into the Prime Material Plane. The cloak cannot be activated again for one full turn, and may be activated only three times in any one week. While in the ether there is a 1% chance of an ethereal encounter that may follow the user at the DM's discretion. A user who would **rematerialize** inside a **material** object is trapped on the Ethereal Plane! The cloak can be used but 12 times, after which the item becomes nonmagical.

Fangs

XP Value: 1,500 GP Value: 10,000

DRAGON Magazine 112

This cloak can be worn as a normal, heavy-duty, all-weather cloak for an unlimited time, but when magically **activated**, it serves only once. The word of activation for all such cloaks is "**Feerond**," the name of their **maker**. When spoken, the cloak becomes dangerous to a wearer's friends and foes alike; it fires darts of pure force up to 30 feet distant in all directions. This spray of **invisible missiles** lasts for seven rounds regardless of the cloak **wearer's** intentions. No wearer can ever be struck by any of these missiles, nor do such missiles ricochet, but all creatures within 30 feet of a cloak wearer (who may, of course, move and fight normally) suffer 6d4 points of damage per round; a save vs. spell indicates half damage, and spells such as **shield**, **wall of force**, **antimagic shell**, and the like offer complete protection against the missiles. The missiles also cannot penetrate other

planes or extra-dimensional spaces (for example, those created by *portable hole* or *rope trick* spells), although if a cloak wearer enters such a space or plane by some means, the **flurry** of missiles accompanies him or her. The missiles do not hamper the movement rates of affected creatures, but do prevent spellcasting that involves somatic and material components. At the end of the seven-round flurry of missiles, the cloak vanishes forever.

Firebane

XP Value: 2,000 GP Value: 10,000

Tree Lords

This garment is a normal *cloak of elvenkind* with several significant differences. The cloak confers the *invisibility* benefits of a regular **elven** cloak as follows:

Outdoors, natural surroundings

Heavy growth	100%
Light growth	99%
Open fields	95%
Rocky terrain	98%

Other Terrain

Outdoors, other buildings	90%
Brightly lit room	50%
Underground torch/lantern light	95%
Infravision	special
Light/continual light	50%

Besides gaining the benefits derived from the cloak's *chameleon powers*, a scout is also protected from *infravision*, since the material is saturated with heatbane.

The cloak has a **hood**, which must be drawn up around the head in order to take full advantage of its *invisibility* and *infravision* protections. The cloak is voluminous enough for the wearer to wrap up in it, exposing nothing but shins and feet.

The saturation of the *firebane cloak* in heatbane is so great that, if drawn fully around the wearer, it grants a +3 bonus to saving throws against all forms of fire, both magical and mundane, and reduces **each** die of fire damage by -1. The cloak's saturation in heatbane also acts as insulation, keeping the **kirath** warm without bulky furs. Additionally, the cloak is water-proofed against the elements.

Unlike *cloaks of elvenkind*, *firebane cloaks* come not only in neutral gray, but also light tan,

dark brown, forest green, and even flat black.

The cloaks have four interior pouches, two on the wearer's left, and two on the right. The pouches are easily sealed, and waterproof.

Creating a *firebanecloak* is a difficult, 60-day process. For this reason, they are not given to just any scout who happens to want one. Only kirath who have shown that they can function as scouts without benefit of marvelous concealment clothing are eligible to receive a cloak.

In game terms, earning a cloak occurs when the PC survives the first level of experience, and has gone on at least four scouting missions without causing a mishap. Note that fulfilling the above conditions does not automatically bestow a cloak upon a supplicant. The DM must judge if the PC has followed his or her alignment and the ways of the Silvanesti with a bare minimum of deviation.

Since a *firebanecloak's* primary function is concealment, decorations such as personal coats of arms, jeweled broaches, or symbols of rank, are not applied. The cloaks themselves are badges of rank and a sign of competence.

Normally, the cloaks are held in place by means of a simple leather thong sewn in the lining around the throat. The knot used to secure the cloak is configured so that tugging the drawstring in a certain manner causes the cloak to fall off in seconds, if there is an urgent need to remove it quickly.

Firebane cloaks save as cloth, though they gain a +3 bonus against all fire-based attacks. The cloak weighs an average of two pounds. An elf purchasing a *firebanecloak* pays 1,000 gold pieces. A non-elf desiring to purchase a *firebane cloak* must first of all convince the seller to part with it. Once this is done, the buyer pays at least 2,000 steel pieces.

of Flame

XP Value: 300

GP Value: 1,500

POLYHEDRON Newszine 19

This cloak is either red or orange. It functions as a *cloak +1* for any wearer. When worn by a wizard, it conveys a sense of warmth, and functions as a *ring of warmth*. Upon command, the cloak can create a *fireshield* spell effect with hot flames (to grant protection from cold only), but this cancels the warmth. The duration of the fire shield is 1d4 turns. If the wearer casts any fire-based spell (*fireball*, *wall of fire*, and so on), the cloak may be used to add one point per die of damage done. However, this causes the cloak to

become nonmagical for 1–4 turns after that.

This item inflicts 1d4 points of heat damage to any cold-based creature striking the wearer (such as an ice paraelemental). Unfortunately, it also gives a +2 bonus to the attack rolls of fire-based creatures (such as salamanders) attacking the wearer. The *cloak of flame* radiates magical heat at all times. This powerful effect cannot be negated or modified, and can always be seen with *infravision*, even if the cloak and its wearer are *invisible*. Its heat interferes with *infravision* used nearby; creatures within 15 feet must use normal or magical vision, since *infravision* can reveal only a reddish cloud of heat.

Gargoyle

XP Value: 1,000

GP Value: 6,000

The Temple of Elemental Evil

When donned, this garment *polymorphs* the user into a gargoyle, with the effects of the *polymorph self* spell. No command word is used. Items carried are absorbed within the gargoyle form, unusable, immunities, flying ability, and all other gargoyle characteristics are bestowed. Armor Class is likewise altered, but is modified by the user's true Dexterity, magical effects, and protective devices worn or carried (but excluding modifications from armor and shield).

The cloak's effects may be produced up to a maximum of three times per day. The *polymorph* occurs immediately after the cloak is donned, without the sparkling lights usually accompanying a *polymorph*. After the first full turn of use, there is a 10% chance per turn (cumulative) of the wearer being mentally changed into a gargoyle as well. If this occurs, the user either attacks or flies off (just as a real gargoyle). Only a *wish* or death can then return the victim to normal form.

The cloak is easily damaged by any edged weapon, fire, and other hazards. If the wearer takes 20 or more points of damage from such attacks, consider the cloak destroyed. The cloak may be repaired magically (via *limited wish* or a similar enchantment) but not by normal means.

As a final note, other *cloaks of polymorphing* may be found. Each is designed to change the user into one specific creature. Each confers benefits and hazards in the manner given above—a full *polymorph self* (lacking only the spell's curative effects), with the given chance of permanent mental change as well.

Roll	Cloak Type
01	Banderlog
02	Crabman
03	Dakon
04	Faun
05	Galeb Duhr
06	Gargoyle
07	Gnoll
08	Illithid
09	Kelpie
10	Lizard Man
11	Manscorpion
12	Owlbear
13	Pixie
14	Rakshasa
15	Sahuagin
16	Umber Hulk
17	Urd
18	Vegepygmy
19	Xaren
20	Yeti

Guarding

XPValue: 1,500 GPValue: 10,000

DRAGON Magazine 91

This garment is identical in weight, texture, and appearance to a normal woolen cloak, and is typically gray in color. When it is worn and the user is struck by a physical blow, the cloak instantly becomes rigid at the point of impact, deflecting all nonmagical missiles and absorbing some of the force from any other physical attack (-2 to damage, down to a minimum of one point of damage per die). After the attack has landed and withdrawn, the cloak instantly becomes flexible again.

If a *cloak of guarding* is subjected to constriction or sustained pressure (as in a deadfall trap, or when caught between two walls that are closing together), the garment protects a wearer in the manner of a rigid suit of armor until it has suffered 25 points of damage, whereupon it *disintegrates*. A *cloak of guarding* that is damaged in this fashion cannot bestow its powers of protection upon a wearer again until it has rested for a number of rounds equal to the number of points of damage it has **absorbed**, or until it is taken off and not worn for at least one **round**. The construction of a *cloak of guarding* (which involves metal spun into fine threads) is such that the wearer **will** take maximum damage, no saving throw permitted, from heat, **cold**, or electrical attacks of all sorts. The cloak itself cannot burn.

of Healing

XP Value: 400 GP Value: 6,000

DRAGON Magazine 188

This magical item can appear as virtually any sort of ordinary **cloak**—**leather**, hide, black cotton, or tattered sheepskin. Placing a *cloak of healing* on any living mammal causes the cloak to pulse with a bright rosy light. When the light fades, one round later, the being who donned it is instantly cured of all diseases, poisonings, lycanthropy, or curses (not including *geas* or *quest* spell effects), and all current damage. Such cloaks function 2d4+1 times; the last time they function, they fade into nothingness. They work only on nonmagical mammals (of any sort, including humans, **demihumans**, and humanoids of up to ogre size, and even including Pleistocene **mammals** such as mastodons, but excluding such magical beasts as unicorns, pegasi, and griffons). The cloak does not work on the **dead**, nor on **undead**, and it cannot regenerate lost limbs or organs.

of the Hellfurnaces

XP Value: 2,000 GP Value: 8,000

GREYHAWK Adventures

Created by a wizard who sought treasure in the volcanic mountains, this magical red garment provides protection against many of the volcanic dangers, and gives protection against similar dangers from other sources. The wearer takes only half damage from natural heat sources. The cloak also protects the wearer from sparks and hot ash ejected during a volcanic eruption, but not chunks of rock (called "bombs" or "blocks"). The cloak's hood has a strip of cloth that can be wrapped around a character's mouth and nose to keep dust and ash from entering the lungs; it **also** provides a +3 saving throw bonus against inhaled poison.

The cloak provides a +2 bonus to all saving throws against magical fire or **fiery** dragon breath, and reduces damage by one point per die (each die inflicts a minimum of one point of damage).

Kaldair Swiftfoot's

XPValue: 1,000 GPValue: 5,000

Monster Mythology

He has a cloak with permanent *deepockets*.

KalnaKaa's Black Cloak

XP Value: 2,000 GP Value: 10,000

Drums on Fire Mountain

KalnaKaa found this cloak during his explorations of his ancestors' chambers. Any person wearing the cloak can open any magical portal from either side simply by touching the part of the wall where the portal appears.

of Lathandar

XP Value: 3,500 GP Value: 17,500

New Item

Found only on the world of **Toril**, the *cloak of Lathandar* was fashioned by priests of that god to provide power to their itinerant priests and wandering champions. The cloak is made of black velvet on the outside, but is lined on the inside with a rose-colored pink silk. When it is opened wide, it resembles nothing so much as the sun rising on the eastern horizon, and it provides light for its wearer as a *continual light* spell when held this way.

Another power of the cloak is to repel the undead as a 7th-level priest. To employ this power of the cloak, the wearer must simply call upon the power of Lathandar, open the cloak to its fullest span, and will the light of the god to come forth. A coruscating ball of energy surrounds the cloak, and then streams forth to engulf the undead nearby. This turning is in addition to any a character might already have attempted, thus making the *cloak of Lathandar* a potent weapon for those who seek out the undead.

Lordliness

XP Value: 650 GP Value: 22,000

IMAGINE Magazine 12

The cloak is a companion to the *crown of the imperium*. It should be constructed from furs or skins appropriate to the ruler's culture and worth at least 6,000 gp, sewn together with platinum thread worth 250 gp. A *cloak of lordliness* for a human prince or princess would be made of the finest ermine, while one for a hobgoblin chieftain would be made from the frayed skins of a dwarf or elf.

The wizard takes the cloak and casts *enchant an item* and *ventriloquism* on it before an illusionist casts *audible glamor* and *deafness*. The wizard then casts *a permanency* upon the cloak.

The cloak has the effect of making any oratory of a wearer so inspiring as to cause all within 60 feet to stop whatever they are doing to listen to the

speech, unless they make a saving throw vs. spell at -4. This power can be used three times per day.

of the Manta Ray

XP Value: 1,800 GP Value: 9,000

Blackmoor

While underwater, this cloak's wearer can breathe freely and move as fast as a manta ray. The cloak will fight as a manta ray when released to do so—unfortunately, the wearer loses the ability to breathe underwater while the cloak is not being worn,

of the Manta Ray II

XP Value: 2,000 GP Value: 12,500

DUNGEON MASTER Guide

This cloak appears to be made of leather, until the wearer enters salt water. At that time, the *cloak of the manta ray* adheres to the individual, and he or she appears nearly identical to a manta ray—there is only a 10% chance that someone seeing the wearer will know he or she isn't a manta ray.

A wearer can breathe underwater and has a movement rate of 18, like a manta ray (see the MONSTROUS MANUAL accessory). The wearer also has an Armor Class of at least 6, that of a manta ray, but other magical protections or magical armor can improve the AC.

Although the cloak does not enable a wearer to bite opponents as a manta ray does, the garment has a tail spine that can be used to strike at opponents behind. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his or her arms from the cloak without sacrificing underwater movement if so desired.

Mantle of Celestian

XP Value: 1,500 GP Value: 15,000

Unearthed Arcana

This garment is of black cloth—the color of the 7th Order of Priests of Celestian. It is otherwise unremarkable. If the item is checked for magic, the mantle radiates an aura of alteration. The principal power of this wrap is to enable a wearer to exist in the cold void of outer space. Its wearer can breathe and feel as if he or she were in a cool, well-ventilated place where any oxygen-breathing creature could exist. It also protects against poison gases of all sorts. The mantle also provides +1 on all saving throws vs. electricity, fire, and noise (including *drums of deafening* or *panic*,

1,075

roaring, or thunder). The mantle is well suited for travel, having the following qualities:

- **Food:** A wearer may simply reach inside one of its many pockets and find sufficient rations for one person for one day; this nourishment is available once per day.
- **Drink:** In another pocket there is a small ewer that provides up to seven gallons of water, pouring cold or warm as the user commands. Such a draught is obtainable once per day.
- **Shelter:** A wearer does not grow cold or hot or become wet or damp while wearing the mantle.
- **Storage:** The mantle has seven large and seven small pockets, and only one of each is needed for food and water, so the remaining 12 can be used to store whatever is desired (up to seven pounds in the small pockets or fourteen pounds in the large) with no bulk, bulge, or added weight.

The mantle also has a special power that is conveyed to the wearer only if he or she is a priest of Celestian, whether druidic or not. This dwomeer enables a wearer to see the aura of any stranger met along the way, so as to give warning of evil, neutral, or good intent. The power is not automatically bestowed, however, for a wearer must concentrate to sense the aura.



Mantle of Mist

XP Value: 800

GP Value: 5,000

POLYHEDRON Newszine 47

This is a voluminous cloak made of valuable white fur; it radiates an aura of alteration. Three times per day the mantle can transform itself into a dense fog cloud with dimensions of 20 by 20 by 10 feet. The fog lasts for one turn, or until the wearer chooses to terminate it, whichever comes first. It is useful in making a quick escape or diversion.

Mantle of the Mundane

XP Value: 1,500

GP Value: 15,000

The Complete Thief's Handbook

This very ordinary, even shabby, brown or gray cloak makes its wearer appear utterly unmemorable. It gives a 5% bonus to hide in shadows in all circumstances and makes the wearer 80% undetectable if in a crowd (detection resistance also applies). It also makes a wearer almost impossible to recognize after having been seen—very useful in avoiding identification after a crime. Unless a witness (and it must be an eyewitness) makes a check against ¼ of his or her Intelligence, a wearer of the mantle appears so mundane and boring in appearance that the witness is unable to recognize a user as the thief, regardless of whether or not the thief is wearing the mantle.

Many Colors

XP Value: 1,200

GP Value: 8,000

DRAGON Magazine 112

This rare garment can so shift its pigmentation that its wearer is immune to the effects of color spray, prismatic spray, and the like, and can pass through a prismatic sphere or wall (together with all items carried or worn within the cloak) as though the barrier did not exist. Only a wearer (not companions) is so protected, and he or she is likewise solely protected from blindness due to blur, pyrotechnics, hypnotic pattern, darkness, blinding light of all sorts, and magical effects.

The cloak itself does not seem to an observer to alter its own colors, but always appears to have a swirling and indistinct surface (aiding the success of a wearer hiding in shadows by +10%; 25% when it is acting to shield its wearer's gaze from color effects cast at the wearer). The cloak cannot, however, deliberately be used to camou-

1,078

flage the wearer by blending in with surroundings, nor does it have any power to affect creatures other than a wearer, either by attack or by conferring protection.

Once every 12 turns, a wearer, by **effort** of will, can cause the *cloak* to glow white (**equivalent** to a *light* spell, but not blinding). The glow lasts for nine rounds, without any concentration **required**, and ceases sooner if the wearer wills. Obviously, a wearer cannot hide in shadows while the *cloak* is being used in this manner.

Midnight Slasher's

XP Value: 3,000 GP Value: 30,000

Children of the Night

The Midnight **Slasher** is not a man who likes to stand for a fair fight. However, when he is able to strike with surprise, he is a deadly assassin. The black cloak that he wears was **crafted** by the drow of Arak and is said to have been fashioned from darkness itself. When the Slasher wears this cloak, he is **able** to hide in shadows with 90% effectiveness. His boots, along with his cloak, work only in darkness; together, they give the Slasher triple the normal chance for surprise.

Mummy's

XP Value: 3,000 GP Value: 12,000

POLYHEDRON Newszine 47

Only a beggar would be seen in this once white, now **tattered**, rotting cloak. When worn by a lawful evil character, it enfolds the wearer, making him **or** her appear as a mummy **with** a 10% chance to detect the deception. Additionally, the cloak confers the power to *cause disease* three times per day by touch, and makes a wearer immune to the attacks of mummies. **All** good creatures touching the cloak must save vs. death magic at -1 (paladins save at -2) or lose 3,000 experience points. A good creature who destroys the cloak immediately gains 3,000 experience points. The cloak can be used by characters of any class.

of the One Plume

XP Value: 4,200 GP Value: 21,000

Fires of Zatal

This cloak is a majestic item of **pluma** magic, apparently crafted of a single, vast, multicolored feather. Worn as a cape, it gives its user a number of unique **abilities**.

The chief ability of the cloak is to enhance one's Charisma and leadership. It raises a user's

Charisma to 18, and **allows** the individual to function as if using the 2nd-level priest spell *enthrall*. For **BATTLESYSTEM** rules, the command radius of a cloak user is doubled. This ability only functions for natives of **Maztica**, those born in the True World.

The cloak can also function as a **fly** spell, but only with a movement of 3 and MC of A, once per **day**. The cloak also **provides fire resistance** like the ring of the same name. This protection can extend not only to a wearer, but to one other covered by the cloak. These abilities may be used by anyone wearing the **cloak**, regardless of birthplace.

Following the destruction of **Nexal** and yet another eruption of Mount Zatal, the cloak was believed destroyed. However, it was saved from destruction by certain priests of **Azul**, who hid it in a cave on the side of the volcano. They asked their god for a guardian, and a young rain dragon was sent to be that guardian. The priests who hid the garment died soon afterwards, but other priests of Azul maintain regular tribute to the rain dragon, unaware of what he guards.

of Passage

XP Value: 2,000 GP Value: 10,000

Dragon Dawn

The *cloak of passage* appears to be an ordinary garment of gray-green cloth, but woven with spider silk for a light, billowy weave. In fact, the cloak holds unusual enchantments. Its wearer can walk at **will** across the boundary of the Ethereal and Prime Material Planes, taking along anything he or she touches, as well as other living beings, if they are in physical contact with the wearer. Short of hulderfolk magic opening the *gateway* to **Summerhome**, only someone wearing this cloak can leave the Banquet Glade and enter Taladas,

The cloak's command word is embroidered in ancient Elf on the inside collar of the garment. When that word is spoken, the cloak's wearer gains the ability to walk into one plant and out of another, like the priestly *spell passplant*. When the word is spoken in reverse, the cloak permits the wearer to *dimension door*, as the spell. The cloak bestows no special protections on its wearer, and every time one of its properties is **used**, it ages the wearer by one year. If the wearer removes the cloak while on the Ethereal **Plane** or within a **plant**, he or she is trapped there until some other means of escape from that space can be found.

of Plenty

XP Value: 1,000

GP Value: 6,000

POLYHEDRON Newszine 65

This cloak of black wool, lined with deep purple satin, radiates an aura of alteration magic. It keeps its wearer warm and dry in any climate or weather. It gives a wearer a saving throw bonus of +4 against all forms of elemental attacks. The cloak is so comfortable as to permit the recovery of hit points while a wearer sleeps, as if he or she were resting in a comfortable bed. The cloak has other properties. It grants *infravision* to its wearer. There are 12 hidden pockets inside that open to an extradimensional space. They contain the following items, which the cloak refills daily—one-half pound of cheese, one-half pound of fresh cinnamon raisin bread (warm), one pound of spare ribs, four ears of steamed and buttered sweet corn, one apple, one orange, one pear, one-half pint honey, one-half pound cracked walnuts, one quart strawberries, one quart cold apple cider, one quart cool water, and one hunting knife.

of Poisonousness

XP Value: —

GP Value: 2,500

DUNGEON MASTER Guide

This particular cloak is usually made of a woolly material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead.

A *cloak of poisonousness* can be removed only with a *remove curse* spell—this destroys the magical properties of the cloak. If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or *resurrection* spell, but there is a -10% chance of success because of the poison.

of Protection

XP Value

GP Value

Cloak +1: 1,000

10,000

Cloak +2: 2,000

20,000

Cloak +3: 3,000

30,000

Cloak +4: 4,000

40,000

Cloak +5: 5,000

50,000

DUNGEON MASTER Guide

The various forms of this marvelous cloak all appear to be normal garments made of cloth or leather. However, each plus of a *cloak of protection* betters Armor Class by one and adds one to

saving throw die rolls. Thus, a *cloak +1* would lower Armor Class 10 (no armor) to Armor Class 9, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table below:

Roll	Power
01-35	Cloak +1
36-65	Cloak +2
66-85	Cloak +3
86-95	Cloak +4
96-00	Cloak +5

This cloak can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal, nonleather armor, or with any sort of shield.

of Reflection

XP Value: 1,500

GP Value: 10,000

The Magister

These cloaks were made to protect rangers and other traveling messengers in the service of the High Lady of Silvermoon. The precise magical defenses against each spell have been lost; the knowledge died with the maker of the cloaks, the wizard Irentalar. An attacking caster or wielder can escape the cloak's reflective effects only by escaping into another plane (or extradimensional space). Momentary dislocations such as *blink*, *dimension door*, and *teleport* are not sufficient to escape, and distance is not a factor. Elminster does not know of any instance in which a wearer of such a cloak faced a creature having natural, magical powers akin to the spells reflected by the cloak, but he believes that such magical powers would be reflected as are spells and magical item functions.

This cloak (many have been made) confers a limited spell immunity upon any one living creature wearing or covered by it. The following spells and magical item functions are directed back at a caster/wielder as follows:

- *Magic missile*: reflected back at caster with full effect (no saving throw).
- *Shocking grasp*: discharge directed back instantly into caster and nullified; caster takes no damage, but spell is lost.
- *Forget*: Spell distorted and thrown back at caster, who is *confused* as the 4th-level wizard spell *confusion* for the following round (no

- saving throw); the *forget* spell is lost, and neither caster nor cloak wearer forgets anything,
- *Irritation*: Reflected back at caster, who is affected unless save is made (negates effect).
 - *Ray of enfeeblement*: Reflected back at caster, who is affected normally unless a saving throw is successful (negates effect).
 - *Hold person/animal/monster*(if cast at cloak wearer): Distorted by the cloak and reflected back at caster, who must save vs. spell (at par) or be slowed for two rounds.
 - *Tasha's uncontrollable hideous laughter*: Reflected back at caster, who is affected normally unless save is made (but the caster's saving throw is always at par, never at a minus due to Intelligence).
 - *Polymorph other*: Reflected back at caster, who must save at +2 or be affected normally (system shock roll must be made, form received is as caster intended).
 - *Feeblemind*: Reflected back at caster, who must save vs. spell at +2 or be affected normally.
 - *Color spray*: Reflected back at caster, who must save vs. spell or be struck unconscious for 1d2 rounds.
 - *Entangle*: Cloak wearer is unaffected by *entangle*, but the spell has normal effect on other creatures within area of effect; magic is not reflected back on the caster.

Rhun's Horned

XP Value	GP Value
Horns: 2,000	7,000
Visor: 2,200	7,500
Tail: 2,500	10,000

The Magister

This dark brown or russet-colored garment acts as a *cloak of protection* +2. A wearer of this horned cloak is **able to pass without trace** at will.

The cloak is **hooded**, and on the hood are mounted two long horns resembling those of a bull. The cloak allows a wearer to take the form of a bull (shape change) up to 6 times a day (24-hour period) and change back again at will. But, for every round spent in bull form, there is a 10% (not cumulative) chance that the cloak vanishes forever, trapping a wearer in bull form. This condition may be healed by *dispel magic*, *shape change* (which leaves a cloak wearer in original form when it expires), or *wish-related* spells.



Only M-sized creatures may wear these cloaks and employ their powers. Some cloaks have a visored face mask that allows the wearer *infravision* (corresponding to his or her normal range of sight), and 20% of the cloaks have a prehensile tail mounted on the back, between the wearer's shoulders.

This tail is under the mental control of a wearer, and can wield a weapon, item, or shield simultaneously in normal two-handed combat, at no Dexterity penalty. Actions requiring fingers (picking locks, drawing bows, and so on) are not possible with the tail.

Shadowcloak

XP Value: 3,000 GP Value: 30,000

The Complete Thief's Handbook

This large, cowed cloak is made from pure black velvet. When worn by a thief, it improves hide in shadows chances by 25% and makes a thief 50% likely to be invisible in near darkness (even to *infravision*). It can also be used to cast *darkness*, *darkness 15' radius*, and *continual darkness* once each per day (at 12th level of magic use). Finally, once per day a wearer can actually transform into a shadow for up to 12 turns, becoming a shadow in all respects save for mental ones (thus, a wearer cannot be damaged by nonmagical weap-

ons; and undead take the wearer for a shadow and ignore him or her). Saves against light-based attacks (for example, a *light* spell cast into the eyes) are always made at -2 by a wearer of a *shadowcloak*.

If a priest successfully makes a turning attempt against the wearer in shadow form, the cloak wearer is permitted a saving throw (this is at -4 if the priest is actually able to *destroy shadows*). If the save fails, a wearer suffers 1d6 points of damage per level of the priest and the *shadowcloak* is destroyed. If the save is made, a character takes half damage and must flee in fear at maximum rate for one turn.

Shaman's Mantle

XP Value: 9,000 **GP Value:** 69,500

Twilight Calling

The *shaman's mantle* lowers a wearer's Armor Class base to 4, granting the powers of *invulnerability* (as the potion) and *spell turning* (as the ring), each usable twice a day.

of the Shield

XP Value: 1,500 **GP Value:** 10,000

The Magister

A wearer of this cloak can project a shielding field of invisible force once every two turns, maintaining and moving the force field by conscious mental control. The field lasts up to three rounds, in the form of a square 10 by 10 inches across and 4 inches thick. Any wearer can employ the field without strain within 40 feet as a shield, for self-protection, or to protect another single being, so that it acts as a *wall of force* (as the wizard spell), a weapon (striking as an invisible ramming force, doing 1d10 points of damage per blow, one blow per round, no saving throw), as a bridge or a barrier (like a door), or as a *floating disk* (like Tenser's spell). A wearer can shift the force field to fulfill any or all of these functions in any order, but it may serve only in one capacity per round.

If not maintained by constant mental control (a wearer cannot be struck unconscious, **stunned**, *charmed*, *confused*, *feeble-minded*, or psionically **attacked**, and cannot cast spells), it ceases to exist immediately. Attacks upon the field of force do not affect the cloak. **Elminster** reports that some of these cloaks have lost their powers when used often—and therefore advances the hypothesis that such cloaks have a limited number of magi-

cal charges or uses before they are exhausted. The truth of this, it must be stressed, is presently unknown (DM's option).

of Stars

XP Value	GP Value
Type I: 1,200	7,500
Type II: 1,200	7,500
Type III: 1,200	7,500

DRAGON Magazine 112

The inside of this cloak contains four stars around the neck and front hems, six-pointed shapes of silver cloth. These are enspelled and radiate magic. If a star is touched and the name of its maker spoken (**Thalanta** the Fair made most of these cloaks), the star vanishes and the spell stored within is activated. The knowledge of the making of such stars is lost, and thus they cannot be replaced. Moreover, there is nothing to identify what spell is linked to which star, although a few sages know the secrets of the patterns the stars were placed in, and can deduce the spell each star will trigger. Only one star may be activated per round; it will cause a spell to be cast as though by a cloak wearer (regardless of that being's class or level), and the spell will take effect as if cast by a wizard of 20th level, for that was **Thalanta's** level.

The usual spells stored in a *cloak of stars* vary according to which of three types of cloaks is found:

- **Type I:** *Teleport, enchant an item, spiritwrack, and limited wish.*
- **Type II:** *Anti-magic shell, repulsion, reverse gravity, and imprisonment.*
- **Type III:** *Death spell, legend lore, statue, and shape change.*

Such cloaks are very rare, as the steady attrition of used stars reduces the numbers without replenishment, and this is especially true of Type III. The patterns in which the stars were placed inside the cloaks vary as well. The three known variations (which do not necessarily correspond to the three types of cloaks as noted above) are:

- **Style I:** A triangle of three stars inside the right front throat hem, one star in the center of the triangle.
- **Style II:** Four stars in a square on the left front throat hem.
- **Style III:** Two stars down the right front hem and two stars down the left front hem.

Some speak of a fourth **combination**—four stars in a diagonal row by the right front throat **hem**—but what spells any of these patterns correspond to, only a few sages know or are able to discover (DM's option). They can, of course, be activated without knowing what spell is contained; knowledge of the spell power will fill an activator's mind in time for the spell to be directed at an area or specific target (but not negated or saved for later).

of Strength

XP Value: 3,000

GP Value: 30,000

POLYHEDRON Newszine 82

These exquisitely tailored cloaks are made of dark green velvet and are decorated with a red gem that rests above the wearer's heart. When the wearer touches the gem, a permanent **+1** bonus is added to the character's Strength (or a **+10** to exceptional Strength to a maximum of **18/00**), then the cloak and gem disappear.

Sumpko's Mantle

XP Value: 1,500

GP Value: 15,000

Kara-Tur

If the legends are to be **believed**, then Sumpko must certainly be considered the greatest **tusu** of the korobokuru race. She (most stories refer to Sumpko as **female**) wandered far and wide, even through the strange lands of the south and into the **netherworld**, and much korobokuru folklore consists of tales of her adventures and the extraordinary things she encountered.

This ancient relic was endowed with magical power. It supplemented her ability so that she was a greater wielder of magic than is possible for normal **korobokuru**, and it also allowed her to see into the spirit worlds.

If a wearer is a Spellcaster, spells take effect as if cast by a character three levels higher, regardless of racial **maximums** (Sumpko could have cast spells as a **10th-level** wu jen, though korobokuru cannot rise above 7th level in that class). The mantle does not allow characters to learn spells as if of the higher level, only to cast the ones permitted by their actual level with greater **efficiency**.

The second power of the mantle is to view the Astral and Ethereal Planes. By concentrating, a wearer may see into either of those planes (provided that the plane intersects the Prime Material Plane at the wearer's location). A wearer need not

be a **spellcaster** for this power to operate.

The one side-effect of the **mantle** is that when the wearer is under great stress (as determined by the DM, but which happens only rarely), he or she must save vs. spell at **-4** or sight becomes involuntarily focused on the Astral or Ethereal Plane (equal chances of each) for 3d4 rounds. This makes a character effectively blind on the Prime Material Plane.

The mantle is sized to fit a korobokuru, although it is believed that it resizes itself to fit any wearer. It is made of the wools of various northern animals, brightly dyed and woven in attractive patterns. Tiger fur **lines** the edges.

Sumpko is believed to have created the mantle with the assistance of several powerful spirits. She passed it on to her successor, and so, for more than a century, it remained in the village; then it was taken in an attack by hobgoblins and ogres. It has since appeared in the hands of various shamans in every corner of the **Ama Basin**. Some are known to have met gruesome deaths. The mantle is suspected to be controlled by evil spirits whose attentions were won by eavesdropping on other planes.

Survival

XP Value: 1,000

GP Value: 6,000

DRAGON Magazine 112

Any being wearing this cloak gains a **+2** bonus on all saving throws vs. poison and has a **-3%** penalty to the chances of contracting any disease or parasitic infestation. In addition, the cloak maintains a supply of pure, breathable air, enough for the wearer to breathe for one turn, and it replenishes the supply constantly whenever the surrounding air is pure. It automatically envelops a wearer's head whenever breathable air is not present (if a cloak wearer is **enveloped** in choking smoke or plunged into **water**, he or she can see, breathe, and act normally for up to one turn).

Incidentally, a wearer of this cloak is immune to nausea and its **effects**, and to the cantrips *belch*, *cough*, *sneeze*, and *yawn*. Note that protection from poisonous vapors lasts one full turn, and only after that does a cloak wearer save (at **+2**) to avoid any effects.

of Symbiotic Protection

XP Value: 3,000 GP Value: 20,000

DRAGON Magazine 112

This type of cloak is very rare. It is impregnated with an immobile, **nonintelligent** living substance of unknown origin and nature that cannot be isolated by alchemists and naturalists for study. The symbiote drains 1 hitpoint of vitality from the wearer every other time it is put on (or, if worn continuously, once every two days), and makes the wearer color blind while the cloak is worn.

In return, the cloak confers immunity to the effects of green slime, olive slime, obliviax, violet fungi, yellow musk **creeper**, yellow **mold**, and russet mold (but not brown mold). In addition the cloak gives a bonus of +4 to saving throws against spore attacks of **all** other sorts (including those of the myconid, ascomoid, **basidirond**, and similar creatures). The symbiotic life form in the cloak seems to feed upon and neutralize spores and microscopic, airborne life of all sorts; in many cases, this ability gives the wearer a -6% penalty to chances of contracting diseases.

Tiger Cloak of Chalyik

XP Value: 1,500 GP Value: 12,500

GREYHAWK Adventures

Fashioned from the complete hide of an adult tiger, the cloak includes the head, skin, and claws, dangling at the sides. It was the favorite magical item of the Tiger Lord and the lesser khans, until it disappeared.

The cloak gives the wearer a +20% reaction from Tiger Nomads, but a -50% reaction from Wolf Nomads and tribes of the **Burneal Forest**. In melee, the wearer of the cloak enters a berserk rage and gains a +3 Strength (+50% for fighters with exceptional 18/00 Strength) to racial minimums, but loses any Dexterity bonus to Armor Class. If he or she wishes to cease fighting while live enemies are in sight, the character must save vs. spell or continue to attack.

Theodolus's Cloak of Arachnida

XP Value: 3,500 GP Value: 30,000

1992 Fantasy Collector Card 150

The druid Theodolus is especially proud of this cloak, because he is especially fond of insects. Like other *cloaks of arachnida*, this one allows him to climb as if a *spider climb* spell had been

cast upon him, it renders him immune to entrapment by webs of any sort (so he can visit his friends without disrupting their homes), it enables him to actually cast a **double-sized web** (a talent he loves to rub in the nose of wizards), and it gives him a +2 bonus to all saving throws vs. poison. Unlike similar cloaks, this one allows Theodolus to *summon insects* (arachnids) twice a day.

of Warmth

XP Value: 1,000 GP Value: 7,500

DRAGON Dawn

The cloak appears to be an ordinary garment of gray wool, hanging full and voluminously. When worn in flight (whether the rider is upon a dragon's back or upon another flying mount), the lengthy folds of the cloak wrap themselves around a wearer's body in a magically warm and insulating embrace. The cloak does not hinder motion, and maintains a comfortable temperature regardless of the weather, the knight's other garments, or how high an altitude is reached.

of Weather

XP Value: 1,500 GP Value: 7,500

POLYHEDRON Newszine 82

This hooded cloak automatically changes thickness, texture, and style to adapt to almost any natural weather condition. It keeps its wearer dry in the rain, warm in a **blizzard**, and pleasantly cool in a blazing desert.

Wings of the Rakers

XP Value: 1,000 GP Value: 9,500

GREYHAWK Adventures

This white cloak was enchanted by a wizard who found a welcome home among the Griff Mountains and the Rakers. He especially enjoyed his time among the aarakocra bird people, and so he created this item to enhance his encounters with them. When he neared his natural death and returned to his home in Theocracy of the Pale, he passed the cloak on to a trusted friend, and it has gone from person to person since.

The cloak acts as *wings offlying*, except that *wings of the rakers* take the appearance of white seagull wings. The **cloak** also gives its wearer the ability to speak and understand the language of the aarakocra, and to mimic their diving attack

1,100



maneuvers. A good-aligned wearer receives a +20% reaction bonus from the **arakocra**, but an evil-aligned wearer receives a -20% penalty.

White Cloak of Charming

XP Value: 1,500 GP Value: 7,500

POLYHEDRON Newszine 21

This unusually white cloak increases the magical effectiveness of several types of spells. It modifies saving throws by -2 on all illusionist spells, and by -3 all *hold*, *charm*, *suggestion*, and *confusion* spells of a wizard. These spells are further modified by a factor of -1 when worn by a female.

Wolf Cloak of Wegwiur

XP Value: 2,000 GP Value: 15,000

GREYHAWK Adventures

This magical cloak was made from the hide of a winter wolf, and includes a **wolf's head**, **pelt**, **claws**, and **tail**. It was enchanted by a priest of the Wolf Nomads, and since then has served as a tool for those who seek the swift, sleek power of wolves.

The cloak gives the wearer a +20% reaction from the wolves of the prairies, but a -50% reaction from Tiger Nomads. In melee, a wearer gains three Wisdom and four Dexterity points (to racial maximums). If a character wears this cloak at night, in the light of the moon, he or she can turn

into a winter wolf (with average statistics) 1d4+3 hours.

Zinzerena's

XP Value: 3,000 GP Value: 30,000

Monster Mythology

Zinzerena wears a magical cloak that acts as a *cloak of protection*. But this cloak has an AC bonus of from +1 to +5 that changes at random, giving her a fluctuating Armor Class.

Cloak Clasp of Holding

XP Value: 60 GP Value: 600

DRAGON Magazine 30

The *cloak clasp of holding* is a small silver clasp that holds or releases upon the command of the owner. It can hold up to 50 pounds of pressure and opens to **clip** to any object $\frac{1}{2}$ -inch thick or less.

Cloth

Cloth-fabric formed by weaving or **felting**—is a commodity for those who prefer the luxuries of life, or have delicate skin. Shirts, pants, vests, socks, and just about any other article of clothing, can be made from cloth. Magical cloth can be sewn or otherwise formed into clothing having the same magical traits as the original **bolt** of cloth (unless otherwise stated).

of Cleanliness

XP Value: 1,000 GP Value: 4,500

DRAGON Magazine 73

Any article of clothing made from this material never needs **washing**—because it sheds dirt when left in a dark place overnight.

Merchant's

XP Value: 700 GP Value: 7,000

POLYHEDRON Newszine 58

This cloth is made of fine, silvery thread and is often covered with splashes of oil and grime. If *detect magic* is cast on it, the cloth radiates strong alteration magic. This cloth is favored by merchants because it increases the apparent value of their goods. If the cloth is brushed over a nonmagical item that weighs 25 pounds or less, it improves the appearance, but not the value, of the object.

The first brush with the cloth removes all heavy soil and dirt, the second removes all fine dust, the third adds luster to the object, and the fourth adds a mirror brightness. After the fourth pass the object

1,106

can bring twice its normal **value**. The fifth pass causes a magical **aura** to appear on the object. Further brushing with the cloth adds no additional **effect**, because the effects are permanent.

of Perfect Fit

XP Value: 500

GP Value: 1,500

DRAGON Magazine 73

Any item of clothing (but not armor) may be *of perfect fit*; it magically fits any person who tries it on. It wears out through normal use.

of Polishing

XP Value: 500

GP Value: 2,000

Dragon Magazine 30

To make cleaning the **family silver** easier, Orlow created a magical *cloth of polishing* for Fran. This **1-foot-square** cloth, when rubbed **lightly** over any metal surface, removes all grime, rust, and tarnish, returning the surface to its original luster.

of Polishing II

XP Value: 500

GP Value: 1,500

DRAGON Magazine 73

This is a soft chamois cloth, **1-foot-square**. The cloth magically polishes any object immediately, provided that it is possible to polish the object. Human faces, for example, cannot be polished.

Shekinester's

XP Value: 1,000

GP Value: 5,000

Monster Mythology

Shekinester's avatar can cast a *web* spell three times per day. If the strands of the web are collected and spun into cloth (using a spell such as *mending* or a carefully deployed *major creation* with the web as a material component), a spinner must wear the cloth for one hour and gain the ability to *commune* with the goddess once per week for 2d4 weeks. Only one being can gain this benefit and then only if female.

Steel

XP Value: 750

GP Value: 5,500

DRAGON Magazine 126

When the bearer of this **8-foot-long** cloth utters the command word (usually found on the cloth), the enchanted fabric straightens out as if wielded by someone who knows the martial arts maneuver "steel cloth." Unlike the regular cloth used in the maneuver, this cloth remains straight, even when not in motion, and rigid until a second com-

mand word is spoken to return the cloth to its normal condition. In the rigid state, the cloth may be hurled; if thrust or thrown, it strikes as a *spear* +1. When **rigid**, the cloth is so hard that it may be used as a crowbar or as a long spike for stopping sliding walls.

Club

A club is a heavy stick that is usually thicker at one end than the other. When grasped by the thinner end, the club can be used as a bludgeoning weapon. Clubs are generally wooden, though metal ones do exist. Wooden clubs often have spikes inserted into the weapon's fat end to increase the damage a club can deliver by 1d2. (See also **Cane** and **Mace**.) Roll on the table below to determine the type of bludgeon found.

Roll	Club Type
01-4	Bastinado
05-08	Bat
09-2	Baton
13-5	Belaying Pin
16-19	Billy Club
20-23	Blackjack
24-27	Bludgeon
28-31	Boomerang
32-35	Cane
36-38	Club
29-42	Cudgel
43-46	Datchi Club
47-50	Dwarven War Club
51-54	Gada
55-57	Kiseru
58-59	Knobkerrie
60-61	Kusari-gama
62-63	Maca
64-65	Mace
66-68	Maul
69	Metal*
70-73	Sap
74-76	Shillelagh
77	Spiked*
78-81	Stick
82-85	Tonfa
86-88	Trombash
89-92	Trudgeon
93-95	Tui-fa
96	Wooden*
97-00	Yawara

Aegir's**XP Value: 1,000** **GP Value: 5,000**

Legends & Lore

Anyone hit by the avatar's club must save vs. death magic or fall unconscious for 1d10 hours.

Bronzewood Cudgel**XP Value: 1,000** **GP Value: 8,000**

The Temple of Elemental Evil

This *bronzewood cudgel* is actually a +3 weapon equal to a morning star. Any human touched by the cudgel in combat must make a saving throw vs. spell or be *beguiled* for 5d4 turns in addition to suffering the damage caused by the weapon.

Daghdha's**XP Value: 15,000** **GP Value: 75,000**

Legends & Lore

Daghdha's avatar wields a club of a highly magical nature. If he so chooses, any blow from its heavy end automatically slays a living being (no saving throw). However, if he reverses the club and touches a dead being, it grants life (as a *raise dead* spell). Daghdha's avatar also has the ability to *charm* any woman, mortal or otherwise, and bend her to his will.

Druid's Cudgel**XP Value: 750** **GP Value: 7,500**

Moonshae

A druid can fashion this club from the limb of a freshly dead oak tree. The tree must have been killed in a natural calamity (as opposed to the actions of man)—by lightning, drought, blight, or flood—that did not weaken the wood.

The cudgel must be whittled smooth on the day preceding a full moon, and then be immersed in the waters of a Moonwell, from sunset to sunrise, through the night of a full moon. When removed in the morning, it is enchanted.

A *druid's cudgel* is a +1 magical weapon that inflicts 1d6+1 points of damage to small and medium-sized creatures, and 1d4+1 points to larger victims. It can be enhanced with a *shillelagh* spell, which adds an additional +1 to attack and damage.

Fire's**XP Value: 2,000** **GP Value: 10,000**

Legends & Lore

Wind's avatar carries a large club that causes 1d10 points of damage. If a mortal touches the

weapon, he or she suffers 1d10 points of fire damage per round—even if magically protected from fire.

Great Stone**XP Value: 3,000** **GP Value: 24,000**

Kara-Tur

The *ruby warrior*, detailed under Crystal Warrior, carries a *great stone club* +4. This massive weapon causes double the damage of a normal club. Human-sized creatures and smaller always lose initiative when using this huge weapon.

Grolantor's**XP Value: 2,000** **GP Value: 12,000**

Monster Mythology

The avatar's *club* +1 inflicts double damage on dwarves (4d12+2+9).

Coal of Warmth**XP Value: 1,000** **GP Value: 5,000**

DRAGON Magazine 30

A *coal of warmth* is approximately 2 inches square and an inch thick. It stays at a constant temperature of 96° Fahrenheit regardless of its surroundings. It was thought to have been used as a hand-warmer during winter trips.

Coat

A coat is an outer garment with sleeves. It encircles its wearer and is secured with ties, hooks, or buttons. Coats often have hoods for extra warmth. Coats are familiar apparel, often made from animal hides, plant fiber, or cloth. (For additional coat types, refer to the random chart under **Cloak**.)

Fare's Coat of Protection**XP Value: 1,500** **GP Value: 15,000**

1992 Fantasy Collector Card 241

Fare's magical +1 coat is a heavy, lined jacket with several pockets both inside and out. It is very similar to a *cloak of protection* +1, but two of its pockets function as miniature *bags of holding*, able to contain up to 3 cubic feet of material each.

Invulnerable Coat of Arn**XP Value: 13,500** **GP Value: 87,500**

Eldritch Wizardry

This relic of a bygone age is a shining coat of chainmail. It covers the chest and abdomen and

fits any humanoid regardless of size. It renders the areas protected completely invulnerable to physical attacks, protects the **wearer** from spells as if it were +5 armor, from fire like a *ring of fire resistance*, and from the effects of **acid**, **cold**, and disease totally. It **also** has the following abilities and penalties:

- *Invisibility*
- Move at double speed
- User becomes 2 inches shorter each time it is used
- User has a *poison touch*. Anyone he or she touches must make a saving vs. poison.

Invulnerable Coat of Arnd

XP Value: 10,000

GP Value: 65,000

DUNGEON MASTER Guide, 1st Edition

The High Priest Arnd of Tdon is said to have been the original owner of this relic. The coat is a bright and shimmering shirt of fine and almost weightless chain links. It covers the upper arms, torso, and groin of any human-shaped wearer of from 3 feet to 8 feet in height, and makes the wearer wholly invulnerable to physical attacks with respect to covered areas, and gives AC 5 protection to all other **areas**. In addition, the coat adds +5 to saving throws as if it were +5 magic armor, protects its wearer from fire as if it were a *ring of fire resistance*, and **acid**, **cold**, and electrical attacks also have no effect.

Invulnerable Coat of Arnd II

XP Value: —

GP Value: —

Book of Artifacts

The *invulnerable coat of Arnd* is a shimmering coat of fine chain mail, links of pure silver that cover a **wearer's** upper arms, torso, and groin.

Only scant details remain of the people of the tiny, ancient nation oppressed and impoverished by the wizard **Virtos**. All of the champions sent by the people to free them from **Virtos's** yoke failed. With no one else to take up their cause, the priests and great craftsmen combined forces to create a mail coat. This **artifact** would endow its wearer with the courage and strength to defeat **Virtos**. When the coat was **completed**, the priests prayed for a champion.

One week later, **Arnd**, a humble priest from the south, entered the city. Arnd's order strongly believed in aiding impoverished folk at every opportunity, and Arnd himself was a most dedicated follower. Upon learning of the

people's plight, Arnd agreed to don the coat and lead the **masses** into battle. The victory was a sound one, and **Virtos** was utterly overthrown. After the victory, Arnd **disappeared**, taking the coat as a gift.

The *invulnerable coat of Arnd* is perfect for any classic, good vs. **evil**, epic adventure. The PCs could either **find** it themselves and use it to swing the tide in a great war, or perhaps they must prevent another from claiming it for the other side. It will not unbalance a campaign, for once the quest is **fulfilled**, the coat disappears, seeking a new wearer.

Constant Powers: The coat grows or shrinks to fit any humanoid character from 3 to 8 feet tall. The wearer is impervious to any physical attacks made on a roll of less than a natural 20, and gains a +5 bonus to all saving throws. The armor protects against fire attacks as a *ring of fire resistance* and is immune to **acid**, **cold**, and electrical attacks.

Invoked Powers: A priest wearing the armor and uttering a special prayer gains three experience levels for four days (once a **month**). The priest gains all hit points, spells, attacks, and saving throws associated with the new level.

Curse: The spirit of Arnd still inhabits the armor and attempts to aid the poor whenever possible. While in the presence of **impoverished** or suffering people, there is a 70% chance that the spirit of Arnd will take possession of the wearer in order to aid unfortunates. The wearer spends 2d4+1 hours roaming the area, seeking out the poor and helping them as a **14th-level** priest (even if the character is not a priest). When the spirit of Arnd releases the character, no memory of what has happened remains.

Suggested Means of Destruction:

- It must be unraveled by one without conscience.
- It must be fed to the father of rust monsters.
- A deity of avarice must be forced to wear the coat, whereupon the magic is released violently (roll once on **Artifact Table 1-01: Cataclysm**).

of the Seas

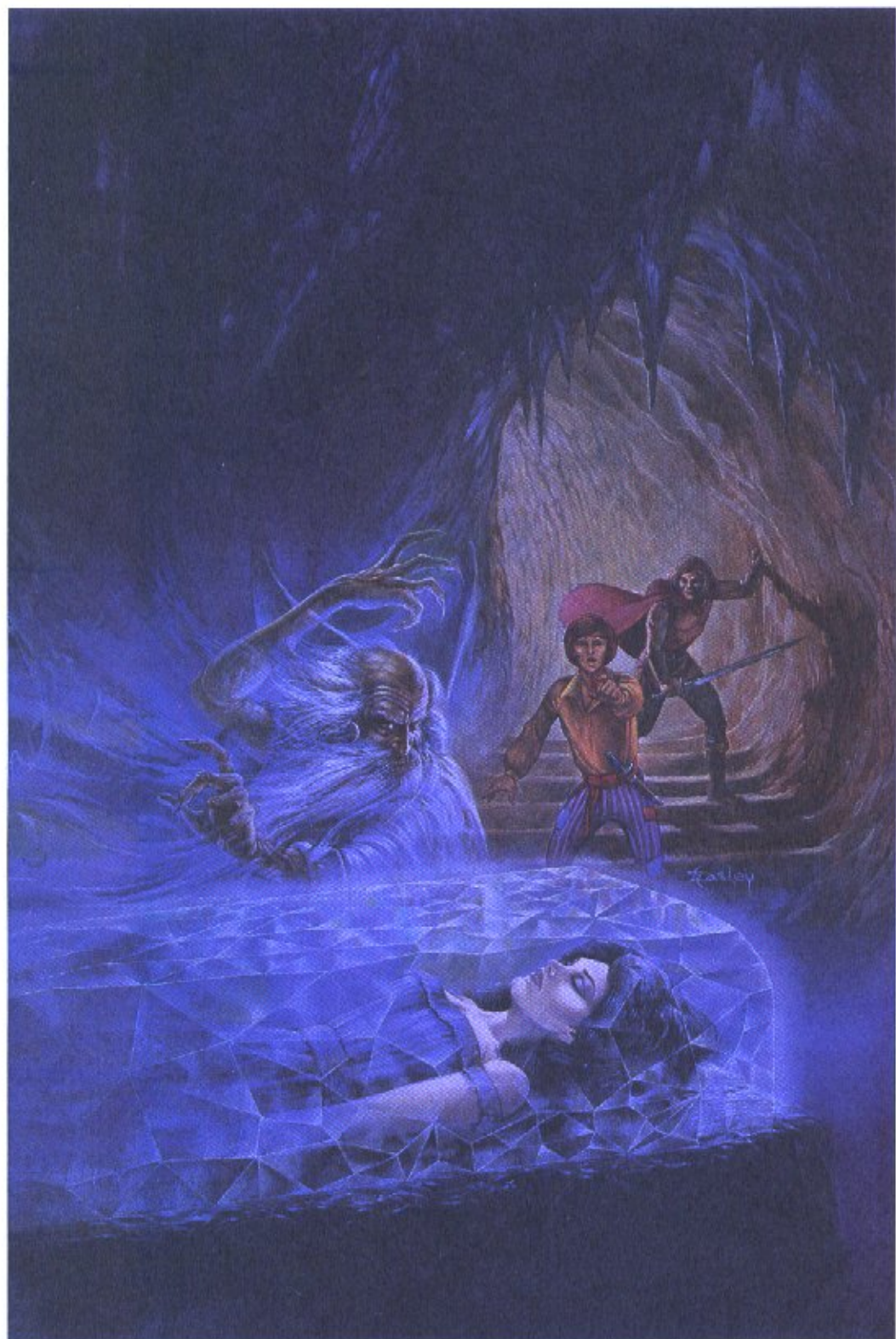
XP Value: 2,000

GP Value: 10,000

War Captain's Companion

This leathery coat comes with an attached hood. It keeps its owner dry, even during typhoons and hurricanes. If the wearer ever is thrown Over-

1,123



board, the character is magically kept warm. The coat keeps the character afloat, and breathing is unaffected by waves of any size.

In the phlogiston or in wildspace, the coat constantly regenerates the character's air supply. The coat cannot create food and water, so rescue must be quick if the wearer is unprepared.

Coffin

Coffins are wooden or metal boxes measuring between 3 and 9 feet long, and 1 to 6 feet wide. They are designed to hold corpses when the dead are burned and return to the soil, to their final resting place. Most nonmagical coffins are intended to last for only a few years, and they do not protect the body from the elements or from scavengers.

Casket of Furyondy

XP Value: 2,500 GP Value: 27,500

GREYHAWK Adventures

Priests of Furyondy first enchanted this finely engraved, wooden coffin to preserve the bodies of the honorably deceased. Any lawful good priest can activate its powers by placing into the casket the body of a human or demihuman not more than nine days dead, then casting a *bleed* spell upon the body. The casket preserves the body from decay indefinitely. A deceased character can be returned to life by a *resurrection* spell after any length of time. For purposes of *resurrection* system shock, the subject's Constitution is considered to be three points above the current ability score (no maximum). He or she also receives the benefits of *life* once the *resurrection* is complete.

of Creation

XP Value: 10,000 GP Value: 50,000

DUNGEON Magazine 21

Each of these stone devices is attuned to a different type of undead. When a humanoid body is placed in a *coffin of creation*, the magic of the device takes 48 hours to create the specific type of undead for which the coffin was enchanted.

The resulting undead creature is unusually intelligent for its type. In addition to its undead abilities, it retains many of the powers (including spellcasting) it had when alive. As long as its body lies in the coffin, the undead creature is mystically linked to its former shell and can be controlled by threatening to destroy its remains.

The ruling wizards of a long-dead civilization created these coffins and used them to great advantage in their effort to conquer all of known space. They would use the coffins to create powerful undead creatures, then remain safely at home while these monsters were sent to attack their enemies.

Roll	Type of Undead
01-4	Banshee
05-7	Beholder Death Tyrant
08-11	Crypt Thing
12-15	Death Knight
16-19	Ghost
20-22	Ghoul
23-26	Haunt
27-30	Heucuva
31-33	Mummy
34-37	Mummy, Greater
38-41	Phantom
42-44	Poltergeist
45-48	Revenant
49-52	Shadow
53-56	Skeleton
57-59	Skeleton, Giant
60-63	Skeleton, Warrior
64-67	Spectre
68-70	Vampire
71-74	Vampire, Eastern
75-78	Wight
79-81	Wraith
82-85	Zombie, Common
86-89	Zombie, Ju-ju
90-93	Zombie, Monster
94-96	Zombie, Lord
97-00	Zombie, Sea

Crystal

XP Value: 1,000 GP Value: 10,000

DUNGEON Magazine 42

The *crystal coffin* is 7 feet long, 3 feet wide, and 2 feet deep. The sides and top are constructed of etched crystal, and the bottom consists of a hammered brass plate. The fittings and hinges are also brass. While the materials themselves are worth at least 1,000 gp, the coffin weighs 200 lbs. and is bulky enough to require four bearers.

Under the scrutiny of a *detect magic* spell, the coffin radiates moderate enchantment magic. In fact, this item was created by a 12th-level *Dockal-farn* necromancer and is more durable than it appears (it makes all saves as crystal with a +6 bonus).

Any creature lying inside the closed coffin falls under the influence of a **powerful** *foreign death* spell. In addition to the spell effects, the coffin halts aging. The spell ends when the lid is raised by some **external** force; the sleeper cannot wake until then.

Coin

Coins are pieces of metal, stamped or engraved with an official insignia and usually a value, which certifies the metal piece is genuine and acceptable in trade for goods and services. Coins are often stamped with intricate patterns to make counterfeiting difficult. (Each country has its own coins and its own laws regarding counterfeiters.) If necessary, the DM can roll on the table below to determine the generic type of coin found.

Roll	Coin Type
01-07	Bit ¹
08-13	Bronze Piece ²
14-20	Ceramic Piece ¹
21-27	Ch'ao ³
28-33	Ch'ien ³
34-40	Copper Piece
41-47	Electrum Piece
48-53	Fen ³
54-60	Gold Piece
61-67	Iron Piece ²
68-73	Iron Piece ²
74-80	Platinum Piece
81-87	Silver Piece
88-93	Tael ¹
94-00	Yuan ³

¹Dark Sun campaigns

²Dragonlance campaigns

³Kara-Tur

of Almor

XP Value: — **GP Value:** 500

GREYHAWK Adventures

This cursed item was created not to harm its owner, but to benefit those in need. It is a seemingly normal **platinum** coin that **affects** any character who intends to keep it, and not to share it with others. That character must save vs. spell or be overwhelmed by noble, philanthropic emotions. No matter what a character's alignment, he or she wants to give wealth to the poor and needy. A character cannot keep more than 50 gp at any one time, and instead holds extra money only until a suitable NPC (preferably a beggar or a

peasant) accepts the money as a gift. Such generosity does not extend to a character's magical items, which are generally useless to laborers and farmers. Uncontrollable generosity can be ended only by *remove curse*.

Bloodcoin

XP Value: —

GP Value: 50

Forbidden Lore

For many, the sin of avarice has been so tempting that all other considerations are set aside. This small token is a symbol of that seductive evil. As is often the case, its simple and pleasing appearance **belies** the great **malevolence** that lingers within its metal body.

Description: This coin resembles a normal silver piece. The engravings on the face and back always appear to be just what the owner expects. If it is found in a strange **land**, the owner likely expects it to be a coin of that realm. Otherwise he or she is most **likely** to see it as one stamped with the markings of the **possessor's** homeland. **Since** the markings of coins are of little interest to most **adventurers**, it can be passed from person to person and no one can see anything strange. In fact, if one person takes the coin and pronounces out loud the stamp upon it, anyone in earshot who is given the coin expects to see the stamp, and of course, they do. The only distinguishing mark on the coin is a small red smudge that cannot be wiped off. Casual handling does not reveal the red stain.

History: Hoorku Mishkov was a young merchant in Borca. Charm, avarice, and deception were his hallmarks. Most Borcan merchants stayed within the borders of Borca and Dorvinia, plying their goods along those well-known, safe routes. Their profit margin was narrow, but enough to **live** comfortably. Hoorku was convinced that he could make a larger profit by setting off for new lands. His aspirations for greater wealth led him to consider exploring a route down the south **road**, a road rarely used. With a small caravan of goods, he set off to find rich new trade routes.

The road south led to **Gundarak**. In that foul land he lost his entire caravan. Lord **Gundar's** son took the whole thing as "tribute." He allowed the young merchant to keep one item of his choice. Rather than taking a horse so that he could return quickly to Borca, the foolish merchant kept an enchanted gem. The enchantment of the stone

merely allowed it to glow when it touched true silver.

Rather than heading for home, the intrepid **Hoorku** journeyed downstream into the misty land of Invidia. There he met a **Vistani** woman in a colorful wagon by the water. She was young, only 20 years of age, but her heart was bitter. Unknown to Hoorku, this was Gabrielle Aderre, at that time a new dark lord of Ravenloft. Her bitterness stemmed from her mother's warning to never bear children, lest she bring monstrous evil into the world.

Hoorku saw an opportunity for profit in **Gabrielle**. He wooed her ardently, intending to steal what he could of her money. She was flattered, but she spurned him with the tale of her mother's dire prediction. In a flash of inspiration, Hoorku produced the magical gem and claimed it would allow a woman to birth a normal, healthy, good-natured **child**, no matter the race or disposition of either parent. **Gabrielle's** desire to break the bonds of her curse overrode her prudence and she let Hoorku seduce her. Of course, he made her pay him for the gem, extracting every coin in her possession.

Later, while Hoorku lay sleeping, Gabrielle used her magic to determine the workings of the gem. She immediately discovered its true worth. In her fury, she almost slew her young suitor in his sleep. Then the snake of an evil idea began to coil about her mind. With her magic, she caused Hoorku to sleep for many days. During that time she fashioned the *bloodcoin*. Gabrielle found that creating such a cursed item was something that she could now do easily as the Lord of Invidia.

Before letting the knavish merchant awaken, Gabrielle place the *bloodcoin* in his purse. Unaware of how long he had lain sleeping, Hoorku set off for the village of Karina. He promised to return by nightfall, although he really intended to buy a horse and return to Borca. In the village, he could not resist short-changing the stable master. Blood ran from his eyes, frightening the poor man to death.

Confused and **alarmed**, Hoorku tried to wash his face, only to find that he was unable to stem the flow of red. The foul magic of the coin let him know immediately that it was responsible for his plight. He stole a horse and fled the village. That night he dreamed of Gabrielle. In the dreams, she told him what she had done, and that the coin was



his curse for betraying her.

To this day, horror stories are told of a weeping beggar in blood-soaked clothes. He has wandered Borca and Dorvinia for years, trying to give away a silver coin. Legend has it that to take the cob is to assume the curse of the weeping beggar. In truth, Hoorku Mishkov died a broken man, clutching a silver coin. Gabrielle Aderre now distrusts and despises all men, partially due to Hoorku's betrayal.

Powers: If examined with *detect magic*, the coin shows a faint aura of alteration. Anyone possessing this coin is able to cheat or swindle any living creature without getting caught. Creatures with magic resistance get to check for their resistance to the coin. The swindle can occur during any exchange of properties. The owner could convince a wealthy merchant that a bit of broken pottery is worth 10,000 gp. The purchaser is under no particular *geas* to buy, but is utterly convinced of the value of the item. In most cases, he or she goes ahead with the exchange unless there are other immediate and pressing needs for what would be lost.

The Curse: For every gold piece of value that the owner swindles, he or she sheds tears of blood, weeping one round per silver piece swindled, or 10 rounds per gold piece. The victim cannot feel the tears running down his or her face, but they are plainly visible to everyone else. The blood stains anything it touches—clothes, bedding, even saddles. These are normal blood stains that can be washed out if caught quickly.

Anyone seeing the owner's eyes dripping blood must roll a horror check. This is a relatively mild event and, therefore, a +2 bonus applies. The bonus does not apply if the owner's clothing, face, or gear is covered in blood. For example, a character who falls asleep weeps through the night, drenching everything in blood. Anyone seeing the character just before waking would truly be horrified at the sight of this person lying in a large pool of blood. Even the owner of the *bloodcoin* must roll a horror check (no bonus) at the first realization of what is happening. After that, the victims don't need to roll further horror checks. However, if the horror check fails, the effects are permanent until the coin is eliminated.

GP Swindled	Approx. Duration of Weeping
10	1.5 hours
100	17 hours
150	1 day
1,000	1 week

If the owner of the *bloodcoin* is not currently weeping, a quick fortune may be made. Once the weeping begins, he or she is unlikely to be able to spend the money. A character could well go cold and hungry, sleeping in a damp alley on a pile of coins. Thieves might soon steal those ill-gotten gains, assuming that they were not frightened away by the victim's appearance.

Anyone weeping blood can be automatically trailed and hunted by animals or creatures using the sense of smell. Rangers and the like get a +4 bonus to track the victim. Vampires can scent the blood at a distance of 100 feet per age category.

Until the first time the owner attempts to swindle or cheat someone, the coin can be given or thrown away. It cannot be used for a purchase unless it is the last coin in the person's purse (otherwise, the coin automatically returns to the purse and is replaced by a coin of the same or higher value from the purse). Once its possessor tries to cheat someone, the coin becomes attached to its new owner and helps with the bargain. The power of the coin can be felt at work, and the victim is aware that it is responsible for any success. From that point on, the coin appears to be coated in dried blood that cannot be wiped away.

Once it has found an owner, the coin is not easily discarded. If given away or used to make a purchase, it reappears in the owner's purse, and a coin of like or greater value from that purse replaces it. If thrown away, the same thing happens, with another coin taking the place of the lost *bloodcoin*. It remains out of its owner's pocket so long as he or she stays within 30 feet of it. It cannot be melted or destroyed by normal means.

To be rid of it, the owner must give away all earthly possessions and wander the world as a beggar for a full year. The only possessions now permitted are rags for clothes and the *bloodcoin* itself. At the end of the year, the victim is able to give it to any person of his or her choice. Nothing can be purchased with the

coin, nor can it be thrown away. The character must find someone willing to accept the coin. He or she does not have to explain the nature of the *bloodcoin* to whoever takes it, however, most folk are not likely to want to take a blood-encrusted coin.

Copper

XP Value: 500 **GP Value:** 2,500

Five Coins for a Kingdom

This is a copper piece about an inch in diameter. One face shows an elderly, bearded man with a wise expression. On the reverse is the image of a castle.

This coin allows the holder to locate, with great precision, the other four coins that arrived with this one (the *silver*, *electrum*, *gold*, and *platinum* coins). The user has an instinctive feeling about the direction they lie in, and sometimes senses instructions from the makers.

The user is attuned to the rhythms of the entire plane, and prone to spiritual awareness—finding galaxies in grains of sand and eternity in an hour.

Cursed Copper Piece

XP Value: — **GP Value:** 150

Treasure Maps

These coins are enchanted to look like platinum pieces. If checked, they radiate strong magic. The coins are cursed; anyone possessing an even number of them cannot advance in level until he or she gets rid of the coins and receives an *atone-ment* spell.

Eight Diagram

XP Value: 600 **GP Value:** 1,800

Oriental Adventures

These coins are actually copper discs, each engraved with a specific symbol. There are always eight coins in a set. When the coins are tossed and the command word is spoken, the caster intuitively learns of his, her, or another's fate (as a *fate* spell).

Electrum

XP Value: 1,000 **GP Value:** 5,000

Five Coins for a Kingdom

This is a large electrum coin of excellent craftsmanship. On one side is a picture of an elderly woman. Her eyes are alert and her chin is held high. Her hair is tied back in a tight knot. The

reverse shows the outline of a city.

A user may cast *mental illusions* that appear real to all the senses of a viewer. No illusion may be larger than the user. A user can deceive any given individual once per day with one illusion. He or she can specify which person or monster in a group sees a specific illusion. For example, a bandit leader might see an approaching sheriff, but other bandits in the group could see something different—afleeing cat, dusk, or a tuba. A user always sees and controls the illusions the victims witness.

A user has no qualms about puncturing a rival's pretensions with a harmless prank. Affect an amused skepticism toward any overly serious endeavor. Basically, the holder turns into a gadfly: biting, annoying, provocative.

Equus

XP Value: 2,000 **GP Value:** 8,000

DUNGEON Magazine 22

An *equus coin* is a magical piece coinage that, upon command, *polymorphs* into some form of a beast of burden. The word "equus" (plural "equi") comes from an ancient language and has no literal translation in the common tongue. The closest translation is "beast of burden" or "horse," but the word can be applied to anything that is used like a horse. Thus, an actual horse, mule, worg, camel, dog-sled team, nightmare, or any other creature that can be ridden, used to pull a load, or carry goods can be termed an *equus*. *Equi* come in many different varieties, with the most common listed below. While 80% of equi are either good or neutrally aligned, 20% *polymorph* into evil creatures such as nightmares, worgs, and giant spiders. It is said that the death knight Shan Nikkoletth once possessed an *equus* that *polymorphed* into gorgon form.

This large silver or gold coin is always broader and thicker than a standard silver or gold piece. One face is stamped with the command word for the item and the other with the creature it becomes.

Creature List

A DM may choose the form of the creature into which the *equus polymorphs* from the following table. The coin *form polymorphs* into one type of creature only. A DM who prefers to roll randomly should add the roll of 1d8 to that of 1d12 and consult the table below. The DM should use only a

creature he or she feels comfortable with and is sure will not give the PC an unfair advantage in the campaign. Types of creatures can be added to or deleted from the list as the DM sees fit. Any of the following creatures that do not appear on **Table 49** in the *PHB* should be considered equal to a heavy horse in movement rate and encumbrance.

If the *equus* is slain (reduced to 0 hit points or less) in creature form, the creature immediately reverts to coin form and cannot change into creature form again. Damage to the creature form of the *equus* can be healed magically by *cure wounds* spells. If the creature is allowed food and rest, it heals naturally at the rate of 1 hit point per day. However, the *equus* can neither heal itself nor be healed while in coin form.

Roll Creature

- 02 **Unicorn:** AC 2; MV 24; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and horn); Dmg 1d6/1d6/1d12; SA charge, +2 to hit when attacking with horn, -6 penalty to opponents' surprise rolls; SD *teleport*, immune to poison, *charm*, *hold*, and death spells; can sense approach of an enemy at 240 yards distant; makes all saving throws as 11th-level wizard; ML 14; AL CG. The unicorn's Intelligence is 8-10 (1d4+8). It can be ridden only by female characters; if a male character rolls the unicorn, use the ultraheavy war horse (#20) instead.
- 03 **Giant stag:** AC 7; MV 21; HD 5; hp 30; THACO 15; #AT 1 (antlers) or 2 (hooves); Dmg 4d4 or 1d4/1d4; ML 14; AL N. This creature's Intelligence is 4-7 (1d4+3).
- 04-05 **Bull:** AC 7; MV 15; HD 4; hp 24; THACO 15; #AT 2 (horns); Dmg 1d6/1d6; SA charge; ML 15; AL N. The bull has an Intelligence of 4-7 (1d4+3).
- 06-08 **Superheavy war horse:** AC 6; MV 15; HD 4+4; hp 28; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 30' *infravision*, immunity to all *hold* and *charm* spells; ML 16; AL NG. Intelligence 7-12 (1d6+6).
- 09-13 **Heavy war horse:** AC 7; MV 15; HD 4+4; hp 21; THACO 17; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; ML 15; AL N. This horse has an Intelligence of 5-8 (1d4+4).

- 14-16 **Superheavy war horse (special):** Same as above (roll of 6-8), though it has MV 18, a 40 lb. bonus on its carrying capacity load limits, and no *infravision*.
- 17-18 **Camel:** AC 7 MV 21; HD 3; hp 18; THACO 17; #AT 1 (bite); Dmg 1d4; SA spitting; ML 14; AL N. This camel is of a more mellow disposition than its meaner cousins and has an Intelligence of 4-7 (1d4+3).
- 19 **Water buffalo:** AC 7; MV 15; HD 5; hp 30; THACO 15; #AT 2 (horns); Dmg 1d8/1d8; ML 16; AL N. This water buffalo has an Intelligence of 4-7 (1d4+3).
- 20 **Ultraheavy war horse:** AC 5; MV 24; HD 5+5; hp 35; THACO 15; #AT 3 (hooves and bite); Dmg 1d8/1d8/1d4; SD 60' *infravision*, immunity to poison and all *hold* and *charm* spells; ML 18; AL LG. This special horse can understand but not speak the common tongue and is able to use *animalfriendship* and *pass without trace* spells three times per day each, *locate animals or plants* once per day, and *water walk* once per week. This horse has an Intelligence of 9-16 (1d8+8).

Gold

XP Value: 1,500

GP Value: 7,500

Five Coins for a Kingdom

This gold coin is slightly **marred**, but well **made**. The portrait side shows a balding man with plump cheeks, heavily lidded eyes, and a gloomy expression. On the reverse is a stately building resembling a crypt.

The user may create potions up to three times per day by touching the coin to or dropping it into a small quantity of **liquid**. The liquid is instantly transmuted into a potion of the user's choice. Just one dose of potion is created; larger quantities of liquid merely **dilute** the effects.

of Jisan the Bountiful

XP Value: —

GP Value: —

Book of Artifacts

Prized by merchants and feared by caliphs, the *coin of Jisan the Bountiful* is a simple gold coin the size of a dinar, bearing the symbol of Jisan on both sides. It is found only in **Zakhara**, the Land of Fate.

The *coin of Jisan* is as old as the goddess and

has most frequently been found among her worshippers. It is said to be bestowed upon the worthy by Jisan or by Fate herself, giving them riches and wisdom, fertility and long life. The coin is a gift that is meant to be shared. Those who try to hold it longer than their appointed span suffer for their greed; no one is known to have held the *coin of Jisan* for more than seven years.

Caliphs fear the coin's bounty because they cannot control it, and some owners of the coin have grown so popular that they have led revolts against oppressive caliphs. Wiser caliphs have married their daughters to those blessed by the coin, thus gaining its wealth.

The *coin of Jisan* is sometimes given by Fate to those who act for noble purposes, and to this end it may come into the possession of the PCs, perhaps as a reward for a mission that produced or restored bounty—ending a magical drought, reopening a major trade route, or lifting repressive taxes. Although it can be used without fear by the good-hearted, it always attracts jealousy and greed in others. The dao, in particular, have long coveted the *coin of Jisan*, and they and others will seek to steal it at every opportunity. If the holy slayers of the Gilded Palm ever decide it belongs to someone more worthy (such as themselves), they will threaten, extort, or even kill to get it. Thus, mere possession of the coin creates a web of adventures for the PCs.

Constant Powers: The owner gains the appraisal, haggling, and debate proficiencies, or a +4 bonus to already existent skills. None of the owner's businesses ever suffer misfortune, fields and palms always yield richly, and all livestock give birth to twins.

Invoked Powers: The owner can use the *plant growth* and *suggestion* spells (both at will) and the *weather control* spell (1/month).

Random Powers: Four from **Artifact Table 1-12: Fate and Fortune**, one from **Artifact Table 1-21: Personal Enhancements**.

Curse: Those who use the coin to help others are unaffected by any curse, but help must be given without expectation of reward or gain. Those who use the coin to gain palaces, treasures, and power are stricken with unquenchable hunger that grows in proportion to their greed. Eventually the character must spend every waking hour devouring barrels of tea and coffee, bushels of grain, and whole oxen. To be rid of it, the coin must be given to a stranger.

Suggested Means of Destruction:

- The coin must be crushed under the heel of a tanar'ri lord in a land stricken by famine.
- A thief who truly desires nothing must bite the coin in half.
- The coin must be dissolved in the waters of the river Styx.



of Luck (Coin of Greed)

XP Value: 15,000

GP Value: 75,000

Tales of the Lance

This innocent-looking copper coin has two faces. Both depict a fat, heavily jowled merchant. One side smiles ingratiatingly and the other side sneers in open-mouthed scorn.

The coin grants luck indeed—good luck for Hiddukel and bad luck for any mortal who comes across it. One encounter with the *coin of luck* occurred when Balcombe, an initiate into the Order of the Red Robes, failed the Test of Sorcery and ended up a splintered and smoldering pulp outside the Tower of High Sorcery. The *coin of luck* appeared in his hand, and his ruined body was renewed to life. Then Hiddukel, speaking through the coin, offered a deal—Balcombe could remain alive and avenge himself on the wizards who slew him if he promised to

serve Hiddukel. **Balcombe** agreed, only then discovering that Hiddukel required him to trap the life forces of Krynn's folk in *magicjars* and feed them to the insatiable god. Hiddukel **planned**, at the next opportune stellar conjunction, to draw the life forces from the jars and feast upon them.

As might be **expected**, Balcombe was killed in the commission of his duties, and the coin found its way into the pack of one **Tasslehoff Burrfoot**. It could be anywhere now.

The *coin of luck* acts as a *luckstone*, occasionally adding a bonus of +2 to any die roll (roll 1d6: odd = +2, even = +0).

Through the coin's opposite faces, Hiddukel can speak to the **bearer**. The grinning side speaks when Hiddukel is in a good mood and the sneering side speaks when he feels foul. The coin periodically **flips** sides in the bearer's hand when Hiddukel's mood changes. Hiddukel grants the *coin of luck* only to those with whom he knows he has a bargain that cannot be refused.

Once the coin reveals itself as a tool of Hiddukel and the owner agrees to enter into a pact with Hiddukel, however, all the *coin of luck's* powers activate. Once per day, the bearer of the coin can cast *continual darkness 15-foot radius*. Once per turn the bearer can also cast *suggestion* on anyone. These suggestions are used to sow dissent and discord. The coin can create an antimagic area with a 20-foot radius at Hiddukel's will. Hiddukel summons this ability to place his minion at a disadvantage so that he must bargain further with the god of betrayal for his life. Once per day, the coin also casts *blight* and *bestow curse*, the reverse of *bles* and *remove curse*.

Anyone invoking one of the greater powers of the coin must make a system shock roll each time or become terrified and lose 1 point of Charisma. The user of the coin becomes more **corrupted**, jealous, and greedy. Eventually the coin brings downfall to any using it.

This *coin of greed* is part of a *Triad of Betrayal*, created and inhabited by Hiddukel. Although Reorx forged the coin, Hiddukel imbued it with magic to thwart the designs of the goddess of love, **Mishakal**. The *coin of greed*, like the other artifacts of the Betrayal **Triad**, pursues an artifact of the *Circle of Love* all around the face of Krynn. The *coin of luck* seeks to destroy the *amulet of the healing spirit*.

Penny of Luck

XP Value: 200

GP Value: 1,000

The Book of Marvelous Magic

This magical copper piece is engraved with a horse's head on one side and a horse's tail on the other. The user may flip the coin at any time, but it **has** magical effect only once per day. If it lands heads up, the user gains a -4 bonus to **Armor Class** for one turn. If it lands tails up, the user **suffers** a +4 penalty to **Armor Class** for one turn.

Platinum

XP Value: 2,000

GP Value: 10,000

Five Coins for a Kingdom

This is a heavy platinum coin. It is obviously very valuable. The woman shown in profile on one side has a stately expression and looks like a queen or **noblewoman**. The woman appears to be in her **mid-forties**. On the reverse is what looks like a simple stone **block**—**perhaps** some kind of **altar**.

The holder may control any one creature (up to 20 HD) per day, up to the following midnight. A victim gets a saving throw vs. spell to avoid control, but a user can keep trying once per round if the attempt fails. A holder must see a victim to control its actions. A controlled creature cannot be forced to kill itself. A holder can't fight or cast spells while controlling others, but can move up to half normal rate.

A user has a streak of **haughtiness**—or **more** politely, a great deal of **self-confidence**. He or she should be ready to charge any foe, greet every noble as an equal, and disdain to take guff from anyone.

Raistlin's Cursed Money

XP Value: —

GP Value: 100

Tales of the Lance

During the Dwarfgate Wars, Raistlin (or Fistantilus) made a deal with the dark dwarves. They betrayed their king and left the gates of Pax **Tharkas** open when Raistlin's army attacked. A victorious Raistlin paid the dark dwarves 100,000 steel coins.

The coins were **cursed**, however, to prevent the dark dwarves from double-crossing the wizard. If the owner of one of these coins goes back on his or her spoken **word**, the flesh of the owner's hands begins to turn black and rot away. This dread curse spreads slowly to the rest of the body until

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the victim dies.

The legendary effect of this money occurs only when the money is actually part of a promise. (If an NPC pays a PC in *Raistlin's cursed money* to stand **guard**, and the PC flees with the money, the curse will claim the character.) A person under the curse suffers 1d4 points of damage from rotting each day until he or she either makes good on the promise, receives a *remove curse*, or dies.

Returning Penny

XP Value: 50

GP Value: 250

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The *returning penny* may be the source of a well-known **cliché**. When cast away from the bearer, this piece will *teleport* to the user's hand from as far as 30 feet away. It will avoid all obstacles on its return flight.

Silver

XP Value: 400

GP Value: 2,000

Five Coins for a Kingdom

This is a small, finely crafted silver piece. On one side is the profile of a young man with a high **forehead**, a noble nose and chin, a full head of hair, and a faint smile. On the reverse is a dragon whose proportions make it look very young, almost babylike.

The holder can *polymorph* (as the wizard spell) three times a day for up to an hour each time. The shape assumed can be smaller or lighter, but no larger or heavier than the user. A user cannot acquire any of the special abilities of the new shape except natural ones. For instance, if a user becomes a crow, flight is possible, but if a user becomes a gorgon, he or she cannot turn anyone to stone.

A user feels **high-spirited**, boastful, and ready to challenge any who question his or her abilities.

Collar

Although the piece of jewelry known as a collar is usually an ornate, gem-studded leather or metal **band**, magical collars are quite different. Many appear as simple rags, often dirty but never tattered. To gain a collar's magical effects, the owner must wear it around his or her neck.

of Change

XP Value: 4,000

GP Value: 20,000

Falcon's Revenge

The collar that the Falcon uses to perform *shapechanging* is a rare, possibly unique, magical item. It was created as a ring by an unknown wizard and stolen by the Falcon before its enchantment was **complete**. Whether another one was created (the Falcon had it enlarged to fit her neck) is unknown.

The **collar** allows the Falcon to change shape three times per day. She may choose any living form: humanoid or monstrous, or a form she creates herself. She is able to combine any elements to create new appearances at will, including bizarre creatures such as feathered frogs or giant, furry earthworms.

The complete transformation requires one round and the Falcon may not perform any action while the transformation is in progress. Once the transformation is complete, the Falcon receives all the natural abilities of the creature she resembles, but none of the magical abilities. For example, in the form of a dragon, she would receive the claw and bite attacks of a dragon as well as flight, but she would not have spell ability nor a breath weapon.

If the Falcon is rendered unconscious or is killed while in an alternate form, she immediately reverts to her natural, spirit naga form. The collar may be used only by members of the wizard and priest classes.

of Charisma

XP Value: 250

GP Value: 1,500

The Book of Marvelous Magic

This collar activates itself when a wearer bargains or otherwise tries to convince another of a desired result. At that time, the collar gives its wearer a Charisma of 18 with all bonuses. The effect occurs only once per day, but lasts for a full hour.

of Disguise

XP Value: 250

GP Value: 1,500

The Book of Marvelous Magic

This collar enables a wearer to imitate any voice as long as a wearer has **actually** heard the voice at some time. It functions once per day at most and only for one hour per use.

of Protection

XP Value	GP Value	
+1: 1,000		10,000
+2: 2,000		0,000
+3: 3,000		30,000
+4: 4,000		40,000
+5: 5,000		50,000

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These collars range from plain strips of leather to ornate, jeweled bands of fur and chain. The collars were originally made by a Ravens Bluff wizard who was worried about his **pets'** safety. He designed them to function only on small- and medium-sized creatures of animal intelligence or less. Some collars are more powerful than others, having from +1 to +5 protection bonuses.

of Stiffness**XP Value:** — **GP Value:** 1,000The Book of **Marvelous Magic**

This collar protects the wearer from the slicing and slashing action of edged weapons. No saving throw need be made, and no extra damage can be inflicted.

of Strangling**XP Value:** — **GP Value:** 1,200The Book of **Marvelous Magic**

This collar is identical to a *collar of disguise*. However, it starts to strangle its wearer as soon as it is worn. A wearer dies in one turn unless *remove curse* is applied within that time. With this remedy, the collar bursts into flames that destroy it and inflict 3d6 points of severe fire damage to a wearer (no saving throw). The burns can be cured only by *ointment of soothing* or a *heal* spell. Any victim strangled for three rounds or more is unable to talk for 1d4 days or until a *heal* spell is applied.

of Tusmit**XP Value:** 1,000 **GP Value:** 5,000

GREYHAWK Adventures

This adamantite neck shield was enchanted by a wizard who held an unnatural fear of decapitation. He wore it until his death, though the collar gave no protection against the magical spells that killed him. The collar offers no Armor Class bonus, but provides immunity from decapitation, especially from *vorpal weapons*. Full damage is still **received**, but a wearer still has his or her head attached.

Wolf Collar**XP Value:** 800**GP Value:** 4,000

New Item

This **spiked**, black leather collar fits around the neck of nearly any fairly ordinary humanoid, and it can be adjusted for size. The wearer need only speak the command word, "**Fenris**," to be transformed into a dire wolf wearing a spiked collar.

Dire **Wolf:** AC 6; MV 18; HD 4+4; hp 36; THACO 15; AT 1; Dmg 2-8; SZ L.

A character retains **all** memories and skills, but has otherwise completely adopted the form of the wolf. He or she instinctively knows the skills and abilities of the wolf, suffering no penalties on any actions attempted while in wolf form. To revert to ordinary form, a character need **only** growl the command word again. Any damage taken in the wolf form is ignored by a character, but the collar takes the damage **inflicted** on the wolf form. Once the collar has taken 36 hit points, it is forever destroyed. It can heal damage as an ordinary **wolf**, and it can take healing spells to revitalize it.

Other wolves sense the magic of the **collar**, and shun a wearer for that reason. Other dire wolves fear **and** hate the wolf created by the collar, and **will** attack the wearer if they are not immediately cowed by a show of strength.

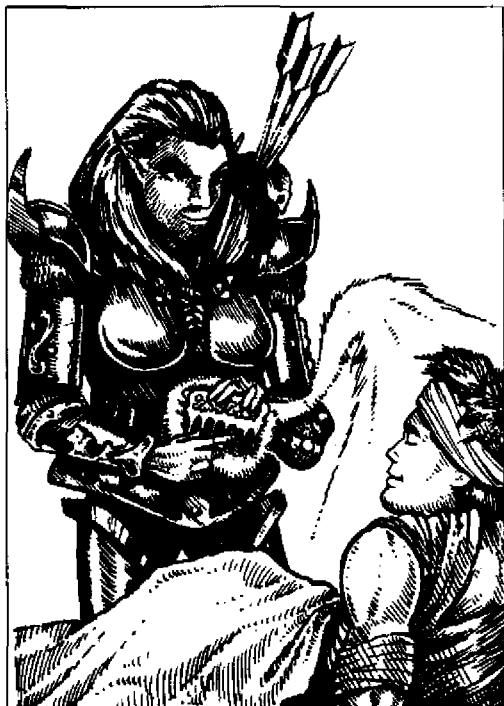
Comb of the Korrigans**XP Value:** —**GP Value:** —

DUNGEONS & DRAGONS Master Set

A group of nine powerful elves took a rare woodland creature (the **korrigan**) as their symbol. Successful as a mortal group, they resumed their close friendship after all reached immortality. Together they created this item to assist mortal elves reach immortality, only aiding those mortals who strive toward representing the best of elvenkind. The korrigans became nearly legendary in mortal life, commonly using *shapechanging* and *haste* in their travels and combats, and this device presumably bestows similar powers.

This is a hair comb, 5 inches long, made of a pink, bonelike substance, with fine teeth. The comb is not active when acquired. If it is left within a burning fire for one full turn, it is activated, but **will** not reveal powers. After that, whenever the user befriends an elf (lending

1,150



money, curing, aiding in battle), one power is revealed telepathically (maximum of one per day), in order of power.

A power is invoked when a certain combination of the comb's teeth are plucked, producing a nearly inaudible musical tone.

Suggested Powers: (All abilities are cast at 20th level.)

- *Poison breath* (Effect 30×10 feet; damage is equal to the user's current hit points with saving throw applicable.)
- *Haste* (Range 240 feet; duration three turns; affects 24 creatures in 60-foot-radius.)
- *Produce fire*
- *Cure disease*
- *Cure wounds, critical*
- *Polymorph self*

Suggested Handicaps: When the first power is used, the user starts turning into an elf; the process takes three months to complete. The user becomes aware of minor changes (animosity toward dwarves, among other things) in two weeks. The change stops completely as soon as the artifact is no longer owned, but the change back to normal takes three months.

- *Energy drain:* User loses three levels of experience when *poison breath* is first used.

Suggested Penalties: (1st appears 1–4 on 1d6, others each 1 in 6);

- *Slow* spell effect centered on user.
- *Polymorph other* spell effect upon user, to turn into an eagle.
- *Memory penalty.* User cannot memorize any spells of the highest spell level he or she can normally study. **Effect** is cumulative if not removed,

Cone of Communication

XP Value: 1,000

GP Value: 9,000

Greyspace

Each cone is a simple, solid cone of an unknown white material, as cold and hard as stone, but much lighter. Each is 4 inches in diameter at the base, and 6 inches high. Each weighs less than one pound.

Cones of communication are purchased and used only in pairs. Each cone is matched with a single other cone, and does not work with any other. If someone speaks into the base of one cone, the voice sounds clearly, and at the same volume, from the base of the matched cone. In fact, the cones communicate not only voices, but any sound that originates from a point no more than 12 inches from the base of one of the cones.

A pair of cones has a maximum range of 1d12 thousand miles. (The range is apparently characteristic of the particular pair, and unchangeable by any means.) Within that range, two people, each possessing one of the pair, can speak to each other normally, with no decrease in volume and no measurable time delay. As soon as the range is exceeded, both cones become totally inert and nonmagical until they come back within operating range again. When the two cones are in range of each other, both radiate an aura of evocation. When they are out of range, they appear totally nonmagical to all forms of analyses. Apart from moving out of range or placing both halves of the pair in sound-proof containers, there is no way to shut them off.

Obviously, *cones of communication* are very useful to spelljamming captains who have to coordinate the actions of multiple vessels. Since sound does not cross the vacuum of wildspace between two distant vessels, captains have to resort to flags, pennants, or other devices to communicate. With a pair of cones, the captains of two vessels can discuss their options and coordinate plans as if they were both on the same bridge. Some military analysts claim that the greatest elven fleet victories in

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the first Unhuman War were achieved because the fleet commander had one pair of cones for each of his important vessels. He gave one of each pair to each subordinate captain, and kept the other cone on his own bridge. By selecting the right cones he could issue changes in orders to any captain, or receive reports. (Obviously, in such a case it is important to mark the cones in some noticeable way to tell them apart).

The first pair of cones was used in Greyspace several centuries ago. A spelljamming wizard named Naxtys claimed that she had created them, and used that claim to bolster her reputation. It was not long before other wizards decided that Naxtys was simply not competent enough to come up with something so **original**. When pressed by her magical colleagues, she finally admitted that she had found the first pair, stored in a protective case of obsidian, floating in wildspace somewhere in the Grinder. Almost immediately, other wizards who were more competent than Naxtys could ever hope to be created more pairs of cones. To this day, nobody knows who created the first cones. Certain wild-eyed fantasists claim they were created by an ancient race of powerful wizards who lived on the planet that was eventually shattered to become the Grinder, and that Naxtys found them

floating there. Most people consider this absolute garbage, of course. As with so many magical items, the price for a pair of *cones of communication* is whatever the market will bear. The lowest recorded price paid for a pair was 11,000 gp, and each year the highest price paid reaches more rarified heights.

Container

A container is a scroll tube, box, or case designed to protect its contents from water, air, or fire. Watertight containers also tend to be buoyant, so they will not sink and be lost if **accidentally** dropped into the water. Roll on the table below to determine the type of container found. In order to increase the possibilities, a DM may choose to roll on the random charts available in many of the entries listed on the table.

Roll	Container Type
01-10	Barrel
11-20	Bottle
21-30	Box
31-40	Can
41-50	Case
51-60	Chest
61-70	Jug
71-80	Scroll tube
81-90	Urn
91-00	Vial

Fireproof

XP Value: 200

GP Value: 1,000

New Item

The **first** of these items was manufactured by a wizard who enjoyed wandering through the Elemental Plane of Fire. This pyrophile was tired of losing his gear to the intense heat intrinsic to that plane. He magically **enhanted** the containers that held his gear, trying to protect the contents from the heat. Unfortunately, he found that when a container was **opened**, the gear was exposed to the intense heat, and all his labor was for naught. **Needless-to-say**, he soon abandoned the enchanted gear, opting instead for normal protections. **Still**, *fireproof containers* are handy for average adventurers or homeowners to have, as they indeed protect the contents from all nonmagical fire. They also grant a 45% magic resistance and a +5 to all saving throws vs. magical fire.

Watertight

XP Value: 20 **GP Value: 100**

Port of Raven's Bluff

Manufactured by **tritons** and mermen, these are made of wood and treated with a magical, **antirotting** process known only to undersea races. They have the additional **benefit** of high buoyancy, so they will float unless weighed down.

Continual Light Reflector

XP Value: 100 **GP Value: 500**

The Northern Reaches

Shaped like a flashlight, this reflector focuses *continual light* in a 120-foot cone, with the lit circle expanding to 10 feet in diameter before the light becomes too dim to see farther,

Contracts of Nepthas

XP Value: 1,000 **GP Value: 5,000**

Tome of Magic

These magical contracts are written in black ink on golden brown vellum. They are usually found in ivory tubes, each tube containing 1d6 contracts. The contracts are blank, to be filled in by the user.

The contracts radiate magic if that is detected for, but carry no overt signs of their special nature. A *contract of Nepthas* automatically places an enchantment upon all who sign it, in order to insure that both parties hold to the agreement. Anyone who has signed a *contract of Nepthas* and breaks the contract is struck deaf, **blind**, and dumb. The effects of the **punishment** last until they are removed with a *remove curse* spell.

A person who is both deaf and blind suffers a -8 penalty on attack rolls, while opponents gain a +8 bonus. A character loses all bonuses for Dexterity and suffers a -2 penalty to saving throws vs. spell, petrification, *polymorph*, and rod, staff, or wand.

A contract involves two parties and an agreed set of conditions. The conditions are usually very specific, but if they are not, they might be perverted in the same way that a *wish* spell might be misinterpreted. If a group of adventurers signs a contract with a king stating that they will slay a dragon in the Northern Hills by the eve of the new moon, slaying any dragon fulfills the contract, even if the king had a specific dragon in mind. If the king agreed to pay the adventurers upon the comple-

tion of their task, he had better have the money when the party returns.

Contracts signed by those under the influence of *charm* and similar spells are null and void. A forged contract is also void. If any person signs a contract and dies before its completion, the obligation is ended for both parties. If a group of adventurers signs a contract and one of their members dies, the survivors are still bound to the contract. A deadline for both parties' responsibilities must be stated in the contract in order for it to be activated.

Control Doll

XP Value: 1,800 **GP Value: 9,000**

DRAGON Magazine 43

Dolls are made to fit general **categories**—a man or a woman, a troll, a dragon. To work, an organic sample of the specific target (some nail clippings, locks of hair, bits of outer skin, or scales) must be made part of the doll. Once the organic material is **added**, the doll acquires a focus. The doll now must be shown to the intended victim. If the victim fails to save vs. spell, the victim is *charmed* (take a *charm person* spell). The *charm* lasts as long as the doll is intact and in the charmer's possession. If the controller loses the doll or the doll is destroyed or damaged, the *charm* is broken.

Cord

A cord is made of several braided and woven strands of fiber twisted together into one long, tough thread. Basically nothing more than thick string or strong yarn, cord is used much the same as rope, but is generally weaker and used in less demanding circumstances. (See Rope.)

of Binding

XP Value: 1,500 **GP Value: 12,000**

DRAGON Dawn

A *cord of binding* is made of spider silk, enchanted to obey a command word to tie a person fast. When tossed to the ground within 3 feet of its target, the line coils itself around a victim, securing limbs to body with knots. This action counts as an attack, and succeeds on an attack roll of 5 or better. The target receives no benefits due to Armor Class, but Dexterity adjustments can make it more difficult for the cord to hit. No attack roll is needed to restrain unconscious or unresisting targets.

The 10-foot long cord is sufficient to restrain one large humanoid, two human-sized creatures (if bound together), or three smaller ones, such as kender. It uncoils and drops to the ground when the command word is spoken backward. Usually only the maker or owner of a *cord of binding* knows the magical command, which is not inscribed on the line in any fashion.

A cord can only be cut with difficulty. It withstands 10 points of damage before being severed, and is allowed a save vs. crushing blow to see if any damage is inflicted by a given attack. It is impossible to snap the strands if less than 30 Strength points are applied. A broken or severed *cord of binding* loses its enchantment and becomes ordinary rope.

of Ekbir

XP Value: 450 **GP Value: 4,500**

GREYHAWK Adventures

Since strangulation is the favorite attack method of assassins and thieves in the civilized northwest, a magical garrote was destined to appear in the hands of Ekbiran murderers. This black cord strikes with a +1 attack modifier and forces the victim to save vs. spell or be stunned and unable to resist the attack.

Faithful Knot

XP Value: 1,000 **GP Value: 5,000**

DRAGON Magazine 30

The *faithful knot* is actually a foot-long cord that, once tied in a knot, cannot be untied by anyone else. This cord can be cut by a sword stroke or similar action.

Kybal's

XP Value: 750/knot **GP Value: 1,000/knot**

The Magister

These lines are only found in crypts, treasure vaults, ruins, and other places that have long been undisturbed. Made of a now-lost fiber that neither rots nor frays, these cords can be cut only by magical or silver weapons. Typically 2 to 4 feet in length, such cords usually have a number of enspelled knots tied in them. Untying the knot unleashes its magical effects. Much research and experimentation must be undertaken to learn the process of enspelling these knots (which are only effective when tied in a cord of this type), but the knots are easily tied, recognized, and untied.

Enspelled and ordinary knots are identical in appearance, and many cords have ordinary knots with enspelled ones as safeguards or to deceive buyers. Feared wizards such as Sespetar and Turgohn the Two-Fingered are known to wear such cords as belts when they travel. Powers of some of the known knots follow. Untying one type calls up a strong, steady wind lasting 3d12 turns, which blows in the direction at which the person untying the knot points the free end of the cord. Such winds have been used to aid navigation at sea, cause storms, and drive vessels onto rocks.

Another knot calls down a *flamestrike* upon anyone within 200 feet that the unbinder points at with the free end of the cord. Yet another dispels *web* or *entangle* spells. One negates *polymorph* spells; another breaches *walls of force*. One knot, when it is undone, *binds* all creatures that exist on two or more planes and are within 60 feet of the knot, to the Prime Material Plane for one turn (undead are not destroyed by this temporary restriction, but lose any energy-draining attacks they normally possess for the duration). One causes all nonmagical ropes within a 20-foot radius to silently untie themselves. One negates an *antimagic ray* within a 40-foot radius around the cord, moving with it and remaining effective for nine rounds. One very rare knot frees summoned creatures (such as elementals, efreeti, and invisible stalkers) from control by their conjurer. Another rare knot may be *retied* around a rechargeable magical item, and restores 1d12 charges to the item. This process involves draining and destroying the cord, regardless of how many knots remain—all crumble into dust.

Dryad Cordial

XP Value: 100 **GP Value: 1,000**

POLYHEDRON Magazine 19

A clear liquid with an emerald or amber tint, a rich, sweet taste, and a distinctive scent (as that of a forest after a summer rain). It is made from the distilled essence of a dryad's tree. This process is known only to certain druids. When consumed by a *dryad*, the cordial enables the creature to survive comfortably for 24 hours while away from her tree at distances greater than the usual 360 foot limit (almost *always* to accompany and serve a druid). Special note: *potion* miscibility does not apply to this item.

If consumed by any other creature, the cordial's effects are based on the user's sex, as follows.

Female: No effect occurs for three rounds. In the fourth round, the user falls asleep. This "beauty sleep" lasts for 1d4+1 hours, during which time all imperfections and blemishes disappear. The character gains one point of Charisma and becomes magically attractive to males of the same race (only), sometimes to the point of causing arguments.

Optional: Also gain four points of comeliness.

With practice, the user can control this as a limited *charm person* effect (+2 bonus to victim's saving throw; note that the effect still applies only to males of the same race). The effects last for 1d4 weeks, after which all ability scores return to normal except for the permanent gain of the point of Charisma.

Optional: plus two points of comeliness.

Male: No effect occurs for three rounds. In the fourth round, the user becomes weak and light-headed, then falls asleep. This "transition sleep" lasts for 3d4 hours, during which time the victim becomes a female and loses two points of Strength. No special powers are gained. The change lasts for 1d4+1 weeks, after that the character returns to normal in all respects except for the permanent loss of one point of Strength.

Multiple use: The second cordial consumed by any one person has double the given duration; the third has double that duration, and so forth. Additional effects are as follows:

Female: The user may actually become a dryad—10% chance for the second cordial, 25% for the third, 50% for the fourth, and 100% for the fifth. If this change occurs, she is immediately bound to the nearest suitable tree.

Male: The effects may be permanent and unremovable—20% chance for the second cordial, 50% for the third, and 100% for the fourth.

Cot

When rolled up and put away, cots look like a set of poles wrapped in a tough canvas or hide sheet. When unrolled and unfolded, the canvas spans the poles and forms a suspended bed. Not exactly comfortable by any means, the cot does, however, suspend the user above the cold ground, the biting fleas, and the threats of rats.

of Entrapment

XP Value: **GP Value:** 1,200

The Book of Marvelous Magic

This cot appears and functions as a *cot of suspension* in all respects. However, anyone lying upon it has a 50% chance of being suddenly wrapped up by the cot two to five turns later. The victim smothered in five rounds, taking damage each round equal to 1/2 of current hit points, unless a *remove curse* is applied. The remedy makes the cot nonmagical.

of Restlessness

XP Value: **GP Value:** 1,000

The Book of Marvelous Magic

This cot appears to be and functions like a *cot of suspension*. It gives little rest, however; the victim tosses and turns all night and suffers a penalty of -1 to initiative rolls, attack rolls, and saving throws for the following day. However, the victim does not think to blame the cot for these ill effects and continues to use it whenever applicable until a *remove curse* is applied by a caster of at least 26th level—it then becomes a *cot of suspension*.

of Suspension

XP Value: 1,000 **GP Value:** 9,000

The Book of Marvelous Magic

This cot looks like a 10-foot pole. Upon command, a duplicate pole appears beside it and, if the two are pulled apart, a canvas can be seen connecting them like a stretcher. The canvas may be up to 5 feet wide and 10 feet long. If the poles and canvas are held horizontally and a second command word given, the legless cot floats in the air. A third command word causes it to levitate to a maximum height of 30 feet. A fourth command word causes it to lower, a fifth word to "rewind" the canvas, and a sixth to make the extra pole disappear.

Cowl of Warding

XP Value: 9,000 **GP Value:** 50,000

The Ruins of Undermountain

A *cowl of warding* is actually a headpiece, usually of fine black cloth, which covers the wearer's upper face with an attached half-mask. The cowl can be worn and used in combination with magical eye-cusps or lenses, but not with visors or other masks. It also covers the wearer's neck with a shoulder length mantle.

The cowl confers protection of AC 1 to the

areas it covers, and has numerous powers, all of which function automatically (and simultaneously when **required**); the wearer need not even be conscious. The **cowl** grants its wearer **all** the benefits of a *greenstone amulet*, a *ring of free action* and a *ring of spell turning*.

The cowl makes all of its own saving throws as cloth, but with a +7 bonus. These rare items are **difficult** to make, and are usually the property of **powerful** priests or wizards. They cannot be made to conform to a specific alignment or ethos.

Crown

Crowns are symbolic headgear worn by the highest nobility in a country (such as the king, queen, emperor, or pharaoh). A crown is usually made of the most expensive metal available in the land and adorned with the largest and finest gems and jewels. Unauthorized beings found wearing or possessing a kingdom's crown are killed on sight.

Black Crown of Aerdly

XP Value: — **GP Value:** 2,000

GREYHAWK Adventures

This evil headgear was worn by one of the original overkings of the House of Naelex in the ancient Great Kingdom. Whether the crown was enchanted by an evil **wizard**, or whether it merely became a receptacle for the **overking's** cruel spirit is not known. The powers of the crown exist only to recreate the greatness and wickedness of the fallen **empire**.

Once **donned**, the crown cannot be voluntarily given up. It raises Intelligence by +2 and Wisdom by +3 (to racial **maximums**) and confers one level of magical ability. Characters who **aren't** wizards or priests can select one level of **ability**—**player's** choice, priest or wizard.

When the crown is put on, and each month thereafter, character must save **vs. spell** or become lawful evil, and then must save again **vs. spell** or be overcome with megalomania. Once both of these are in **effect**, the character must make a saving throw **vs. spell** each month or lose a **point** of Constitution. Any character totally drained by the crown becomes a spectre guarding it.

The crown can be removed only by use of a **wish** or **equivalent**. While this removes the benefits of the item, only then can the alignment change be reversed by *remove curse* and *atonement* spells, while the character's personality is restored only with a *heal* spell.

of Blackmoor

XP Value: — **GP Value:** 80,000

GREYHAWK Adventures

This black, iron headpiece bears a large fire opal. It was created by a powerful lich who used it to spread **evil** and destruction through the **world**, and now only the most wicked (or foolish) characters seek its powers.

When the crown is placed on the head of a **deceased**, evil character who had reached at least **18th-level** as a **wizard**, it animates the character as a lich. A system shock roll is necessary, modified by -1% per five years after the wizard's death, or the wizard's body disintegrates to dust and can never be brought back to life again. The lich's intelligence score starts at 0, but increases by one per day until supra-genius intelligence is **reached**. At that time the lich gains the full powers and abilities of its kind. The character placing the crown has no control over the lich, so a reaction check is necessary, with the following cumulative modifiers:

Summoner	Modifier
Priest	+10%
Evil-aligned	+10%
Fighter	-20%
Good-aligned	-30%
Wizard	+20%
Offers treasure (per 600 gp value)	+1%
Paladin	-20%
Thief	-20%
0-level character	-50%
1st to 5th level	-30%
6th to 11th level	-20%
12th to 18th level	-10%
Over 21st level	+10%

A deceased PC who is brought back as a lich becomes an NPC under the DM's control. The lich may have been a friend and companion of the PCs, but tends to leave their company to pursue its own path.

of Corruption

XP Value: 4,000 **GP Value:** 20,000

The Shadow Elves

This malefic, gold crown is set with four huge rubies, which can be treated as *soul crystals* (two of 6th, two of 7th level, with 5d10 essences in each). No *radiance* spells can be cast from it,

however. Rather, the wearer of the crown gains the following **benefits**—a natural base AC of **-4**; complete immunity to **all** *charm, hold, sleep, paralysis*, death magic (including *disintegration*), and gaseous attacks; and the ability to radiate **both** *fear* and *curse* (reverse of *bless*) within 20 feet (separate saving throws needed). The wearer can also cast *animate dead* three times per day. The wearer of the crown at once becomes a chaotic evil **undead**, subservient to the crown, but retaining all class-based abilities.

Dark

XP Value: 2,000 GP Value: 20,000

Lords of Darkness

This magical circlet of metal is set with teeth and bones of various creatures. It alters in size to fit any wearer, and may be freely removed. Despite its name, the *dark crown* is not Evil. It is a protective item conferring immunity to natural and **magical** *fear, paralyzation, and petrification*. The wearer cannot be magically aged as by a ghost, or harmed by chilling attacks such as the *touch* of a lich. The wearer of a *dark crown* receives a +4 bonus against all undead attacks for which saving throws are allowed.

Once every nine turns the wearer of a *dark crown* can *disrupt undead* as with a *mace of disruption* (see *Mace*), by touch and act of will. A successful attack roll is required (a maximum of one undead creature can be affected), and the wearer of the crown is subject to any side effects of the contact. If the attack misses or fails, the power of the crown that was called is **wasted**, and that power is ineffective until nine more turns have passed. The wearer of a *dark crown* can see with 90-foot *infravision*, and always knows undead normally visible (not concealed behind barriers or within closed coffins) for what they are. A crown wearer looking at a skeleton lying in a casket can tell in an instant whether it is undead or just a normal skeleton.

Emperor's

XP Value: 16,500 GP Value: 127,500

Legends & Lore

This magical crown is decorated with a cluster of perfect gemstones sent to earth by *Amaterasu* with her grandson. When **worn**, it acts as a *helm of telepathy, teleportation, and comprehending languages*. The wearer automatically knows when someone in his or her presence is lying. The crown

bestows an AC of 0 and allows the wearer to ask one question per week of *Amaterasu* (she responds honestly and kindly only to true descendants of the imperial family). Although the crown continues to function if worn by someone other than the **rightful emperor**, *Amaterasu* is sure to punish a thief by sending her avatar after the miscreant,

Hooded

XP Value: 5,000 GP Value: 30,000

The Ruins of Myth Drannor

This is a rare, and possibly unique item. It is a gem-encrusted crown or diadem with **bejeweled** "skirts," or hood of cloth, that surrounds the back and sides of the wearer's head. The crown's jewels wink and sparkle constantly, but this is an illusion; it is actually a plain adamantite circlet, devoid of skirts and gems. It has two sorts of powers: those that always **function**, and those that operate only while the crown is within, or in contact with, the *mythal* (the crown can direct its powers up to 90 feet outside of the *mythal*).

The first powers **are**: a wearer has immunity to all *petrification, polymorph, and electrical or lightning* attacks and effects; can *levitate* or *featherfall* at will; and can cast the following spells (as a **9th-level** wizard): *color spray, magic missile, unseen servant, detect invisibility, ESP, know alignment, locate object, minute meteor* (like a *Melf's minute meteors* spell, but creates only one meteor per use, counting as the crown's spellcasting for the round), *nondetection, tongues, water breathing, minor creation, remove curse, wall of iron*.

The crown can cast only one spell per round (and once any spell is **used**, it can't be called on again until three turns have elapsed), but the *levitation* and *featherfalling* powers, and the immunities can be used at the same time as a spell. Use of crown powers in a round prevents a wearer from casting any spells of his or her own (if a Spellcaster), but not from unleashing magical item discharges or combat.

The second set of crown powers operate in the *mythal*, and consist of the following: a wearer can *fly* at will, can cast (as a **14th-level** wizard) *repulsion, delayed blastfireball, and teleport without error* once a day, and use all crown powers, personal spells, and wielded magical item powers entirely free of the *mythal's wild effects* (all have normal effects).

If a wearer is brought to six or fewer hit points, his or her hooded crown *dimension doors* by itself, in a random direction and distance (up to a limit of 700 feet), to halt *levitating* roughly 6 feet above any surface. It reflects 100% of all magic cast at it back at the source, and defies all psionics, until touched again by a living being. Otherwise, its powers only work when it is on the head of a living being.

of Imperium

XP Value: 750 **GP Value: 45,000**

IMAGINE Magazine 12

This is a magical item generally constructed by the court magicians of vainglorious rulers. The crown itself is constructed by a master jeweler from the finest possible materials available and should cost at least 25,000 gp. Optionally, for militaristic rulers or those whose cultures emphasize strength, this crown may be made of black iron or a similar ebony metal.

Once constructed, the crown is given to a wizard who washes it in a *potion of delusion*, casts *enchant an item* on it, and leaves it soaking in another *potion of delusion* for one month. During the third week, a *philter of persuasiveness* is poured over the crown as it soaks. During all these processes, the wizard must be careful not to touch the crown except while casting the *enchant an item* spell.

On the day the crown is recovered from the potion, the wizard must cooperate with an illusionist who casts *change self* while the wizard casts *charm person* or *charm monster*. The wizard burns the heart of a doppelganger in a brazier and passes the crown through the smoke, following this with a *permanency* spell. The end product is a *crown of imperium* that makes its wearer seem more imposing, up to 15% taller, wiser, and more noble, to members of the same race or species, as well as allowing the wearer to cast the appropriate *charm* spell once per day.

Iron Crown of the Bandit Kingdom

XP Value: 3,000 **GP Value: 35,000**

GREYHAWK Adventures

Fashioned in the land of warriors, this metal headgear completely removes the chance for the following spell-like powers to work on the wearer: *fear*, *charm person*, *magic jar*, *suggestion*, and *hold person*. A fighter gains one level and a priest or wizard loses one level while wearing the device.

of Leadership

XP Value: 1,500 **GP Value: 15,000**

The Book of Marvelous Magic

This piece of regal jewelry is adorned by 10 gems, each worth 100 gp. If any are removed, the crown becomes nonmagical. The user's Charisma is 18 while the intact crown is worn. In addition, any fear (magical or otherwise) can be dispelled by a single command word, effective within 60 feet. A wearer may also produce an effect similar to a priest's *bless* spell by talking to others within 60 feet for one turn; the recipients' morale then rises to 11 (if applicable), and a +1 bonus is added to attack and dawizard rolls. The effect lasts for six turns and may be produced as often as desired. The wearer's morale is unaffected. This "pep talk" can have effect for as long as six rounds even if interrupted once, as long as the full turn of talking is then completed.

Naga

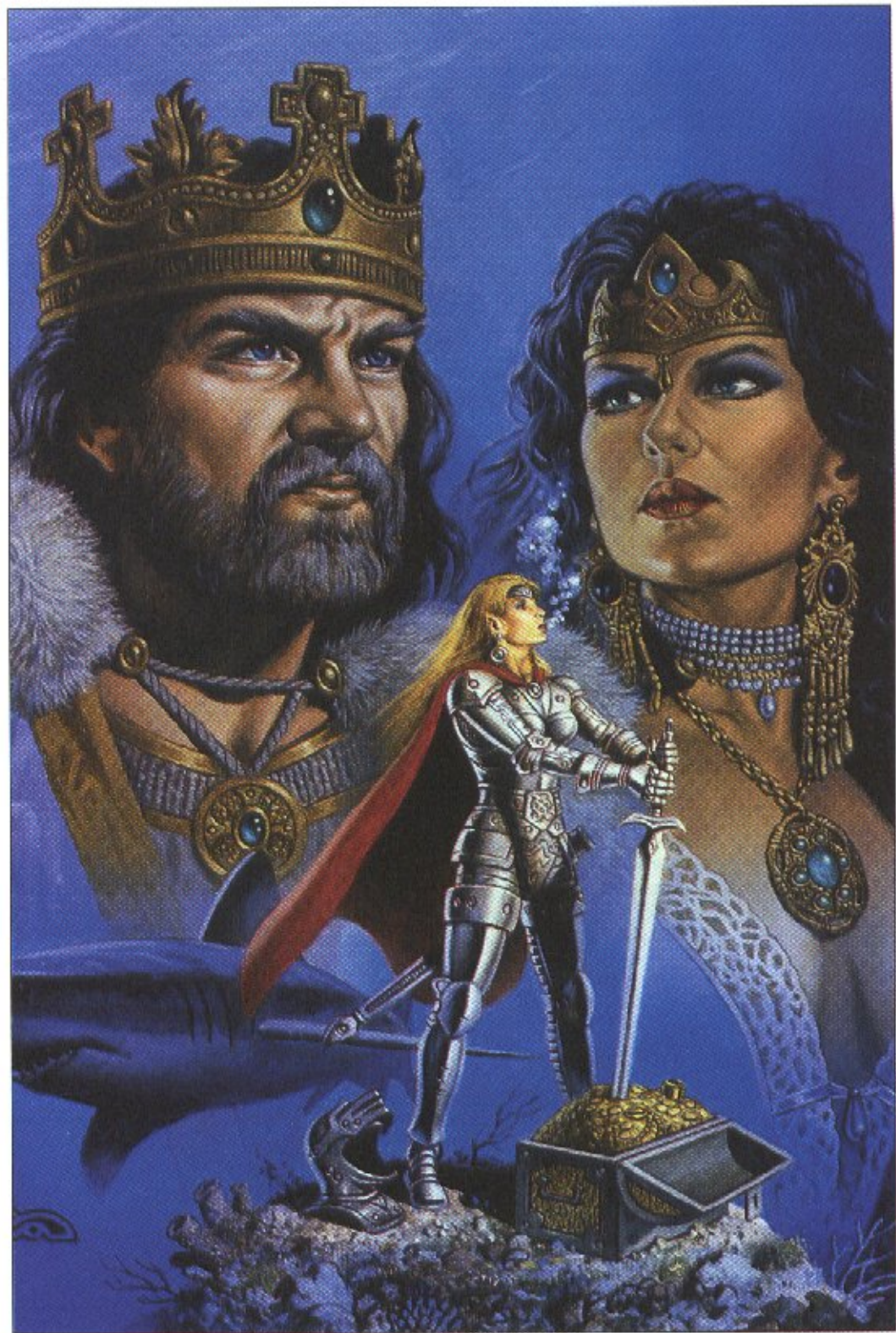
XP Value	GP Value
Normal: 6,000	45,000
Altering: 7,000	50,000
Teleporting: 8,000	55,000

The Ruins of Undermountain

These triple spired, silvery metal circlets adjust to perfectly fit any head they are placed upon. Although developed by the naga long ago (and, Realmslore hints, on another plane), naga crowns are usable by all intelligent creatures able to wear them.

The powers of the crown are exercised by a wearer's will. Learning what these powers are and how to wield them initially takes one turn per power. A wearer of a *naga crown* gains the following powers:

- *Detect invisibility* up to 90 feet.
- *Repulsion* as if cast by a 12th-level wizard once every day.
- A limited form of *spell turning*. A wearer rolls 1d8 and multiplies the result by 10 to determine the percentage amount of *spell turning*. In all other ways, its limitations are identical to those of the ring.
- Double spell casting ability (number of spells that can be memorized) of any wearer possessing spell casting ability, regardless of class, level or race.
- *Reptilian command* once a day, this power is automatic, reptiles gain no saving throw





against this power, and it cannot be dispelled once cast. Its effects last for $1d4+1$ turns, and the power affects all unintelligent, scaled reptilian creatures in the air, water, or land within a 500 yard radius. Once established, this power of the crown cannot be wrested away or usurped by another being with the same ability until the *reptilian command* expires. Intelligent reptilians get a saving throw against this controlling power; the save does not prevent the other effects of the crown.

- Immunity to reptile attacks. Unintelligent reptilians will never willingly attack the wearer of a *naga crown*, regardless of the use of the *reptilian command* power. Intelligent reptilian creatures attack a crown wearer who is using reptilian command as though *slowed*, and at a penalty of -3 to hit. Only reptilian creatures with a 15 or greater Intelligence gain a saving throw vs. spell against these combat effects, and have a penalty of -2 against the power of the *naga crown*. Dragons are immune to all negative effects of *naga crowns*.

These rare and powerful items are often cursed. Ten percent of them may permanently grant the wearer reptilian features and skin whenever *reptilian command* is activated. Another 20% of the crowns have a 10% chance of *teleporting* a

wearer a random distance (up to 6 miles) away from the place of the crown's abilities are used. All *naga crowns* have a 5% chance of simply vanishing whenever any of the nonautomatic powers are called upon (rumors say the crowns return to the plane of their creation).

of Rulership

XP Value: 1,500

GP Value: 15,000

The Book of Marvelous Magic

This piece of royal regalia is surmounted by 10 gems, each worth 100 gp. If any are removed, the crown becomes nonmagical. The wearer of the intact crown may cast spells from it, as a 25th-level wizard. Each spell has a different command word, and each may be used once per day. The crown has 5d10 charges when first found, and each spell used drains one charge. The crown can produce *charm person*, *web*, *hold person*, *charm monster*, and *hold monster*.

The crown may also produce a *domination* effect at a cost of two charges, usable once per day; the range is 15 feet. If the wearer has more Hit Dice or levels of experience than the victim, the *domination* allows no saving throw. (Check levels first in all cases, if applicable.) If the victim's Hit Dice equal or exceed the wearer of the crown, the victim may make a saving throw vs. spell to resist the effect, but with a -8 penalty to the roll. If the victim has at least twice as many Hit Dice as the wearer, the penalty is only -4 . Victims with more than three times as many Hit Dice as the wearer have no penalty at all on their saving rolls. Any victim immune to 5th- or higher-level spells cannot be affected by *domination*. Using *domination*, a wearer of the crown may command a victim to do one of the following—depart, kneel, or stop. A victim obeys as best it can; the effect lasts for one turn at most, or until the crown's wearer releases the victim, which expends no charges. If ordered to depart, the victim walks until out of the sight of the wearer and then runs away for the remainder of the turn. If ordered to stop, the victim cannot do anything except stand, respond to the wearer's questions, and breathe. If the wearer harms the victim or orders or suggests any harm, the effect ends immediately.

If the proper command word is known, the crown may be locked to the user's head; another command word unlocks it. The crown can be worn only once by any one creature; if it is

removed for any reason and then **replaced**, it slays the user (no saving throw). Replacing it must be **voluntary**; there is no effect if it is placed on the head by another.

Scorpion

XP Value:

GP Value: —

Rary the Traitor

An artifact of enormous evil power, the *scorpion crown* is currently in the ruins of Shattados's Palace. Physically, it resembles a large scorpion crafted of heavy, cold, black iron in the shape of a crown, with the legs encircling the head, and the stinger curling up over the head. It radiates a high degree of both magic and evil.

While the crown is clearly very powerful, it has no real practical use, instead it bears a terrible curse. Anyone unfortunate enough to place it on his or her head will experience its curse firsthand. The wearer is agonizingly transformed into a master scorpion, with no saving throw possible. Any individual who owes the wearer allegiance in any form must then successfully save vs. spell at -5 or be transformed into a **manscorpion**. It is Rary's hope that he can circumvent the negative aspects of the crown and **bend** the **manscorpions** of the desert to his will.

The crown's area of effect is limited to the Bright Desert and Abbor Alz. If it is taken from **there**, the original curse will still be active, but the crown will not, for example, cause Iuz to turn into a master scorpion and his barbarian allies to turn into manscorpions. Rary is unaware of this aspect of the crown's powers, which will make it useless to him even if he manages to avoid the curse.

The Bright Desert can still be saved from the scourge of Sulm's descendants. If the crown is **eliminated**, all manscorpions and monarch scorpions are immediately **destroyed**, and the Bright Desert will slowly begin to revert to a reasonably fertile, if somewhat arid, region. These changes take place over a century or more, and do not affect ongoing campaigns.

Of course, destroying the crown is no easy matter. As described in the *Book of Artifacts*, artifacts are vastly powerful items, and can only be destroyed by extraordinary means. The exact means of destroying the crown is up to the DM. Suggestions include dropping it into one of the active volcanoes in the furnaces of Baator, melting it in the breath of a lawful good great

wyrm, taking it to an Outer Plane (such as the Negative Material Plane) where it cannot exist, or carrying it to a place beyond Oerth via spell-jamming ship, to be destroyed by a focoid, rogue moon, sentient star, or other exotic space creature.

Silver Crown of Veluna

XP Value: 2,000

GP Value: 22,500

GREYHAWK Adventures

Encrusted with small green gems, this item recently appeared among the ruling priests of Veluna. The Canon himself has often worn it, though he may sometimes loan it to trusted agents of Veluna when they embark on important, holy missions.

The crown radiates *protection from evil* when worn by a lawful character. A lawful good or neutral good character receives +4 Wisdom (to racial maximum) while the crown is worn. A lawful evil character who **wears** the crown temporarily has a -4 wisdom penalty, while a neutral evil character has a -2 penalty. A chaotic evil character cannot use the crown at all.

Sorona

XP Value: 12,000

GP Value: 120,000

Crown of Ancient Glory

This priceless crown of ancient glory is the lawful circlet of the High Kings of Vestland. Apart from its specific uses by the king of that realm, the crown may function in the following manner for a temporary owner (lawful-good only). If worn upon the head the *Sorona* may:

- Afford the wearer an *ESP* ability once per day (as per the spell).
- Answer one **question** once per day (as per the *legend lore* spell).

An oval circlet of gold, studded with rubies, the *Sorona Crown* is dominated at the forehead by a brilliant, red star gem. **Note:** The functions of the Sorona when worn by the lawful-good King of Vestland are shrouded in mystery. The crown will reveal only a small part of itself to a common PC.

of Souls

XP Value: 20,200

GP Value: 84,000

Feast of Goblins

The *crown of souls* is a dark and evil object that bestows upon its owner the following powers:

- The *crown of souls* can be used to transform

normal men (though not other humanoids or demihumans) into **goblyns**. To do this, the owner of the crown merely holds it on the head of the victim with both hands, and speaks an ancient incantation. As the transformation occurs, the victim screams out in anguish and terror as the mind is lost and the will is filled with evil.

- Upon the brow of an evil being, the crown bestows the following special powers: -2 AC adjustment, $+2$ on all attack and wizard rolls, $+2$ on saving throws, $+20$ hit points, and all class abilities (not hit points) function as if the wearer were two levels higher.
- Anyone wearing the crown must make a saving throw vs. death magic each day. Failure means that a Wisdom check must succeed or the character suffers a slight alignment alteration. Dungeon Masters are encouraged to adjust the check based on the character's past adherence to his or her chosen alignment, with a maximum bonus or penalty of 4 . A wearer's alignment slowly changes to neutral evil. First, the lawful/chaotic aspect changes to neutral. Next, the good/evil aspect becomes one step closer to evil (good becoming neutral, and neutral becoming evil). Once this transformation is complete (for those already neutral evil, they still must fail the Wisdom check once), the crown is in complete control of them. The spirit of the necromancer Daglan will drive them to kill Radaga without the crown.
- The crown can also protect itself from harm. This can only be done if it is physically attacked or threatened (attempts to smash it, throw it off a cliff, melt it in a fire, etc.). In such a case, it can perform the following abilities once per round as often as needed: *affect normal fires*, *blink*, *levitate*, *gust of wind*, *spectral hand*, and *chill touch*. These are performed at the 13th level of proficiency.
- Only one who is pure of heart (that is, lawful good) may take the *crown of souls* out of the domain in which it lies.

of Souls II

XP Value: 20,200

GP Value: 84,000

1992 Collector Card 410

The *crown of souls* was created by the necromancer Daglan, after which his soul became entrapped in it. As each member of Daglan's family died, their souls were also entrapped, bolster-

ing the power Daglan needed to escape. However, the crown found its way into Ravenloft and the demiplane further trapped Daglan by rendering his last descendant immortal—a wight. Now Daglan eternally hopes that someone will destroy the wight so that he might finally have his freedom. In the meanwhile the crown is possessed of some potent magical powers.



of Stars

XP Value: 9,000

GP Value: 36,000

The Ruins of Myth Drannor

This rare, possibly unique magical item is a circle of floating, apparently unattached gems: palm-sized emeralds, rubies, sapphires, and diamonds of at least 14,000 gp value each. They glow with faint, twinkling magical radiances that can't be magically masked or dimmed (and show even through magical darkness). From afar, they are often mistaken for *ioun stones*.

Invisible fields of magic bind the gems together in a ring that can't be broken by any known physical attack or magical means short of a successful *limited wish* or *disintegrate* spell (the crown saves vs. spell as if it was a 20th-level wizard).

Crown powers can only be used by a being wearing it. In a day (24-hour or 144-turn period), it can unleash the following powers

nine times each (range and effects as if cast by a Wizard of 20th-level, except as noted): *dispel magic*, *lightning bolt* (9d6 points of damage, 90-foot range), *unseen servant*, *Evvard's black tentacles*, *wizard eye* (a variant; a user's spectral eye appears as a wraith-like, intangible head, encircled by the twinkling lights of the crown; a user **can't** be attacked through this wizard, but can be identified). It can also unleash a *death spell* and a *meteor swarm* once per day, but using either of these greater powers permanently reduces a randomly chosen attribute of a wearer by one point, and there is a three in 10 chance that it vanishes, shifting to another plane (without the wearer), immediately after the power takes effect.

of the Stars

XP Value: — GP Value: —

SPELLJAMMER* Campaign Set

This magical item distills the abilities of a minor **helm** (See Helm) into a portable item that can be worn, allowing the helmsman to move normally in addition to commanding the ship. Despite its name, a *crown of the stars* is not necessarily a crown; it may be a torque, or a necklace, or a girdle, or any other item which can be worn. It cannot be a ring, however. The only known *crowns of the stars* are **significantly** larger than rings, and all contain at least some silver.

If the crown is used to power a ship for one week or more, it becomes bonded to that ship. It cannot be used to power a **different** ship unless it has been away from its bonded ship for at least one week, thereby severing the bond.

The *crown of the stars* is effective up to one mile away from the ship it is bonded to, so a helmsman can operate the vessel even if he or she is not on board.

A *crown of the stars* not affect a ship with an active helm (or equivalent) on board. It can provide spelljamming ability to ships that would otherwise lack it (such as a viking longship). Often a crown is discovered on the ground where it befuddles the **local** sages, who do not know of the worlds spinning above their heads.

of Summation

XP Value: 4,000 GP Value: 20,000

Van Richten's Guide to the Lich

This ruby-studded crown is similar in function to the **torc** of craftsmanship. Instead of capturing

skills, however, the crown absorbs the wearer's memories. If the item is placed upon the head of a character within one hour of his death, **all** of the character's thoughts from the previous 1d6 days are transferred into the gems. The crown may then be placed upon another head, and all recorded events are played out in detail for the wearer.

Should a living person put on the crown, 1d4 levels of experience are drained into the rubies. They may be regained by removing the crown and putting it on again, but the **levels** are otherwise lost and cannot be regained by any means short of a *wish*. If another creature puts on the crown after levels have been drained into it, the new wearer merely experiences the memories of a previous wearer as described above; lost levels of experience are not regained. Note that those absorbed levels **also** are lost if another person wears the **crown**—the drained character cannot regain lost levels if another creature puts on the crown before he or she does so again.

The second wearer experiences the memories of the first as if actually living them. The crown transfers senses and emotions to the wearer. Physical occurrences are **experienced**, but their effects are not translated into actual effects on the wearer. However, psychological experiences are lasting. For example, if the memory contains a failed horror check, the wearer experiences the effects of it even after removing the crown. All actions are displayed at the rate of one day's memories per round. The crown functions only once, and then it becomes a piece of common jewelry worth 1,000 gp. It cannot be recharged.

A lich might typically use such a device to determine how an infiltrator came to find its lair, who its comrades are, and by what means it arrived. The crown may also be used to become familiar enough with a person to effect a successful impersonation.

of the Unicorns

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 139

The *crown of the unicorns* gives its user the power to communicate with all unicorns. The crown cannot be taken from the user's head unless she removes it herself or is killed. This crown can only be used by females.

Velvet

XP Value: 2,500 GP Value: 10,000

The Ruins of Undermountain

These rare, highly-prized items appear as cloth circlets or garters of worn, dark velvet. When worn about wrists, ankles, or thighs, or simply carried upon one's person, they do not function magically, and barely exhibit any dweomer (even under *detect magic*).

When worn about the head of an intelligent being, however, a *velvet crown* has the following properties: *featherfall* automatically; *silence 15' radius* upon mental command, lasting up to one hour at a time and usable once every three hours; *darkness 15' radius*, lasting up to 6 rounds at a time and usable once every hour; and *freedom*, usable once per day.

This last power enables the wearer to escape from locks, bonds, manacles, and *hold, charm, slow*, and *web* spells. The wearer can also open *held*, locked, and *wizard locked* portals (but not spiked or barred ones) and pass through, all in silence. *Velvet crowns* are usable by all classes, allegedly devised by the wizard Thingarlus, the Master of the Thieves' Guild of Airspur some 400 years ago. Elminster the Sage is known to have used one recently—it is still in his possession.

of the Void

XP Value: 4,000 GP Value: 40,000

Lost Ships

This plain metal circlet functions continuously and automatically, and need not be worn or displayed openly. It magically creates a continually regenerating, breathable atmosphere about itself, identical to the air about the maker at the time the crown was enchanted.

The extent of the atmosphere created by a *crown of the void* varies from a 10-foot-radius to a 90-foot, radial area centered on the crown. In space, this item can be used to keep a drifting individual alive indefinitely, or to continually renew the atmosphere of a ship. The air created by the crown drives out fouled or poisonous gases in its area of effect in 12 rounds. Note that ships using such crowns can be much smaller or far more crowded than ships retaining atmosphere by normal gravitational means.

The size of a crown's air envelope is mentally controlled by the being wearing the crown, who must be sane, conscious, and not engaged in spellcasting to change it. The air envelope can-

not be turned off or extended beyond a 90-foot-radius, and when being willfully changed, changes in area by a 10-foot-radius per round. The atmosphere of a *crown of the void* cannot be 'stolen' by a larger body in space, but is magically maintained about the crown. If the crown is destroyed, the atmosphere is destroyed instantly. If an operating *crown of the void* is placed in an operating furnace and used to power a ship, it ceases to function instantly. A *crown of the void* should not be confused with a *crown of the stars*.

These items are very difficult to make. The few wizards who know how to make such crowns usually lack some very rare ingredients necessary for the crafting.

of Yarus

XP Value: 9,000 GP Value: 45,000

Dragons of War

The *crown of Yarus* is an artifact that dates to the time of the Cataclysm. Broken when Yarus was struck by a falling pillar, the three pieces of the crown were scattered about the tower. Some came under *guard*, others fell into forgotten rooms and places.

This was unfortunate, for it is only through the power of the crown that Yarus could reenter the world and finish the game that bound so many souls to the tower.

The crown is made of intricately laced polished steel, fitted with diamonds (10,000 gp). Anyone who puts on the crown must make a save vs. magic. If the save fails, the person hears voices and suffers the effects of a *fear* spell. The person has the urgent need to remove the crown. If the save succeeds, then the PC hears the distant voice of Yarus calling saying "Come, noble one, come to me and fit me with my rightful crown. Journey (directions)." The directions given are toward the Khas room in terms such as "up," "down," "left," "right," "forward," etc. The directions are for the shortest possible route. These directions continue for one turn before the character must make another save as above. As long as the PC continues to save, the directional messages continue.

If the crown is placed on the skull of Yarus, it slowly floats off the floor, followed by Yarus's scattered bones. All settle with great serenity into the form of a skeleton seated again at a Khas board (see **Chess Game**). A moment later finds the ghostly blue form of Yarus surrounding his bones.

Crucible of Melting

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

A crucible is a small bowl, usually made of fired clay or porcelain, used for heating substances to extreme temperatures. The bowl is usually placed on a furnace. The *crucible of melting*, however, requires no furnace. It melts any metals within it when the command word is spoken. It takes one turn to bring the crucible to sufficient temperature to melt metals placed inside. It has no effect on substances other than metals.

The average *crucible of melting* can hold up to 1 cubic foot of material. Note that magical items are allowed an item saving throw vs. magical fire to avoid destruction. *Crucibles of melting* are most often found (when found at all) in the laboratories of wizards, particularly enchanters who specialize in the construction of magical devices.

Whenever a crucible of melting is used, there is a 5% chance of a mishap resulting in an explosion that inflicts 3d10 points of damage to all creatures within 10 feet. A save vs. **rod**, staff, or wand is **allowed**, with success indicating half damage. The crucible is allowed an item saving throw vs. disintegration. If it fails, it is destroyed; otherwise, it is unharmed and may be used again.

Half of all these crucibles remain hot for three turns. The rest remain hot until a command word is spoken that cancels the heat.

Crutch of Lightning

XP Value: 6,000 **GP Value:** 30,000

Infinity Sphere

The *crutch of lightning* is a large, magical device (almost 20 feet long) that works similarly to a *wand of lightning*. They are attached to the underwing of Gemey's destroyer class spelljammer ships and cause 8d6 points of damage when attacking an individual, and 2d6 points of damage to a wizard. They are **able** to attack once per **round**, each *crutch* has a total of 20 shots apiece.

Crystal

A crystal is a clear, transparent chunk of mineral or glass. Crystals can be any color, but soft, transparent colors are the most common types. Non-magical crystals are believed to enhance a person's life by focusing personal energies. Magical crystals, though, often serve to focus the magic of wizards and priests.

Abelaat

XP Value	GP Value
Normal: 20	100
Special: 40	200

Escape from Thunder Rift

These amber crystals form when the rust-colored, poisonous saliva of a monster known as an abelaat comes into contact with blood. Abelaats are large, bony **humanoids** with very dangerous claws and hollow fangs that hold the burning poison.

When warmed by flame, a crystal allows a holder to view any person or place that the holder concentrates upon, and communicate with any person in that scene. Ten percent of these crystals also allow the user to communicate with a dead person or view a scene in the past, but to do so the user must immerse the crystal in ice-cold water rather than flame. Crystals last 1d6 rounds before shattering.

of Awareness

XP Value: 2,500 **GP Value:** 20,000

DRAGON Magazine 132

A rock-crystal shard of this nature enables the user to perform the following dreamer skills—*awareness sleep*, *detect mind*, *detect lie*, *empathic sleep*, *penetrate disguise*, *read alignment*, and *sleep control*. These powers may each be used once per day, except *awareness* and *empathic sleep*, which may be used once per week.

of Death Scrying

XP Value: 1,000 **GP Value:** 5,000

The Endless Stair

This cursed item always appears as a *crystal ball*, but **regardless** of how many times it is used (it functions three times per day), all that can be seen within it are the violent deaths of intelligent creatures, occurring somewhere on the Prime Material Plane at that moment. If particular individuals are concentrated upon, their deaths may be **seen**—but only if they happen to occur as the crystal is being used (an extremely unlikely event, unless the scryer knows of an impending execution or other demise). The crystal does not show past or future events. The surroundings and cause of death can be clearly seen, and anyone seeing such a death must save vs. spell or flee from the room in which the crystal is located in horror and revulsion. Each time the crystal is used, there is a 33% chance

that blood will begin to seep from it, and flow down the sides. The blood is not real, and vanishes within 1d3 rounds, but whatever it touches is permanently stained.

of the Ebon Flame

XP Value: 14,000 GP Value: 72,500

Eldritch Wizardry

This relic is a crystalline object, slightly smaller than a human skull. It constantly emits rays of brilliant light. Any viewer who sees the light, (except those who touch the crystal) must make a saving throw vs. ~~fear~~ **even** friends of the user. If the saving throw is made, another check need not be made for 15 rounds. The crystal has, at its center, a small, darting, ebon flame. If the user gazes into the black flame, the powers of the crystal may be used. The Crystal of the Ebon Flame has the following abilities and penalties:

- Detect invisible objects.
- User protected against attacks as if wearing +1 armor.
- *Cold ray* of 10 dice effect three times a day.
- Each time artifact is used, user has a 25% chance to lose one point on a random ability permanently, and the ability may never increase.
- User cannot touch or be touched by any type of metal, it simply passes through his or her body with no effect.
- *Time stop* once per day.

of the Ebon Flame II

XP Value: — GP Value: —

Book of Artifacts

The *crystal of the ebon flame* is a flawless, diamond-like stone the size of a woman's hand, cut into a faceted spire that suggests a flickering candle flame. When touched, white and black rays leap within the stone's heart, giving the illusion of real fire deep within the gem.

Like so many artifacts, the origins of the *crystal of the ebon flame* are lost in the shrouds of the mysterious past. Dwarves swear that the stone is like no other found beneath the earth, although they vainly contend that only a **dwarven** jeweller of the greatest skill could have cut the stone so perfectly. Several scholars suggest that the stone may have a stellar origin, possibly mined from the very heart of a burned-out star.

Because of its scintillating beauty and magical powers, the crystal became the powerful holy

relic of an obscure cult of fire worshippers. Once the cult was powerful and influential, but so vile were its practices that popular outrage led to a persecution of its followers. The few devout that escaped continued to practice in great secrecy. With time, knowledge of the cult transmuted into myth and legend, until truth and fiction are completely blurred.

The obscure background of the *crystal of the ebon flame's* cult allows a DM broad latitude in creating an adventure around this artifact. While in a strange city, the characters may tangle with the cult, eventually raiding a secret temple where the flame is held. Alternatively, the PCs may discover the flame in the ancient ruins of a cult temple (held by monsters or degenerate cultists). Naturally, the cultists want their crystal back. Eventually the PCs can expose the cult and the threat it poses to the city, kingdom, or empire. The artifact can then be placed under the protection of local officials (and it can return another day).

Invoked Powers: An owner can summon *shades* (2/day). This and all powers are activated by gazing intently into its heart for 1d4 rounds.

Random Powers: Four from Artifact Table 1-16: Minor Powers, one from Artifact Table 1-15: Major Powers.

Curse: All within 30 feet of the activated crystal (including the owner) must roll a successful saving throw vs. spell or be affected by a *fire charm* spell. *Charmed* characters are also subject to a permanent *suggestion* spell (a second saving throw is allowed) attempting to convince them to become devoted followers of the flame's cult. The stone's **sinister** intelligence is determined to increase its power by adding more worshippers and slaying the followers of other gods. Fearing exposure, it uses stealth to carry out its goals.

Suggested Means of Destruction:

- It must be melted in the core of the earth
- It must be shattered on the **Paraelemental Plane of Ice**
- It must be crushed beneath **Thor's** hammer

of Light

XP Value: —

GP Value: —

The Official **RPGA*** Tournament Handbook

Ages past, the deep gnomes found this powerful relic in a cavern far beneath the earth. There, it "shone like a crystal star in the earth's deep night," according to an ancient **song**. The gnomes released the crystal from its rocky bed and it remained a part of their collection of gems until it was **stolen** by a legendary thief.

One of the greatest priests of Sarkai held the crystal personally for several decades, and at the time of his death he was so obsessed with it that he decreed it should be buried with him. The crystal remained in his crypt, all but forgotten, until it was "found" by its present holder, The Prophet.

The holder of the crystal has the power to *dispel darkness* of any sort within 120 feet of it, with the command word "Altan." No *darkness*, save that created by deities or by other artifacts and relics, can stand against the *light* of the crystal.

Minor benign powers: *Bless* (by touch), *light* (14/week), *hypnotic pattern* (when moved 3/day).

Major benign powers: *Sunray* (3/week, as the 7th-level priest spell), *sunburst* (1/day, as a *wand of illumination*).

Minor malevolent effects: Possessor's hair turns white; yearning for crystal causes a possessor never to be away from it for more than one day if at all possible.

Phasing

XP Value: 2,000

GP Value: 10,000

Infinity Sphere

This magical item, generally found only on spell-jamming Mariner ships, allows a ship of 10 tons or less to phase into the Ethereal Plane. There, they are able to move about without being attacked by enemy ships. Unfortunately, they are often besieged by ethereal creatures who desire the flesh of the crew. The crystal allows a ship to phase into the ethereal for up to one hour's time. This is generally enough time to escape the prowl of larger, more powerful ships.

Shard of Sakkrad

XP Value: —

GP Value: —

DUNGEONS & DRAGONS Master Set

According to very old legends, the original home of mankind was in the middle of a vast mountain, so huge that the sun was said to rise from one of

its peaks and set on the opposite. The entire base of this mountain is the fabled emerald *Sakkrad*; its reflection gives the azure tint to the sky. One small piece of that emerald, this very **shard**, was stolen by a djinni, who subsequently vanished from existence; the shard has never reappeared. It is said to hold unimaginable power; some say that mortal man was not meant to have it, and cannot possibly control it. Others dismiss it as pure legend. Yet despite the tales, many adventurers of great fame and power have gone in **search** of it; none are known to have **returned**.

The shard is a 3-foot-long, an imperfect hexagonal crystal of azure tone, with sharp edges and pointed ends. It is active when **found**, and anyone who touches it immediately and magically knows all the names, details, and command words to all of its powers. However, all this knowledge vanishes immediately when physical contact ceases.

A power is granted to the user when the proper command word is spoken. It remains until used or until the user stops touching the item.

Suggested Powers: (All abilities are cast at 20th level.) *Disintegrate*, *mass charm*, *polymorph any object*, *detect magic*, *planar travel* (treat as a *well of many worlds*); *telekinesis*, *create any monster* (treat as a *monster summoning VI* spell); *automatic healing* (treat as the *heal* spell); *shapechange* (treat as a *polymorph self* spell); *luck* (duration one turn; allows user to choose the result of one die roll).

Suggested Handicaps: (1 appears when the item is first used; others appear in sequence whenever the user draws on one of the last four powers.)

- **Magic error:** A 25% chance of error occurs whenever a user casts a spell or utters any command words, except those used on the shard.
- **Operating Costs:** A user loses 10% of all treasure owned.
- **Greed:** Anyone seeing a user produce any visible effect of the shard's powers must make a saving throw vs. spells, with a -4 penalty to the roll, or immediately attack the user with intention to possess the shard,
- **Doom:** The next time a user employs one of the last four powers, there is a 5% chance that an Immortal will arrive. This chance increases by 2% each time a 100 point power is used again. If the Immortal arrives, all within sight

range have the choice of watching or looking away. Each of those watching must make a saving throw vs. death magic, with a -10 penalty to the roll, or die,

Each of those looking away may make a saving throw vs. spell; if successful, no further effect occurs, but if failed, each must make a saving throw vs. death magic. The Immortal departs within one round, taking the user and all of his or her nonliving valuables (wherever they may be). The shard is not taken, but is *teleported* to a random location within 10,000 miles.

Suggested Penalties: (20% chance of appearance when any power is used; equal chance for each.)

- *Delayed blastfireball* within 10 feet of user, set to detonate in 1d4 rounds; normal saving throw applies to all victims.
- User takes 40 points of dazward.
- *Healing error:* When the automatic healing power is next triggered, it cures only 10 points of dazward, or fails utterly to cure any other effect (poison, disease, etc.)
- The user is struck with paranoia.
- *Memory lapse:* User suddenly and forgets how to cast spells (if a Spellcaster) or how to use weapons for 2d10 days; no saving throw.
- User is struck by *withdrawal*; saving throw vs. spells applies, but with a -5 penalty.
- Antimagick 100%, 10-foot-radius emanating from the artifact. The antimagic will remain until *wished* away, or until the user washes it in the water at either the north pole or the south pole.
- *Saving throw penalty:* A -8 penalty applies to the user's saving throws vs. fire-type attacks.

Signaling

XP Value: 10

GP Value: 50

The Astromundi Cluster

Signaling crystals are flat, reflective crystals mounted on a swivel. They (and a special coded language) were designed by the Antilans to facilitate intership communication.

Ships within Clusterspace still use the original Antilan coded language between ships. Characters can take the code as a normal language, or as a nonweapon proficiency. *Signaling crystals* can be seen out to 10 miles in the depths of space, half that in an asteroid field or nebula. Larger versions visible out to 50 miles have been seen aboard Antilan crystal ships, but no other race uses mem.

Crystal Ball

I

XP Value

- Clairaudial: 2,000
- Crystal Ball: 1,000
- Extraperceptive: 2,000
- Telepathic: 2,000

GP Value

- 10,000
- 5,000
- 10,000
- 10,000

DUNGEON MASTER Guide

This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a *crystal ball* must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to success at location.

Chance of Subject is

- Personally well known 100%
- Personally known slightly 85%
- Pictured 50%
- In partial possession 50%
- Garment in possession 25%
- Well informed about 25%
- Slightly informed about 20%
- On another plane -25%

*Unless masked by magic

The chance of locating also dictates how long and how frequently a wizard is able to view the subject:

Chances of Viewing

Locating* Period	Frequency	
100% or more	1 hour	3 times/day
99% to 90%	30 minutes	3 times/day
89% to 75%	30 minutes	2 times/day
74% to 50%	30 minutes	1 time/day
49% to 25%	15 minutes	1 time/day
24% or less	10 minutes	1 time/day

*Unless masked by magic.

Viewing beyond the periods or frequencies noted force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently towers the character's Intelligence by one point and drives the wizard insane until *healed*.

Certain spells cast upon the user of the *crystal*



ball can improve the chances of using the device successfully. These are *comprehend languages*, *read magic*, *infravision*, and *tongues*. Two spells—*detect magic* and *detect evil/good*—can be cast through a *crystal ball*. The chance of success is 5% per level of experience of the wizard.

Certain *crystal balls* have additional powers. These spell functions operate at 10th-level. To determine whether a *crystal ball* has extra powers, roll percentile dice and consult the following table:

Roll	Additional Power
01-50	crystal ball
51-75	crystal ball with Clairaudience
76-90	crystal ball with ESP
91-00	crystal ball with telepathy (communication only)

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

Class	Chance
Fighter	2%
Paladin	6%
Ranger	4%
Bard	3%
Thief	6%
Spell-User	8%

For each point of Intelligence above 12 the creature has an additional **arithmetically** ascending cumulative chance beginning at 1% (1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is **rolled**, the subject becomes aware of being watched.

Dispel magic causes a *crystal ball* to cease functioning for one day. The various protections against *crystal ball* viewing simply leave the device hazy and **nonfunctioning**.

The DM may allow other scrying devices for priests and **druids**—**water** basins and mirrors are suggested. Have them function as normal *crystal balls*.

In Ravenloft: Ravenloft's domain lords are so

integral a part of the **demiplane** that a *crystal ball* cannot distinguish them from the fabric of the land itself. Other changes to the *crystal ball* are covered under the *clairvoyance* spell description and the entries for other imitative spells.

II

XP Value	GP Value
Clairaudial: 2,000	10,000
Extra-sensory: 2,000	20,000
Normal: 1,000	50,000
Sending: 2,000	10,000

The Book of Marvelous Magic

This ball can be used only by a wizard. The user may look into the ball, concentrate on any place or object, and cause the wizard of the place or object to appear. A *crystal ball* may be used three times per day, for up to one turn per **use**. The more familiar the object or area, the clearer the wizard. To determine the type of *crystal ball* found, roll 1d8:

Roll	Ball Type
1-4	<i>Normal</i> : A normal <i>crystal ball</i> is as described above.
5	<i>Clairaudial</i> : For explanations of <i>clairaudial</i> baits, see the <i>Clairaudience</i> spell description.
6	<i>Extra-sensory</i> : For explanations of <i>extra-sensory balls</i> , see the <i>ESP</i> spell description.
7-8	<i>Sending</i> : A <i>crystal ball of sending</i> can be used to send one item weighing up to 1,000 pounds to a location viewed in the ball. Sending can be done only while the wizard appears in the ball; the object must then be touched and a command word spoken. An object can be sent only to an unoccupied location and always arrives on a floor or firm surface, never in midair or within a liquid. Magical effects, such as a <i>magic missile</i> , cannot be sent through the <i>ball of sending</i> .

III

XP Value: 2,000	GP Value: 10,000
<i>Infinity Sphere</i>	

Crystal balls used in the Chronos Crystal Sphere generally serve a different function than elsewhere in the Prime Material Plane. They are used for long-distance communications or to see into the Prime Material Plane

from the Ethereal (as the Mariner ships). *Crystal balls* owned by the "other side" are highly valued **items**, as they allow spies to scry into the affairs of the enemy.

IV

XP Value: 800

GP Value: 4,000

DRAGON QUEST Game

This clear, *crystal ball* is mounted on a pedestal. Any attempt to force it from its stand makes it shatter, causing 1d6 points of **dawizard** to everyone in the room. The first time each hero looks into it, roll 1d6:

Roll	Effect
1	The hero's Intelligence score permanently lowers by 1.
2	The hero's Wisdom score permanently lowers by 1.
3	The hero's Constitution score permanently lowers by 1.
4	The hero's Constitution score permanently rises by 1. (18 max.)
5	The hero's Wisdom score permanently rises by 1. (18 max.)
6	The hero's Intelligence score permanently rises by 1. (18 max.)

avec Clairaudience

XP Value: 2,000

GP Value: 10,000

DUNGEONS & DRAGON Expert Rules Set

This works like a standard *crystal ball* and may only be used by a wizard. The item also allows the user to listen to any noise (including speech) at the place viewed.

Crystal Hypnosis

XP Value: —

GP Value: 3,000

DUNGEON MASTER Guide

This cursed item is indistinguishable from a normal *crystal ball* and it radiates magic, but not evil, if detection for evil is performed. Any wizard attempting to use it becomes **hypnotized**, and a *telepathic suggestion* is implanted in the **victim's** mind. The user of the device believes that the desired object was **viewed**, but actually, he or she came partially under the influence of a powerful **wizard**, lich, or some other power or being from another plane. Each further use brings the *crystal ball* gazer more under the influence of the **creature**—either as a servant or a tool. The DM decides whether to make this a gradual or sudden

affair according to the circumstances peculiar to finding the *crystal hypnosis ball* and the party that locates it.

Eye of the Gods

XP Value:

GP Value: —

Under the Dark Fist

The gods and all other great supernatural beings in the Vodoni sphere had only two choices when the supernova became inevitable. Their first choice was to stay and risk destruction. The fact that no power could divine the future past the time of the nova frightened the majestic beings terribly. The second choice was to leave the sphere with the rest of the exodus. Unfortunately, the gods were incapable of leaving their own sphere while retaining their power. The future seemed hopeless.

Under the guidance of the Crystal King, however, a vessel was created capable of carrying all of the gods, if they agreed to be bound. As the deadline approached, more and more powers **joined** the crystal ark called *the eye of the gods*.

To prevent any one force from gaining control of all, the key to releasing the gods again was entrusted to a neutral mortal. The Crystal King had faith in Vulkaran, as the young emperor had shown strength and resolve in dealing with the epic crisis before his people. The elemental lords, however, had equal faith in the adage that "absolute power corrupts absolutely" and that the forces of the inner planes would triumph in the end.

What neither side counted on was Vulkaran's determination to keep both sides imprisoned. "Surely," they felt, "a mortal would **call** on the powers of the gods to increase his own power." But Vulkaran never did. The emperor used his own cunning and will to shape his people and forge his war machine, and the longer the immortals remained **imprisoned**, the greater Vulkaran's own deification seemed to be assured.

Vulkaran didn't need the gods a fraction as much as they need him.

The eye of the gods has no direct powers of its own, it is merely a vessel, a prison. Its power lies in the fact that the owner of the artifact can free any divinity imprisoned within if the key words are known. Naturally, the shadiest of gods will promise anything to gain their **freedom**, tempting a possessor with great wealth and power. A power-

ful wizard can use its residual energy to power specially-created spells, wards, and magical devices (that is what **Vulkarus** has done).

Only **Vulkaran** knows the key words and this is how it should remain during the entire **adventure**. If the PCs start summoning up gods to do their bidding, campaign balance is going to be destroyed.

The *eye of the gods* looks like a normal *crystal ball*.

Moredlin's

XP Value: 1,000 **GP Value:** 5,000

1992 Collector Card 247

Moredlin's crystal ball is a typical version of the normal scrying device, except that sound is transmitted normally between the *crystal ball* and the individuals that are being viewed. This has one obvious drawback, Moredlin must be very quiet while conducting his scrying. On the other **hand**, he may choose to communicate verbally with anyone he has chosen to view through his magical sphere.

Crystal Parrot

XP Value: 1,500 **GP Value:** 7,500

Tome of Magic

This is a 12-inch high statue of a parrot made of clear crystal that is useful in the detection of trespassers. The *crystal parrot* is typically placed high on a bookcase, shelf, or a similar location that gives the parrot an unobstructed view of the area it is to oversee.

To activate the parrot, the user speaks the command **word**, causing a soft red glow to appear behind the parrot's eyes. Unless the *crystal parrot* is **destroyed**, it remains active for 30 days. The user may also choose to **deactivate** it with a second command **word**, at which time the red glow in its eyes disappears. Once **deactivated**, it cannot be activated again until another 30 days have passed.

The active *crystal parrot* "sees" everything in a 180° arc in front of it, to a distance of 50 feet. The *crystal parrot* can see no better than a normal parrot; that is, its vision can be obscured by normal or magical darkness, or by physical barriers. The user must instruct the parrot as to what types of intruders it is to observe. The user may be specific ("Watch for a 7-foot, bald human male with a red coat") or general ("Watch for all humanoid and animal intruders").

At the tune an intruder enters the parrot's field

of vision, the user hears a telepathic report about all intruders matching the description. The telepathic reports are general in nature, seldom more than brief phrases ("man with red coat enters" or "two rats enter"). If the user was not specific as to what types of intruders to watch for, the *crystal parrot* reports only the number and type of intruders (such as "one woman enters" or "a dozen orcs enter"). The *crystal parrot* does not report the actions of intruders, merely their presence; it tells the user when the intruders enter and leave, but nothing else.

The telepathic reports can be transmitted over an unlimited distance, but cannot be communicated into other planes of existence. The telepathy is one-way; the user cannot communicate with the *crystal parrot*.

The *crystal parrot* has AC 3. It shatters and becomes permanently useless if it suffers 12 points of **dawizard**. The user is instantly aware of the parrot's destruction.

Crystal Warrior

XP Value	GP Value
Diamond: 14,000	70,000
Glass: 10,000	50,000
Jade: 10,000	50,000
Porcelain: 10,000	50,000
Ruby: 10,000	50,000

Kara-Tur

Deep in a hidden, mountain **sepulcher** lie the five *crystalline warriors* awaiting the **call** to defend **Tabot** against monstrous odds. They are:

- The *glass warrior*, who turns water to ice and carries a *bow* +3 and never-empty quiver.
- The *porcelain warrior*, who makes water boil and wields a copper lance and a shield that shines like the sun (each +2, save vs. *blindness*).
- The *ruby warrior*, who turns water to steam, sets fire to wood and cloth, and wields a *great stone club* +4, whispers to the **owner**, grants *true sight* and *scry* to possessor).
- The *jade warrior*, who can change water into plants, herd trees, and carries a *bamboo scimitar of sharpness* +5 that casts *wood rot* on command.
- The *diamond or rainbow warrior*, who controls the weather and the elements of earth and water (can cast any *wu jen* earth or water spelt), and carries the famous *scythe of pain* +5 that immobilizes its target for 1d3 turns

with wracking pain unless a saving throw vs. spell is made.

All the warriors can be raised by a lama of strong faith (or by those tampering with their rest). They will come to the aid of Tabot if an invasion is destroying the country—they have ignored honest pleas of lesser magnitude.

Crystalline Warriors: AC -4; HD 15; hp 95; MV 9; Dmg by weapon type +8; SA +3 to *hit, fly, invisibility, jump* (all at will), individual powers are usable at will and have a range of 300 feet; SD immune to *poison, petrification, charm, hold, sleep*, and death spells.

Cube

Magical cubes are small objects about 1 inch across in size. They may be made of wood, stone, metal, glass, or bone, and bear no markings. Magical effects are produced either by command word or by pushing on one of its six sides.

of Abilities

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

When this cube is touched, it disappears and one of the touching character's ability scores changes, as determined in the following manner. The player chooses any one score and then rolls 4d6. The lowest roll is discarded; the total of the other three dice determine the new score for the ability chosen. The procedure should be explained to the player before the ability score affected is chosen; the choice and the roll should be made by the player. The new score remains until a *remove curse* is applied by a caster of at least the 26th level. The spell restores the original ability score and has no other effect, regardless of intentions otherwise.

Bullion

XP Value: 800 GP Value: 4,000

The Book of Marvelous Magic

This cube, when touched to any small lead item (up to 100 pounds weight), transmutes the lead to gold. The cube can be used once per week at most.

of Calling

XP Value: 1,000 GP Value: 5,000

DRAGON Magazine 73

A 1-inch obsidian cube and a metal tuning fork 4 inches long. When the fork is struck, the sound is

reproduced from the cube as well as from the fork, provided the cube is no more than 3 miles away.

Cubic Foot

XP Value: 1,000 GP Value: 5,000

The Book of Marvelous Magic

This small cube is a magical container more powerful than a *bag of holding* in some respects. When commanded and touched to any item or liquid, the cube absorbs and stores the item (or up to one cubic foot of a liquid), if it fits within the one cubic foot, magical storage space. Several items may be stored, up to the storage limit; for example, up to 500 coins will fit in the space. The cube does not affect living or undead creatures nor on any items carried. The cube has 2d10 charges when found. It can absorb and store part of any magical wall, simply by touching it; this costs 1 charge. The duration (if any) of the piece of the magical wall is suspended while it is stored and resumes when it is retrieved. Stored material is retrieved with a second command word, and all the contents reappear next to the cube.

Cubic Gate

XP Value: 5,000 GP Value: 17,500

DUNGEONMASTER Guide

Another small, cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which is always the Prime Material Plane. The other five sides/planes can be determined by the DM in any manner. If a side of a *cubic gate* is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun, or trouble.

If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius are drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Cubic Yard

XP Value: 1,200 GP Value: 6,000

The Book of Marvelous Magic

This cube functions exactly as a *cubic foot* but can hold 27 cubic feet of material in its magical storage space. For example, it could hold 13,500 coins.

Daern's Instant Fortress

XP Value: 7,000 GP Value: 27,500

DUNGEONMASTER Guide

This metal **cube** is small, but when activated it grows to form a tower 20 feet square and 30 feet high with arrow slits on all sides and a **machicolated** battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door that opens only at the command of the owner of the **fortress**—**even** *knock* spells can't open the door.

The adamantite walls of *Daern's instant fortress* are unaffected by normal weapons other than catapults. The tower can absorb 200 points of dawizard before collapsing. Dawizard sustained is cumulative, and the fortress cannot be repaired (although a *wish* restores 10 points of dawizard sustained).

The fortress springs up in just one **round**, with the door facing the device's owner. The door opens and closes instantly at his or her command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone who is caught sustains 10d10 points of dawizard.

In a DRAGONLANCE **campaign**: *Daern's instant fortress* does not exist on **Ansalon**.

of Disabilities

XP Value: — GP Value: 700

The Book of Marvelous Magic

This cube is identical to a *cube of abilities*, and players should be offered the same explanation as given in that description (see above). However, after the player rolls 4d6, the two dice with the lowest numbers are discarded. The result (2d6) is the new score for the ability chosen. Just as the toucher's ability score changes, the cube disappears. The new score remains until a *remove curse* spell is applied by a caster of the 26th level or higher. The spell restores the original ability score and has no other effect regardless of intentions otherwise.

of Farce

XP Value: — GP Value: 700

DRAGON Magazine 35

Upon pressing this cube, a field of **force** will spring up just as in the *cube of force* but on the interior of the cubic field the operator is subjected to 6 **different** "comedies" at the same **time**, and must save vs. spell or go insane for 1d10

rounds. The comedies are contemporary "sit-coms" such as *Gilligan's Island* and *The White House Press Conference*.

Force

XP Value: 3,000

GP Value: 20,000

GREYHAWK

The device that projects this *force cube* is a small, **carnelian** cube, about 1 inch per side. Three times per day the cube may be pressed so as to cause it to emanate the *force field* about its **possessor**. It will enclose an area of 64 cubic feet, and moves at a maximum rate of 6 per **round**. Nothing can pass through the *force cube*, though a user may lower the *force field* at any time. Only the following can bring one down:

- Flaming oil or fire in mass
- *Fireballs*
- Lightning
- *Phase Door*
- *Disintegrate*
- *Pass Wall*
- *Time Stop*

of Force II

XP Value: 3,000

GP Value: 20,000

DUNGEONMASTER Guide

This device can be made of ivory, bone, or any hard mineral. It is about the size of a large **die**—**perhaps** % of an inch **across**—**and** enables its possessor to put up a *wall of force* 10 feet per side around his or her **person**. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field. Attacks cost extra charges from the cube in order to maintain the integrity of the screen.

		Charge Cost
		Per Turn/ Movement
Cube Face	Rate	Effect
1	1/1	Keeps out gas , wind , etc.
2	2/8	Keeps out nonliving matter.
3	3/6	Keeps out living matter.
4	4/4	Keeps out magic .
5	6/3	Keeps out all things.
6	0/normal	Deactivates.

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube.

Attack Form	Extra Charges
Catapult-like missiles	1
Very hot normal fires	2
<i>Horn of blasting</i>	6
<i>Delayed blastfireball</i>	3
<i>Disintegrate</i>	6
<i>Fire storm</i>	3
<i>Flame strike</i>	3
<i>Lightning bolt</i>	4
<i>Meteor swarm</i>	8
<i>Passwall</i>	3
<i>Phase door</i>	5
<i>Prismatic spray</i>	7
<i>Wall of fire</i>	2

of Frost Resistance

XP Value: 2,000 **GP Value:** 14,000

DUNGEON MASTER Guide

When this cube is activated it encloses an area 10 feet per side, resembling a *cube of force*. The temperature within this area is always 65° F. The field absorbs all cold-based attacks (*cone of cold*, *ice storm*, and even white dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed.

Cold below 0° F. effectively inflicts two points of cold damage on the cube for every -10°, so that the cube is at -2 points when the temperature of the attack is at -1° to -10° F., -4 points at -11° to -20°, etc. Thus, at -40° F. the device can withstand only 42 points of damage.

Glow

XP Value: 80 **GP Value:** 800

DRAGON Magazine 30

The *glow cube* is a 1-inch-square cube of wood that glows a pale green. It gives off too little light to see by, but is visible from as far as 90 feet away in a dark room. These were originally used to mark the edges of the paths in the Orlow gardens.

Ice

XP Value: 70 **GP Value:** 700

The Book of Marvelous Magic

When dropped into any liquid, this cube causes up to 1,000 cubic feet of the liquid to freeze solid. The cube then pops out of the frozen material and is easily recovered. It may not be used more than once per day. Freezing destroys any potion except poison and causes most drinks (ale, beer, wine, etc.) to spoil.

Khurgorbaeyag's Copper

XP Value: 4,000 **GP Value:** 20,000

Monster Mythology

He carries a small, copper cube that can be thrown at a target and expands into a 10-foot, *cubic forcecage*; those inside are affected as by a *symbol of hopelessness* (normal save vs. spell to negate).

of Liquid Cooling

XP Value: 18 **GP Value:** 90

DRAGON Magazine 73

A 1-inch cube of a hard, white, translucent material, with slightly rounded edges and corners. When placed in no more than 16 ounces of liquid, at an initial temperature of no more than 130 degrees, it will slowly cool the liquid to 35 degrees and maintain it at that temperature indefinitely. It will not affect more than 16 ounces, and if placed in a liquid hotter than 130 degrees it will *disintegrate*.

of Luck

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This cube is identical to an *ice cube* but, if it used as one, it functions only once and is then destroyed. If used to gamble (as a 6-sided die), all those seeing the cube believe it to be a normal die. The result of the roll, though, is whatever the user desires, seen by all! However, if used for more than six rounds, all viewers may make a saving throw vs. spell; those who fail the saving throw continue to believe the illusion, but others see it as the actual featureless cube and may (75% chance) become enraged and attack the user. Legal prosecution is also possible, as this use of the cube is an unlawful act.

of Sweetness

XP Value: 5**GP Value:** 25

The Book of Marvelous Magic

This cube appears to be an *ice cube*. If offered to any ordinary, nonmagical creature of animal intelligence, the beast may eat it (+3 bonus to reaction roll). If the cube is eaten, the creature becomes *charmed* by the user (no saving throw, standard duration). The cube reappears in the user's pocket 24 hours later. This charm does not improve communication, but it certainly encourages obedience. Each use of the cube costs one charge, and the cube has 2d10 charges when found.

Cup

A cup is an open container, generally made of metal, glass, crystal, or china. A cup usually has one handle and is used to drink hot beverages—usually coffee or tea. A cup can be almost any size, but the usual capacity ranges from a few ounces to one pint. A chalice (see **Chalice**) is simply a metal cup without a handle.

of Al'Akbar

XP Value: —**GP Value:** —

Book of Artifacts

The *cup of Al'Akbar* is hardly an inconspicuous item. It is a large chalice, big enough that, were it filled, it would take two hands to lift. The vessel is made of *hammered* gold and chased with a silver filigree. Twelve great gems (each worth 5,000 gp) are set in mounts of *electrum* to form a band around the rim. Overall, the craftsmanship is clearly the work of a goldsmith of extraordinary skill and artistry. Although it does not radiate magic, the cup is always bathed in a golden aura.

Constant Powers: Anyone of good alignment who touches the cup receives the benefits of a *bless* spell. This lasts for 24 hours.

Invoked Powers: The powers of the cup are activated by filling it with holy water, *usable* once per day. If all of the water is *drunk*, it acts as a *cure critical wounds* or *neutralize poison* spell, or it can be divided into three portions that act as *cure light wounds* spells, although these *fade* in 12 hours.

Legend: The *cup and talisman of Al'Akbar* (see **Talisman**) are major holy relics. The two artifacts are always associated with a powerful god or goddess of healing, although the DM must

select exactly which one is most appropriate from those in the campaign. In a FOKGOTTEN REALMS setting, Lathander could be used, while in the GREYHAWK campaign, Pelor would be appropriate. (Note that these items are not found in DARK SUN campaigns.)

No matter what the faith, according to the sect's dogma, the *cup* and *talisman* were given by the deity after a great disaster that brought untold devastation and suffering to the land. The two items appeared before the high priest in a dream. When the clergyman awoke, the *cup* and *talisman* were there, still sparkling with the radiance of the deity. Blessed with the items and the knowledge of their use, the holy man went out and cured the multitude of sick and injured *people*.

Unfortunately, the miraculous powers of the *cup* and *talisman* did not bring happiness to the people nor peace to the temple. When travelers returned to their distant homelands with tales of these two wonders, emperors, kings, and warlords coveted the items. Driven by greed and *fear*, they marched their armies and sent their agents, to seize the treasures.

Just what battles occurred and who won them is lost along with the names of those who fought for the artifacts. Perhaps one was victorious over the others only to have both treasures seized. Perhaps they were stolen. What is known is that when the wars finally ceased, they had disappeared forever.

Even today, however, the legend of their miraculous power lives on in expressions such as "cured by the cup" for any miraculous healing or "By the star of Akbar," an oath to ward off disease.

The *cup and talisman of Al'Akbar*, because of their *powerful* healing abilities, are both excellent items for the PCs to acquire and use, and yet unbalancing devices that are best taken out of player characters' grasp quickly in any campaign where they appear. The cup and talisman can be immensely useful items in an incredibly dangerous adventure where the characters frequently face *horrible* injury and death. These two artifacts may be vital for keeping the characters alive long enough to have a hope of concluding the adventure.

The DM should not use the cup and talisman more than once in this manner. The powers of the cup and talisman allow the PCs to flaunt death and perform supremely heroic acts, but if this risk

is removed from all adventures, things grow dull very quickly.

Ideally, the characters find the cup, talisman, or both as the prelude to an even more harrowing task. The characters need the **life-giving** powers of these artifacts in order to travel to the Outer Planes (where their own magic will not function) and defeat a great foe. The items may be needed to survive a perilous journey of great importance.

Furthermore, the cup and talisman are of great interest to nearly everyone. Followers of the original deity **will** want their relics returned. Warlords will want the healing power for their armies. Wizards may covet the potion making powers of the items. Characters must be ready to fight to keep them.

Once their need has **passed**, the artifacts should be removed. Ideally, the characters return the relics to their proper masters, or else they finally fall prey to the relentless efforts to buy, steal, or seize the items. If absolutely necessary, the original deity can appear and claim the items. Woe to the characters who would at this point be foolish enough to refuse.

Suggested Means of Destruction:

- The cup must be filled with water from the river Styx and the talisman dissolved in it.
- Ten thousand curses must be cast upon the talisman, and then it must be struck against the cup, destroying both.
- They must both be touched by the deity of disease and death.

of Wine

XP Value: 60

GP Value: 600

DRAGON Magazine 73

Once per day this cup turns ordinary water within it into high-quality wine. No magic word is required.

Curtain

A curtain is a piece of fabric that is hung over a window to **keep** light and prying eyes out of a room. They are generally hung with a series of rings on a metal rod mounted on an interior wall. Curtains are also used to partition rooms and provide privacy.

of Death

XP Value: —

GP Value: 1,000

The Book of **Marvelous Magic**

These are identical to *curtains of spying*, but the first character to notice them must make a saving throw vs. death magic with a -5 penalty to the roll, or die. After slaying one victim, they become nonmagical.

of Scenery

XP Value: 1,000

GP Value: 5,000

The Book of **Marvelous Magic**

These curtains will, upon **command**, display any indoor or outdoor scene upon which the user concentrates. They read the user's memory to create the scene. The scene may be changed once an hour,

of Spying

XP Value: 1,800

GP Value: 9,000

The **Book** of **Marvelous Magic**

These appear to be ordinary curtains when viewed on one side, but they are transparent from the other side. They function as one-way observation devices. When **found**, there is a 70% chance they are lying about wrong-side up and are undetectable unless touched or a *detect invisibility* spell used.

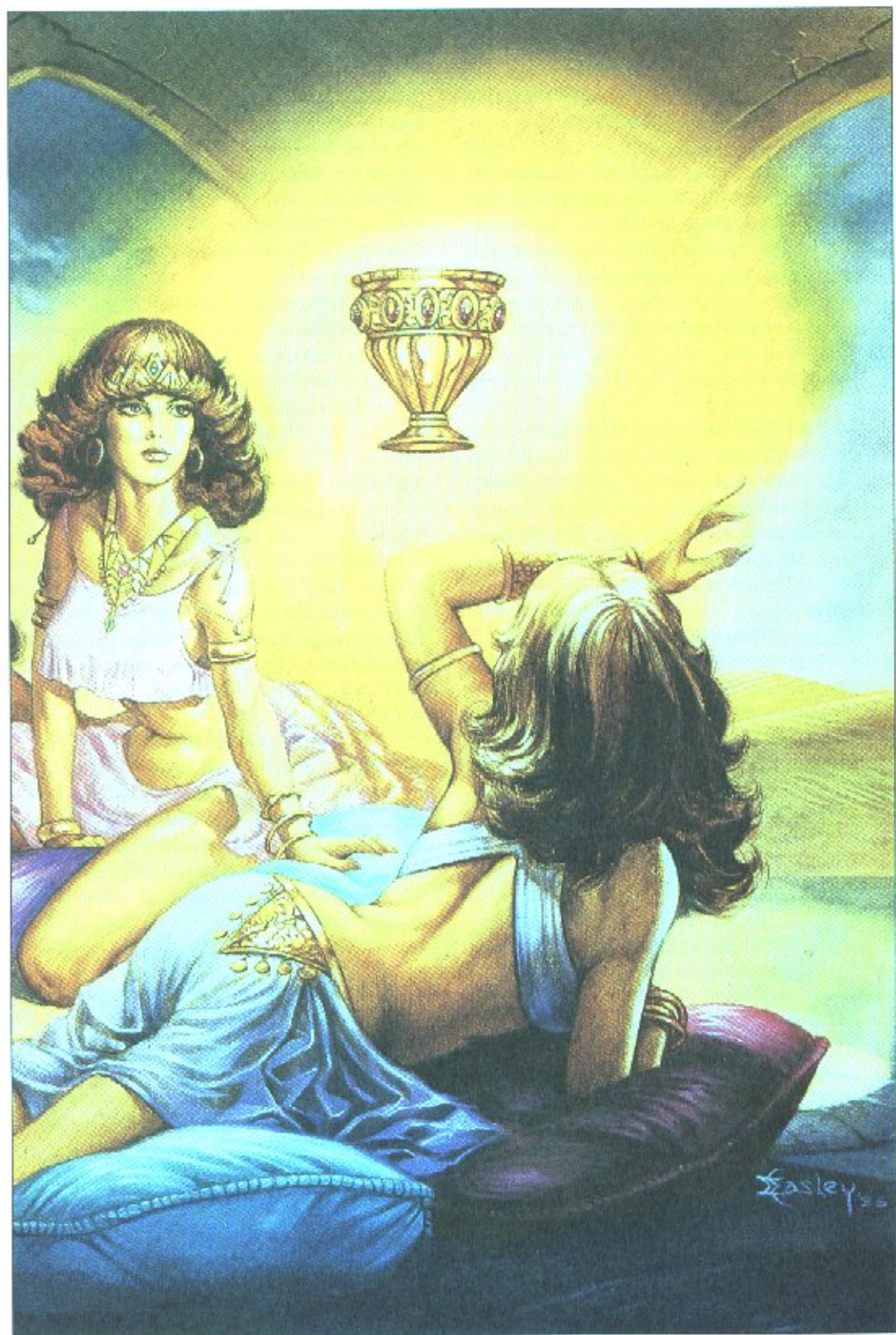
Cushion of Regeneration

XP Value: 4,000

GP Value: 20,000

POLYHEDRON Newszine 43

Usually found mixed with bedclothes or on furniture, this magical cushion doubles the rate at which hit points are regained and cuts in half the time needed in rest to regain spells, etc. Time must be spent actually reclining against the cushion.





Dagger

These small weapons resemble swords.

The blades, usually 6 to 12 inches in length, are double edged and are intended for stabbing or slashing. Many dagger blades have "blood grooves" (called "fullers") down their centers to help to make them lighter in weight. Magical daggers often have runes inscribed along the blade, along with the encrypted name of its maker or original owner. (Often, sneaky weapon-smiths engrave nonsense runes along a dagger's blade in order to raise the price).

Roll	Dagger Type
01--02	Arm Blade
03--05	Bard's Friend
06--07	Bich'wa
08--09	Bone Dagger
10--12	Bone Knife
13--14	Boot Knife
15--16	Buckle Knife
17-19	Cinquedea
20--21	Dagger
22-23	Dirk
24--26	Folding Knife*
27--28	Gunsen
29--30	Iron Fan
31-33	Iuak

34-35	Jambiya
36-37	Khanjar
38-40	Khanjarli
41-42	Katar
43-44	Kidney Dagger
45-47	Machete
48-49	Main-gauche
50-51	Needle Dagger
52-53	Parang
54-56	Parrying Dagger
57-58	Peshkabz
59-60	Pih-kaetta
61-63	Puchik
64-65	Push Knife
66-67	Razor
68-70	Sai
71-72	Saw-backed Knife*
73-74	Scissors Katars
75-77	Siangkam
78-79	Snow Blade
80-81	Spike* (dagger option)
82-84	Spring-out (switchblade)
85-86	Stiletto
87-88	Stone Dagger
89-91	Stone Knife
92-93	Throwing Knife
94-95	Tortoise Blades
96-98	Widow's Knife
99-00	Wrist Razor



Abbathor's

XP Value: 750 GP Value: 3,750

Monster Mythology

Abbathor's avatar has a jeweled *dagger +4* that detects precious metals within 20 feet.

Alignment Detection

XP Value: 100 GP Value: 600

DRAGON Magazine 91

This weapon is a well-made dagger with five small gems set in the hilt. It radiates magic. When a command word is spoken and the dagger is pointed casually in the direction of a person or object within 30 feet, one or more of the jewels glows to indicate the subject's. The usual codes are:

Stone	Alignment
Emerald	Good
Diamond	Neutral
Ruby	Evil
Topaz	Chaotic
Sapphire	Lawful

Thus, the emerald and sapphire set in an *alignment dagger* glow if it is pointed at a lawful good character. The target to be identified must

be visible to the holder of the dagger. The pointed weapon does not discriminate well; if it is pointed in the general direction of more than one creature or object that has a different alignment, the gems will glow alternately in rapid succession, making their message difficult to interpret. The *alignment dagger* is a normal weapon in all other respects, giving the holder no combat bonuses.

Aphrodite's

XP Value: 1,000 GP Value: 7,000

Legends & Lore

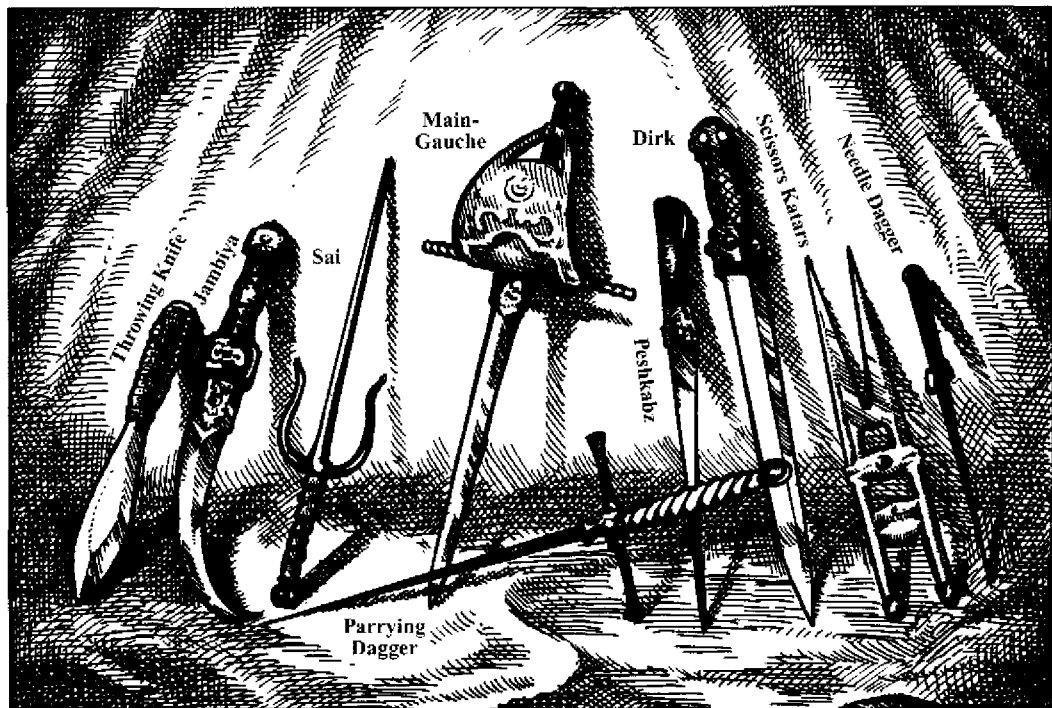
Aphrodite's avatar carries a dagger that causes anyone struck by it to save vs. spell or be instantly *charmed*.

Armor Piercing

XP Value: 1,000 GP Value: 9,500

POLYHEDRON Newszine 47

This small, magical throwing dagger has the ability to pass through any physical protection (shields, helmets, armor), rendering the target base AC 10. All magical protections (rings, bracers, and the like) and Dexterity bonuses still apply.



Baravar Cloakshadow's

XP Value: 1,500 **GP Value:** 10,000

Monster Mythology

His *dagger* +4 drips paralyzing venom that immobilizes victims for 1d8 rounds.

of Blackflame

XP Value: 22,000 **GP Value:** 175,000

The Five Shires

This **normal-appearing** dagger has powers quite different from a *sword of blackflame*. It is a *dagger* +2 that can extinguish all flames it touches, affecting a 10-foot, spherical area per round. Flames caused by a continuing process, such as a lava flow, will **reignite** 1d6+5 rounds after the dagger's touch. This automatic power occurs whenever an unsheathed *dagger of blackflame* comes into contact with flames.

The dagger's flame-quenching power allows safe passage through flames. Note that blast effects, intense heat, and hazards such as falling timbers can still harm creatures using the protection of such a weapon to pass through a burning building. Once every turn any absorbed flames can be released as a spurt of flames extending in a line up to 40 feet long from the **dagger's** tip, by the wielder's use of a command word. All absorbed fire will be released at once; none can be saved for later. If the release of fire is unleashed as part of a physical attack, all flames will strike the target (add to physical damage) and will not spurt beyond it. The DM should estimate the fiery damage absorbed (and released) as 1d6 per round of normal fire, 10-foot radius absorption, and 2d6 per round of magical fire absorption.

Blade of Banishing

XP Value: 4,600 **GP Value:** 22,500

DRAGON Magazine 169

This dagger twists any magical barriers, protections, and illusions that it touches. Whenever it grazes a being or an area under an illusion, protective magic, or magical barrier, there is a percentage chance that the dagger will destroy the magic. The weapon has a base 60% chance of success, plus a random bonus of 1d20%, minus 10% per level of the magic contacted (a *shield* spell is a 1st-level spell and gives a modifier of -10%). Percentile dice are rolled. If the roll is less than or equal to the **modified** chance of success, the dagger destroys the magic. If the roll is

higher than the modified chance of success, the dagger has no effect (note that spells of 8th level or greater can never be affected).

Consider all magical item effects to have the level of the item's creator, if known; otherwise, use one level greater than the level of any equivalent spell. The DM may choose to consider all unknown defensive magic to be 7th or 8th level, and all artifacts to be 12th level or greater. To act, the dagger need not be drawn or wielded. Its destructive nature is constant, regardless of the **caster's** wishes, and need not be activated or invoked. If thrown or thrust through a barrier that it does not bring down, the blade (and wielder, if in contact with it) suffers the magic's full normal effects. If the blade destroys the barrier, no damage is done to the wielder.

Bladestar

XP Value: 2,700 **GP Value:** 27,000

Treasures of GREYHAWK

Also known as the *haunted dagger*, this small blade is ornate, with several jewels (rubies and sapphires) encrusted in its hilt. The metal of the blade is black steel, inscribed with various runes. If a *detect magic* spell is cast on the dagger, it reveals a powerful *dweomer*; *detect evil* reveals that the dagger is strongly evil. Any attempts to use an *identify* spell on the dagger **will** fail due to the presence of the haunt.

The night that the dagger is taken, the haunt possessing the blade attacks and attempts to take over the person who carries it. If the owner engages the haunt in combat and reduces it to 0 hit points, it dissipates, only to return one week later, at which time it continues the pattern of taking over others until it finds one of compatible alignment (any **nongood** alignment).

The haunt's alignment can be determined through use of a *know alignment* spell. If cast successfully, the party learns not only the alignment of the haunt, but also which alignments can survive the haunt's attentions. The haunt is chaotic evil, thus its host can be of any nongood alignment. Possessed characters of **any** good alignment attempt suicide.

The haunt's task can be found by using a *speak with dead* spell. The spell needs to be cast at the haunt either just after it takes form (after dark), or while it is in the body of a suitable host. If the spell is successfully cast, **Aliar Daraan** reveals that he was killed only two days

before the dagger arrived in the City of GREYHAWK. His task is to pass on information to a spy of the Cult of Iuz within the Thieves' Guild. The spy's name is Bey Wyvernthorn and he can be found in a secret cave located in the sewers near the Thieves' Quarter of the City. Under no circumstances does the haunt reveal exactly what his information is (the DM chooses whatever best suits the campaign).

One way to lay the haunt to rest is to find a suitable volunteer and allow the haunt to complete its task (a volunteer might be found among the party, or among the close friends of any dead victim). Of course, by doing so, the party also has the opportunity to flush out a spy of the Cult of Iuz who is currently inside the Thieves' Guild of the City. If they attempt to go to the Thieves' Guild with the name of the spy, no one will believe them. Even if they approach the City Guard or Night Watch, they are not believed. They are told that "all of Iuz's followers got flushed a-coupala moons ago."

Bladestar is a magical dagger of exceptional quality and craftsmanship. It is also an intelligent weapon of chaotic neutral alignment. The dagger is elegant, forged of a strange black metal. The handle of *bladestar* is also made of black metal and wound with a dark red, patterned cord, which reveals the black metal beneath. Embedded in its pommel is a sapphire of deepest blue, encircled by an array of tiny diamonds. Its exquisite appearance hides a dark purpose, and great powers.

Bladestar is an intelligent dagger +2. It communicates by telepathy only, and only with its wielder (Intelligence 15, Ego 11). It can detect invisible creatures and objects in a 10-foot radius. It can also charm person on contact (three times per day), as well as bestow a strength spell on the wielder (once per day). When used in a backstab attack, on a roll of 19 or 20, the blade inflicts the maximum damage. Thus, if used by a 2nd-level thief for a backstab attack, a roll of 19 or 20 inflicts 10 points of damage—dagger damage (4), times 2 for backstab attack (4x2 = 8), +2 for its magic bonus (8+2 = 10).

Finally, *bladestar* is a dagger of slaying lawful creatures. This ability can only be used successfully once per month. Any lawful creature struck by the weapon must make a saving throw vs. death magic or perish instantly.

Brandobaris's

XP Value: 1,150

GP Value: 9,250

Monster Mythology

The avatar wields a dagger +3 that can transform into a *sling of seeking* +2 if Brandobaris so wishes.

Buckle Knife

XP Value

GP Value

+1: 100	1,000
+2: 200	2,000
+3: 300	3,000
+4: 400	4,000
+5: 500	5,000

DUNGEON MASTER Guide, 1st Edition

This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt sheath. The knife blade is short but has a very sharp point—it inflicts damage as a knife.

Roll	Bonus
01–03	+1
04–06	+2
07–08	+3
09	+4
10	+5

Buckler Knife

XP Value

GP Value

+1: 100	1,000
+2: 200	2,000
+3: 300	3,000
+4: 400	4,000

The Land Beyond the Magic Mirror

This magical weapon has a hilt that exactly resembles an ornament on a belt buckle. Its hilt can be grasped easily, and the weapon drawn from its sheath. The knife blade is short, but sharply pointed and keenly edged, so it inflicts damage just as a larger knife. There are four types:

Roll	Dweomer Type
1–4	+1
5–7	+2
8–9	+3
10	+4

Ceremonial

XP Value: 350

GP Value: 3,500

The Assassin's Knot

This *dagger* +2 causes triple damage vs. lawful good priests. It has an Intelligence of 16, an Ego of 12, and has an alignment of Lawful Evil. Any character who is not lawful evil who picks it up takes 12 points of damage, no save; priests who are lawful good take 24 points,

Chih-Nii's

XP Value: 1,000

GP Value: 7,000

Legends & Lore

Anyone hit by *Chih-Nii's dagger* must save vs. spell or fall asleep until awakened (this requires one round).

Chill Blade

XP Value: 2,000

GP Value: 10,000

The Ruins of Myth Drannor

This weapon appears to be and can be used as a normal weapon. Up to three rounds in any turn, its magical *chill* power can be **activated**, causing the blade to glow with a **pale**, ghostly white radiance. When so **empowered**, a *chill blade* does an additional 1d4 points of damage per strike (no save to avoid), and forces any struck creature to save vs. spell.

If the save fails, the victim's attack rolls are made at -1 for the next hour (further successful attacks cause a greater penalty, as follows: three attacks cause a -2 penalty, five attacks a -3 penalty, and so on). Any *chill blade* strike that is successfully saved against does not count in the numbering. Undead suffer only one hit point of damage from a *chill blade* strike, but must save vs. spell each time they are struck, or be forced to flee for 1d4+1 rounds.

Activation is instantaneous and by **will** of the **wielder**. Activated or not, a *chill blade* itself saves against normal and magical **cold**, ice, and chill effects at +2. It does not confer such bonuses on its wielder.

The enchantment of a *chill blade* requires a finely made dagger with a blade of ferrous metal, a piece of rock crystal, a **snowflake** or piece of ice, some sort of **lightning** or electrical discharge, and the casting of a *chill touch* spell.

of Concealment

XP Value: 600

GP Value: 3,000

Drums on Fire Mountain

This magical item takes the form of a plain, gold ring and has the properties of a *ring of protection*. However, a wearer can make the ring change instantly into a magical dagger or back into a ring. The ring can be changed into a dagger, used to make an attack, and changed back into a ring all in one round. Typical *daggers of concealment* give bonuses of +1 or +2 on attack rolls, damage, Armor Class, and saving throws. *Daggers of concealment* +3 are rumored to exist.

of Defiance

XP Value: 3,500

GP Value: 10,000

The Ruins of Myth Drannor

This dagger is of normal appearance and damage, but any one being grasping it is instantly aided against certain **magical** effects and attacks.

The wielder of a *dagger of defiance* is immune to all forms of fear and repulsion. A +3 bonus to saving throws against all enchantment/charm attacks is also **gained**, as well as a +1 bonus to saves against **all polymorph and petrification effects**. This protection lasts as long as the dagger is touched and cannot be **exhausted**, but can never extend to more than one being.

The enchantment of a *dagger of defiance* requires doppelganger blood and a distilled essence of **xorn** flesh, and involves the casting of *fear* and *repulsion* spells.

Dolphins' Bane

XP Value: 800

GP Value: 4,000

DRAGON Magazine 48

This *dagger* +1, created by **sahuagin** Spellcasters, is a fairly common item among the sahuagin warrior coterie; it is +2 against dolphins.

of Doomwarding

XP Value: 4,000

GP Value: 8,000

The Ruins of Myth Drannor

This +1 weapon has seven charges when first enchanted. It cannot be **recharged**, and once the charges are **used**, it becomes a simple *dagger* +1. A charge is drained whenever the being grasping the dagger's hilt wills it (the number of charges left can be felt at all times).

Usbg a charge from a *dagger of doomwarding* allows its wielder an extra action or chance in bad situations: an extra, additional attack in a given

1,249

round; an additional saving throw attempt; another bend bars/lift gates roll, and so on (the DM's decision as to what actually occurs is final). Only one charge may be expended per round.

The enchantment of this type of weapon is said to require a powdered **unicorn** horn, or, even better, the touch of a living unicorn's horn to the blade.

Dragon Fang

XP Value: 3,000 GP Value: 15,000

DRAGON QUEST Game

This slender knife was fashioned by a wizard in ages long past. The blade was carved from the tooth of a red dragon. When used in combat, it adds a +1 bonus to the hero's attack and damage rolls.

Dragonfang

XP Value: 3,000 GP Value: 9,000

The Ruins of Myth Drannor

This normal-appearing dagger does normal damage unless its power is invoked. It can emit a straight line, **90-foot-long lightning bolt** from its tip four times a day (but only twice in any one turn). The bolt does 2d8+1 points of damage to all beings in its path (save vs. spell equals half damage).

If the lightning is invoked as the dagger strikes a being, no bolt is **produced**, but the struck being takes the full lightning damage in **addition** to the dagger's physical bite. No saving throw is allowed the **being**, even if it is **normally** immune to such attacks. Any *dragonfangdagger* attack does double damage (no saves allowed) to all dragons, including oriental dragons, spacefaring and other-planar dragons, and **dracoliches**.

Elven

XP Value: 200 GP Value: 1,600

DUNGEON Magazine 17

This weapon, created for **elven** warrior commanders, is fashioned of a mithral silver and steel alloy. It possesses the ability to *detect giant-class creatures* at a range of 200 feet outdoors, 100 feet indoors or underground. The blade of the dagger glows a faint white-blue when such a creature is at the extreme range of its detection ability. The glow intensifies as the giant-class creature gets closer, until the blade is shining with the equivalent of alight spell.

This dagger is +3 to attack and to damage giant-class creatures only. When attacking other creatures, it is considered to be a +1 magical

weapon, but it strikes and wounds as a normal dagger. If **desired**, the *elven dagger* can be commanded to dim its light or to withhold its radiance when stealth and concealment are important. The blade glows only when giant-class creatures are near, not by any command. Any giant-class creature that holds or touches the weapon receives 1d4 points of damage per round of contact.

of the Evil Eye

XP Value: — GP Value: 1,000

DRAGON Magazine 179

This weapon appears as a simple magical dagger. However, an individual who uses this weapon in combat immediately receives the **effects** of the *evil eye*. The *evil eye* may be removed by using an *avert evil eye* spell (see *Arabian Adventures*), but the spell effects will be reinstated as soon as the weapon is used again in combat. Other weapons may be affected by this form of the *evil eye*, but daggers are the most common ones. Such weapons usually have a history and once belonged to some hero or other legendary figure.

Eviscerator

XP Value: 1,000 GP Value: 9,500

Rogue's Gallery

Alakabon's favorite weapon is a stiletto she calls the *eviscerator*. It is +2 on attack and damage rolls, and has a curved blade. In combat, **Alakabon** can use it to slice the back of a **man's hand**, requiring a roll at -2. If she succeeds, she cuts through the tendons, making it **impossible** for the man to grasp a weapon. *Eviscerator* also becomes warm to the touch if a magical trap is within 5 feet.

Fang

XP Value GP Value

Type A poison: 2,500	7,500
Type B poison: 2,500	7,500
Type C poison: 2,500	7,500
Type D poison: 2,500	7,500
Type E poison: 2,500	7,500
Type F poison: 2,500	7,500
Type O poison: 2,500	7,500

DRAGON Magazine 169

This sort of dagger is rare indeed in the North, but it is a favored weapon of evil thieves and wizards in Thay and in places to the south and east (the lands of Murghom, Semphar, Raurin, and **Durpar**). When **sheathed**, a *fang dagger* appears as a normal weapon. When drawn, it becomes a

small, coiling emerald-green snake head and torso up to 6 inches long.

This "blade" has no cutting edge and cannot be used to sever ropes, parry other **weapons**, or the like. Its use does not alter the wielder's THACO. A successful attack does only 1 hp piercing damage, but the struck victim must save against poison or suffer the snake's venom effect. A being who successfully saves against the poison of a *fang dagger* is forever immune to the poison of that particular dagger.

The poison effects of a *fang dagger* vary with the type of snake **used**, and may be of **injected** types **A, B, C, D, E, F, or O** (see **Table 51** in the *DMG*). The venom is never **exhausted**, no matter how often the blade is **used**, unless the blade's head is destroyed. The snake head is itself AC 6 and is destroyed if it suffers more than four hp damage in a round. It makes all saving throws as a 1 HD monster.

The making of such a blade requires a live snake (of the poison type desired), an intact dagger, and a secret ritual involving the powdering of gems, the casting of a *temporal stasis* spell, and the use of a drop of *sovereign glue*.

2d4	Poison
2	Type A
3	Type B
4	Type C
5	Type D
6	Type E
1	Type F
8	Type O

Fang of the Nosferatu

XP Value:— GP Value: 18,000

Forbidden Lore

There are few things as vile and dark as the undead. These masters of evil move beneath the fleeting light of the moon, feeding upon the human race like wolves upon sheep. **The fang of the nosferatu** was forged in their image and placed into the hands of man. It is hard to imagine a more sinister gift.

Description: The blade of this dagger is of hardened steel, with strange, flowing symbols etched into the metal surface. The grooves of the lettering have all been filled with ruby dust, giving them the appearance of being written in blood upon the blade. The handle is wrapped in an **odd**, pebbled, black hide. It is thought to be mind



flayer or doppelganger skin. The pommel has a ruby mounted in a steel setting. The guard is an elongated oval, with the surface facing the blade carved to resemble a vampire with bared fangs. The eyes are filled with ruby dust, like the symbols etched into the blade.

Powers: The fang betrays an aura of necromancy when **examined** by *detect magic*. It is a *dagger +3*, the extra three points of damage that it inflicts are assumed to represent the dagger's drinking of the blood of its victim. If left in a **body**, it drains an additional 3 hit points of blood each round.

The dagger is not without other useful powers. Each successful attack that drains blood gives an owner 1 recovered hit point. Even if the blade causes several points of damage with the strike, the owner still regains only 1 point. An owner must be wielding the blade for this power to work. If another creature is using the blade, the dagger is satiated, but the true owner does not recover any hit points. There is rumored to be a special ritual involving the dagger that grants an owner immortality.

The fang of the nosferatu grants other powers to its owner as well. While it is in his or her immediate possession, an owner can shapechange into a wolf or a bat. In these forms the owner has

1,256

the maximum hit points for that type of creature. If the character's true form has fewer hit points due to wounds, then the animal form is wounded to that level as well. Changing shape in this manner does not recover any lost hit points. None of the owner's equipment changes, except the dagger. If the owner already has a shapechanging power (from lycanthropy, for example) then the blade grants the power to change into any animal form of small to large size, but not into that of a monster or other humanoid.

The Curse: Like the nosferatu for which it is named, the blade thirsts for blood. Each hit point of blood that it absorbs satiates it for a day. Since the blood is being measured in hit points, it must come from a wound inflicted upon a living creature by the dagger. Animal blood will do just fine, but once a month the fang requires the blood of an intelligent creature. It cannot be satiated for more than seven days, regardless of how much blood it absorbs. Any day that it is not satiated, it draws one hit point from its owner. This can happen even if the dagger and its owner are far apart. If they are in different domains or different planes of existence, the effects are temporarily halted until they are reunited. Hit points lost in this manner can be recovered only by using the dagger (see below) or with a *heal* or *wish* spell.

The dagger is bonded to its owner as soon as it has been used to draw blood. Neither its useful effects nor its curses apply until this time. Once bonded, the new owner becomes immediately aware of the blood requirements of the blade and the permanency of the bond. The owner will be reluctant to give away the blade. If another creature has it and doesn't use it, the true owner slowly withers and dies, at one hit point a day. The current owner must die before a new owner can be selected.

History: This cursed dagger was once the closely guarded possession of Mordal the assassin. It was a gift from the Baron Von Kharkov, dark lord of Valachan. When Mordal betrayed his master, the vampire stole the dagger and imprisoned the traitor. He encased the dagger outside the assassin's cell, just out of his reach. Mordal died a little each day as the dagger was denied its blood. On every full moon, the Baron slaughtered animals with the dagger, restoring Mordal to normal health. However, since he never took the life of an intelligent creature with it, one hit point every month was lost permanently. It took the assassin almost three years to die.

Upon Mordal's death, the dagger vanished. Legend says that the ghost of the assassin took the dagger and fled from Valachan. Nobody has ever dared to ask Baron Von Kharkov about the matter. Occasionally someone reports seeing a transparent, wraith-like figure holding forth a dagger, as if begging for someone to take it.

Flying

XP Value: 3,000

GP Value: 15,000

DUNGEON Magazine 18

A *flying dagger* darts about silently, point first, and is typically about 9 inches in length. One to 12 such daggers are usually encountered. This useful magical item was very popular as an animated guardian in the past lore of the Forgotten Realms. Many different specimens can still be found (so the DM can freely alter the statistics of an *individual flying dagger*). The secrets of magically animating daggers are known to few living mages.

An *average flying dagger* has an Armor Class of 5, a Movement rating of 24, a Maneuverability Class of A, and 1+1 Hit Dice. It attacks three times per round, striking as a 3 HD monster and doing 1d4 hit points damage per strike (1d3 vs. Large size opponents). Such a dagger is considered a magical weapon for attack purposes.

Flying daggers are neutral, nonintelligent, and cannot be affected by psionic or magical mental control. A *dispel magic* spell cast on one of these daggers causes it to become inanimate and harmless for 20 turns.

Flying daggers are usually enchanted to attack anything that moves within 60 feet. The spells that cause such daggers to swoop, dart, and detect opponents also prevent rusting and brittleness resulting from extreme heat and cold. The activation conditions for a given dagger can be as general as "attack all intruders" or as specific as the most elaborate triggering conditions of a *magic mouth* spell. *Some flying daggers* can reflect or are immune to certain spells.

Some flying daggers can be enchanted with special abilities—immunity or reflection of certain spells; their touch can rust metal items as a rust monster (items struck must save vs. lightning or rust—a *flying dagger* strikes metal when it attacks a target creature carrying or wearing something metal, and its attack roll misses by only one point); or perhaps *the flying daggers* can even deliver a *shocking grasp* effect upon contact,

Flying II

XP Value: 3,000 GP Value: 15,000

The Ruins of Myth **Drannor**

This item was very popular as an animated guardian in elder days. Many different specimens can still be found (a DM can freely alter the statistics of an **individual flying dagger**). The secrets of magically animating such daggers are known to few living mages; 1d12 such daggers are usually found. A *flying dagger* darts about silently, point first, and is usually 9 inches long. The trigger activating a dagger can be as general as "attack all intruders" or as specific as the most elaborate triggering conditions of a *magic mouth* spell.

An **average flying dagger** is AC 5; MV Fl 24 (A); HD 1+1; hp 9 each; THACO 17; AT 3; Dmg 1d4; and is considered a magical weapon for purposes of deciding what it can hit. *Flying daggers* cannot be affected by any sort of mental control.

The spells that **cause a flying dagger** to swoop, dart, and detect **opponents**—it is usually enchanted to attack anything within 60 feet that **moves**—also prevent rusting and **brittleness** due to extreme heat and cold. A dagger that successfully strikes a moving arrow or thrown weapon, deflects it, if a DM desires.

Some flying daggers can reflect, or are immune to, certain spells, or have special abilities, for example, their touch can rust metal items as a rust monster's antenna does. Items struck must save vs. lightning or rust. A *flying dagger* strikes metal when it is attacking a target being carrying or wearing something **metal**, and its attack roll misses by only one to three points.

Freya's Fiery

XP Value: 4,000 GP Value: 20,000

Legends & Lore

Any being struck by the avatar's fiery dagger must save vs. spell or burst into flames (**suffering** 2d10 points of damage). The magical flames continue to burn until a successful *dispel magic* is used on them.

Friga's

XP Value: 2,500 GP Value: 13,000

Legends & Lore

Any being struck by her dagger must save vs. paralyzation or be carried two miles away by a powerful wind.

Golemblight

XP Value: 450 GP Value: 2,250

Mordenkainen's Fantastic Adventure

Against a golem, this weapon gains a +2 bonus to attack rolls and inflicts 2d8 points of damage, plus any other bonuses applicable. In addition, if the attack roll is a natural 19 or 20, a second attack may be made during the same round. It is otherwise a normal *dagger +1*.

Grimwald's

XP Value: 2,500 GP Value: 7,500

DRAGON Magazine 169

First popularized by High Lady Alustriel of **Silvermoon**, these amusing and effective daggers emit a continuous snarling noise, like a small and angry dog when drawn and held. The snarls become barks whenever the blade actually strikes a **living** target. Opponents touched but not wounded by the blade of a *Grimwald's dagger* must save vs. **spell** or shudder helplessly with laughter on the following round (-2 on saving throws, Strength checks, Armor Class, and attack rolls). This effect lasts for one round but may recur each **time** contact is made with the blade. Once per day, the wielder of this type of dagger can cause it to savage an opponent. This causes the blade to emit a shrill, ululating screaming noise (audible up to half a mile away in good conditions) and grants the wielder two rounds of *hastened* attacking (double attacks, -2 initiative bonus, and no aging). During this time, the dagger gains an additional +1 attack and damage bonus its base damage is doubled.

This sort of dagger is named for its inventor, the wizard **Grimwald**, who delighted in teasing his cats.

Guardian Blade

XP Value: 1,600 GP Value: 8,000

The Assassin's Knot

Its chief function is to lie on or beside a sleeping character and warn of approaching danger. It can *detect enemies* like a *wand of enemy detection* within a 20-foot sphere. Upon detecting an enemy, the guardian flashes a single burst of light, **telepathically** alerts its owner, and goes out. This power can be used but once per day, and operates continuously for **up** to six hours. It may be used while the character is awake and moving, but once **used**, it does not function again for 24 hours.

Hastseltsi's Throwing

XP Value: 750 **GP Value:** 3,750

DEITIES & DEMIGODS Cyclopedia

His throwing knife does 1d10 points of damage and is a +2 weapon.

Hecate's

XP Value: 1,000 **GP Value:** 6,000

Legends & Lore

Any creatures hit by **Hecate's** dagger must save vs. death magic or fall into a trance and be controlled by the avatar as if they were undead.

Hornblade

XP Value **GP Value**

Knife-sized: 500 1,750

Dagger-sized: 750 2,000

DUNGEON MASTER Guide, 1st Edition

This is a magical weapon with a sickle blade that resembles some sort of animal horn. *Hornblades* range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of ½ to 1 ½ foot in length, set in some sort of handle or **grip**. If *detect magic* is used, a hornblade faintly radiates enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness springs out.

The small versions (knife- and **dagger-sized**) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. Smaller *hornblades* can be thrown, and the bonus applies to both attack and damage rolls.

Any character class permitted to use sickle weapons can use a *hornblade*. The possessor can use it with proficiency, providing he or she has proficiency with the appropriately sized weapon.

of Illusory Metal

XP Value: 1,000 **GP Value:** 5,000

Prince of Lankhmar

This dagger does not give a bonus to attack or damage rolls. It does, however, allow the attacker to ignore normal, metal armor (not magical armor). This is because the dagger passes through **metallic** armor as though it were illusory armor.

The dagger also passes through stone and brick as though they weren't **there**. Neither handle nor a user's arm gains the ability to pass through metal or stone, only the dagger's blade can do this.

The magical protection from spells and from

rings, dexterity, cloaks, and all other **nonmetallic** armor bonuses work as normal, giving the wearer a better than standard Armor Class, but the Armor Class bonus from metal armor itself is nullified.

The dagger does the normal damage of 1d4/1d3 as long as it is never damaged. It cannot be damaged by any rock or metallic object, which makes damaging it very **difficult**. **Whittling** and other wood cutting is possible, but using a sharpening stone is impossible. So, once this blade becomes dull, it remains **dull** unless magic that sharpens and hones blades can be utilized.

The blade does not radiate any discernible light, but it does appear to be cloudy, it looks more like the clouds in the sky than metal.

If *detect magic* is cast upon the blade, the caster can see an unmistakable magical aura. If an *identify* spell is cast, the caster can determine that the spells used in making the item are necromantic, alteration, and invocation. Also during the casting of the *identify* spell, the caster can see an entity made of air and steam thrashing about as though it were trying to get out.

of Impaling

XP Value: 300 **GP Value:** 1,500

The Complete Thief's Handbook

These daggers are +2 on attack and damage, and on a natural roll of 20 (19 if this is **sufficient** to score a hit) on a **backstab** attack, they impale the target, inflicting an additional 1d4+2/1d3+2 points of damage, and stay in the **wound**, where they cause an additional 1d4+2/1d3+2 points of damage each round until removed.

Iyarim's Flying

XP Value: 3,000 **GP Value:** 15,000

DUNGEON Magazine 18

Iyarim's flying dagger darts about silently, point first, and is typically about 9 inches in length. It has an Armor Class of 5, a Movement rating of 24, a Maneuverability Class of A, and 1+1 Hit Dice. It attacks three times per **round**, striking as a 3-HD monster and doing 1d4 hit points damage per strike (1d3 vs. Large-size **opponents**). It is considered a magical weapon for attack purposes.

The dagger is neutral, **nonintelligent**, and cannot be affected by psionic or magical mental control. A *dispel magic* spell cast on the dagger causes it to become inanimate and harmless for 20 turns.



Iyarim's flying dagger is enchanted to attack anything that moves, within 60 feet. The spells that cause the dagger to swoop, dart, and detect opponents also prevents rusting and brittleness resulting from extreme heat and cold. The activation conditions for the dagger can be as general as "attack all intruders" or as specific as the most elaborate conditions of a *magic mouth* spell.

Iyarim's flying daggers have a special ability; their touch can rust metal items as a rust monster's antennae. Items struck must save vs. lightning or rust. (*A flying dagger* strikes metal when it is attacking a target carrying or wearing something metal, and its attack roll misses by only one, two, or three points.) *Iyarim's daggers* have 9 hit points.

Jump

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 169

This magical weapon looks and functions as a normal dagger, but it has three special powers. One operates automatically, affecting the blade and any one creature grasping it as if by a *feather fall* spell. This power is negated only during the use of the next power described. A wielder can, at will, make **one jump** (as the 1st-level wizard spell) every other round, so long as the weapon is

grasped (it need not be drawn). The weapon must accompany the wielder,

A wielder can also move small, nonliving objects about by pointing the blade at the object and willing the effect to occur. An attack roll is required, and the object will *jump* up to 30 feet away, its distance and direction set by the wielder of the *jump dagger*. The objects cannot be larger than 3 feet in any dimension and must weigh less than 100 pounds.

This property is often used to pass weapons, keys, and valuables to another being, or to snatch them away from an enemy, such as a mage readying spell components. If it is used to launch an attack (even indirectly, such as a lit torch being directed at a flammable object), the DM should require a successful attack roll to ensure that the object reached its intended target.

If this power is directed at an opponent's weapon or other firmly held object, the opponent is allowed a Strength check on 1d20 to retain the hold and break the dagger's attempt (for that round, at least). If the check succeeds, the opponent retains full control over the weapon, and is not penalized in any attack rolls launched during the round. If the check fails, the weapon is snatched out of the opponent's grasp; magical weapons are allowed a save vs. spell to be unaffected, with a bonus equaling any "pluses" they possess. The opponent can never be overbalanced or pulled along by the affected item.

The making of *jump daggers* requires *feather fall*, *jump*, and *levitate* spells, in combination with a special tempering. The oil for the quenching of the tempering process must contain blink dog or displacer beast blood or beholder ichor, stirred and mixed well.

Kiaransalee's

XP Value: 2,000 **GP Value:** 10,000

Monster Mythology

The avatar's curved *dagger* +4 drips acid and inflicts 1d4 points of acid damage for 1d4 rounds after a hit (curative spells end the additional damage).

Knife of Continual Sharpness*

XP Value: +300 **GP Value:** +1,500

DRAGON Magazine 73

This blade, no matter what it is used against or how it is treated, will always keep an edge so keen, it can cut a piece of **elven** hair.

Knife of Sharpness

XP Value: 1,500 **GP Value:** 7,500

Gods, Demigods, & Heroes

Treat as a sword of sharpness but with only a +1 chance to hit.

Koalinth Slayer

XP Value: 100 **GP Value:** 1,000

DRAGON Magazine 48

These are frequently found in the possession of tritons, who are typically armed with a dagger and one other weapon. This is a coral or fish-tooth dagger, usually with a carved handle. If an alignment is present in such an item, it will be good. Against Koalinth it is a *dagger* +3.

Loki's Envenomed

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 110

This dagger is the equivalent of a *dagger of venom* +3, though the dagger has an endless supply of venom.

Longtooth

XP Value: 250 **GP Value:** 2,500

DUNGEON MASTER Guide, 1st Edition

This appears to be a normal weapon, or perhaps a nonspecial, magical weapon. However, when this **broad-bladed** weapon is wielded by a small demihuman (a gnome or halfling), it **actually** lengthens and functions as a short sword (retaining its +2 bonus). Even when functioning in **this** way, it remains as light as a dagger would be in the hands of the same character. The weapon actually penetrates wood and stone as easily as it enters softer materials, inflicting maximum damage against either substance.

Mageslayer

XP Value: 600 **GP Value:** 3,000

Slave Pits of the Undercity

This +1 dagger is attuned to mages and other creatures that possess magical capabilities. Against mages and enchanted creatures it has a +2 bonus.

of the Magius

XP Value: 1,500 **GP Value:** 5,000

Tales of the Lance

Raistlin Majere purchased this dagger from the Tower of High Sorcery, giving in exchange a valuable magical item he found in his early days of

mercenary service. He carried the dagger on his right forearm by means of a cunningly designed leather thong of his own making. This **allowed** the dagger to slip into his hand with a simple movement of his wrist. Six inches long, this silver dagger is carved in the shape of a dragon with the tail as the blade. It is slender and lightweight and can easily be hidden upon the person of the mage. The dagger has a +3 bonus on both attack and damage rolls. It also has the ability to remain undetected in a search of the mage's person.

Mervic's

XP Value: 900 **GP Value:** 4,000

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This **bejewelled**, ornate silver blade acts as a +2 weapon in the hands of anyone but neutral good mages. In their hands, it becomes a +5 weapon. It augments their effective character level by 2 when carried, the level increase applying to spells, hit points, and attack tables. It is semisentient, and can communicate with its owner *telepathically*. It is rumored to have some other innate abilities, but sages differ on the details. It has a neutral good alignment, an Ego of 19, an Intelligence of 23, and knows the following languages: Common, Elf, Dwarf, Halfling, and Gnome.

It once belonged to the renowned mage **Mervic**, who always carried it with him. It was found by a group of adventurers who searched his fortress after hearing rumors of his mysterious disappearance, but it was lost in later years and is said to be in the hoard of a particularly loathsome lich.

Nut's Black

XP Value: 3,000 **GP Value:** 15,000

Legends & Lore

Nut's avatar wields a black bladed *dagger* +3 in combat. Anyone struck by it must save vs. spell or lose two levels instantly, just as if they had been struck by a vampire.

of Quickness

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 179

In addition to providing a bonus to attack and damage, this dagger may strike first that round, even if thrown. If used in situations with other weapons that allow a "first strike" (such as a *scimitar of speed* or *short sword of quickness*), such attacks are **simultaneous**. The *dagger of*

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quickness does not allow any increase in the number of attacks allowed to the user.

Rabbitslayer

XP Value: 300 **GP Value: 1,500**

Tales of the Lance

Tas brags about how his lucky knife always finds its way back to him. Called *rabbitslayer* (because Caramon said it would only be of use against ferocious rabbits), the dagger's origin remains unclear. Tas claimed he found it in the cursed lands near **Xak** Tsaroth. Goldmoon once pronounced the blade "blessed by the gods" and "more powerful than imagined." Others scoffed.

Rabbitslayer is a dagger +4. It always returns to its owner's hands within 1 d20 hours after it is lost or stolen. **Only** if it is willingly given away does *rabbitslayer* gain a new owner.

Random Target

XP Value: 200 **GP Value: 1,000**

DRAGON Magazine 134

These rather exquisite throwing daggers are +2 on attack and damage, and function normally if used in hand. There is a **catch**—if thrown, the daggers pick their own targets. Whenever they are thrown, everyone within a range of 30 feet (including the user) is counted as a potential target, up to a maximum of the 20 nearest creatures. An appropriate die is then rolled to randomly determine the target. The usual steps to determine attacks are then followed. To most people, these daggers would seem evil or **cursed**, but they are weapons that jesters **love** in their own mischievous ways. *Random target daggers* are usually found in groups of three.

Resource

XP Value	GP Value
+2: 500	5,000
+3: 500	5,000
+4: 500	5,000

The Complete Thief's Handbook

These daggers usually have **handles** of ebony or ivory, or some similarly valuable and exotic substance, and have 1d3+1 small studs in the cross guards. The dagger has attack and damage bonuses, but it also has additional tools located within it, and depressing one of the studs will cause the corresponding item to spring from the hilt of the dagger, ready for use (only one tool at a

time can be used). The bonuses and tools depend on the number of studs in the weapon, as shown below:

No. of Studs	Attack/Damage Bonus	Tools Avail.	Description of Tools
2	+4	2	Lock picks add +5% to open locks rolls, plus tool to remove stones from horses' hooves.
3	+3	3	As above, plus <i>lens of detection</i> .
4	+2	4	As above, plus <i>gem of brightness</i> with 3d10 charges.

Rust Blade

XP Value: 1,000 **GP Value: 5,000**

DRAGON Magazine 169

These rare weapons have constantly operating, involuntary powers. Whenever the naked blade of a *rust blade* **directly** touches metal (a successful attack roll is required), the metal rusts, crumbling to useless shards and flakes in one round. Magical metallic **items contacting** a *rust blade* have a chance of escaping destruction equal to 10% per plus (a dagger +1 has a 10% chance of being unaffected). Special powers or abilities may, at the **DM's** option, be considered equivalent to additional bonuses. A *rod of lordly might*, for example, has 10 powers, and could be considered to have a 100% chance of escaping a *rust blade's* effects. Consider all magical items that are not weapons or armor of some sort to have a 20% base chance of being unaffected.

These weapons cannot be carried in metal **scabbards**—they are as much a hazard to the wielder and allies as they are to enemies. The creation of these weapons requires some of the flesh of a rust monster's antennae. If a rust monster smells such a blade, it will attack it over all other possible metallic meals. A *rust blade* touched by a rust monster antenna collapses into a hot, sparkling gray liquid that a rust monster will immediately devour, after that falling into a contented doze. The liquid takes 1d4+1 turns to digest but acts as a healing agent and growth stimulant, giving the affected rust monster **full** (40) hit points. In rust monsters at full hit points, devouring a rust blade awakens a strong urge to

mate—and causes them to wildly attack **all** metal in the vicinity, ramming any creatures in the way and bowling over any creatures wearing or carrying metal, for 1d4+1hp impact damage per charge (one charge per **round**, normal attack roll **required**, in addition to **tentacle** attacks),

Rutterkin Sling Blade

XP Value: 600 **GP Value:** 3,000

Outer Planes MC Appendix

The least tanar'ri, **rutterkins**, use a three-armed blade thrown from a sling-like device. The weapon weighs two pounds, is Size S, has a Speed Factor of 3, causes 1d6/1d6 points damage, and has ranges of 2/4/6. These weapons generally have a +3 enchantment that applies to both damage and attack rolls.

Sahuagin Dolphin

XP Value: 100 **GP Value:** 1,000

DRAGON Magazine 91

Found only in undersea lairs, this weapon is a coral or shark-tooth dagger made by powerful **sahuagin** priests. These daggers are +1, but +2 when used against dolphins; they have a lawful evil alignment, and anyone of another alignment finds that such daggers function as -1 *cursed* weapons when used by them.

of Set

XP Value: 2,000 **GP Value:** 10,000

Old Empires

This horrible, snake-shaped blade is a throwing dagger used by warriors in the service of Set. It is a *dagger* +2, with a typical range. Should it roll a natural 19 or 20, it has found a vital organ of its victim and kills instantly. Furthermore, it remains in the wound and continues to inflict 1d4+2 points of damage each **round**, until it is pulled free (an 18 or greater Strength is required to pull it from the wound; the action takes one round). For each round it is in the **wound**, roll 1d20; if a 19 or 20 is ever **rolled**, it has found a vital organ and killed its target. The number of *daggers of Set* that exist is unknown.

Soma's

XP Value: 2,000 **GP Value:** 10,000

Legends & Lore

Anyone struck by the avatar's dagger must successfully save vs. death magic or believe that they have died. The misconception lasts 1d10 turns,

during which the affected character is effectively out of the game.

of Sounding

XP Value: 300 **GP Value:** 3,000

The Complete Thief's Handbook

This oddly designed dagger is +1 for attack and damage, but it has a peculiar, hollow bronze bulb at the tip of the pommel. If the tip is gently tapped against a hollow surface, it gives a resounding ring, quite different from the dull tone emitted if struck against solid stone. Tapping it gently against walls allows a thief a 5 in 6 chance to find a secret door, rising to 11 in 12 if the thief is **elven** or halfelven. Also, the thief can search for secret doors at twice the normal rate when using this dagger. In other **cases**, the thief is 80% likely to be able to determine **successfully** the approximate thickness and nature of the material the dagger is used to sound.

Speaking

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 169

When thrown, this otherwise normal dagger's special power is unleashed. It is +4 to attack, but only when thrown, and upon impact it emits an audible message. This spoken "sending" cannot be a spell incantation, nor can it trigger any delayed spell or activate any item or effect by uttering a command word. It can, of course, convey passwords or instructions.

Such a message reproduces the accent and tone of the speaker, can be up to 50 words in **length**, and is repeated each time the dagger is thrown. (The irritation that a mocking comment can produce makes it a favorite of **Calishite** torturers, who throw it near the arms and legs of bound prisoners in the darkness, without warning and at irregular intervals.)

Only one message can be spoken over the dagger in a day. A code word (not part of the message, nor counted in its word length) begins and ends the dagger's "recording" of a message, which may be implanted by any being knowing the word and having the power of speech. If the word is spoken twice over the blade, with nothing being said in between, the blade will bear no message.

The making of such blades is known to require the crushing of certain gems, the casting of a *magic mouth* spell, and uttering the code **word**, which can never be changed after that.

Spider Fang

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 169

These daggers are always black or dark purple in color. Their touch causes all nonmagical ropes, bindings, and magical or natural webs to part instantly. Despite the name, this weapon has no effect on poisons and does not itself employ poison. Once every six turns, a *spiderfang* can emit a web from its tip. Such webs are in all respects identical to those created by the spell and last for four turns, if not destroyed earlier. A *spiderfang* can also emit a *curtain of cobwebs* once a day. This shroudlike, oval curtain hangs upright in midair, always 6 feet in front of the point of the dagger. The curtain partially obscures the vision of others, so that they may not be able to identify the wielder of the *spiderfang*, and it causes all nonmagical missile attacks (excluding those from siege engines) against the wielder to be launched at -1 to hit and damage.

A *curtain of cobwebs* acts in all other respects like a *shield* spell, except that it has no effect at all on *magic missiles*. It lasts for seven rounds, moving as the point of the dagger is moved, and may be positioned over a window or portal and left there, if the wielder leaves the dagger on a table or jammed into a crevice.

If a *curtain of cobwebs* contacts any living being who is not at the same time also touching the spider fang that created it, it collapses instantly all over the being, doing 1 d3 hp corrosive damage. A *curtain of cobwebs* is destroyed instantly by any contact with *flame*, being consumed with a flash and a roar. If this occurs at the same time that the curtain contacts a creature, the creature suffers an additional 2d4 hp fiery damage (save vs. spell for half flame damage).

The creation of *spiderfangs* is known to involve the ichor and web silk of driders or certain monstrous types of spiders, *shield* and *web* spells, and a complicated brew of strange ingredients in which the blade must be submerged for several days.

Sung Chiang's

XP Value: 3,500 GP Value: 17,500

Legends & Lore

Sung Chiang's Avatar can use his dagger as either a melee or missile weapon. When his dagger is thrown, another appears in his hand and the first disappears after it has inflicted its damage. Anyone

hit by his dagger must save vs. poison or suffer a loss of 3d6 points of Constitution. If Constitution is reduced to 0 or less, the victim is slain. If not, the lost points return over the next 1d6 days.

of Throwing

XP Value	GP Value
+1: 250	1,250
+2: 350	1,750
+3: 450	2,250
+4: 550	2,750

DUNGEON MASTER Guide, 1st Edition

This appears to be a normal weapon but radiates strong magic if checked. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger displays superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180 feet. A successful hit when it is thrown inflicts twice normal dagger damage, plus the bonus provided by the blade, which ranges from +1 to +4. To find the bonus for a specific dagger, roll percentile dice and consult the following table:

Roll	Bonus
01-35	+1
36-65	+2
66-90	+3
91-00	+4

of Throwing II

XP Value: 350 GP Value: 1,780

CARDMASTER Adventure Design Deck

When thrown, the *dagger of throwing* adds one die to the adventurer's attack roll. The dagger can be used only once per battle and is usable by all classes. (Valid for CARDMASTER games only.)

Throwing Dagger of Returning

XP Value: 500 GP Value: 2,000

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This small, finely balanced weapon has no magical bonuses, but automatically returns to the wielder's hand after it has been thrown.

Tooth of Torm

XP Value: 1,000 GP Value: 10,000

Tantras

This special sort of magical dagger, developed by priests and wizards loyal to Torm in ages past, is customarily borne only by high-ranking servants of the Lord of Loyalty. It is a silver-bladed, +2

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weapon that never tarnishes, breaks, or loses its **sharpness**. When grasped and commanded, it empowers the wielder to see *invisible* creatures and objects within a 60-foot range. This sight also shows the alignment auras and dweomers of beings and items viewed.

A *tooth of Tormis* not **wielded** in battle, but if released while under a command to strike, it will *blink* away to attack any selected target creature up to 30 feet away, striking and returning within a round. It cannot be grasped while attacking or returning, and comes to float beside its commander's shoulder. No living creature can travel with it, but hand-sized or smaller, nonliving items strapped or tied to the blade are carried along with it. It obeys only lawful good beings, and burns (for 1d2 points of damage per touch, or per round of continual contact) chaotic evil creatures upon contact.

A *tooth of Tormcan* also be commanded to guard. The commander holds the dagger with its point toward the object or area to be guarded (such as a door, altar, or archway), positions it as **needed**, and then releases it. The commander then repeats the word "guard" continually until the dagger has reached or is touching the area or object to be guarded. The dagger then hovers in place indefinitely, until it is affected by *dispel magic* or the guarded area is **violated**, whereon it *blinks* to the attack. The dagger will strike repeatedly, once per round, until the guarded object or area is no longer touched or **disturbed**, or until the dagger itself is destroyed. (An intruder who flees empty-handed thus suffers only a single attack from the dagger.)

Note that the commander of the dagger, or any lawful good creature, cannot cause the dagger to activate, even if such a creature does disturb or enter the guarded item or area. An avatar or high servant (being from another plane) of **Torm** cannot cause a *tooth of Tormto* strike either. The presence of all other worshipers of **Torm** who are not lawful good **will** cause the dagger to strike. Any number of teeth can be combined to guard a single object; it was common practice of old to place a ring of teeth in the air above a coffer containing temple treasures each night, as an inner guard on the valuables.

of Truth

XP Value: 200

GP Value: 1,000

Secrets of the Lamp

This *cursed dagger* +1 prevents its owner from ever **telling** a lie, though the truth may be evaded and lies by misdirection are possible.

Tufala's Jambiya

XP Value: 1,000

GP Value: 5,000

1992 Fantasy Collector Card 80

Tufala's *magical jam biya* +2 is a typical, double-edged curved dagger that confers a +2 bonus in combat. **Tufala** was given this Jambiya by her **tribal** chieftain when she became the tribe's rawun. It has been passed down from rawun to rawun for 20 generations, and if it is ever lost or stolen, the rawun who has so carelessly allowed this will lose all honor within the tribe and be cast out until it is recovered. So far, Tufala has been very careful, but she has enemies who see this as a potential weapon to be exploited.

Tvashtri's

XP Value: 2,500

GP Value: 12,500

Legends & Lore

Tvashtri's avatar carries a long dagger with a triangular blade that causes permanent paralyzation to any creature it strikes (save vs. paralyzation to negate).

of Vengeance

XP Value: 1,300

GP Value: 6,500

Tales of the Lance

This double-edged dagger has a nasty barb at its tip and a fuller that runs its entire **length**. The pommel of the dagger is wrapped in serpent skin and bears a flaming red garnet. Legends praise this weapon as the **bringer** of righteous revenge.

From the time of its mysterious beginnings, the *dagger of vengeance* has wandered Krynne, wreaking terrible tragedy and advancing the cause of evil. Ever it follows in the path of the magical item *Trueheart's Warding*; often has it slain the wearer of the armband. No one knows who now bears the *dagger of vengeance*.

The *dagger of vengeance* appears to be a *dagger of venom*. It secretes its own extremely virulent poison (save vs. poison -2). If employed in what the wielder perceives to be an act of **vengeance**, the blade backstabs at +4 on the attack roll, causes 1d4+2 points of damage, and requires a save vs. poison at -2. On a roll of 18 to 20 on 1d20, the dagger injects a second dose of poison,

1,301

requiring a second save vs. poison at -4.

The *dagger of vengeance* slowly gains control over anyone who wields it, especially those who harbor anger or jealousy. With each use, the dagger gradually shifts a wielder's thoughts to chaotic evil. The ranks shift as follows: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, chaotic evil. The dagger makes a wielder paranoid, temperamental, and quick to anger. Whenever a PC or NPC performs an action that the character might consider a threat, the DM should have a bearer of the *dagger of vengeance* make a Wisdom check minus the number of times the player has used the dagger. If the check fails, the player goes into a paranoid rage and attacks the offender. "Vengeance will be mine!"

If the dagger is stolen, it continues to call out to previous owners across the miles. Any owner who has a combined Intelligence and Wisdom of less than 27 must pursue the dagger fanatically, seeking its return.

This dagger is one of the three artifacts in the *Triad of Betrayal* created by Reorx and imbued with the essence of Hiddukel. He created the *dagger of vengeance* as a foil to Mishakal's *Trueheart's warding*. The dagger seeks out the owner of *Trueheart's warding* and strives to destroy him or her.

Mishakal bestowed the three artifacts of the *Circle of Love* on the lovers Trae and Mirri, and Trae's brother Heris. These artifacts bound them together, bringing about a peace between their feuding families. Hiddukel plotted to destroy that peace. He bestowed the *dagger of vengeance* upon Lady Doba!, who lusted after the heart of the mage Heris. Lady Doba! feared the impending alliance between the feuding families. She planned to slay the warrior and his bride to free Heris's heart for her alone. Through treachery, Lady Doba! shattered the new alliance. But when Trae and Mirri lay dead, Heris took his own life, leaving Lady Doba! again alone.

of Venom

XP Value: 350 **GP Value: 3,000**

DUNGEON MASTER Guide, 1st Edition

This appears to be a standard *dagger +1*, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The *dagger of venom* holds up to six doses of poison. If the hilt contains fewer than six doses, the

owner can pour more in up to the maximum. (Use of this weapon by good—particularly lawful good—characters must be carefully monitored for effects on alignment.)

Werebane

XP Value: 300 **GP Value: 1,500**

The Hidden Shrine of Tamoachan

This dagger has no bonus except against lycanthropes and shapechangers—at +1.

Xochiquetzal's

XP Value: 1,800 **GP Value: 9,000**

Legends & Lore

Xochiquetzal's avatar carries a small, silver dagger that causes but 1d4 points of damage; however, anyone hit by it must save vs. paralyzation or enter into a state of euphoria and be stunned for 1d4 rounds.

Yama's

XP Value: 3,000 **GP Value: 15,000**

Legends & Lore

Anyone struck by *Yama's dagger* must save vs. death magic or die.

Dart

A dart is a small missile weapon that is hurled by hand or fired from a *blowgun*. *Blowgun* darts are tiny, usually no more than a few inches in length; hand hurled darts usually are two to 14 inches long. Both types are equipped with feathers to keep them stable in flight.

Roll	Dart Type
01-09	Barbed Dart
10-18	Blowgun or Blowpipe Barbed Dart
19-27	Blowgun or Blowpipe Needle
28-36	Blowgun or Blowpipe Pellet
37-45	Dart
46-54	Lizard Man Dart
55-63	Needle
64-72	Pelota
73-81	Sling Bullet
82-90	Sling Stone
91-00	Thrown Dart

of Biting

XP Value: 200 **GP Value: 1,000**

DUNGEONS & DRAGONS Rules Cyclopeda

When the missile hits, the talent turns it into a poisonous snake. In addition to normal damage,

the victim must make a saving throw vs. poison or die (or, at the DM's choice, take extra damage; 2d6, 2d10, or 2d20 are recommended amounts),

of Blinking

XP Value: 200

GP Value: 800

DUNGEONS & DRAGONS Rules Cyclopedia

A missile with this talent cannot hit any friend of the user, "blinking" in and out of existence until it reaches an enemy. (If the sight of the enemy is blocked by friends, a penalty may apply to the attack roll.)

of Branding

XP Value: 200

GP Value: 1,500

The Magister

When thrown, *darts of branding* burst into blinding flame, unquenchable by water or cold, and this conflagration leaves a branded mark where the dart strikes. The marks are usually shaped by careful construction of the dart into runes or devices. The *dartfire* consumes the weapon and does 1d6+3 points more damage than normal darts. Creatures not resistant to fire get no save vs. the fiery damage, but *dartfire* is relatively feeble and does no damage if the target is protected by a *resistfire*, *dispel magic*, or more powerful protective spell. *Darts of branding* can pass undamaged through a **wall** of fire, however, and derive additional heat from the **wall**, doing one point of additional damage for every 1 inch (and remaining fraction) of flames they pass through. *Flame strike* and *flame arrow* spells have no effect on *darts of branding*.

of Charming

XP Value: 200

GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

The victim hit must make a saving throw vs. spell or be *charmed* by the user (as the *charm person* or *charm monster* mage spell).

of Climbing

XP Value: 200

GP Value: 600

DUNGEONS & DRAGONS Rules Cyclopedia

This talent only functions if the dart is fired at an object. The missile securely fastens itself to any object it hits and then creates a magical 50-foot rope, issuing from the spot where it **struck**. The rope supports any weight of climbers and disappears one turn later or upon command of the user.

The dart cannot be moved after it hits, and it disappears when the rope does.

of Curing

XP Value: 200

GP Value: 1,000

DUNGEONS & DRAGONS Rules Cyclopedia

A dart with this talent is obviously blunt, inscribed with a holy symbol. When it hits a living creature, it does not inflict damage. **Instead**, it cures 2d6 points of damage plus 2 extra points for each magical bonus of the missile. For example, if a 5 is rolled for a curing arrow +2, the total points of damage cured are 9.

Death

XP Value

GP Value

Large: 4,000

16,000

Small: 5,000

20,000

Menzoberranzan Campaign Set

This dart is similar to the surface-world guardian known as *aflying dagger*. Few drow mages know how to fashion them (and fewer still will admit to knowing how, for fear of being captured and enslaved by a noble house, and set to making endless darts for protection and sale). They are eagerly sought after by noble and wealthy drow.

In old hoards, 1d8 such weapons are usually found. Sometimes one or more is set atop or inside a chest, with instructions to attack all living things except the being who placed them there (or someone named as having access). A *death dart* resembles a 9-inch-long, black needle. It has a flared but-end, tapers swiftly, and then thickens more gradually to a bulge in the center, before thinning down to a long, deadly point (so that the 'bulge' looks like two back-to-back cones, large ends placed together). When **constructed**, a dart is either set to activate at a whispered command word (to be carried about for personal defense), or given activation conditions as specific as the most **elaborate** triggering conditions of a *magic mouth* spell. Once **determined**, the activation conditions of a given dart can never be altered.

Once **activated**, a *death dart* flicks about silently, point-first. *Death darts* cannot be affected by any sort of mental control. The spells that enable a *death dart* to swoop, dart, and detect opponents (they are usually set to attack anything within 60 feet that moves) also prevent rusting and brittleness due to extreme heat and cold. A dart that successfully strikes a moving arrow or thrown

weapon, can deflect it, if the DM desires.

Some *death darts* can reflect, or are immune to, certain spells, or have special **abilities**; for example, their touch can **rust** metal items as a rust monster's antenna does. Items struck must save vs. lightning or rust. A *death dart* strikes metal when it is attacking a target being carrying or wearing something metal, and its attack roll misses by one to three points. A few (25%) *death darts* carry sleep or damaging poison. Poison damage is added to physical damage for the first three strikes of the dart, the target saves vs. poison normally for the first strike, at + 2 for the **second**, and at +4 for the third (after **that**, the poison has been **exhausted**). A dart can be anointed with poison as often as its **activator** has the means and **desire**.

Most *death darts* are AC 4; MV Fl 24 (A); HD 1+1; hp 9 each; THACO 17; AT 3; Dmg 1d4; and are considered magical weapons for purposes of deciding what they can hit. A few darts may differ **slightly** from this norm, usually being larger, and AC 6; MV Fl 20 (A); HD 2; THACO 17; AT 2; Dmg 1d6+1.

Death II

XP Value: 3,000

GP Value: 13,000

The Endless Stair

This rare item always appears as a small, coin-sized disc of brass, with compass directions engraved on one side, and a command word on the other. The side with the compass points has a brass pointer on it, set on a central swivel like the hands of a clock.

The dart only operates when it is held in the open hand of a living being. When it is held as the command word is spoken, the disc instantly becomes a dart, and flashes from the wielder's hand in a straight **line**, at the **height held**, in the direction that the pointer is set ("north-northeast"). Upon striking a target (attack roll not required if a creature is in the flight path) or reaching its outer limit of 120 feet, the dart drops harmlessly to the **ground**, and instantly reverts to disc form. The dart deals any struck target 1d4 hp of damage (**no** saving throw). Changing the direction of the pointer must be done manually, and takes one round. The knowledge of how to make these darts is thought to have been lost long ago. A *dart of death* is usable by any living creature able to hold it and pronounce the command word simultaneously.

of Disarming

XP Value: 300

GP Value: 1,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent only functions if the victim is holding a weapon or other item. The victim must make a saving throw vs. spell or drop the item. A dropped item may normally be recovered in 1 round (unless it falls into a pit or chasm, if someone else grabs it, etc.).

of Dispelling

XP Value: 500

GP Value: 2,500

DUNGEONS & DRAGONS Rules Cyclopedia

When this dart hits, it creates a *dispel magic* effect centered on the point of impact (a 20-foot cube) as if cast by a 15th-level caster.

of Flying

XP Value: 200

GP Value: 600

DUNGEONS & DRAGONS Rules Cyclopedia

This dart can be fired at ranges five times greater than normal. If the missile weapon firing this dart is also magical and has an additional range multiplier, the effect is cumulative; **multiply** each maximum range by five. If the missile weapon is not magical, use the maximum ranges.

of Homing

XP Value: 450

GP Value: 4,500

DUNGEON MASTER Guide, 1st Edition

These appear to be normal projectiles, but are actually +3 magical weapons. If a dart hits the intended target, it magically returns to the thrower in the same round and can be reused. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful attack against any size creature (44 points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary **darts**—20 yards short, 40 yards medium, 80 yards long.

of the Hornets' Nest

XP Value

GP Value

+1: 750

3,750

+2: 1,500

7,500

+3: 3,000

15,000

+4: 3,750

18,750

Unearthed Arcana

While appearing to be nothing more than a magical dart, this missile weapon is of far greater power. Once **hurled**, the dart multiplies in the air, even as it speeds toward its target, all the while

1,318

making an angry buzzing noise similar to the sound of a swarm of hornets. When one of these darts is hurled, percentile dice are rolled to determine the attack bonus and the appropriate number of darts contained in this particular item. Note that the bonus applies only to attack probability—not to damage, which is the standard amount (1d3 vs. S or M, 1d2 vs. L) for a dart of normal sort.

Roll	Attack Bonus	No. of Darts
01-40	+1	5d4
41-70	+2	4d4
71-90	+3	3d4
91-00	+4	2d4

Illusory Missiles

XP Value: 10 **GP Value: 100**

DRAGON Magazine 181

There are *illusory missiles* of various types, and these complement illusory weapons and armor. First are *illusory sticks* and *stones*. These are tiny things, totally useless in battle normally. When the command word is spoken, however, a faintly visible magical field surrounds them, stretching them out to the proportions of regular darts, javelins, arrows, or sling bullets. Although the field does no damage itself, it is substantial enough to enable the missile to be handled and used with a **blowgun**, bow, sling, or spear thrower. If an enemy sees this coming, he or she will probably assume the worst and take damage equivalent to that of an ordinary **missile**, but it's all show. These devices are only usable once.

of Light

XP Value: 20 **GP Value: 75**

POLYHEDRON Newszine 47

Several (2d10) of these glowing darts will be found together. When they strike an object, they explode in a burst of white light (as a *continual light* spell), blinding all within the 10-foot explosion area for 1d6 rounds. Shadows, shades, and other creatures of darkness take 1d10 points of damage from each dart.

of Lighting

XP Value: 200 **GP Value: 500**

DUNGEONS & DRAGONS Rules Cyclopeda

This dart can create a *light spell* effect (30-foot-diameter), either upon command or when it hits a target. If a creature is hit, the victim must make a

saving throw vs. spell or be blinded by the *light* (as if the spell had been cast at its eyes). The missile disintegrates when the light is created.

of Penetrating

XP Value: 400 **GP Value: 1,000**

DUNGEONS & DRAGONS Rules Cyclopeda

A dart with this talent cannot be slowed by underbrush, webs (normal or magical), or other forms of cover. The victim's Armor Class is not modified by cover of any sort.

of Refilling

XP Value: 1,000 **GP Value: 5,000**

DUNGEONS & DRAGONS Rules Cyclopeda

This talent gives no special effect to a dart when fired, however, if left in a container with other missiles of the same type (that is, a *refilling dart* with normal darts or a *refilling sling stone* with normal sling stones), it magically creates 1d20 more darts of the normal type each day.

of Screaming

XP Value: 300 **GP Value: 900**

DUNGEONS & DRAGONS Rules Cyclopeda

This dart's effect occurs when it is **fired**, even if it misses the target. As it travels through the air, the missile produces a loud cry, causing all within 30 feet of its path to check morale. If the morale check fails, the victims retreat in fear for 1d8 rounds.

of Seeking

XP Value: 200 **GP Value: 500**

DUNGEONS & DRAGONS Rules Cyclopeda

When this dart is launched at an object, it automatically hits any one target object within range as long as a path of travel is clear. It may be used as a *missile of disarming*, if needed, or it can be used to sever a normal rope, pierce a sack, push a button, or trigger a trap. It cannot be used against creatures, and misses any creature at which it is aimed.

of Sinking

XP Value: 600 **GP Value: 1,500**

DUNGEONS & DRAGONS Rules Cyclopeda

When fired at a water craft of any sort, a dart with this talent inflicts 1d10+10 (11-20) hull points of damage when it hits. (The Armor Class of the vessel is used, as if the shot were a ramming or catapult attack.)

of Slaying

XP Value: 1,000 GP Value: 5,000

DUNGEONS & DRAGONS Rules Cyclopedia

If die rolls for a dart indicate this **talent**, roll 1d100 on the table below. The result indicates the dart's opponent. When an opponent is hit, the victim must make a saving throw vs. death magic or die.

Roll	Opponent Type
01-06	Bugs
07-09	Constructs
10-15	Dragonkind
16-24	Enchanted monsters
25-36	Giantkind
37-48	Lycanthropes
49-52	Planar monsters
53-58	Regenerating monsters
59-67	Reptiles and dinosaurs
68-70	Spell-immune monsters
71-76	Spellcasters
77-88	Undead
89-94	Water-breathing creatures
95-00	Weapon-using monsters

of Speaking

XP Value: 200 GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

This dart misses every creature at which it is launched. It is used for communication purposes only. The user may give the dart any message of 20 words or less and then shoot, either naming a place within 10 miles or aiming at a target. The dart automatically lands on the floor or ground in the target area and repeats the message **aloud**, twice.

of Stunning

XP Value: 300 GP Value: 750

DUNGEONS & DRAGONS Rules Cyclopedia

A victim hit by a dart with this talent must make a saving throw vs. spell or be stunned for 1d6 rounds.

Svirfnebli

XP Value: 600 GP Value: 1,800

When A Star Falls

These darts have a range of 40 feet, inflicting 1d3 points of damage on a successful attack roll. Any creature struck by one of these darts must save vs. poison, or be *stunned* for the next round and *slowed* for the next four rounds.

of Teleporting

XP Value: 400 GP Value: 1,200

DUNGEONS & DRAGONS Rules Cyclopedia

A victim hit by a dart with this talent must make a saving throw vs. spell (at a +2 bonus) or be *teleported* to a point 1d100 miles away, with the direction and distance determined randomly. Unlike the effect of the mage spell, the victim cannot arrive in the air or within a solid object.

of Transporting

XP Value: 300 GP Value: 500

DUNGEONS & DRAGONS Rules Cyclopedia

A victim hit by a dart with this talent must **make** a saving throw vs. spell or be sent to a point up to 360 feet away, as determined by the user of the dart. The effect is identical to the mage spell *dimension door*, and it cannot cause the victim to appear within a solid object.

of Wounding

XP Value: 500 GP Value: 1,500

DUNGEONS & DRAGONS Rules Cyclopedia

When a *dart of wounding* strikes a creature, it **inflicts** normal damage. In addition, however, it causes the loss of 1 hit point per round after that until magical curing is applied (a potion, *cure* spell of any type, etc.). However, no undead creature or construct (golem, living statue, etc.) can be wounded by this dart, and such creatures suffer only the initial damage.

Decanter

Decanters are decorative bottles used to serve fine drinks. Usually filled with wine, sparkling water, or other rare nectars, decanters are found in any wealthy **home**. They have richly sculpted handles that are used to pour the drinks, as touching the decanter itself can warm the drink too much.

Carrague's Decanter of Endless Steam

XP Value: 1,250 GP Value: 4,000

POLYHEDRON Newszine 84

These stoppered flasks look like ordinary brass containers. They are warm to the touch and radiate both enchantment and conjuration/summoning magic. When the stopper is removed and the proper words are spoken, a constant flow of steam will pour out. Similar to a *decanter of endless water*, a *decanter of endless steam* has three separate commands for the amount of steam produced:



Teakettle: A slow trickle of steam that sounds like a low-pitched whistle forms a sphere of scalding vapor. During the first **round**, the sphere has a diameter of 2 feet. Each round thereafter the sphere expands by 1 foot until it reaches a maximum diameter of 10 feet. Characters inside the sphere take one point of damage from the steam each **round**, save vs. breath weapon for no damage.

Small Geyser: A translucent flow of steam that sounds like a high pitched whistle fills a 6-foot sphere in one round; this expands an additional 3 feet each round to a maximum diameter of 30 feet. Characters inside the sphere take 1d6 points of damage each round, save vs. breath weapon for half.

Large Geyser: A gush of thick steam that sounds like loud roaring fills a 10-foot sphere in one round; this expands by an additional 5 feet each round to a maximum diameter of 50 feet. Characters inside the sphere take 3d6 points of damage each **round**, save vs. breath weapon for half damage.

The two geyser settings are used to power *Carraque's steam machines*. The large geyser setting produces considerable back pressure, and the holder must be well braced or be knocked backwards. The force of the geyser kills small animals and normal insects. At any setting, a command word must be given to stop the flow of steam.

of Endless Water

XP Value: 1,200

GP Value: 3,600

Nightrage

This stoppered flask, almost always of fine workmanship, contains a portable wormhole to the Elemental Plane of Water. The user removes the stopper, speaks a word of **command**, and a stream of fresh water pours out. Some decanters have variable rates of flow, but others simply flow at a constant rate until the command word stops them.

These items tend to be rare, for the elementals who inhabit the Plane of Water dislike **them**—they drain their resources. Rumors tell of elemental **patrols** scouring the Prime **Material Plane** to buy or steal every flask they find. Once transported to the Plane of Water, the flask's magic is permanently dispelled.

The decanter that created the Serpent Oasis pours several gallons per minute in a strong stream. It is a shapely flask of untarnished gold with inlaid lapis lazuli in a geyser design.

of Endless Water II

XP Value: 1,000 GP Value: 3,000

DUNGEON MASTER Guide, 1st Edition

This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

- **Stream:** pours out one gallon per round.
- **Fountain:** 5-foot-long stream at five gallons per round.
- **Geyser:** 20-foot-long stream at 30 gallons per round. The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser can kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease the flow.

Deck of Cards

A magical deck is a pack of rectangular playing cards, usually found as either a small deck of 10 or a large deck of 20. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. Although card decks are common in the modern world, they are rare, hand made in a medieval setting. The cards may be as small as 1 by 2 inches or as large as 1 by 2 feet, larger cards are very rare. When a card is drawn from a deck, its magical effect is released. The card either disappears immediately or vanishes after a given period. Cards may be drawn once per round at most, unless specified otherwise.

of Chance

XP Value: 1,000 GP Value: 4,000

The Book of Marvelous Magic

When a card is drawn from this large deck, a bonus or penalty applies to the user for 24 hours after that. To determine the effect, roll 2d6:

Roll	Effect
2	-2 penalty to attack and damage rolls
3	-2 penalty to saving throws
4	-2 penalty to armor class
5	-2 penalty to damage rolls
6	-2 penalty to attack rolls
7	+1 bonus to attack, damage, and saving throw rolls
8	+2 bonus to attack rolls

9	+2 bonus to damage rolls
10	+2 bonus to armor class
11	+2 bonus to saving throws
12	+2 bonus to attack and damage rolls

Daffy

XP Value: 600 GP Value: 1,800

The Book of Marvelous Magic

This small deck contains an assortment of cards from the *chance*, *quarter*, *sun*, and *tracer* decks, and each has a 25% chance of decking as a *deck of decking*. Each type of card in the *daffy deck* is determined when drawn.

of Decking

XP Value: 700 GP Value: 2,100

The Book of Marvelous Magic

This item appears identical to a *quarter deck*. However, there is a 25% chance that any card drawn may be dangerous; if so, a user, and not an intended victim, is suddenly stunned by the card and falls to the floor. A victim remains stunned for 1d6 more rounds and is unable to get up, talk, attack, or cast spells.

Fortune Telling

XP Value: 1,000 GP Value: 6,000

Inside Raven's Bluff, The Living City

Only 12 such decks are known to exist. Each deck starts with 50 cards, and is therefore good for 50 fortunes. A character pulls a card from the deck and rolls 1d12. The number rolled corresponds to the number of months in the future the forecasted event will occur. The card shimmers, becomes three-dimensional, and shows a scene involving the character who pulled the card. For example, a card could show the character finding a great fortune, being killed in battle with a monster, finding his or her true love, or any other scene the DM wishes. The scene is played out before the character for three minutes, then the card vanishes. It is possible to alter the future of the card by certain actions; but the card does not reveal what those actions are.

of Illusions

XP Value: 1,500 GP Value: 15,000

Dungeontland

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 of these plaques. Drawing one at random and casting it out forms an illusion with

audible and visual components, which lasts until it is dispelled. The illusory creature cannot go more than 30 feet from the **card**, but it otherwise moves and acts as if it were real. When the illusion is **dispelled**, the card becomes blank and cannot be used again. If it is picked up, the illusion is automatically and instantly dispelled. Cards can differ or **some** may be missing. Illusions perform normal routines and respond to attacks (DMs play them as if they were real creatures). The cards are:

Card	Illusion Created
Joker	Illusion of the Deck's Owner.
Joker	Illusion of the Deck's Owner,
A♥	Red Dragon.
A♦	Beholder.
A*	Lich.
A*	Iron Golem.
K♥	Fighter and four Guards.
K♦	Magic-user and one Apprentice.
K*	Priest and two Underpriests .
K*	Thief and three Cohorts.
Q♥	Succubus.
Q♦	Night Hag.
Q*	Medusa.
Q♠	Erinyes.
J♥	Druid.
J♦	Assassin.
J♣	Monk.
J♠	Bard.
10♥	Cloud Giant.
10♦	Fire Giant.
10♣	Frost Giant.
10*	Ettin .
9♥	Hill Giant.
9♦	Ogre Mage.
9*	Troll.
9*	Ogre.
8♥	Bugbear.
8♦	Gnoll .
8*	Hobgoblin.
8* Orc .	
2♥	Goblin.
2♦	Kobold .
2*	Goblin.
2*	Kobold.

of Illusions II

XP Value: 1,500

GP Value: 15,000

DUNGEON MASTER Guide, 1st Edition

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards of suits. When a card is drawn at random and thrown to the **ground**, an *illusion* with audible and visual components is formed. This lasts until **dispelled**. The illusory creature cannot go more than 30 feet away from where the card **landed**, but otherwise **moves** and acts as if it were real. When the *illusion* is **dispelled**, the card becomes blank and cannot be used again. If the card is picked up, the *illusion* is automatically and instantly dispelled. The cards in a deck and their *illusions* are as follows:

Hearts

A: Red dragon

K: Fighter & four guards

Q: Female Wizard

J: Druid

10: Cloud giant

9: Ettin

8: Bugbear

2: Goblin

Diamonds

A: Beholder

K: Wizard & one apprentice

Q: Night hag

J: Harpy

10: Fire giant

9: Ogre mage

8: Gnoll

2: Kobold

Clubs

A: Lich

K: Priest & two

underpriests

Q: Medusa

J: **Paladin**

10: Frost giant

9: Troll

8: Hobgoblin

2: Goblin

Jokers (2): *Illusion* of the deck's owner

Spades

A: Iron Golem

K: Thief & three cohorts

Q: Pixies

J: Bard

10: Hill Giant

9: Ogre

8: Orc

2: Kobold

The cards of a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The *illusions* perform normal routines and respond to **attacks**—they should be played as if they were real creatures.

Janean's Deck of Many Things

XP Value: —

GP Value: 10,000

1992 Fantasy Collector Card 32

Janean's deck of cards was designed with some unusual properties. The first card **drawn** from the deck is always beneficial, and every even card

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drawn after that is one of unhappy **effect**—**odd** cards drawn thereafter can be either good or bad. None of **Janean's** cards disappear after they are drawn, they randomly go back into the deck, so they may be drawn repeatedly. Another unique property of this deck is that cards can be drawn only by those willing to take a chance; no one can be forced into trying the deck.

of Many Things

XP Value: — **GP Value:** 10,000

GREYHAWK

This deck is a pack of **18** parchment cards, four each of four suits and two jokers. Each of the four in each suit is different. One-half bring beneficial things, and one-half cause harmful effects. Any person possessing such a deck may select cards from it four times (or more if jokers are drawn), and whatever is revealed by the selected card takes place. After each draw, the card is returned to the pack and it is shuffled again before another draw is made. All four draws need not be made, but the moment a possessor of the deck states that he or she has no intention of ever drawing further cards, or after the maximum number of draws, the deck disappears. Note: A DM may invent a deck using the guidelines above.

Card Effect

- A of ♥ Immediately gain 50,000 experience points.
- K of ♥ Gain miscellaneous magical item of the player's choice.
- Q of ♥ Gain 1d3 wishes to be taken when the player **likes**.
- J of ♥ Help from a high-level warrior with +3 armor, shield, and sword for one hour when you call for him.
- A of ♦ Immediately gain map to richest treasure on any dungeon level.
- K of ♦ Gain 5d6 pieces of jewelry immediately.
- Q of ♦ Gain Scroll of seven spells with no 1st-level spells on it.
- J of ♦ Add one point to any ability score—Strength, Intelligence, Wisdom, Dexterity, etc.
- A of ♠ Lose one experience level immediately.
- K of ♠ A High-level warrior with +4 armor, **shield**, and sword attacks you

- Q of ♠ Immediate death, no saving throw.
- J of 4 Monster from the Gray Waste attacks by surprise.
- A of * Change alignment immediately (random).
- K of ♣ Lose your most prized magical item immediately.
- Q of * Turn to stone, no saving throw.
- J of * Lose 1 point from your Prime Requisite.
- Joker Gain 25,000 experience points immediately or select two additional cards.

of Many Things II

XP Value: — **GP Value:** 10,000

DUNGEON MASTER Guide, 1st Edition

A deck of many things is usually found in a box or leather pouch. Each deck contains a number of cards or plaques, made of ivory or vellum. Each card is engraved with glyphs, characters, and magical Sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it—for better or worse.

The character with a *deck of many things* may announce that he or she is drawing only one card or the owner may draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in that case the card is discarded from the pack. A *deck of many things* contains either 13 cards (75% chance) or 22 cards (25%). Additional cards in a 22-card deck are shown below by an asterisk (*) before their names. To simulate the magical cards you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit.)

Upon drawing the last **card**, or immediately upon drawing the cards in bold face (**The Void and Donjon**), the deck disappears. The cards are explained in greater **detail** below:

Plague	Card	Effect
*Vizier	Ace ♦	Know the answer to your next dilemma.
Sun	King ♦	Gain beneficial miscellaneous magical item and 50,000 XP.

Moon	Queen	◆	You are granted 1d4 <i>wishes</i> .
Star	Jack	◆	Immediately gain two points to Prime Requisite ability.
*Comet	2	◆	Defeat the next monster you meet to gain one level.
*Idiot	Ace	♥	Lose 1d4 points of Intelligence; you may draw again .
Throne	King	♥	Gain Charisma of 18 plus a small keep.
Key	Queen	♥	Gain a treasure map plus one magical weapon .
Knight	Jack	♥	Gain the service of a 4th-level fighter.
*Gem	2	♥	Gain your choice of 20 pieces of jewelry or 50 gems.
*Fates	Ace	♠	Avoid any situation you choose . . . once.
The Void	King	♣	Body functions , but soul is trapped elsewhere.
Flames	Queen	♣	Enmity between you and an outer planar creature.
Skull	Jack	*	Defeat Death or be forever destroyed.
Talons	2	*	All magical items you possess disappear permanently.
*Donjon	Ace	♠	You are imprisoned (see below).
Ruin	King	*	Immediately lose all wealth and real property.
Euryale	Queen	*	-3 penalty to all saving throws vs. petrification.
Rogue	Jack	*	One of your henchmen turns against you.
*Balance	2	*	Change alignment instantly.
Jester	Joker		Gain 10,000 XP or two more draws from the deck,
*Fool	Trademark Joker		Lose 10,000 experience points and draw again.

Sun: Roll for a miscellaneous magical item until a useful item is indicated,

Moon: This is best represented by a moonstone gem with the appropriate number of *wishes*

shown as gleams therein. The *wishes* are the same as the 9th-level wizard spell and must be used in a number of turns equal to the number received.

Star: If the two points would place the character's score at **19**, use one or both in any of the other abilities in this **order** Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength.

Comet: The player must **singlehandedly** defeat the next hostile monster (or monsters!) encountered or the benefit is lost. If successful, the character moves to the midpoint of the next experience level.

Throne: If Charisma is **18 already**, the individual still gains five on encounter and loyalty reactions. He or she becomes a **real** leader in people's eyes. The castle gained is near a stronghold already held.

Key: DM must prepare a treasure map. The weapon must be one usable by the character so use the Magical Weapons Table until a useful item is awarded.

Knight: The fighter joins the character as a henchman and serves loyally until death. The fighter has +1 per die (**18 maximum**) on each ability roll.

Gem: This indicates wealth. The jewelry is always **gold** set with gems, the gems are all of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

The Void: This black card spells instant disaster. The character's body continues to function, though he or she speaks like an automaton, but the psyche is trapped in a prison **somewhere—in** an object on a far planet or plane, possibly in the possession of an outer planar creature. A *wish* cannot bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

Skull: A minor Death appears (AC **-4**; 33 hit points: strikes with a scythe for 2d8 points, never missing, always striking first in a round). The character must fight it **alone**—if others help, they get minor Deaths to fight as well. If the character is slain, he or she is slain forever. Treat the Death as undead with respect to spells. **Cold**, fire, and

electrical energy do not harm it.

Talons: When this card is drawn, every magical item the character has is irrevocably gone, instantly.

Ruin: As implied, when this card is drawn every bit of **money** (including all gems, jewelry, treasure, and art objects) is lost. All land and buildings owned are lost forever as well.

Euryale: The medusa visage on this card brings a *curse* only the Fates card or **godlike** beings can remove. A -3 penalty to all saving throws is otherwise permanent.

Rogue: When this card is drawn, one of the character's henchmen is totally alienated and forever hostile. If the character has no henchmen, the enemies of some powerful **personage**—community or **religious**—can be substituted. The hatred remains secret until the time is ripe for devastating effect.

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described in the section on Character Alignment, in the *PHB*). Discard this card.

Jester: The jester actually makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn.

Fool: The payment and draw are mandatory.

Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he or she requests it. Whether the information can be successfully acted upon is another matter entirely.

Idiot: This card causes the loss of 1d4 points of Intelligence immediately, drawing an additional card is optional.

Fates: This card enables the character to avoid even an instantaneous occurrence if desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to **happen**—it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

Donjon: This signifies **imprisonment**—either by spell or by some creature, at the DM's pleasure. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is up to the DM as well. Draw no more cards.

Quarter

XP Value: 1,200 **GP Value:** 12,000

The Book of Marvelous Magic

If a card is drawn from this small deck and shown to any creature of 7 Hit Dice or less within 30 feet, the victim must make a saving throw vs. spell. If the throw fails, the creature immediately offers to surrender, if its **life** is spared. If the offer is not **accepted**, the card has no other effect.

Sun

XP Value: 1,500 **GP Value:** 15,000

The Book of Marvelous Magic

Any card drawn from this deck sheds *light* within a 15-foot radius as a *light* spell for 12 turns and then disappears. A *deck of light* may be small or large.

Tarot Deck of Many Things

XP Value: 4,000 **GP Value:** 44,000

DRAGON Magazine 77

Although the *deck of many things* in the AD&D game is a powerful and interesting device, it is but half a reflection (the other being ordinary playing cards) of the original on which all such card decks are **based**—the Tarot. The 78-card Tarot deck consists of two parts. The Major Arcana includes the card known as the Fool, which is **unnumbered**, and the 21 numbered cards I (The Magician) through XXI (The World); these 22 cards are also known as the Greater **Trumps**. The Minor Arcana, or Lesser Trumps, are divided into the four suits of Wands, Cups, Swords, and **Pentacles**; each suit includes the "**pip**" cards (Ace through Ten) and the court cards (Page, Knight, Queen, and King).

The deck itself is a series of plaques or cards, fashioned of precious and rare substances: ivory, gold, vellum made from dragon skin, carved **bulette scales**, or the like, painted with costly pigments, **gilded**, or even jeweled. These are usually wrapped in silk or other simple but costly cloth, and placed within an **elaborate** box or coffer of at least 5,000 gp value, expensively decorated with symbols, and with the holy symbol of the deity who is the master of the deck. It could be sold unused for 39,000 gp plus the value of the box or coffer, but if anyone does more than look at the backs of the cards, they are compelled (saving throw applicable) to draw from it.

A person who wishes or is compelled to draw from the deck is allowed to announce an inten-

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tion to draw one, two, three, or four cards; when the last member of the party who wishes to do so has drawn, or if one hour elapses without any draw, the deck **disappears**—unless the party is on the plane of the Tarot's master deity, which is not the party's own home plane. The person making the draws, hereafter called the "drawer," should shuffle the cards well, in such a manner that the images on almost one-half of the cards are inverted or "reversed" in relation to the others (which are termed "upright"). Each card is then turned over **along** the long axis of the card, and presented to the DM (from whose viewpoint "upright" and "reversed" are judged). After each person finishes drawing, the drawn cards are returned to the deck, and it is reshuffled by the next drawer. (In case the DM cannot obtain a real Tarot deck, each card has been given a number for the use of percentile dice; a card will be reversed or upright on a 50% chance. No card can be received more than once by the same drawer.)

The effects of the Tarot are instantaneous unless noted otherwise, and should be noted immediately by the DM (silently); characters will not notice any change until they perceive it in terms of how it alters their abilities or activities. The effects are irrevocable unless otherwise stated, short of a *wish* for the Major Arcana, or a *limited wish* for the Lesser Arcana.

If the effects of a card would raise or reduce an ability score to a level outside racial limitations, the DM can choose to effect change in another ability if possible within those same limits, in this order: Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength. If a character loses one point or more from an ability score and is therefore no longer qualified to be a member of the class he or she was pursuing, then the character loses the right to be in that class and (if not multi-classed) must **begin** anew as a 1st-level character in some other class. If the lost points are replaced later by some other means, the character may resume study in the class that he or she was forced to abandon.

Above all, bear in mind that this is an artifact, not the tool of a chaotic game for foolhardy or suicidal characters; it should be handled with respect and gravity. (Whether the random aspects of the deck make its use an act of chaotic nature is a matter decided between lawful characters, their deities, and the DM.)

The effects and values of the individual cards in AD&D game terms, given in the following text, are based on their divinatory and symbolic meanings, (The effects of draws made by characters are printed in italic type, with "upright" effects always given first.) Space does not allow for fuller explanation of details

THE MAJOR ARCANA



00: The Fool

The Fool is a quirky and variable character; he may be clad in the fool's cap and motley of a jester (or joker), or in gorgeous, elaborate, and costly (though not cumbersome) vestments. A staff and pouch over his shoulder, a little dog behind him, he strides blithely into the world. The Fool is often seen dancing at the brink of the precipice, for his is the folly (and the wisdom) of childhood, the innocence of the babe and the mischief of a child.

Upright, the Fool signifies unformed potential, the need to make choices and the necessity of making the right choice, the wisdom of fools and the follies of the wise. *Drawer gains one more draw, but the new draw does not count unless the card drawn is one with an effect that is mostly good for the drawer.*

Reversed, this card signifies thoughtless action, folly; choices must be made, but may well be faulty. *Effect as above, but the subsequent card must be mostly bad in effect.*



01: The Magician

The Magician stands at a table on which are various articles: swords, wands, pentacles, cups, dice, balls, bells, or others. One hand holds a double-ended wand toward the heavens, the other points to the earth; over his head is a lemniscate curve, the symbol of eternity and infinity. The table, which resembles an altar, is surrounded by growing things. Represented here is the rational mind, confident in its power and right to use the forces of the infinite to reshape the world of matter.

Upright, The Magician signifies will, mastery, the ability to manipulate the universe through rational thought, self-confidence, ability to manipulate others. *Drawer gains one point of Intelligence, two points if a mage or specialty wizard.*

Reversed, this card signifies ineptitude, failure of will, indecision; abuse of power; disquiet; mental illness. *Drawer loses one point of Intelligence, two points if a mage or specialty wizard.*

02: The High Priestess

The High Priestess sits enthroned in her temple, dressed in flowing robes that obscure a scroll or a book of secret laws and wisdom she holds securely. She is the mother of wisdom, sometimes identified with Isis or Diana; the queen-protector of hidden knowledge and occult mysteries.

Upright, she signifies serene knowledge, sagacity, intuition, foresight, inspiration, the power of the inner mind to heal, create, enlighten, and inform. *Drawer gains one point of Wisdom, two points if a cleric or priest.*

Reversed, she signifies superficiality, conceit, shallowness, a lack of depth, perception, or understanding; an acceptance of external and superficial "knowledge," of trivialities. *Drawer loses one point of Wisdom, two points if a priest or cleric; in the latter case, receives one new proficiency.*

03: The Empress

Royal and matronly, the Empress sits enthroned among rich fields, clad in opulent garments, and crowned with a starry, open crown. Befitting her position, she bears a scepter, for hers is the realm of universal fecundity and wealth.

Upright, she signifies material wealth, productivity for farmers and creative workers, profitability for merchants, practical application of knowledge. *The next time treasures are divided, the drawer will receive some item which turns out to be worth an extra 3d6(x1000) gp; but even the drawer will not notice until at least three days later.*

Reversed, she signifies poverty, sterility, inability to produce; waste or dissipation of resources. *The next time treasures are divided, the drawer will receive an item which proves to be worthless (a seemingly magical mace which actually has Nystul's magic aura on it, or a "ruby" which is actually cut glass, and so on) as the largest part of a treasure share, but will not notice for at least three days,*

04: The Emperor

Regal and fatherly, the Emperor sits upon his throne, with open spaces surrounding him for a domain. He wears royal robes, and in his hands bears a scepter and an orb of rulership. His crown is simple but majestic. He is the active principle, the ruler of the visible, material world through law.

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Upright, he signifies leadership, strength of mind, dominance, law, control of natural drives, stability, power, conviction, and protection. A lawful drawer gains two points of Charisma; a chaotic drawer **must successfully save vs. poison** or suffer confusion for 2d4 months; a neutral drawer is unaffected.

Reversed, he signifies immaturity, confusion or loss of control, ineffectiveness, irrationality, attempts to destroy one's authority or rights. Unless the drawer saves vs. death magic at -4 (-2 for neutrals, no penalty for chaotics), over the next four days, the PC gradually goes insane in one of the following ways, becoming: manic-depressive, schizoid, demented (dementia praecox), or hebephrenic.

05: The Hierophant

Established in state within his temple, the Hierophant is the embodiment of the church in the world, the external pomp and ceremony of organized religion; his elaborate crown, ornate robes, and scepter of power establish him as a hierarch and a potentate. He is the link between deity and worshiper, his is the role of mediator and medium. As the High Priestess is mistress of the hidden mysteries, the Hierophant is the master of external, manifest religion, law, and morality, usually depicted ministering to, or being attended by, two lesser priests, upon whom he bestows a blessing.

Upright, the Hierophant signifies the outer form of religion; social relations with the world; ritualism; conformity, traditionalism and orthodoxy; retention of outmoded ideas and attitudes; orderly hierarchies; mercy and forgiveness. Drawer gains one point of Charisma (two points if a lawful priest); priests also gain one point of Intelligence. If drawer is a priest who belongs to any organization with a hierarchical nature, religious or secular, which does not base rank solely on levels of ability, he or she will be promoted soon, in 5-25 (1d100÷4 rounded up) days, after returning from this adventure. The Hierophant also serves as a remove curse spell for a drawer who is in need of one.

Reversed, this card signifies overkindness, weakness; unconventionality, openness to novelty, unorthodoxy. Drawer gets a permanent -2 on saving throws against charm, suggestion, and other mental attack forms involving force of will; he or she also receives a permanent +4 on reaction rolls to all persons and beings. If drawer is a

member of any hierarchic body (as described above), within 5-25 (1d100÷4 rounded up) days of returning from the current adventure he or she will be demoted for "ineffectuality" and "lack of authority." If drawer is a chaotic priest, one point of Intelligence is gained.



06: The Lovers

A winged supernatural being hovers over a man and a woman, behind each of whom flourishes a different tree. The man looks at the woman, but she, though open to him, looks up at the supernatural messenger. The Lovers are emblematic of the necessity for the conscious mind ("intelligence") to approach the supernatural and transcendent through the unconscious ("wisdom"), for a harmonious and loving life depends on the cooperation of both parts of the mind. (In older decks the Lovers are often shown as a young man standing between two women; some different divinatory meanings relate to this older symbolism.)

Upright, they signify attraction, amateness, love; difficulties overcome, tests and trials passed. The drawer's Charisma increases by one point for every 6 points of Wisdom or Intelligence (whichever is lower), rounding down; in addition, the drawer's reaction rolls increase 1% for each point of Wisdom or Intelligence (whichever is

lower), toward all *persons* (now known or encountered later) to whom she or he might be romantically inclined (based on race, gender, and other factors),

Reversed, they signify tests failed; fickleness, unreliability, infidelity; a need to stabilize and harmonize the self, the possibility of a wrong choice. *The drawer's Charisma is reduced by one point for every 6 points by which Wisdom or Intelligence (whichever is lower) falls short of 18, rounding losses up; reaction rolls increase as above, but based on whichever ability score is higher, and if the drawer already has a loved companion or spouse, the reaction roll toward her or him is reduced by half the amount that other reaction rolls are increased by (round reduction up).*



07: The Chariot

A youthful and triumphant figure (a conqueror rather than a hereditary ruler) stands in a chariot, covered over by a starry canopy and drawn by two steeds (horses or sphinxes) of opposing colors and pulling in somewhat opposing directions. The charioteer bears a scepter of dominion, but no reins; the Chariot must be controlled through the dominion of the mind. Here is represented the conqueror of the outer world, victorious yet not

truly in control of the fullness of reality.

Upright, the Chariot signifies triumph, success, conquest over the physical plane (including illness and one's own weaknesses) by the rational **mind**, intelligence rather than wisdom; also travel in comfort, state visits. *Drawer is cured of all diseases, lycanthropy, deafness, blindness, curses, charms, and the like of which she or he is a victim, and will be 15% less susceptible to them from now on. Also, the drawer will be able to coax an extra 3 MV out of any vehicle, mount, or other mode of travel, as long as the drawer's mind is clear and free to concentrate.*

Reversed, it signifies decadence, ill health, restlessness, victory through foul means, disputes, failure. *Drawer, over the next seven days, begins to manifest a severe and chronic disease, which can only be cured by a potion made from the brains of two different kinds of sphinxes. The disease will not prove fatal for at least 49 days.*

08: Strength

A calm and self-contained, yet clearly quite human woman controls the jaws of a lion with her bare hands. Strength is both hers and the lion's. They are not struggling, for she has already subdued the beast, and they are now in a harmony of opposites: Hers is the Strength of the mind at one with itself; his is the Strength of passion and carnal needs, which are unable to withstand a consciousness aware of its link with the infinite, and must submit to its control.

Upright, the card signifies spiritual power overcoming material power, the **fortitude** of the self-aware mind; courage and magnanimity; the triumph of love over hate. *The drawer gains +4 to saving throws against fear, charm, suggestion, illusion and other mental attack forms involving will force.*

Reversed, this card signifies the dominance of the material and physical, lack of faith and moral force, failure of self-control, giving in to temptation, failure of will. *Drawer suffers a -4 to saving throws against the attack forms listed above.*

09: The Hermit

A robed figure, the archetypal "Old Wise Man," the Hermit stands alone. He leans on a pilgrim's staff and holds up the lantern of wisdom, offering light to those who are humble enough to seek it. He illuminates the path to wisdom for those who want to emerge from darkness.

Upright, he signifies prudent counsel, receiving wisdom or instruction from one more knowledgeable, guidance on the path to one's goal; circumspection and caution; a solitary nature. *Within nine days of returning home from this adventure, drawer will meet a visiting priest of his or her own faith and of a higher level, who will offer religious instruction to the drawer, "for the improvement of the mind," with a warning that the instruction will not be quick. After one month of study (if the drawer accepts the offer; this should be a decision of the player), the drawer emerges with a 2 point increase in Wisdom, but a 1 point loss in Charisma. The priest will then give the drawer a hint to the location of a magical item, and depart for places unknown.*

Reversed, the Hermit signifies immaturity, folly, refusal to accept aging and growth. *Drawer loses one third of accumulated age, gains one point of Charisma and loses two points of Wisdom. When the drawer next seeks to gain a level, the process will be three times as long and expensive as usual, because of his or her refusal to heed the instructor.*

10: The Wheel of Fortune

The Wheel of Fortune rotates eternally, bringing the great to naught and the humble to power, for a time. Descending (on the left) is an evil creature (often identified with Typhon or Set); ascending is a canine-headed being (often identified with Anubis, or Hermes Trismegistus); yet with another turn of the Wheel, the ascendant will descend and the descendant will ascend. Resting atop the Wheel (yet undisturbed by its rotations) is a sphinx casually holding a weapon, emblematic of the equilibrium which the enlightened mind manifests even in the midst of fortune's everchanging rounds. The sphinx, like the four winged beings of the apocalypse which occupy the corners of the field, is also a denial of the apparent randomness of the universe, and of the fatalism such false beliefs induce.

Upright, it signifies success, fortune, felicity, an unexpected bit of luck, a change for the better. *Drawer gains a permanent +2 on all saving throws; in addition, the next treasure discovered by the party will include a magical item of not less than 800 nor more than 8,000 experience points in value, on which the arms, image, and name of the drawer are ineradicably engraved or otherwise incorporated, in such a way as to mark*

it as predestined only for that person. If the drawer sells the item, both the card and the materials used to purchase it disintegrate, and the drawer's saving-throw bonus is negated.

Reversed, it signifies unexpected bad fate, ill luck, setbacks or interruptions in plans, unwanted change. *Drawer suffers a -2 penalty on all saving throws; in addition, one magical item (at random) belonging to the drawer disintegrates (this does not apply if no magical items are currently owned by the character).*



11: Justice

Like the High Priestess and the Hierophant, Justice sits crowned and enthroned between pillars. In her right hand she bears a two-edged sword, its point toward the heavens; in her left hangs a set of balances. Firm and resolute, hers is the power of moral strength and integrity, of righteousness (good) rather than rectitude (law).

Upright, she signifies justice, virtue, right judgments, the triumph of the good, just rewards, purity. *Drawer of good alignment gains 8,000 experience points; drawer of evil alignment loses 8,000 experience points or % of all experience points, whichever is the greater; neutral drawer is unaffected. The DM may reduce these gains or losses by up to 50% if the drawer has*

not been entirely consistent in following his or her alignment.

Reversed, she signifies bias, injustice, excessive severity; legal complications. *Unless drawer has been acting in very strict conformance with his or her alignment (the DM should be very rigid in this evaluation), she or he is stripped of all property, effects, wealth, allegiance or loyalties of followers (those over 50% base loyalty), except for any nonmagical clothing worn; and all but ¼ of his or her experience points. Drawer will also forget all spells received or memorized.*



12: The Hanged Man

From a gibbet or a tau-cross of living wood, a youth is suspended by one leg; his arms form a triangle behind his back, and his free leg is placed behind the bound one to form a cross (if viewed upside down, he seems to be dancing a jig). He represents Everyman, suspended by his own consent as a pause and decision point in the creation of an enlightened self. He is clearly in a contemplative state, not one of suffering, suspended between the old life and the new; he must create his new self knowingly and willingly.

Upright, he signifies a pause, or suspension of ordinary activities; transcendence of material temptation; surrender to the purification of the

self; spiritual wisdom, prophetic power; regeneration. *Drawer goes into a contemplative state for 24 days, in which he or she is open-eyed, can walk (at an MV of 3), drink, and eat (lightly), but will not fight or otherwise interact with the mundane world: during this period the character also regenerates as if wearing a ring of regeneration. At the end of this period, the drawer loses one point of Strength, but gains 2 points of Wisdom. For a year and a day after that, the drawer will refuse all wealth, whether earned or offered, except that necessary for his or her own modest needs and those of any henchmen.*

Reversed, The Hanged Man signifies absorption in the ego and material matters, unwillingness to sacrifice; false prophecies. *Drawer goes into a trance as described above, but "snaps out of it" after 1d20+5 rounds, having lost 2 points of Wisdom, but gained 1 point of Charisma. The Drawer will seem to show a new ability to prophesy the contents of rooms, intentions of strangers, etc., but after five such detailed, correct "visions," the supposed new ability will go tragically awry, and completely vanishes after being discredited.*

13: Death

Death, represented as a skeleton, regards a desolate plain strewn with his victims, who are of all ages and conditions, for Death has no favorites. He is sometimes shown wielding a scythe, sometimes "terrible with banners."

Upright, he symbolizes transit to the next stage of being, transformation; abrupt and unexpected change of the old self (not usually physical death), the end of security and old situations and the beginning of a new kind of life. *The drawer dies. Body and effects burst into flames (which do 10d10 points of damage if a character is foolish enough to go into them), after 1d8 rounds the flames die down and the character steps from the ashes, reborn according to the following table:*

Roll	Race	Roll	Race
01-02	Bugbear	31-36	Halfling
03-08	Dwarf	37-42	Half-orc
09-14	Elf	43-44	Hobgoblin
15-16	Gnoll	45-94	Human
17-22	Gnome	95-96	Kobold
23-24	Goblin	97-98	Orc
25-30	Half-elf	99-00	Ogre

*Note: A very good or very evil person will not be reborn as a creature whose alignment is the opposite. Regardless of the form in which the character is reincarnated, allow the newform to progress as far as possible in characteristics and abilities. Someone reborn as a **gnoll** might eventually gain Hit Dice up to 3, 4, or even 5, plus bonus points for a high Constitution; the character would be eligible to wear armor, could use magical items available to fighters, and would have the intelligence level of its former incarnation (or racial minimum). If the newform is of a player character race, the character must be generated as a new character; the newform may be a member of any player character class for which he or she is eligible, except the old character's former class (unless that is the only possible choice), is of 1st-level, with no experience points.*

Reversed, Death signifies stagnation, mere existence, inertia or immobility, lethargy, sleep, petrification. Drawer falls under a permanent slow spell and receives no experience points for this adventure (while slowed, drawer will age at half the normal rate).

14: Temperance

A solemn, angelic figure, a flower or sun emblem on its forehead, pours a fluid from one of a pair of different-colored chalices to the other; behind the figure are growing plants, and distant hills. The card represents the inner self, enabling one to balance the forces of the mind, to illuminate intelligence by wisdom and to clarify wisdom with intelligence.

Upright, it signifies control of self, adaptation, tempering of extremes; harmonious and fruitful combinations, wise management of resources; cooperation. Drawer will gain two points of Intelligence or Wisdom (whichever of the two is presently lower) but will lose one point in whichever of the two is higher. If the two scores are equal, the drawer gains one point in whichever other characteristic is lowest, with ties settled by player preference. Also, the drawer never again injures a companion through carelessness, ill timing, bad luck, or similar circumstance.

Reversed, this card signifies discord, hostility, failure to communicate, conflicts of interests, unfortunate combinations. Drawer gains one point in whatever characteristic is most useful for his or her class (priests and druids gain Wisdom;

fighters, paladins, and rangers gain Strength; mages gain Intelligence; thieves and monks gain Dexterity; and bards gain Charisma), but loses two points from whichever of his characteristics is the lowest. If there is a tie for lowest, the loss is taken from the lowest characteristic that the DM judges to be most generally useful for the drawer's class. In addition, from now on the drawer will have a reaction roll adjustment off from -2% to -3 (50% chance for either) to all persons.



15: The Fiend

Bat-winged, horned, donkey-eared, with hairy legs and eagle's feet, the Fiend stands or squats upon a blocky pedestal (which sometimes resembles an altar, sometimes an anvil). His right hand gives a cryptic salute; in his left is a weapon held in a bizarrely useless manner (a sword held by the blade, a torch which is upside down or burnt out). Connected by ropes to the altar are two figures (usually a man and a woman), mostly human but with certain animal characteristics such as horns and tails; they are much smaller than the Fiend, and appear strangely serene about their bondage.

Upright, the card signifies the bondage of human nature to its own lowest needs and impulses, desires of greed and domination, sensation without understanding; fatality, disaster, vio-

lence; weird and destructive experiences; evil influences. *Drawer is attacked by the Fiend of the Tarot (see below).*

Reversed, it signifies release from bondage to the material; conquest of pride and greed; the first steps toward spiritual enlightenment; freedom. *Drawer gains one point of Wisdom and is freed of all charms, suggestions, and other spells subjecting the character to the will of another; he or she gives away all nonessential possessions at the end of this expedition (clothing and jewelry items of less than 500 gp value may be given to player characters or NPCs; the rest going to religion and charity).*

The Fiend of the Tarot

CLIMATE/TERRAIN: The *Tarot of Many Things*

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Special

TREASURE: Nil

ALIGNMENT: Neutral evil

NO. APPEARING: 1

ARMOR CLASS: Special

MOVEMENT: 9, FI 15

HIT DICE: Special

THACO: Special

NO. OF ATTACKS: 4 or 1

DAMAGE/ATTACK: 1d4/1d4/1 d2/1d2 or by weapon type

SPECIAL ATTACKS: Feet attack for 1d4/1d4, surprise

SPECIAL DEFENSES: Can be attacked only by drawer

MAGIC RESISTANCE: 15%

SIZE: Special

MORALE: Fearless (20)

XP VALUE: 15,000

The tarot fiend appears as shown on the deck being used except that it has the face and gender of the drawer. It has the Armor Class, Hit Points, THACO rolls, weapons and magic items, Intelligence, and size of the drawer as well. If the drawer fails to save vs. death magic, he or she is surprised by the fiend, for as many rounds as the saving throw was short. The fiend fights with a **claw/claw/horn/horn** routine, and if it scores two claw hits during a single round of melee it will

also rake with its foot claws in that round for 1d4 points each. When either the drawer or the fiend is slain, the fiend disappears with all of its effects, but the drawer receives 15,000 experience points. If the drawer is killed in this combat, the experience point gain is applied to the character's total if and when the drawer is raised from the dead.

16: The Tower

A tall square Tower topped with a crown is being struck by lightning, which topples the crown but leaves the tower standing. Hurling (from its windows; it has no doors) earthward are two persons (presumably a man and a woman) in rich garments, along with showers of sparks and debris; they are stunned to see their Tower of isolation and pride broken open by a stroke of fire from the heavens.

Upright, the Tower signifies the overthrow of existing notions, the fall of pride; sudden and unexpected change; a perceived catastrophe which may bring enlightenment in its wake; the destruction of false concepts and ideas. *Drawer loses one level (from the most advanced if a multiclassed character of uneven levels, choose randomly if equal; 1st-level drawer has experience points reduced to zero), loses all magic items and wealth, but drawer gains +1 to saving throws in a column of player's choice.*

Reversed, it signifies the same to a lesser degree; but also oppression, false imprisonment or accusations; living in a rut, inability to effect worthwhile change, being stuck in an unhappy situation. *Drawer loses one level (as above); aha, for a year and a day he or she is unable to gain a new level, regardless of experience points accumulated.*

17: The Star

A vast, flamboyant Star of eight points is surrounded by seven similar stars. In the foreground, a young woman rests one foot on land and one upon the waters, as from two identical jugs she pours the Water of Life both upon the land and into the larger body of water. Behind her is rising ground and a tree with a bird in it; in the distance are mountains.

Upright, the Star represents inspiration freely flowing, the gifts of the spirit, the fruits of meditation, understanding, hope; good health and pleasure; granting of wishes. *The next time the*

drawer, after having earned enough experience points to advance to the next level, spends an hour or more under a clear and starlit sky, he or she will feel inspiration pour down from the very stars, and find that the next level has been gained without formal tutoring. Drawer also gains a +2 to saving throws vs. mental illness.

Reversed, this card signifies pessimism, doubt; chance of illness; arrogance, haughtiness, stubbornness; lack of perception. *Drawer becomes so smug, arrogant, and skeptical a pupil, he or she requires twice the usual amount of tutoring before any new level can be obtained. This change is permanent.*



18: The Moon

The crescent Moon radiates its deceptive brightness upon a dim and foreboding landscape. In the pool which fills the foreground lurks a crayfish (or other creature from the abyss); beyond this, two dogs (or a dog and a wolf) bark and howl at the Moon, which sheds a cryptic dew upon them. In the background are two towers, and a path leads from the pool to the goal beyond the towers.

Upright, this card signifies the "dark night of the soul": trickery, deception, secret foes; unforeseen perils; bad luck for a loved one; danger, darkness, terror, occult forces; danger of falling

into a trap or being misled, great danger of making an error. *Drawer must make a saving throw vs. death magic or fall prey to lunacy at the next full moon. If the save is made, drawer must then save vs. polymorph or succumb to lycanthropy (as a werewolf) upon the next full moon. If both saves are made, a henchman or servitor (at random) becomes disloyal over the next five turns (reduce loyalty and reaction rolls by $1d6+4$).*

Reversed, the Moon signifies peace gained at a cost; instability; lesser degrees of deception or betrayal, trifling errors. *The best magic item in the possession of the drawer is permanently drained of all magical properties; if drawer has no magic, 20% of all experience points earned on this adventure are lost.*

19: The Sun

The Sun in its splendor shines benevolently down, either upon a pair of children playing blithely and simply together, or upon a single child riding a white horse and waving a scarlet banner. The innocent children (pair or single) are playing in front of a walled-in garden which they have left behind.

Upright, it signifies happiness, success, contentment (particularly in marriage); achievements and studies completed, liberation to enjoy the simple pleasures; devotion, friendship. *Drawer receives enough experience points to reach the next level, but not more than 19,000 in any case. Also, drawer has a +1 reaction roll to all persons met later or known presently, and they have a +1 reaction to the drawer.*

Reversed, this card signifies unhappiness, loneliness; plans and triumphs delayed; broken friendships or engagements; possible loss of a job or home. *Drawer loses all henchmen and servitors after returning from this expedition (they leave town, take another leader, or otherwise leave for "personal reasons" but do not become hostile). If drawer is a henchman or vassal of another, he or she is dismissed, or stripped of offices, unless a saving throw vs. death magic is successful. Also, the drawer is stripped of enough experience points to be reduced to the bottom of his or her present level, but not more than 9,500 in any case.*

20: Judgment

An angel sounds forth the call to Judgment from a trumpet to which is attached a banner bearing a cross; the clouds from which it emerges radiate

power. Below, a figure rises *from* a tomb while on each side a man and woman also rise; all these figures are as one in the wonder, adoration, and ecstatic awe which their whole bodies express as they answer the summons.

Upright, this card signifies rebirth, renewal, awakening; rejuvenation, change of personal consciousness; a life well lived and a work well done; atonement, judgment, the need to forgive and to seek forgiveness, sincere self-appraisal. *Drawer becomes a young adult over the course of the next hour (if not one already) but without any changes in characteristics. To determine exact age, select a young-adult age randomly, then add half the difference between that age and maximum young-adult age, rounding down. If drawer is already a young adult, he or she will become 90% of the minimum young-adult age. If the drawer's behavior is judged by the DM to have been strictly consistent with the character's alignment and religion (observance of taboos, donations, etc.), 2d6 hit points, determined randomly, are also gained. The gain can only be up to the maximum possible number of hit points for that character.*

Reversed, it signifies weakness; stupidity; a sentencing; disillusionment, disappointment; indecision leading to procrastination and delay. *Drawer is affected as if struck by a ray of enfeeblement from a mage 3rd-level or of the same level as the drawer (whichever is higher); the drawer is also henceforth subject to a penalty of -1 on initiative rolls, due to her or his inability to choose between alternatives.*

21: The World

Surrounding by an elliptical wreath of living foliage is a female figure dancing joyously, a short wand in each hand. In the four corners of the card are the heads of the four beings of the apocalypse, hovering protectively outside the wreath. Her legs form a cross, as do those of the Hanged Man, but she stands upright, supported by the ether, the very fabric of the World; her dance is of the sensitive life, of joy attained in the body, of the soul's intoxication in a World-turned-paradise.

Upright, the World signifies completion, success, triumph in all things, perfection, fulfillment; the path of liberation and enlightenment; the admiration of others. *Drawer gains one point to each ability score that is two or more below racial maximum.*

Reversed, this card signifies imperfection, failure, lack of vision, failure to complete task; fear of change or travel, fixity, permanence, stagnation. *After 1d4 days, drawer begins to develop an increasing distrust of strange places: other cities or countries, dungeons, wildernesses, new taverns, all places. Within an additional 2d4 days this becomes full-blown paranoia, with drawer believing that everyone and everything outside his or her home (eventually, there too) is out to get him or her, and that any so-called "friend" or "loved one" who tries to get the drawer to come out into the world is clearly part of the conspiracy.*

THE MINOR ARCANA

Wands

Wands generally represent enterprise and growth, progress, advancement, animation, inventiveness, intelligence, and energy. This is the suit of the mage, and of the laborer.



22: Ace of Wands

A hand issuing from clouds grasps a still-verdant branch in the shape of a wand. In the background may be a city or castle on a hill.

Upright, it signifies creation, beginning (of an adventure, a journey, or an endeavor), invention,

enterprise. *Drawer (affected automatically) and certain party members (those who fail to save vs. spell at -2) are freed from all existing geas, quest spells, and charms, and placed under a compulsion (equivalent to a combined geas and quest) to kill a single monster of 7,000 XP value (or a single group of monsters of 21,000 XP value) or more. Fulfillment of the task gains each participant an additional 1,000 XP, in addition to the XP reward for the monster,*

Reversed, the Ace of Wands signifies false starts, clouded joy, ruin, decadence, cancellation of projects, failure, and retreat. *Effects as above, but the compulsion is to cancel the expedition and return to base as quickly as practical. While returning to home or headquarters, the party has -2 to Armor Class (two places better) and +2 to saving throws, but receives no experience points for actions performed during this retreat.*

23: Two of Wands

A majestic figure wearing princely headgear regards the broad world from a height. He holds one wand, and regards a globe; another wand is nearby.

Upright, this card signifies boldness, courage, rule over others; and also the anguish and sorrow that may accompany power. *Drawer gains one point of Charisma; and if he or she is in danger of going insane, that possibility is increased by % (a 4 in 10 chance becomes 5 in 10) anytime during the next year; the insanity will take the form of melancholia.*

Reversed, the Two of Wands signifies trouble, fear, sadness, surprise. *Drawer's saving throws against fear and hopelessness are reduced by 1.*

24: Three of Wands

A calm personage, back turned, leans lightly upon one of three wands planted in the ground, and looks out across a sea, beyond which are mountains.

Upright, this card signifies established strength, wealth, enterprise, discovery, partnership in undertakings. *When the drawer next seeks to go on an expedition or adventure, a nonplayer character of 1d3 levels higher will offer to come along, and to loan equipment and supplies. (This should be an established NPC already friendly to the drawer.)*

Reversed, the Three of Wands signifies cessation of adversity, an end to or suspension of diffi-

culties; assistance with an ulterior motive. *Effects as above, but the NPC will be planning to trick or betray the drawer. This could be by stealing a magic item from the drawer, robbing and stranding the character on an island, or other misadventure; generally (80%), the betrayal is not meant to be fatal.*

25: Four of Wands

Four great wands are garlanded with chains of flowers, two women bear flowers, and behind them is a bridge over a moat, leading to a castle or manor.

Upright, the Four of Wands signifies repose, peace, rural refuge, country domesticity and felicity. *When drawer returns from this expedition to home or headquarters, after healing is finished, the character feels a strong desire to rest a while at home; for every month of rest thereafter up to four months, the drawer (unknowingly) receives 1,000 XP. The desire may be resisted (roll for saving throw vs. spell, at -2, not more than once a week), but can continue beyond the four-month period.*

Reversed, the meaning is the same but less intense. *Effects as above, but only 500 XP are given per month, and saving throws to resist the desire are at -1.*

26: Five of Wands

Five youths are apparently battling with huge wands, yet there is no sign of actual bodily injury.

Upright, it signifies competition, strife, differences of opinion, nonfatal struggle. *The effects of discord (as per the symbol) will befall the drawer's party after 1d4+3 turns; grappling and other nonlethal combat techniques will be used, but serious injuries are nonetheless possible.*

Reversed, the Five of Wands signifies victory after surmounting obstacles, contradictions, or trickery. *All characters involved in the party's next victorious combat receive double experience points for the action; thieves in the party have a 10% better success rate in thefts attempted upon their own companions until the end of this adventure.*

27: Six of Wands

A rider crowned with a laurel wreath bears a wand adorned with a laurel wreath, and is accompanied by five staff-bearing figures on foot.

Upright, it signifies victory, triumph, good tidings, the successful completion of a struggle.

Drawer is doubly effective (double damage for weapon-wielders) in attacks against the *next* foe; mages' spells are of three times' normal duration, and saving throws against such spells is now at -3.

Reversed, it signifies indefinite delay, disloyalty, the success of an enemy, **fear**. Drawers learn upon returning from this adventure that his or her most hated and feared opponent has had a great success and is said to be intent upon attacking the drawer soon. The opponent can be anyone from a professional rival to an entire tribe of orcs—anyone the drawer has defeated, attacked, injured, or merely outshone. Even a 1st-level character will have had a rival fellow apprentice, a traditional family or clan enemy, or something of the sort.

28: Seven of Wands

A youth brandishes a staff from the top of a hill, and is confronted by six more wands in opposition,

Upright, this card symbolizes a stand against unfavorable odds from an advantageous or superior position, the need to hold an unpopular stand or defy seemingly unbeatable opposition. In the next combat where drawer and party are outnumbered 2 to 1 or worse, the drawer's party has a +4 on initiative rolls; and a bonus of +1 on saving throws **and** AC (one place better).

Reversed, it signifies indecision, ignorance, perplexity, anxiety, embarrassment, doubt, hesitancy. Drawer becomes indecisive; he or she has a permanent -1 on all initiative rolls for drawer and any party he or she leads,

29: Eight of Wands

Eight wands fly through open space, but near the end of their flight they will clearly fall to ground soon.

Upright, it signifies swiftness, haste; that which is moving; approach to goals; travel by air; too rapid advancement. When next attacked, drawer will be **hasted** for 2d4 turns, rest of party for eight rounds; those who make their saving throws vs. death magic will not suffer aging (the drawer's throw will be at -1).

Reversed, the Eight of Wands signifies delay, stagnation; quarrels and disputes. When next attacked, the entire party is **slowed** for 1d8+8 rounds; afterward, those who do not save vs. spell suffer discord (as with the symbol), but they will not attack with lethal weapons.

30: Nine of Wands

A sturdy, muscular figure, with a minor wound (already bandaged) grasps or leans on one staff and expectantly regards the surroundings. Behind are eight other wands, arranged as for a palisade or as a sturdy boundary.

Upright, this card signifies a pause in struggle, strength to meet opposition, power in reserve, discipline, preparation for an encounter, delay or suspension. One time before the end of this adventure, drawer and party will be able to return to a designated sanctuary (as the priest spell word of recall) for 9-12 turns. They may bind their wounds, refresh themselves, and the like, but may not pick up or drop anything, nor communicate with anyone. At the end of the duration, they will reappear at the time and place they left from, in the same positions and carrying the same equipment.

Reversed, the Nine of Wands signifies obstacles, adversity, opposition, weakness, ill health, even calamity. Drawer's Strength is reduced to racial minimum when next confronted by an opponent, and remains reduced for eight more turns.

31: Ten of Wands

A weary figure stumbles toward a city or castle, oppressed by the weight of ten wands he is carrying.

Upright, the Ten of Wands signifies oppression, testing by work and pain; also force, energy, or power misused and applied to selfish ends, the burden of ill-controlled power. An employer, liege, ruler, supervisor, or other person with power over the drawer, will, in 2d10 days, overwork and overburden the drawer. If the drawer bears up under the stress (which will not be unendurable, merely irksome in the extreme) for 1d10 weeks, he or she will be relieved of the oppression, and receive a reward of 1,000 XP per week of suffering.

Reversed, it signifies loss, separation, immigration; intrigue. Drawer is teleported a distance of 1d4 levels in a dungeon setting, or 2d10 miles in a city or wilderness setting, to a place he or she is not familiar with at all. At least one party member will urge that the rest of the party consider the drawer **deceased**, and that the character's possessions (if any) being carried by party members be considered extra **treasure** for the "survivors."

The Court Cards

The Court Cards of each suit (King, Queen, Knight, and Page) signify a being who will aid or

attack the drawer, depending on whether the card is drawn upright or reversed. Each of these beings is a material form of that which is symbolized by the card (their appearance will be exactly that of the person depicted on the card) rather than a natural being (human or otherwise); thus, they may possess combinations of classes or other attributes which might be forbidden to player characters or NPCs. They will materialize the next time the drawer is attacked by another creature or character, and then engage in combat until the combat is resolved by the defeat of one side or the other, or by the successful evasion of one party by the other, or until the card being is slain. Upon resolution or death, the being dematerializes along with all its effects. Stated Armor Classes, damage figures, and the like, take account of the magic with which these beings are equipped, and of Dexterity or Strength bonuses. All of the card creatures are neutral in alignment.



32: Page of Wands

The Page is a fair youth with blond hair and light eyes, who stands boldly holding a raised wand as if ready to deliver a message or proclamation (the Page is often a bearer of tidings, good or ill).

Page of Wands: 3rd-level mage (AC 8, hp 12, AT

1, Dmg 1d6+3, Str 12, Int 16, Wis 12, Dex 12, Con 12, Cha 12); wears *boots of speed* and carries a *staff of striking* (15 charges). The Page's spells are *magic missile*, *shield*, *stinking cloud*.

33: Knight of Wands

A handsome young man in plate armor, the Knight, wand in hand, rides across the plains in haste. His hair is blond, his eyes pale, and he is fair of complexion.

Knight of Wands: 4th/4th-level mage/fighter (AC 2, hp 26, AT 1, Dmg 1d8+3, Str 16, Int 16, Wis 12, Dex 12, Con 12, Cha 12); wears *plate mail +1* and carries a *rod of smiting* (30 charges). **Spells** are: *sleep*, *burning hands*, *push*, *mirror image*, *scare*. If the setting is suitable (open meadow, a forest, city street) the Knight will be riding a light war horse (16 hp) that wears *horse-shoes of speed*.

34: Queen of Wands

The crowned Queen sits on her throne, a wand in her hand, a black cat (her familiar, with 7 hp) at her feet. She is a fair blonde with pale eyes.

Queen of Wands: 7th-level mage (AC 9, hp 28, AT 1, Dmg by weapon, Str 12, Int 16, Wis 12, Dex 12, Con 12, Cha 12); wears a *ring of protection +1*, a *ring of fire resistance*, and a *brooch of shielding* (70 points left) and carries a *wand of fire* (40 charges). Her spells are: *enlarge*, *magic missile*, *shield*, *sleep*, *mirror image*, *scare*, *web*, *dispel magic*, *protection from normal missiles*, *confusion*.

35: King of Wands

The King sits in royal robes upon his throne, a crown and cap of maintenance upon his head. There is a staff in his right hand and a little alchemical salamander at his feet (it has 4 hit points and is as immune to fire as a standard salamander: so, therefore, is the King), which looks like a small black lizard. The King of Wands is a mature man, blond and fair with pale eyes-

King of Wands: 7th-level mage (AC 8, hp 28, AT 1, Dmg by weapon, Str 12, Int 16, Wis 12, Dex 12, Con 12, Cha 12); wears a *ring of protection +2* and a *necklace of adaptation*, and carries a *wand of frost* (35 charges). His spells are: *burning hands*, *shield*, *sleep* (x2), *invisibility*, *stinking cloud*, *web*, *blink*, *fireball*, *wall of fire*.

Cups

Cups generally represent love, happiness, deep feelings, gaiety, joy, and wisdom. They hold water or wine, symbols of pleasure and happiness. This is the suit of the priests and minstrels.

36: Ace of Cups

A large and ornate cup, usually shown accompanied by **flowers** and other living creatures. The deck shows the cup supported by a hand issuing from a cloud; pouring from the cup are **five** streams flowing into a body of water on which float water-lilies; a white dove drops a wafer into the cup.

Upright, the Ace of Cups signifies joy, nourishment, content; opulence, fulfillment, abundance; joys of faith, "my cup **runneth** over," fertility, productiveness. *This draw serves as atonement, cure critical wounds, cure disease, dispel evil, dispel magic, exorcize, or remove curse (any two of the above needed by the drawer within the next 21 weeks) at the 16th level of ability.*

Reversed, it signifies change, alteration, instability, bad faith, false love, erosion, inconsistency. *The next two spells from the list above cast upon the drawer will be ineffective.*

37: Two of Cups

A young man and woman share cups, perhaps in pledge; above them is a caduceus, surmounted by a winged lions-head.

Upright, this card signifies love or **friendship** beginning or renewed; union; understanding, cooperation, and partnership. *Drawer will fall in love with the member of the party most attractive to her or him (based on Charisma, racial preferences, and other factors) over the next 24 hours; drawer gains four points of Charisma at the same time—in the eyes of the beloved only.*

Reversed, the Two of Cups signifies misunderstanding, crossed **desires**, violent passion, disappointment in love, disunity. *Drawer will fall violently, passionately, in unrequited love with the member of the party most attractive to her or him, over the next 24 hours; drawer loses seven points of Charisma—in the eyes of the beloved only.*

38: Three of Cups

Three cups are lifted up, in a setting of flowers and other growing things.

Upright, the Three of Cups signifies victorious and happy conclusions, success, abundance, pleasure and hospitality, solace, **fulfillment**, and heal-

ing. *Before the drawer appear three large cups or chalices (which are wooden, but resemble those on the card), on which are carved the drawer's name. In each of these the drawer can create food and water, 1 cubic foot of either, 7 times, after which they become simple cups worth 2 gold pieces each. If the drawer is a priest, each cup will work 21 times. These items are not salable far more than the 2 gp, since the spell only works for the drawer, and only if all three are together; their experience point value is 1,000 for the set, 3,000 for a priest.*

Reversed, it signifies achievement; ending; **overindulgence** in drink and the pleasures of the senses; **excess**. *Drawer becomes more susceptible to intoxication from alcohol: slight intoxication (normally) becomes moderate, moderate becomes great, great becomes "beyond great." This change will first become evident after the end of the current adventure.*



39: Four of Cups

A youth sits contemplatively on the grass beneath a tree. A hand from a mysterious cloud offers a cup; but the youth seemingly ignores both it and the three other cups upon the ground nearby.

Upright, it signifies weariness, surfeit, disgust with earthly pleasures and things of this world,

boredom and discontent, a reevaluation of lifestyle. *Drawer will decline any nourishment but water for the next seven days ("to clear the mind and system"); at the end of this adventure, drawer will give all food and drink and 10% of his or her wealth to the poor, and half the gains from this adventure to his or her faith (100% if a priest, druid, or paladin). These donations will go to public institutions, not to player characters or NPCs. The drawer then withdraws from the active world for 4 weeks + 4d4 days, emerging only for religious services that cannot be performed at home.*

Reversed, the Four of Cups signifies novelty; reawakening to new goals, new relationships, or new ambitions; refreshment. *Drawer breaks free of any charm, insanity, beguilement, or the like that afflicts him or her. Drawer will move afoot at an extra 3 MV for 4d4 weeks, and gains a bonus of 25% on all experience points earned for the rest of this adventure.*

40: Five of Cups

A gloomy, cloaked figure in a hilly setting looks sideways at three spilled and fallen cups; two full ones stand behind. In the background is a body of water.

Upright, this symbolizes partial loss, failure to come up to expectations, disappointment or disillusionment, dissolution of a friendship or marriage. *Drawer loses the affections of a current lover or, if none, those of a henchman to whom drawer might be attracted (they do not become hostile, merely indifferent) over the next five days: drawer's morale and reaction rolls will be at -1 for 1d20+5 weeks.*

Reversed, it signifies return of pleasure, of an old friend or loved one, a new partnership or alliance. *Drawer gains or regains an old lover or henchman to whom drawer might be attracted, within five days of returning from this adventure or expedition; drawer's morale and reaction rolls will be at +1 for 1d20+5 weeks after this.*

41: Six of Cups

Two young children stand in a garden or village green, playing with one of six cups filled with flowers; the ambience is bucolic and nostalgic.

Upright, it signifies remembrance of things past, the joys and happiness of days gone by. *Drawer sees a clear vision of a beloved friend and companion of days gone by (one who is still*

alive). Within 1d8 days of the drawer's return from this adventure, a parcel arrives from the old friend, passed on by an obliging merchant or other appropriate courier. In addition to a letter of reminiscences, the parcel will include either a gem of 4,000 gp value or less (49%), an item of jewelry of 4,000 gp value or less (40%), or a minor (gp and XP values of 4,000 or less) miscellaneous magical item usable by the drawer (11%).

Reversed, it signifies renewal, thoughts of the future, that which is to come. *Drawer has a clear vision of the next being or group of beings the party is to encounter after they have finished with the Tarot (although not the meaning of the vision, of course).*

42. Seven of Cups

A startled figure is confronted by seven cups overflowing with fantastic visions: castles, dragons, jewels, and other sights more bizarre.

Upright, it signifies daydreaming, dissipation, wishful thinking, ephemeral or illusory success. *Drawer has a -2 penalty on saving throws vs. illusions from now on.*

Reversed, it signifies resolution, determination, strength of will, intelligent choice. *Drawer will save at +2 vs. illusions from now on; illusion specialists will gain one level instead.*

43: Eight of Cups

A dejected figure with a pilgrim's staff leaves eight neatly stacked cups behind and trudges up a barren moonlit mountain into the distance.

Upright, the Eight of Cups signifies abandonment of success, disappointment in material gains, the discarding of what has been achieved for a higher goal; journeying from place to place. *Over the remainder of this expedition drawer will feel an increasing discontent and an increase in religious interests. Within eight days of returning home from this adventure, the character will sell all nonportable properties, abdicate (or at least take leave from) all official positions, and enter a religious retreat for 4d8 weeks (after donating half of all worldly goods to the faith). If drawer is eligible, he or she becomes a priest, druid, or paladin of his or her deity (allowing for alignment, gender, and racial requirements, and the restrictions listed in the PHB). Priests, druids, and paladins will stay in religious retreat for a year and a day, emerging with 4,000 additional*

experience points. Those who fall into neither of these classifications emerge from retreat with renewed spirituality and 1,000 extra experience points.

Reversed, this card signifies feasting, joy, striving for material success, gaiety, a less spiritual outlook. *While healing and resting after the end of this expedition, drawer will become increasingly restive and frivolous. As soon as it is safe to do so, he or she will spend at least 8% of total wealth on a feast or series of feasts and carousals, stopping only after money starts running low or a daily saving throw vs. death magic (at -2) is successful. Depending on alignment, deity, and profession, this debauchery may require atonement by the drawer.*

44: Nine of Cups

A prosperous figure, **having** feasted happily, rests before a counter on which nine cups, generously **filled**, have been neatly arranged.

Upright, the Nine of Cups signifies success, **satisfaction**, all the good things of life, well being, the granting of wishes. *Drawer gains one immediate wish, which can only be used for physical or material matters (thus, it could be used to restore hit points, but not to raise an Intelligence score).*

Reversed, it signifies misplaced confidence, false assurance, material loss, imperfections, mistakes, disputes, failure to fulfill a wish. *Effects as above, but the wish will go wrong in one of various ways; thus, a wish to bring a character back to life might result in the deceased becoming a zombie (as the spell animate dead), or a wish to transport the party into the fortress of an enemy might transport them into the cells of the dungeon, without keys. The mistake or flaw may be disastrous, but should not be fatal in and of itself.*

45: Ten of Cups

Ten cups in a rainbow appear as in a vision; beneath it a couple raises their arms in joy and ecstasy and two children dance together blithely; a home stands in the background.

Upright, it **signifies** contentment, repose of the heart, perfection of love and friendship, peace. *Reaction and loyalty scores of the drawer's friends and associates increase by +4.*

Reversed, it **signifies** betrayal, loss of friendship, waste, criminal behavior, strife, hatred, resentment. *Reaction and loyalty scores of the*

drawer's friends and associates decrease by 1/2 of their present amount (round losses up), but at least -2 in any case.

46: Page of Cups

A fancily dressed youth of medium coloration, the Page stands lightly, contemplating the fish or other curious images emerging from the Cup being carried.

Page of Cups: 3rd-level priest (AC 4, hp 24, AT 1, Dmg 1d6+1, Str 12, Int 12, Wis 16, Dex 12, Con 12, Cha 12); has *bracers of defense* (AC 4) and a *mace +1*. The Page can cast the following spells: *command, cure light wounds, hold person*. The Cup is his holy symbol.

47: Knight of Cups

Stately but not martial, the Knight carries his Cup firmly as he approaches a stream. He wears plate armor and a winged helmet; he is a young man, of medium coloring.

Knight of Cups: 4th/4th-level priest/fighter (AC 1, hp 42, AT 1, Dmg by weapon type); has plate mail and a *cloak of displacement*. His spells are *cause fear, cure light wounds, light, chant, and hold person*. The Cup is his holy symbol. If the setting is suitable (plains, highway, a glade) the Knight is riding a medium war horse (18 hp) with *horseshoes of the zephyr*.

48: Queen of Cups

Beautiful and dreamy, the Queen contemplates an extremely elaborate cup; she is quite capable of turning those dreams into actions. She is of medium coloring.

Queen of Cups: 7th-level priest (AC 7, hp 56, AT 1, Dmg 1d6+1 or 1d6+3); wears a *ring of protection +1* and a *cloak of protection +2* and carries a scepter that also acts as a *mace +3*. The spells the queen can cast include: *command, sanctuary, cure light wounds, hold person (x2), silence 15' radius, animate dead, dispel magic, cure serious wounds*. The Cup is her holy symbol.



49: King of Cups

Solemn, level-headed, and responsible, the King sets the great Cup upon his right knee. Of medium coloring, he is a fair and lively minded man.

King of Cups: 7th-level priest (AC 2, hp 56, AT 1, Dmg by weapon); wears *bracers of defense* (AC 5) and a *ring of protection +3*; and his Cup is also a *decanter of endless water*. His spells are *cure light wounds*, *light*, *sanctuary*, *hold person*, *slow poison*, *resist fire*, *prayer* (x2), *cure serious wounds*. The Cup also serves as his holy symbol.

Swords

Swords generally represent courage boldness, violence, force, strength, authority, aggression, ambition, activity, accomplishment of goals (for good or ill); sometimes misfortune and disaster. This is the suit of fighters, of kings, and rulers.

50: Ace of Swords

Issuing from a cloud, a hand grasps an upright sword, topped by a crown from which hang branches of olive and laurel.

Upright, it signifies conquest, the triumph of brute force, championship, excessive use of power. *Drawer will hit the next opponent in physical combat on every attempt (unless 21 or better*

is required to hit); but cannot strike to subdue that opponent.

Reversed, it signifies **debacle**, disaster, lack of productivity, Pyrrhic victory. *The next time drawer hits an opponent in physical combat, his or her weapon will do 2d4 plus the normal points of damage but then shatters irreparably. If the blow is with a bodypart, said part will suffer a severe break, requiring a heal spell and four weeks of immobility to become useful again. This applies even if the drawer was attempting to strike to subdue.*

51: Two of Swords

A blindfolded female figure balances two swords upon her shoulders beneath a new moon; behind her is a turbulent or rocky sea.

Upright, the Two of Swords signifies balance of forces, expedience, conformity, alliance of arms, indecision or tension in relationships, stalemate, harmony, **concord**, **affection**. *Loyalty and reaction rolls offriends, henchmen, and servitors change 1d6 points toward 12, going up or down as appropriate, over the next two turns.*

Reversed, it signifies treachery, disloyalty, duplicity, release, movement of affairs in the wrong direction. *Loyalty and reaction rolls of friends, henchmen, and servitors will change 1d6 points toward 4, going up or down as appropriate, over the next two turns.*

52: Three of Swords

Against a turbulent background, a heart is pierced by three swords.

Upright, this card signifies division, quarreling, separation, upheaval, civil war or political struggle, arguments. *Those members of the party who do not make successful saving throws vs. spell (at -3) start a violent fight within the party in the next 1d4 turns; the drawer does not get a saving throw. The basis of the fight may be philosophical, racial, political, or religious. Those quarreling cannot be stopped (except forcefully, by those who made the saving throw) until at least one party member is unconscious or dead.*

Reversed, it has much the same meaning but to a lesser degree. *Effects as above, but saving throws will be at +1, and those party members with a Wisdom of more than seven will be using nonlethal combat methods. (Note: In both these cases the effects of the card wear off in Jd4+3 hours, but the animosities created or revealed may linger.)*



53: Four of Swords

The image of a warrior lies upon a tomb or altar; alongside it is one sword, and three more hang in the background.

Upright, the Four of Swords symbolizes repose, release, hermit's retreat, solitude, exile, replenishment (not death). *After this adventure is completed, drawer will refrain from adventure and excitement for an extra four weeks plus 1d4 days after healing and other recovery are completed, regardless of inducements offered. The period of repose will be spent in solitary study and meditation, at the end of which the drawer rolls 4d4; if the resulting number is less than the drawer's Wisdom, he or she gains one hitpoint permanently, or two in the case of fighters (including paladins and rangers).*

Reversed, this card signifies circumspection, precautions, a need for careful administration, economy, prudent action. *Drawer gains a permanent 10% increase in the chance of success of precautionary measures (listening at doors, attempting to detect evil/good, casting augury, and the like); but if the drawer is careless, the chance for him or her to be surprised is 2 in 6 greater. Thus, an elven drawer listening at a door behind which a band of forces lurk will have a 5 in 20 (instead of 3 in 20) chance of hearing noise; a*

drawer checking an alley for danger with a medallion of ESP will suffer a malfunction on a 2 in 30 (rather than 5 in 30) chance, and so on; but a drawer who blithely enters a presumably empty woods without drawing weapons and taking similar prudent measures will be surprised on a 5 in 6 (instead of 3 in 6) chance by the enemy therein.

54: Five of Swords

A scornful youth watches as two dejected figures slouch away; two swords lie on the ground, two more are slung over the youth's shoulder, and he holds the fifth pointed toward the ground. The sky is clouded and stormy.

Upright, this card signifies defeat, dishonor, loss, degradation, infamy, destruction, conquest, cruelty, **failure**. *In their next conflict with beings not evil in alignment, drawer and party will be defeated and surrender rather than be slain. They are stripped of weapons, valuables, and supplies—no lives are lost.*

Reversed, it signifies more or less the same, plus sorrow, weakness, funerals, **loss** of a friend. *Effects as above, but the drawer suffers some form of humiliation or injury, possibly including the slaying of a familiar, henchman, or servitor.*

55: Six of Swords

A ferry keeper conveys solemn passengers to a further shore across calm waters. Six swords stand hilt-up along the edge of the boat.

Upright, it signifies a departure, breaking away, travel, success after anxiety, voluntary separation, water journey. *The next effort by drawer and party to flee, avoid, or evade opposition that would normally fail, will succeed, unless the chance for success was zero (but also even then, if there is a body of water between the party and the pursuers). Drawer has a permanent 5% bonus chance of evading pursuit, if he or she can cross a body of water ahead of the pursuers.*

Reversed, it signifies outcry, lack of immediate solution, staying in place. *The next time the drawer and party seek to flee, avoid, or evade, they fail badly because of slow speed, an involuntary outcry that alerts the opponents, or the inability to get across a body of water. Drawer also becomes permanently sensitive (-1 on saving throw) to **attack** forms based on loud sounds or outcries.*

56: Seven of Swords

A scurrying figure rushes away with five swords, while two other swords are left behind.

Upright, it signifies partial success, a plan that may fail, plots and schemes, tricky endeavors. *The next encounter in which the drawer takes part will be a partial success: some opponents will escape with part of the treasures, valuables will be damaged in the fighting, other, similar, mishaps will occur. Any attempt to make the encounter more nearly a total success will bring the whole effort to ruin (while sacking up the last copper pieces and checking the chests for false bottoms, the party is surprised by returning opponents—and their allies).*

Reversed, this card signifies wishes soon to be fulfilled, chance of unexpected success; sound counsel, instruction. *The next plan devised in part or whole by the drawer that involves at least 7% but no more than 49% chance of failure, will be a success, if the scheme is based on stealth, cunning, or deception (rather than a "smash and grab" operation).*

57: Eight of Swords

A female figure, her eyes covered, stands alone, surrounded by the swords of the card.

Upright, the Eight of Swords signifies restriction, bondage, betrayal, imprisonment; chagrin; calumny or censure; temporary sickness. *Drawer will be taken captive (and stripped of all gear, weapons, and possessions) by the next opposing group the party meets of greater power than their own.*

Reversed, it signifies prior treachery, disquiet, unforeseen mishap, fatality. *Drawer encounters wandering monsters at twice the normal chance until the end of this adventure.*

58. Nine of Swords

A woman, racked with despair, is surrounded by the swords of the card; she is blanketed with roses, but feels only their thorns.

Upright, this card signifies utter desolation, despair, misery, death, failure, disappointment, miscarriage or delay, deception, doubt, illness, loss. *Drawer falls prey to melancholia after nine turns; if a successful save vs. death magic (at -2) is made, the melancholia will last for 1d10+2 months; if not, it is permanent. During this period, the PC is doubly susceptible to illness and parasitic infestation.*

Reversed, it signifies doubt, suspicion, shame, patient suffering, "time heals all wounds," timidity, reasonable fear.

Drawer has a -5 to morale and react at -2 for 2d4+1 weeks and heals at half speed until fully recovered from this adventure. The drawer then requires an additional 1d4+3 days of rest.

59: Ten of Swords

A body, pierced by ten swords, lies upon a desolate plain beneath a blackened sky.

Upright, the Ten of Swords signifies defeat, darkness, disaster, woe, loss, and desolation (but not death). *Drawer loses the affection of all lovers, henchman, and associates (reaction and loyalty rolls are reduced by 3d4 points, with a new maximum of 11), with the rest of the drawers party feeling uneasy around him and wishing to get rid of the drawer as soon as they can do so without endangering the party. Any home the drawer owns will be destroyed or taken, as will 80+1d20% of his or her material wealth.*

Reversed, this card signifies benefit, profit, success, and favor, but of a passing and impermanent sort. *Drawer has 1d10 additional hit points for the next 10 days.*

60: Page of Swords

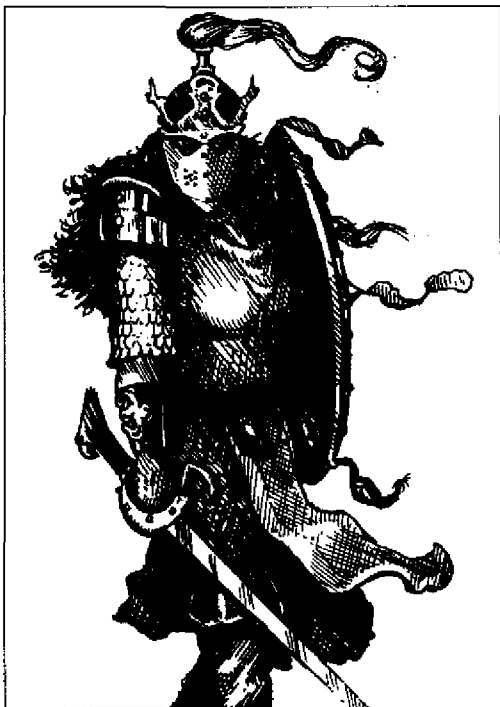
An alert, lithe, and energetic youth of dark coloring, the Page holds the sword ready for action while walking briskly over rough ground,

Page of Swords: 3rd-level fighter (AC 6, hp 30, AT 1 or 2, Dmg 1d8 (two attacks per round) or 1d12+2 (one attack per round), Str 16, Int 12, Wis 12, Dex 12, Con 12, Cha 12); wears *bracers of defense* (AC 6) and wields a Sword which is a *long sword +1* with no special abilities. The page is unable to cast spells.

61: Knight of Swords

A dashing and chivalric young man of dark coloring, the Knight rides full tilt across open, storm-swept country. Brave and proud, he brandishes his Sword at unseen foes, or from sheer spirit

Knight of Swords: 5th-level fighter (AC 2, hp 50, AT 1, Dmg 1-8 or 1d12+3); wears *plate mail +1* and wields a *long sword +2* with no special abilities. If the setting is suitable (*heathland*, plazas, moors) the Knight is riding a roan medium war horse (18 hp) and will appear already charging.



62: Queen of Swords

Dark and grim, the Queen sits on her throne beneath a cloudy sky and brandishes her Sword as if to say "Approach who dares!"

Queen of Swords: 7th-level fighter (AC 2, hp 70, AT 3/2, Dmg 1d8 or 1d12+4); wears a *ring of protection +1* and *bracers of defense* (AC 3) and wields a *Sword*, which is a *long sword* +3 with no special abilities.

63: King of Swords

The crowned King, dark and stern-looking, sits on a throne of judgment beneath stormy skies; his Sword is held in a manner which makes it menacingly clear that he is familiar with its use, for good or evil.

King of Swords: 7th-level fighter (AC 1, hp 70, AT 3/2, Dmg 1d8 or 1d12+4); wears *chain mail* +4 under his robes, and wields a *Sword*, which is a *long sword* +3 with no special abilities.

Pentacles

Pentacles represent material and financial matters, money, occupation, material gain, business development, and involvement in the world. This is the suit of the thief, and of the merchant.

64: Ace of Pentacles

A single pentacle takes the form of a large coin or other piece of precious metal or jewelry; it is usually held by a hand or hands. In the background are flowers, butterflies, and the like.

Upright, it signifies gold, content prosperity, the happiness and pleasure that wealth can bring. *Concealed in or on some item acquired during this expedition, drawer will discover a gem worth at least 10,000 gp.*

Reversed, it signifies greed, miserliness, that prosperity which gives no happiness, misused or corrupted wealth. *Effects as above; also, for 2d4 months, all wealth gained by the drawer has no experiencepoint value at all.*

65: Two of Pentacles

A youth in frivolous costume dances and juggles two pentacles; in the background ships are tossed on the high sea.

Upright, this card signifies gaiety, lightheartedness, grace under pressure, but also difficulty in launching new ventures or adapting to additional burdens; variability of moods. *Drawer gains one point of Dexterity, but receives only half the experience points actually earned until he or she has enough experience points for the next level. At this point, drawer will take twice the usual time for training and study, in order to gain the new level.*

Reversed, it signifies enforced or simulated gaiety and enjoyment. *The next time the drawer is under attack, he or she will suffer the effects of Otto's irresistible dance for 1d4+3 rounds.*

66: Three of Pentacles

A master artist or mason carving pentacles in stonework is regarded approvingly by two robed figures (probably priests), one of whom holds a set of plans from which the crafter has been working.

Upright, it signifies skill, craftsmanship, glory or renown (particularly in a commercial matter), mastery, rank and power in one's profession; it is also used to signify matters relating to secret societies, guilds and the like. *Drawer receives a 30% bonus on all earned experience points until the next level is attained; thieves also gain a permanent 3% bonus in all professional skills. In addition, if drawer is a member of a society, guild, or the like, whose ranks are not based on character class levels, he or she will soon (3d10*

days) be promoted therein.

Reversed, it signifies mediocrity and lack of skill, ineptitude, sloppiness, mercenary attitude, lack of destination. *Drawer will Junction in all class skills as if one level lower, until the next level is attained. In addition, if a member of such a group as is mentioned above, drawer will not be promoted therein for three months after the customary time, "having failed to distinguish him or herself."*

67: Four of Pentacles

A hunched-over figure, crowned with one pentacle, grasps another fervently with hands and arms, and stands firmly upon two more; he clings avidly to what is already held.

Upright, this card signifies making sure of material gains; worldly gain leading to nothing beyond it; sometimes (not always) miserliness and a lack of generosity, but always a monetary, mercenary concern and point of view. *Drawer receives no experience points for any material gains made during this expedition, except thieves, who suffer only a 10% penalty.*

Reversed, it signifies material setbacks, opposition, delay, hindrance, chance of material losses. *From 4–16% (4d4) of the drawer's total wealth will disappear or be stolen in the next four days, never to be recovered.*

68: Five of Pentacles

Two ragged figures (one on crutches), a man and a woman, pass beneath a lighted window in a snowstorm. They are clearly in distress.

Upright, it signifies loss of home, destitution, joblessness; affinities discovered through mutual suffering; generally, troubles in the material-financial realm. *Within 5 weeks of returning from this adventure, the drawer will lose all homes, savings, jewelry, magic items and other valuables, and job (including henchman status), if any; for 5d10 weeks after drawing this card, drawer will be doubly susceptible to illness, and to parasitic infestations. If drawer has a lover or spouse, they will each increase in loyalty toward each other by 5%.*

Reversed, it signifies disorder, discord, severe toil, overcoming of ruin; new interest in spirituality; need for charity. *Drawer quarrels with the rest of the party over division of the proceeds of this expedition, and receives only one fifth of his or her rightful share. The drawer will spend at least five days in retreat and meditation under the tutelage of a priest of his or her faith.*



69: Six of Pentacles

An opulently dressed figure, probably a merchant, gives money to the distressed from a balance or scales, giving out of goodness of heart from present wealth and plenty.

Upright, the Six of Pentacles signifies just and righteous charity, gifts and inheritance, wealth received for good reason, just desserts. *When the proceeds of this expedition are divided up, drawer's share is 6d6% larger than it normally would be; drawer will give at least half of this bonus to a good religious body, or to a charity (these monies are not to be given to a player character, NPC, or ruler, regardless of alignments). The effects of this good act, if done by an evil or neutral character, must be adjudicated by the DM.*

Reversed, it signifies greed, jealousy, pride, or arrogance of wealth, envy, selfishness, refusal to give. *When the proceeds of this expedition are divided up, NPCs swindle the drawer, so that his or her share is (1d6×12%) of what it ought to be. The drawer does not realize this for at least six days afterward.*

70: Seven of Pentacles

An intense young man leaning upon his staff hovers protectively near seven pentacles

attached to the greenery of the garden-like space he is tending.

Upright, it signifies speculative pauses, fretting, anxiety, success not yet **attained**, disappointment. *During the next project the drawer is engaged in which a long period of time passes (training for a new level, enchanting an item, anything requiring 10 days or more for completion), he or she must save vs. death magic once each week. Failure to make a successful saving throw means that the drawer has ruined the process through over **anxiousness**, and must begin anew or pay whatever penalty is imposed for such interruption. Interruptions caused by this card cannot exceed seven in number; and on each saving throw after **the first**, the drawer has a cumulative +J on the roll (thus, the second roll will be at +1, third at +2, and so on).*

Reversed, it signifies impatience, apprehension, suspicion, especially in money matters. *Drawer will have a permanent -1% reaction to strangers and casual acquaintances who ask for favors or act in any way "**suspicious**," this penalty doubles for loans or other financial favors.*

71: Eight of Pentacles

An artist sits happily carving out a **pentacle**; other completed examples are racked neatly nearby.

Upright, this card signifies work, craftsmanship, **skills** (perhaps still at an apprentice level); job or commission to come. *If drawer is less than 3rd-level (or less than four combined levels, for a multiclassed character), he or she gains 3d8 hundred experience points; if higher, the gain is 3d8×10 experience points.*

Reversed, it signifies vanity, thwarted ambition, **greed**, usury, skill in cunning and intrigue, sharp practices. *Drawer will soon (8d8 days) be shortchanged or hoodwinked in a major transaction, losing at least 8,000 but not more than 80,000 gold pieces. If drawer is a thief, there is a gain 1d12×100 experience points.*

71: Nine of Pentacles

A stately woman stands in a flourishing **vineyard**, presumably part of her manorial domain. On her wrist is a tame hawk; she is otherwise alone, and seems serene in her isolation.

Upright, the Nine of Pentacles **signifies** security, prudence, wealth, self-sufficiency, love of gardens and home, comfort in material matters. *For the rest of this expedition or adventure, any*

*pickpocketing attempts upon the drawer fail (although the thief will not be caught); and until the drawer returns, his or her home is **safe** from robbery, burglary, and **banditry**. Drawer also gains a secondary skill in gardening. If a mage with no familiar, the next time the drawer is in an outdoor setting a hawk will come, tamely, to serve as a familiar; it will be **fully** trained for hunting too.*

Reversed, this card signifies robbery, loss of things **treasured**, roguery, danger from **thieves**. **Caution** is advised. *There will be a burglary, robbery, or bandit raid on the drawer's home or headquarters during the present absence; much (60–90%) of the drawer's property will be stolen, including at least one item precious to the drawer.*

73: Ten of Pentacles

A man and a woman stand in the entryway of a house; a child and an elderly man each pet a dog contentedly.

Upright, the card denotes gain, security, riches, family, home, **stability**. *Drawer soon (5d10 days) gains a small but sturdy home, free of encumbrance; this may be gift of a ruler or patron, an inheritance or **dowry**—whatever is natural for the campaign.*

Reversed, it **signifies** loss, robbery, family misfortunes; elderly people may become a burden. *Drawer will soon (5d10 days) become obligated for the care of his parents, **clan/guild/village** elders, feudal dependents, or other aged persons to whom drawer is obligated (whether aware of it or not),*

74: Page of Pentacles

A Pentacle rests lightly in, or hovers over, the hands of the Page, a very dark youth who moves slowly through a flourishing **field**, his gaze seemingly fixed upon the lone symbol in studious reverie.

Page of Pentacles: 3rd-level thief (AC 3, hp 18, AT 1, Dmg 1d4 or 1d3, Str 12, Int 12, Wis 12, Dex 16, Con 12, Cha 12); wears *bracers of defense* (AC 5) and has a hidden dagger.

75: Knight of Pentacles

Sturdy, laborious, and patient, the Knight rides placidly through a **freshly** plowed field. A thoroughgoing materialist, he **looks** upon, but not **within**, the Pentacle of his suit. He is very dark and earthy in coloring.

Knight of Pentacles: 4th/4th-level fighter/thief (AC 0, hp 44, AT 1, Dmg 1d8+1); wears *plate mail +1* and a *ring of invisibility*, and carries a *scimitar +1* with no special abilities,

76: Queen of Pentacles

Very dark of coloring and meditative of expression, the Queen contemplates her Pentacle on a throne in a fertile bower; her serious, even melancholy mien suggests that she sees curious things indeed within that symbol.

Queen of Pentacles: 7th-level thief (AC 4, hp 42, AT 1, Dmg special); wears a *ring of protection +4* and carries a *dagger of venom* (Dmg 1d4+2 vs. S-sized opponents, 1d4+1 vs. M-sized, 2-4 vs. L-sized, plus poison to all opponents).



77: King of Pentacles

A dark and courageous, yet somewhat lethargic figure, the King sits stolidly upon his throne within a flourishing garden, and placidly holds the Pentacle upon his knee; a short rod or wand is his scepter,

King of Pentacles: 7th-level thief (AC 3, hp 42, AT 1, Dmg 1d4 or 1d3); wears leather armor and a *cloak of protection +3*, and carries a *wand of magic missiles* (70 charges) and a *dagger*.

Tracer

XP Value: 2,000

GP Value: 20,000

The Book of Marvelous Magic

After a card is drawn from the *tracer deck*, it remains attuned to the creature that drew it until the card *vanishes* eight hours later. The user need only concentrate for one round to find the exact direction and distance of the card for a range of 24 miles. A thief may place a card on a victim, **unnoticed**, with the same chance of success as a pickpockets attempt.

of Wondrous Power

XP Value: 2,000

GP Value: 20,000

The Book of Marvelous Magic

This unusual deck has 52 cards and appears to be **standard, large deck**. Its creation and powers are complete mysteries. When touched, the deck speaks and announces that its power is available but that it will disappear in 24 hours. It further explains that each member of the group finding it may draw one card, and only one card, during that time. The deck does not speak again. If a second card is drawn by any individual, or if a card is drawn by someone who is not a member the group that found it, the deck disappears immediately, and the card is lost. The *deck of wondrous power* disappears 24 hours after making its speech: it disappears earlier if all persons entitled to a draw have either drawn or turned down the chance.

During the game, an ordinary, modern 52 card deck is used. The DM shuffles the deck, and the players may each turn down the offer to draw or take a chance with the deck. To determine the effect, the player cuts the cards and turns over the top card; its effect is then immediately applied to the character. The card is then replaced, and the DM shuffles again before proceeding to the next player.

Red cards give good fortune, but black cards bode ill. The effects cannot be altered, even with a *wish*, but some bad results can be changed with time. For example, if experience points are lost, the character may regain them by normal means. (Optional rule: Hearts and Spades cause double effects.) The effects of the cards are:

Ace: If red, gain one *wish*. If black, lose one *wish* already possessed or the first *wish* gained thereafter.

King: Gain (red) or lose (black) 50,000 experience points (minimum of 0).

Queen: Gain (red) or lose (black) two points from the character's Prime Requisite score. If score reaches 3 or 18, apply excess points to or against Constitution.

Jack: Gain (red) 50,000 gp in gems or lose (black) either three-fourths of all cash assets owned (counting **all** coins, gems, and jewelry either carried or stored) or 50,000 gp, whichever is less.

Ten: Gain (red) or lose (black) 10,000 experience points (minimum of 0).

Nine: Gain (red) one beneficial **miscellaneous** magic item (useful, not cursed) or lose (black) the most valuable magic item owned (checking miscellaneous magic items first even if **cursed**, then rings, rods, staves, wands, etc.)

Eight: Gain (red) or lose (black) two points of Constitution (maximum of 18, minimum of 3, excess applied to or taken from Strength).

Seven: +1 bonus (red) or -1 penalty (black) to all saving throws.

Six: -1 bonus (red) or +1 penalty (black) to Armor Class because of unalterable skin changes.

Five: Gain (red) or lose (black) two points of Charisma.

Four: +1 bonus (red) or -1 penalty (black) to all hit rolls.

Three: +1 bonus (red) or -1 penalty (black) to all damage rolls.

Two: Movement speed is gained (red) or lost (black) by 3.

Desk

A desk is a piece of furniture, almost always made of wood, used for studying, working, writing, or reading. They have **broad**, level writing surfaces as well as drawers and compartments to store paper, writing utensils, books, and ink. Magical desks generally aid their users to read, **study**, gain spells, or use general skills and proficiencies related to the Intelligence attribute.

of Restudying

XP Value: — **GP Value:** 7,000

The Book of Marvelous Magic

This desk appears identical to a *desk of studying* and has the same lockable drawers. However, any mage who attempts to use this desk for study one hour later forgets all spells memorized.

of Studying

XP Value: 7,000

GP Value: 70,000

The Book of Marvelous Magic

This bulky desk is 6 feet long, 3 feet tall, and 4 feet wide. It has five drawers that lock on command as if wizard locked by a 25th-level magic-user. Any mage who sits at this desk to **relearn** spells (after the usual resting period) requires only **10** minutes to **memorize** spells for the day, regardless of their number or level.

Device

Device is a generalized term used to describe something that either cannot be described (due to the unique or indescribable attributes of the item), or was never properly defined nor described in its **original** appearance.

Passage

XP Value: 1,000

GP Value: 10,000

Per ton of ship

per ton of ship

SPELLJAMMER Campaign Set

The *passage device* is a creation of the arcane, who use it to create portals through the crystal shell be **tween** the phlogiston and wildspace.

Time Journeying

XP Value: —

GP Value: —

DRAGONLANCE Adventures

Made during the Age of Dreams, this device was given to **Caramon** by **Par-Salian**. The DM should be aware that the device has different properties depending upon when the PCs encounter it. Originally, the device's use was restricted to the major **races**—**humans**, **elves**, and **ogres**—since all other races are prohibited from traveling in time. It was also originally designed to be used by one person only.

This **jeweled** scepter can fold down into a nondescript-looking pendant. Since the device is essential to the return of the person using it, it has several safeguards. Anyone attempting to steal it (even a kender) immediately feels a strong revulsion and puts it back instantly. If lost, the device makes its way back to its owner by any means necessary.

An example of this occurred when **Tasslehoff** gave the device to Raistlin in a dwarven prison and then discovered he was in possession of the device once **more**—it automatically returned to the kender. No force can keep this artifact from finding its owner.

The properties of the device changed somewhat after **Gnimsh**—the only known gnome in the history of Krynn whose inventions ever **worked**—**altered** it. From that point on, the device transported more than one person and it also transported those of the minor **races**—kender, gnomes, and dwarves,

The collect version of the chant and instruction goes as follows: Holding the pendant in **hand**, repeat the first verse, turning the face toward you. At the second verse, move the face plate from the right to the left. At the recitation of the third verse, the back plate drops to form two spheres connected by **rods**. At the fourth verse, twist the top clockwise and a chain drops **down**. The fifth verse warns to make certain the chain is clear of the mechanism. As the sixth verse instructs, hold the device by each sphere **and**, while reciting the seventh verse, rotate them forward. The chain winds itself into the body. Hold the device over your **head**, repeating the final verse, and summon a clear vision of where you want to go and what time period you want when you arrive.

Thy time is thy own,
Though across it you **travel**.
Its expanses you see,
Whirling across forever.
Obstruct not its flow.

Grasp firmly the end and the beginning.
Turn them forward upon themselves.
All that is loose shall be secure.
Destiny is over your own head.

When the device is **used**, PCs within **10** feet of the device **move** to either the desired time (the place is up to the DM) or the desired place (the time is up to the DM). Unfortunately for the characters, they cannot have it both ways. Moving to the location of the treasure in a tower may seem like a good idea, unless you arrive before the tower was built (and find a **long** drop to the ground). Moving to a certain time in history can be fun, until you materialize in the middle, of an arena. The DM can use this little loophole to set players where he or she wants them.

Dice

Dice are usually six-sided cubes with a different "value" on each side **generally** ranging from one to six. They are usually used in games of chance and gambling. Other dice are available, but these

are very rare. These dice include 4-sided pyramids (with the rolled value read along the bottom of the exposed faces), **8-sided**, **10-sided**, **12-sided**, **20-sided**, **24-sided**, and 30-sided dice. A coin can be **used**, in effect, as a 2-sided die.

of Certain Wagering

XP Value: 500

GP Value: 2,500

DRAGON Magazine 73

A pair of onyx dice. The dice will give whatever result the roller desires.

of Chancelessness

XP Value: 500

GP Value: 2,500

Old Empires

This insidious magical item was created by **Huriot**, an enterprising follower of Mask and the greatest Prince of Thieves that **Skuld** has ever known. Five centuries ago, he was **captured**, convicted of grave robbing, and brought to the pharaoh for his final **justice**. Huriot persuaded the pharaoh to let a game of chance decide his fate: If he won, he would be sold into slavery, and if he lost, he would be executed. He brought out a pair of dice.

These dice were magical, created by a great wizard. They would **roll** any number that the owner desired; in the hands of the owner, they would roll what he or she **wanted**, while in the hands of another, they would roll as the original owner desired. The pharaoh detected the magic, discovered what they were, and used his divine powers to reverse the effect.

Huriot had planned to lose the game, gambling that a display of honesty might earn a pardon from a magnanimous pharaoh. He won instead and was placed in slavery for the rest of his days. No one ever heard of Huriot again, except for an inscription in that pharaoh's tomb: "Huriot was here."

Dicerion of Light and Darkness

XP Value: 2,500

GP Value: 25,000

Unearthed Arcana

This wizard's candlestick is a specially alloyed metal holder with two branches. One is of silver and mithral, the other arm of iron and adamantite—as dark and dead-looking as the first branch is bright and glittering. The two branches intertwine to form a twisting stem of intermittent bright and dull bands. The base is likewise

formed of alternating projections of the silvery and ebon metals spreading to form eight legs. The whole object is about a foot tall and just over half as broad, with a weight of between three and four pounds. Although the *dicerion of light and darkness* gives off a faint dweomer of its own, it must have specially manufactured candles to function magically. A pair of candles must be made from the purest wax, and finely powdered obsidian must be set in alternating layers within the wax. When the candles are *blessed*, then set in the sockets of the *dicerion's* arms, the whole radiates a powerful, magical aura. When both special candles are *lighted*, the wizard holding the *dicerion* can see into any form of darkness or the brightest of light as if the illumination were normal daylight. Furthermore, upon command of the *wizard*, the candles emit a strange, metallic illumination that dispels all natural shadows within a 30-foot radius. However, when this power is *used*, a wizard's specially endowed vision to see in darkness or light does not function. A special candle burns for **1d4+4** turns in a gentle draft like that created by walking while holding the *dicerion*. A strong draft reduces the burning time by 1 to 2 turns. If the candle remains still and unaffected by breezes, it lasts for **1d8+8** turns.

If only the candle held in the black arm of the *dicerion* is *lighted*, the wizard is effectively shrouded in a *sphere of darkness of 15-foot radius*. The lack of illumination does not hamper the wizard's vision or movement, but does affect all other creatures within the area of effect. If a bright light strikes the *wizard's* eyes while in the darkness, he or she is blinded for 1d4 rounds. Conversely, when only the candle in the shining branch is *lighted*, a sphere of *brilliant*, white light surrounds the *wizard*, who suffers no vision impairment as long as the *dicerion* is touched or *held*, but the radiation blinds creatures of darkness (evil) for 2d4 rounds. Even those of light (good) are unable to *look* in the direction of the light without being blinded for 1d4 rounds. If magical *darkness* envelops the wizard while the *dicerion* is in the light, he or she is unable to see for 1d4 rounds. In either case, even though only one candle is burning, both branches of the *dicerion* must actually contain tapers.

Discus of Disenchantment

XP Value: 500

GP Value: 9,000

Lost Ships

It is not known who devised these strange weapons—small, sharp-edged, circular metal plates with thick centers that taper smoothly toward the edges. Often used by halflings (who may sell them to humans, elves, and giff), they are missile weapons, and may be used without penalty by those proficient in slings or throwing stars. A *discus* striking a being causes 1d4+1 points of damage, and interrupts any ongoing spellcasting or activity requiring dexterity. It forces a Dexterity check on characters who are climbing or clinging to rigging. A failed check indicates a fall.

Its strike also forces a saving throw vs. crushing blow for all glass and other fragile items it strikes. All magical items except *helms* and artifacts struck by a *discus of disenchantment* must save vs. spell at +2, in addition to any usual bonuses, or be rendered magically inert for 1d4+1 turns. The DM should also make another, secret saving throw for any such inert item. If it fails, it has been drained of all magic, forever. Any *discus* striking a magical item exhausts its own magical powers at once, releasing this magical energy and that of the drained item harmlessly into the surrounding area.

Disintegration Chamber

XP Value

GP Value

1'×1'×1': 500	2,500
2'×2'×3': 1,000	5,000
3'×3'×6': 1,500	7,500
3'×5'×6': 2,000	10,000
5'×5'×10': 3,000	15,000
10'×10'×10': 5,000	25,000

Tome of Magic

These frightful devices range in size from a 1-inch square box to a room 10-footsquare. They are always made of iron, and the interior walls are covered with mirrored tiles. They are used to cause matter to vanish, as the 6th-level *disintegrate* spell.

The amount of *material* to be affected is limited only by the size of the chamber. Each use drains one charge. *Disintegration chambers* generally have 1d20+80 charges and may be recharged.

The material to be obliterated is placed inside the chamber, door is **closed**, and the activation button is depressed. The interior of the chamber and its doomed contents begin to glow a sickly green, and the material vanishes, leaving only fine dust. Creatures and objects that successfully save vs. spell are not **affected**, but must attempt another saving throw every time the chamber is reactivated.

The size of any given chamber can be determined from the table below.

Roll	Size
1	1' cube
2	2'×2'×3' box
3	3'×3'×6' box
4	3'×5'×6' box
5	5'×5'×10' box
6	10'×10'×10' box

In the larger sizes, the devices are most often installed permanently and cannot be carried away as part of treasure, unless arrangements are made to transport a small room or shack.

In Ravenloft: Placing a person in one of these chambers is cause for a Ravenloft powers check. Even placing the lord of a domain in one necessitates the check.

Disk

Disks are **round**, flat objects found singularly or in groups. Their enchantments often are unusual or unique.

of the Azure Sea

XP Value: 1,000 **GP Value:** 10,000

GREYHAWK Adventures

This item, popular among sea traders, was originally sold to a rich merchant on the coast of Keoland. As wide as a man's **hand**, the wooden disk bears a small circle of gold in the center. When it is set on the bow of a ship and a prayer is spoken to **Fharlanghan**, god of travel, the ship is protected for the next 24 hours. During that time, if buccaneers, pirates, or raiders from beneath the waves try to attack, there is a 76% chance a misty fog comes up, allowing the ship to escape with no damage. Failing that, the attack occurs as normal.

Displacer

XP Value: 2,000

GP Value: 10,000

Rary the Traitor

Rary's favored mode of transportation throughout his fortress is a system of devices he calls *displacer disks*. Each disk resembles an intricate, circular pattern inlaid in a fine marble or tile floor, and is magically triggered by a code word known only to Rary and Robilar. The disks' code words can be changed at will by Rary alone.

A single master disk controls all the others. An individual who knows the proper code words can be instantly *teleported without error*, either from the master disk to one of the other disks throughout the fortress, or from a lesser disk back to the master disk. *Transport* between the minor disks is not possible. Rary must first *teleport* back to the master disk in order to move to a different room. Each lesser disk has a different code word. A **second**, entirely different code word is required to *teleport* back to the master **disk**.

of History

XP Value: 1,500

GP Value: 7,500

DRAGON Magic

This crystal disk is about 5 feet thick and 25 feet in diameter. It is a *disk of history*, similar to a *crystal ball*, used by the dragons to observe past events. Events observed in the *disk of history* are seen as a series of silent images, the end of one blending into beginning of the next. A user must concentrate on the event he or she wants to **observe**. The event appears in the disk in 3d20 minutes. It is important that the user concentrate on a specific event. For instance, concentrating only on a mental image of Artha won't work. However, concentrating on **Artha's** last stand on the Peak of Clouds in the Aslivar Range will display that **battle**.

Success with the *disk of history* is not automatic. It cannot conjure images more than 500 years old. A character may attempt to use it only once per day. A **person's** base chance of success is 10%. A dragon's base chance of success is 20%. This is modified by:

Apply any of the following:

Dragons, each age level above very young	+5%
Others, each point of Wisdom above 15	+5%

The event occurred on another plane of existence	-20%
The user has previously observed the same event in the <i>disk of history</i>	+20%
Apply only one of the following:	
Event is one in which the user participated	+20%
User is well informed about the event	+10%
User is slightly informed about the event	+5%

The DM may use the *disk of history* to answer questions about previous DRAGONLANCE game events, as well as to review previous events of the current adventure.

Tenser's Tantalus

XP Value	GP Value
Normal: 3,000	15,000
With Alarm: 3,500	17,500

DRAGON Magazine 194

A tantalus is a nonmagical piece of furniture, a liquor-stand that uses wooden or metal rods to keep the bottles and glasses in the stand from moving about. *Tenser's tantalus* is a mobile, magical version of the same sort of device, designed to transport magical potions or other fragile items, keeping them safe and within easy reach for the mage's use.

Although there is no evidence that this magical item was created (or even used) by Tenser, the famed wizard of Greyhawk, the reasons its origin was erroneously attributed to him are obvious; *Tenser's tantalus* is a flat metal disc, 3 feet in diameter, which floats at a constant 3 feet above the surface of the ground (under most circumstances) and at the same 3 feet distance from its user unless specifically commanded otherwise. But while it shares much in common with the *Tenser's floating disc* spell, it also has a number of significant differences, the primary one being that *Tenser's tantalus* is a permanent magical item, not a temporary magical spell.

The disc's upper surface emits a soft glow extending for about a foot above the metal. Any objects placed entirely within this field are subject to a powerful, quasimagnetic force that holds any nonliving matter (including once living materials such as paper, leather, or a small dead body, as well as completely inanimate matter like glass, metal, or crystal) firmly to the surface of the disc, but that has no effect on living flesh, even creatures small enough to fit within the field's con-

finer. No matter what pressures are exerted against it, the *tantalus* will protect objects within its field from the effects of violent motions and other external shocks unless those shocks are powerful enough to destroy the metal disc. For this purpose, treat the disc as a metal shield, using **Table 29: Item Saving Throws** in the *DMG*.

Since the quasi-magnetic force doesn't affect objects only partially within its area of effect, bottles taller than the 1-foot field cannot be held by a *Tenser's tantalus* unless laid on their sides. Bottles can be stacked, but that is difficult. Reaching through the glowing field and grabbing an object on the disc frees the object—when an object is grabbed, the field reacts as if the object is physically connected to the arm and thus as if it extends beyond the edge of the field.

Because objects only partially within the field aren't affected, a thrown spear can wreak havoc on the disc's load—a spear is long enough that part of it is always outside of the field. On the other hand, a sling bullet hurled at the bottles cannot break them because the field affects it as soon as the bullet is fully within its boundaries, leaving the bullet suspended in midair, just inside the edge of the field. For maximum protection, potions should be placed as close to the center of the *Tenser's tantalus* as possible, protecting them from weapons shorter than the 1½-foot radius of the disc. If the disc is fully loaded, items close to the edge can be easily affected by short weapons such as hand axes or daggers.

A *Tenser's tantalus* can hold up to 20 pounds of bottles and contents (the average potion in a glass bottle weighs about half a pound), and will smoothly accelerate and decelerate to safely, following its owner at any speed up to 18, including climbing stairs. If the user moves beyond the 50-foot, effective range of command, the *tantalus* ceases all movement and hovers in place until either its user returns or another wizard takes control of it.

A *Tenser's tantalus* will follow its owner if he or she falls into a pit, but because of the owner's rapid acceleration, the wizard will soon out-strip the disc's power to follow. In a pit less than 75 feet deep, the disc gently descends to the bottom a few seconds after its owner. If the pit is deeper, the owner will eventually accelerate out of the 50-foot range, meaning that the disc will stop in midair some 50 feet down from the top of the pit, waiting for someone to come within range and

take command.

Because such an obvious display of treasures increases the possibility of theft, many *Tenser's tantalus* are equipped with a permanent *alarm* spell with a volume loud enough to be heard from 50 feet away, but no farther. The alarm sounds when anything enters the field without speaking the command word that deactivates the alarm. Semi-solid manipulators, such as *unseen servants*, *telekinests*, or *Bigby's hand* spells, air elementals, or *gusts of wind* are all too tenuous to reach into the field and take or destroy items, but all of these will activate the **alarm**.

A thief could attempt to steal the entire disc away from its **owner**. This requires a Strength check on 4d6 to break the **disc's** attraction to its owner. If the thief takes the disc more than 50 feet from its owner (and remember, the alarm will sound unless the thief manages to touch only the bottom and rim of the **disc**), it is free to be commanded by another wizard.

Dome of Shapes

XP Value: 1,000

GP Value: 5,000

DRAGON Magic

This dome is transparent, and about 50 feet across. Dark lines, shadowy angles, and vague shapes drift in and out of each other inside the dome. With every movement of the observer, the shapes pulsate and appear to turn inside out.

The dome acts as a sort of hypnotic pattern. Anyone staring at the dome must save vs. spell or continue gazing at it for 2d10 minutes. The enchantment is broken if the PC is physically pulled away from the dome by a companion who shields his or her eyes.

Door

DRAGON Magazine 41

Doors are usually made of wood with metal trimmings. Some doors have locks; most have hinges, doorknobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors may do nearly anything; some do not even look like doors.

As a general rule, doors are treated with indifference. You either bash them down, burn them, or spike them shut and then forget about them. **However**, doors have great possibilities for adding surprise and humor to your campaign. Use the table below to determine the type of door. Once the door type is **learned**, roll on the second

table below to find the magical qualities (if any) of that door.

Roll	Type of Door
01-75	Ordinary door.
76-95	Door has an ability from table below.
96-00	Door has 1d4+1 abilities from table below.
Roll	Ability Table
01-09	Intelligent door. Alignment is:
01-11	Lawful Good
12-22	Lawful Neutral
23-33	Lawful Evil
34-44	Neutral Good
45-56	Neutral
57-67	Neutral Evil
68-78	Chaotic Good
79-89	Chaotic Neutral
90-00	Chaotic Evil
10-17	Door is <i>wizard locked</i> .
18-22	There is a trap or trap trigger on or behind the door.
23-26	Door is an illusion.
27-29	Door is actually a <i>polymorphed</i> nonster that reverts to normal form when conditions are met (someone grabs doorknob, etc.).
30-31	As 27-29, but is a <i>phantasmal force</i> .
32-35	Upon hitting, touching, or opening door it turns into mud, sand, mire, dung , etc.
36-40	A siren goes off if doorknob is touched (attracting and/or warning monsters).
41-45	Doorknob casts <i>fear</i> spell if touched.
46-49	Doorknob falls off if touched.
50-54	Door is thief-proof.
55-59	The door itself contains treasure.
60-64	Door is twice as hard to bash open, unlock, etc.
65-68	Door falls off hinges when opened.
69-71	Door is rotten or poorly constructed: it splinters or falls apart when bashed.
72-74	Door has a knocker.
75-76	Trap door to pit under or behind door.
77-78	Door has multiple locks.
79-80	Door jamb on other side of door.
81-82	Open pit behind door.
83-84	There is a window set in the door: 30% chance that it gives a false image (no monsters, twice as many monsters, heap o' treasure, etc.)
85-86	Stakes, caltrops, and/or set spears Wait-1,446

ing on other side of door (1 in 6 chance they are poisoned).

- 87-88 Stakes set in door so it can't be bashed open (10% chance that they are *invisible*).
- 89-90 After being bashed open, the door swings back fast.
- 91-92 Door swings open just before it is bashed.
- 93 Has doorbell.
- 94 Door is hinged on top.
- 95 Door explodes if bashed.
- 96 Save vs. spell or are paralyzed when touch door.
- 97 Instant-setting contact glue on surface of door.
- 98 Doorknob casts miscellaneous spell if touched.
- 99 Doorknob gives disease if touched.
- 00 Contact poison on doorknob.

Aruthir's Living

XP Value: 600 **GP Value:** 3,000

1992 Fantasy Collector Card 38

The *living door* was created by the druid Aruthir as a gift for a band of wood elves who introduced him to the Great Druid. By producing a special magical combination of the *plant door* and *speak with plants* spells, he was able to create a thick overgrowth that recognizes the specific body odor of wood elves. Upon sensing wood elves, the door untangles and lets them pass. Aruthir placed the *living door* over the entrance to a cave that leads to a box canyon where the Great Druid resides. The cave entrance is now completely obscured by the *living door*, resembling a rock face with creeping vines growing over it and is 95% undetectable without magical means.

Back

XP Value: 3,000 **GP Value:** 15,000

The Book of *Marvelous Magic*

When **opened**, this door causes the creature opening it to immediately turn around facing away from it (no saving throw). The victim cannot face the door for three rounds but may move away from it.

Black Crystal

XP Value: 2,000 **GP Value:** 10,000

Gods, Demigods, & Heroes

Made of an interdimensional metal that does not break. This door is **unaffected** by magic and opens only with the proper, magical command word.

of Disappearance

XP Value: 3,000 **GP Value:** 15,000

The Book of *Marvelous Magic*

This locked door becomes invisible when touched by any object or creature, but it remains stoutly in place. Characters who can see invisible things cannot see through the door, but it is completely transparent to anyone else. A *knock* spell does not open its invisible lock unless the caster is able to see invisible things. Any attempt to open locks is penalized by -50% from normal chances, and the attempt automatically fails if the thief is of less than 9th level. The door reappears one hour after vanishing.



of Displacement

XP Value: 2,000 **GP Value:** 10,000

The Book of *Marvelous Magic*

This door appears to be a black circle of cloth 2 inches in diameter. It does not function outdoors. If placed on a wall or floor, it may be manually **lengthened**, then widened and turned into a normal door. The user must immediately open the door and go through (no saving throw); others may follow. All passing through the door enter an otherdimensional space adjacent to the room or corridor in which the door was used. The user of the door, and only the user, can see

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into the original room or corridor. The door, at the user's **command**, folds up into cloth form and reappears among the user's possessions. As the door is **stowed**, it creates a loud slamming noise.

At any time up to one turn after creating and passing through the door, the user may reopen it from inside, and at any chosen place along a wall ceiling, or floor of the original room or corridor. When **opened**, it is silent, and the user and his or her party gain a +1 bonus to surprise rolls against any creatures in the room or corridor. (The door can be used to escape a monster and then to quickly reenter the area behind it). If those using the door do not return to normal space within one turn after "slamming" it, they are all dumped back into the original area at randomly determined locations. The door may be used once per day.

Front

XP Value: 3,000 GP Value: 15,000

The Book of Marvelous Magic

When **ouched**, the front door emits the sound of a welcome chime, attracting the attention of all creatures within 60 feet.

of Guarding

XP Value: 4,000 GP Value: 20,000

The Book of Marvelous Magic

This door is intelligent, but not actually alive. When **ouched**, a large mouth appears on its surface; the mouth can appear on only one side of the door at any one time. The door is neutral and obeys whoever utters the proper command word. If more than one creature knows the proper **word**, the door changes allegiance as often as **commanded**.

The door has excellent sight and hearing and is able to see invisible things and hear all noises within 60 feet. It speaks all languages and can obey even the most complex and detailed instructions. It can speak at any volume from a whisper to a loud scream, the latter audible within 120 feet. It cannot be **unlocked**, even with a *knock* spell, but may open itself, depending on its instructions. It cannot move except to swing on hinges. It cannot attack, but screams an alarm if it is, and there is a 50% chance it may do so if merely threatened with fire. The door is immune to all attacks except physical damage from magical weapons (treat as AC 0; hp 40).



Unless otherwise **commanded**, the door's reactions to visitors are checked normally, but if given a good soaking with **wine**, it is usually friendly (+2 bonus to reaction rolls after that, lasting one turn per wineskin of wine used).

Revolving

XP Value: 1,500 GP Value: 7,500

The Book of Marvelous Magic

This apparently normal door causes the user to step back into the **original** room or corridor, without actually going anywhere. It functions as a normal door if the proper command word is spoken as the door is used.

of Teleportation

XP Value	GP Value
Greater: 4,500	22,500
Lesser: 3,000	15,000

The Book of Marvelous Magic

This item appears to be a normal door but when passed through by any living creature, it *teleports* the victim and all items carried to either a random or predetermined location. There is no chance of error, which differs from the magic-user spell. Nonliving items thrown through the door are not *teleported*. If removed from its supports, a *door of teleportation* normally loses all its **enchant-**

1,455

ment, **although** the area (and not the door) might be later discovered to be the actual *teleportation* device. Both lesser and greater *doors of teleportation* can be found.

The lesser door may be managed by several creatures if they link hands or otherwise overlap in their passage through the **door**—all arrive at the same destination regardless of randomizing effects. Some lesser doors allow a saving throw **vs.** spell to resist the effect, but this is not common. If **allowed**, the saving throw must be made by each creature passing through the doorway. A successful saving throw may simply indicate that the *teleportation* does not affect that creature, or it may make the door nonmagical for one turn, one hour, of some other length of time. The greater door, which is even more rare, can easily detect and separate different creatures and may even cause items and (occasionally) body parts overlapped to arrive at separate locations. There is no saving throw.

of Terror

XP Value: 3,000 **GP Value:** 15,000

The Book of Marvelous Magic

This apparently normal door causes any creature approaching within 5 feet to be overcome with a nameless dread (no saving throw). The victim thereafter refuses to approach or pass through the door for one hour, after that, the effect wears off. Undead are not **affected**, nor is any other creature naturally immune to fear effects.

Trick

XP Value: 5,000 **GP Value:** 25,000

1992 Fantasy Collector Card 40

There are *trick doors* known to be installed in the thieves' guilds of Mulmaster, Hillsfar, Calaunt, and Tantras, but their creator remains unknown. The construction of the door is thought to be a variation of the *passwall* spell. Each door responds to a different knock code; when the proper sequence of taps is sounded on the door, the person seeking entrance may open it and pass within. Otherwise opening **the** door reveals nothing but more of the wall in which it rests. To further confuse intruders, some guilds have installed dummy doors along the same wall or alley that contains a *trick door*.

Dragonisle's Harbor Chains

XP Value: 5,000

GP Value: 25,000

Pirates of the Fallen Stars

These *harbor chains* are huge chains that can be raised from the bottom of the harbor to block the harbor mouth. When **raised**, the *harbor chains* prevent any ship from entering or leaving the harbor. The *chains* are raised **primarily** to keep out attackers, although in a few instances they have been used to trap unwary captains in the harbor during the periodic factional wars which sweep **Immurk's** Hold.

Drawer of Easy Retrieval

XP Value: 1,000

GP Value: 10,000

DRAGON Magazine 73

A wooden drawer, about 12 by 18 by 9 inches high, which may be inserted into a suitable desk, wall, etc. When anyone who opens the drawer speaks the name of an object inside it, the object pops up at the front of the drawer, within easy reach. If several similar objects, such as sheets of paper, are placed in the drawer, **the** person placing them may speak a word which becomes the code word for one particular object in the group. The drawer's magic works only when it is in a proper receptacle of the correct size.

Dress

Dresses are a long, flowing pieces of fabric worn by women. They can be made from literally any type of cloth or animal skin. Dresses are usually worn only in nonarctic climes.

of Amazement

XP Value: 1,000

GP Value: 9,000

Roguc's Gallery

The *dress of amazement* can take on any form, style, or color the owner desires, but always retains an opulent appearance. When worn, the *dress of amazement* sparkles and reflects light in a pleasant manner. Charisma is raised to racial maximum (or 18). Anyone who looks at the dress must successfully save **vs.** **spell** or be subject to *hypnotism* (as the 8th-level spell). If no light source is **near**, the dress cannot work. The spell *darkness* negates any effect from the dress. *Dispel magic* renders the special effects of the dress non-operational for 1d4 rounds. The touch of the blind also inhibits the dress from operation for one turn, although no one is quite sure why.

of Protection

XP Value	GP Value
Cursed -1: —	1,800
+1 to saves: 1,000	7,500
+1: 1,000	10,000
+2: 2,000	20,000
+3: 3,000	30,000
+4: 4,000	40,000
+5: 5,000	50,000

Rogue's Gallery

This garment appears as a small, black dress or tunic, lined with a series of magical, linked rings. When the dress is **donned**, it automatically adjusts to fit the wearer. Additionally it provides the wearer the same benefits as a *cloak of protection*. Each plus of the *dress of protection* betters Armor Class by one and adds one to saving throw die rolls. Each *dress of protection* is slightly different in design. To determine how powerful any particular dress is, roll percentile dice and check the table below.

Roll	Power
01-10	Cursed (-1 to AC and saves)
11-20	Dress (+1 to saves but not AC)
21-50	Dress +1
51-70	Dress +2
71-86	Dress +3
87-94	Dress +4
95-00	Dress +5

Optional: The dress is vulnerable to blades that have more attack bonuses than the dress has of protection. If the dress is cut by a magical blade with more **pluses**—an equal or greater **number**—it ceases to function until magically repaired.

Dunhill's Spelljamming Apparatus of Kwalish

XP Value: 10,000 **GP Value:** 40,000
1992 Fantasy Collector Card 34

This very special machine has all of the features of a standard *apparatus of Kwalish*; it contains numerous handles that allow it to operate in 900 feet of water for **1d4+1** hours (AC 0, 200 hp per bulk-head). It has also been fitted with a minor *spelljamming helm*, allowing it to fly out of the water and into wildspace. The inclusion of the helm means that **only** one person may use it at a time. **Dunhill's** ship shares the basic statistics of a mosquito ship.

Dust

Magical dust is a dry, powdery substance. It is normally found in a metal, bone, or wooden tube, 2 to 6 inches **long**. The user blows into one end of the tube, aiming at an intended victim or area, and the cloud of dust forms a cone 30 feet long and 10 feet wide at the far **end**. The 30-foot range applies only when the dust is blown from a tube. **If** not found in a tube, dust may be in any container, magical or otherwise, and may be thrown **10** feet by **hand, poured**, or used in any convenient manner.

of Absorption

XP Value: 250 **GP Value:** 750
The Book of Marvelous Magic
This dust can absorb up to **100** cubic feet of water or acid and turn it to mud.

of Adhering

XP Value: 200 **GP Value:** 1,000
The Book of Marvelous Magic
This dust adheres to any contact or surface poison, poisoned needles and darts, and other traps of this type in the area. It is useful to thieves, giving automatic success when attempting to **find** traps and a +30% bonus to the remove traps attempt. It does not neutralize the poison, but gives any victim a +4 bonus to any saving throw subsequently required.

Allergy

XP Value: 100 **GP Value:** 500
The Book of Marvelous Magic
There are many types of this dust, each made of the powdered bone of some **creature**, mixed with rare herbs, and then enchanted. The dust is invisible; each victim in the area of effect must make a saving throw vs. spell or become allergic to the specified creature. The allergy might not be noticeable immediately. When a victim comes within 50 feet of the creature **specified**, the symptoms **begin**—the eyes water, the nose clogs, and there is a 50% chance that sneezing may occur (checked per round of exposure). The nasal problems cause no penalties; watery eyes cause a —1 penalty to all attack rolls but a +1 bonus to all saving throws against gaze attacks; a sneezing victim may not attack or cast spells. The symptoms pass 1d6 rounds after the victim moves at least 50 feet away from the creature causing the

allergy. The allergy is permanent until *cure disease* is applied by a caster of 15th level or greater. Typical creatures used to make *allergy dust* are basilisks, dragons, **giants**, goblins, orcs, rats, trolls, DM's choice.

of Appearance

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide, 1st Edition

This fine powder appears like any other dust unless a careful examination is conducted. This **reveals** it to be a very **fine**, very light metallic dust. A single handful of this substance flung into the air coats all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust also reveals mirror images and projected images for what they are, and likewise negates the effects of *cloaks of displacement* or *elvenkind* and *robes of blending*. The dust's effect lasts for 2d10 turns.

Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area in a radius of 10 feet from the user. A tube can be blown in a cone shape, 1-footwide at the start, 15 feet at the **end**, and 20 feet long. As few as five or as many as 50 containers may be found in one place.

of Blandness

XP Value **GP Value**
Blandness: 20 100
Piquantness: 20 100

Prince of Lankhmar

This item is the proud creation of an evil man. Often in the pay of the Thieves' **Guild**, he creates and activates new and unusual spells and items to further the cause of chaos, evil, and pain. This is one such item that makes his job easier.

Instead of worrying that the poisons that he concocts are tasteless and void of their olfactory elements, he sprinkles the *dust of blandness* upon them. The item **efficiently** deadens the olfactory and taste qualifications of the poisonous creation, rendering them completely bland. The poisons are thus detectable only through *detect poison* or other divination spells with similar effects.

The *dust of blandness* may also be used to deter the taste and smell of rotted foods should someone wish to poison a character in that way. Then too, the taste of good food that has a distinctive odor and taste, such as eggplant or liver,

can be counteracted with the use of this *dust of blandness*.

This item is not usually found for sale, but when it is, the cost is 100 gp per vial. Each vial has enough dust for use on six standard **plates** of food; a standard plate being the food the average person can consume at one sitting.

The *dust of blandness* has its opposite, which is the *dust of piquantness*. This item makes the flavor and odor of food unmistakable. It allows the aficionado of food and drink to fully enjoy the flavors and wafting odors of food. The dust also brings out the smell of poisons and causes the odors of burnt or ill-cooked food to be unmistakable.

The *dust of piquantness* is sold for the same price as the *dust of blandness*: a mere 100 gp per vial. The *dust of piquantness* is much more readily available than its counterpart.

of Blending

XP Value: 1,250 **GP Value:** 5,000

DUNGEON Magazine 17

This magical dust is usually found in a small leather bag on which magical Sigils in silver foil are drawn. Each of the 2d6 cakes of dust found in a bag resembles a crumbly chunk of yellow dirt about 3 inches in diameter.

If thrown against a creature or inanimate object, a cake of *dust of blending* explodes in a harmless shower of yellow and red sparks and causes the immediate area to blend in with its surroundings so as to be 90% invisible, even to close inspection. Each cake can cover an area of 50 cubic feet. The magic from the *dust of blending* lasts for 1d6+6 turns.

The dust can be washed off, thus revealing the object or creature it was meant to **conceal**. It may also be blown off by winds in excess of 40 MPH. If a creature moves while **coated**, there is a 10% chance per turn of movement that the dust will be shed. This dust was used by the elves to conceal their scouts and positions within the forest while they lay in ambush for the goblin patrols.

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