

CHAPTER VII: EQUIPMENT & TREASURE

“Let kings stack their treasure houses ceiling-high, and merchants burst their vaults with hoarded coin, and fools envy them. I have a treasure that outvalues theirs. A diamond as big as a man's skull. Twelve rubies each as big as the skull of a cat. Seventeen emeralds each as big as the skull of a mole. And certain rods of crystal and bars of orichalcum. Let Overlords swagger jewel-bedecked and queens load themselves with gems, and fools adore them. I have a treasure that will outlast theirs. A treasure house have I builded for it in the far southern forest, where the two hills hump double, like sleeping camels, a day's ride beyond the village of Soreev. “A great treasure house with a high tower, fit for a king's dwelling—yet no king may dwell there. Immediately below the keystone of the chief dome my treasure lies hid, eternal as the glittering stars. It will outlast me and my name, I, Urgan of Angarngi. It is my hold on the future. Let fools seek it. They shall win it not. For although my treasure house be empty as air, no deadly creature in rocky lair, no sentinel outside anywhere, no pitfall, poison, trap, or snare, above and below the whole place bare, of demon or devil not a hair, no serpent lethal-fanged yet fair, no skull with mortal eye a-glare, yet have I left a guardian there. Let the wise read this riddle and forbear.”

- Fritz Leiber

Swords Against Deviltry

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EXPANDED WEAPON TABLES

NEW MELEE WEAPONS					
TYPE	DMG S-M	DMG L	WEIGHT	COST	CLASSES USABLE
Arrow	1d6	1d6	4/dozen	2gp/dozen	ABCaFPRThTr
Arrow, Silver	1d6	1d6	4/dozen	2gp/each	ABCaFPRThTr
Axe, Battle	1d8	1d8	7	5gp	ABCaFPR
Axe, Hand	1d6	1d4	5	1gp	ABCaFPRW
Axe, Two-Handed	1d10	2d8	12	10gp	ABCaFPR
Bolt, Heavy Crossbow	1d6+1	1d8+1	4/dozen	4gp/dozen	ABCaFKPR
Bolt, Light Crossbow	1d4+1	1d6+1	2/dozen	2gp/dozen	ABCaFKPR
Club	1d4	1d3	3	2cp	ABCaCDFPRThTrW
Cosh/Sapt†	1d2	1d2	3	3cp	ABCaFPRTh
Dagger	1d4	1d3	1	2gp	ABCaFIKMPRThTrW
Dagger, Main Gauche†	1d3	1d3	1	10gp	ABCaFIKMPRThTrW
Dagger, Poignard	1d3	1d4	1	5gp	ABCaFIKMPRThTrW
Dagger, Rondel	1d2+1	1d2+1	1	5gp	ABCaFIKMPRThTrW
Dart	1d3	1d2	½	2sp	ABCaFIMPRThTr
Flail, Heavy	1d6+1	2d4	10	3gp	ABCaCFPR
Flail, Light	1d4+1	1d4+1	4	6gp	ABCaCFPR
Halberd	1d10	2d6	18	9gp	ABCaFPR
Hammer, War, Heavy	1d6+1	1d6	10	7gp	ABCaCFPR
Hammer, War, Light	1d4+1	1d4	5	1p	ABCaCFPR
Javelin*	1d6	1d4	4	5sp	ABCaFPR
Knife	1d3	1d2	1	4sp	ABCaFIKMPRThTrW
Lance*	2d4+1	3d6	15	6gp	ABCaFPR
Mace, Heavy	1d6+1	1d6	10	10gp	ABCaCFPR
Mace, Light	1d4+1	1d4+1	5	4gp	ABCaCFPR
Morning Star	2d4	1d6+1	12	5gp	ABCaCFPR
Pick, Heavy	1d6+1	2d4	10	8gp	ABCaFPR
Pick, Light	1d4+1	1d4	4	5gp	ABCaFPR
Polearm *	1d6+1	1d10	8	6gp	ABCaFPR
Shield, Spiked Buckler†	1d3	1d3	1	10gp	ABCaFPR
Sling Bullet	1d4+1	1d6+1	4/dozen	1gp/dozen	ABCaFIMPRThTrW
Sling Bullet, Silver	1d4+1	1d6+1	4/dozen	1gp/each	ABCaFIMPRThTrW
Sling Stone	1d4	1d4	2/dozen	Free	ABCaFIMPRThTrW
Spear*	1d6	1d8	5	1gp	ABCaDFKPRTrW
Staff	1d6	1d6	5	Free	ABCaCDFIKMPRTrW
Sword, Bastard/Claymore	2d4	2d8	10	25gp	ABCaFPR

Sword, Broad	2d4	1d6+1	8	10gp	ABCaFPRthTr
Sword, Foil	1d4+1	1d6	2	10gp	ABCaFPRth
Sword, Long	1d8	1d12	7	15gp	ABCaFPRThTr
Sword, Rapier	1d6+1	1d8	3½	20gp	ABCaFPRThTr
Sword, Scimitar	1d8	1d8	5	15gp	ABCaDFPRTh
Sword, Short	1d6	1d8	3	8gp	ABCaDFPRThTr
Sword, Two-handed	1d10	3d6	25	30gp	ABCaFPR
Trident *	1d6+1	3d4	5	4gp	ABCaFPR

Notes:

* Long-hafted, pointed weapons, such as the spear, lance (when used dismounted), pole arm, or trident, inflict double damage when set to receive a charge and the foe actually charges. The lance inflicts double damage when used by a character riding a charging heavy warhorse or similar animal; if the attacker is mounted on a normal riding or cavalry horse, the damage should be reduced.

† A cosh or sap attack does 1d2 damage in most circumstances, but has a special attack. If the target is a human, demi-human, humanoid or animal and the attacker has surprise or is in position for a backstab, they may attempt to knock their target unconscious by hitting them on the head. The target's head is treated as AC6 or AC1 if wearing a helm. On a surprise or backstab roll 1d6 for damage and apply any backstab modifier. If this exceeds the target's current hp, then the target is knocked out; otherwise damage is result of 1d6/3.

‡ A main gauche or spiked buckler improves the wielder's AC by one point against one attacker only.

NEW MISSILE WEAPONS							
TYPE	DAMAGE S-M	DAMAGE L	RATE OF FIRE	RANGE	WEIGHT	COST	CLASSES USABLE
Atlatl with dart‡	1d4	1d3	2	35'	3	‡	ABCaFPR
Atlatl with javelin‡	1d6	1d6	1	30'	3	‡	ABCaFKPR
Axe, Hand	1d6	1d4	1	10'	5	1gp	ABCaFPRW
Blowgun	1	1	2	20'	1	20gp	ABCaFPR
Bow, Long†	1d6	1d6	2	70'	12	60gp	ABCaFPR
Bow, Short†	1d6	1d6	2	50'	8	15gp	ABCaFPRThTr
Club	1d4	1d3	1	10'	3	2cp	ABCaCDFPRThTrW
Composite Bow, Long†	1d6	1d6	2	60'	13	100gp	ABCaFPR
Composite Bow, Short†	1d6	1d6	1	50'	9	75gp	ABCaFPR
Crossbow, Hand‡	1d3	1d2	1	20'	1	‡	ABCaFPR
Crossbow, Heavy*	1d6+1	1d6+1	½	60'	12	20gp	ABCaFKPR
Crossbow, Light	1d4+1	1d4+1	1	60'	4	12gp	ABCaFKPR
Dagger	1d4	1d3	2	10'	1	2gp	ABCaFIMPRTThTr
Dart	1d3	1d2	3	15'	½	2sp	ABCaFIMPRTTh
Hammer	1d4+1	1d4	1	10'	5	1gp	ABCaCFPR
Javelin	1d6	1d4	1	20'	2	5sp	ABCaFPR
Sling, Bullet	1d4+1	1d6+1	1	35'	½	5sp	ABCaFPRThTr
Sling, Stone	1d4	1d4	1	35'	½	Free	ABCaFPRTrW
Spear	1d6	1d8	1	15'	5	1gp	ABCaFPRTrW
Staff Sling‡	2d4	2d4+1	½	30'	5	‡	ABCaCFPR

Notes:

*Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all — GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon. Otherwise the strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears).

‡ Hand crossbows, atlatls and staff slings are cultural weapons used by dark elves. In most campaigns they are uncommon or unknown on the surface, so many GMs will not permit surface-dwellers to gain proficiency in them unless and until the party meet dark elves in the course of adventuring. Some primitive or Barbarian tribes will use atlatls with darts.

SPECIALLY-FORGED PURE METAL WEAPONRY

Some monsters such as lycanthropes, undead, demons, and devils (as well as others) are susceptible to damage from specially-forged “pure metal” weaponry, when non-magical weapons would otherwise not harm them. Specific pure metals will vary from campaign to campaign, but often include one or more of the following ores:

Adamantine: A silvery black ore of incredible resilience. 25% heavier than steel, but does not rust and is immune to any kind of corrosion from acid. Adamantine is only found deep underground and is very rare, costing 1000% more than normal. Adamantine does not hold a sharp edge so is typically used for bludgeoning weapons and armour only.

Aurichalcum: An golden alchemical alloy containing copper, zinc and other trace elements. Like magicum it holds an enchantment well and is used for creating exceptional magic weapons, armour and other items. Items made from aurichalcum cost 100% more than normal.

Cold Iron: Cold-iron weapons are forged by dwarfs at lower than normal temperatures. These weapons are particularly useful against demonic, diabolic and fey creatures. Weapons made of cold-iron cost 200% more than normal. Enchanted cold-iron requires an additional 2,000gp cost.

Magicum: This is an alloy (similar to electrum) including gold, silver, mercury, copper, tin, iron, bismuth and brass. It can only be created by experienced alchemists. It is very soft but holds an enchantment well and is often used as an ingredient when creating magic weapons, armour and other items. Items made with magicum require 300% more than normal. Weapons and armour better than +2 require magicum.

Meteoric Iron: A rare metal containing both iron and nickel and mined from meteorites. Due to its natural composition, meteoric iron is equivalent to steel and has the same properties as cold-iron. It is incredibly rare and weapons made from it cost 500% more than normal.

Mithril: An extremely rare silvery metal found only in the deepest mines. It is highly prized by both dwarfs and elves. Mithril is stronger than steel but only half as heavy. Like adamantine, mithril is immune to rust and corrosion. Mithril weapons or armour cost 1000% more than normal.

Silver: Silver weapons are particularly useful against demonic, diabolic, or fey creatures and lycanthropes. As silver is very soft, it is generally used as plating over a steel or iron core. Silver

weapons cost 200% more than normal. At the GM's discretion, such weapons may need regular and/or costly maintenance to maintain the silver plating.

Some campaigns may require magic weapons to be forged from pure and unalloyed metals, or to be alloyed with other metals (such as aurichalcum, magicum, precious metals, etc.), or to be specially-quenched using holy or unholy water or other special coolants, or to utilise other campaign-specific conditions, rituals, and/or blessings as part of their manufacture. These guidelines are not exhaustive, and in some campaigns specially-forged weaponry may be created using non-metallic materials (special woods, other-planar materials, etc.).

The net effect of forging such pure metal weaponry is that the cost of weapons and armour is significantly higher. Given the additional cost and time required to forge pure metal weapons, most will probably need to be commissioned and may not be readily available to purchase off the shelf.

The specific effect of a specially-forged pure metal weapon upon a monster will vary from one monster to another. Silvered weapons may be required to damage some monsters, while the same weapon may not have any effect upon others which require meteoric iron to be damaged. Unless otherwise noted in a monster's description, magical weapons of sufficient potency will always damage a monster regardless of the materials that they are constructed from - so a magical **silver arrow +1** would still damage a creature requiring meteoric iron or magical weapons to be hit.

EXPANDED ARMOUR TABLE

NEW ARMOUR TYPES					
TYPE	WEIGHT	MAX MOVE	AC	COST	USERS
Banded Armour	350	90'	4	90gp	BCCaFPR
Brigandine	350	120'	7	120gp	ABCCaFPRTTr
Hoplite Panoply (<i>Lorica Musculata</i>)	400	90'	6	160gp	BCCaFPRTTr
Lamellar	200	90'	6	100gp	BCCaFPRTTr
Leather Armour	150	120'	8	5gp	ABCCaFPRTTr
Linothorax (Greek Armour)	150	120'	7		ABCCaFPRTTr
Mail Hauberk	300	90'	5	75gp	BCCaFPRTTr
Mail Haubergeon (<i>Lorica Hamata</i>)	120	120'	6	25gp	BCCaFPRTTr
Mail, Elfin	150	120'	5	N/A	BCCaFPRTTr
Padded Gambeson	100	90'	8	4gp	ABCCaFPRTTr
Plate Armour	450	60'	3	400gp	BCCaFPR
Plate Armour, Bronze (Chariot Armour)	450	60'	4	400gp	BCCaFPR
Ring Armour	350	90'	7	30gp	BCCaFPRTTr
Scale Armour, Heavy	450	60'	5	120gp	BCCaFPRTTr
Scale Armour	400	60'	6	45gp	BCCaFPRTTr
Shield, Large	100	N/A	-1	15gp	BCCaDFPRTTr
Shield, Medium	80	N/A	-1	12gp	BCCaDFPRTTr
Shield, Small	50	N/A	-1	10gp	BCCaDFPRTTr
Splint Armour	400	60'	4	80gp	BCCaFPR
Studded Leather Armour	200	90'	7	15gp	ABCCaFPRTTr

SIEGE ENGINES

TYPE	COST	WEIGHT	RANGE	DMG S-M	DMG L	RoF	SP Dmg	CREW
Ballista	75gp	1,000lbs.	0-400'	2d6	3d6	¼	2	2
Cauldron, Suspended	50gp	80lbs.	N/A	3d4	3d4	¼	N/A	2
Hoist	150gp	400lbs.	N/A	N/A	N/A	N/A	N/A	2
Mangonel (Med. Catapult)	150gp	3,000lbs.	150'-600'	2d12	4d4	¼	6	6
Onager (Lt. Catapult)	75gp	1,500lbs.	100'-300'	2d10	3d4	¼	4	4
Ram / Sow	500gp	3,000lbs.	N/A	1d8+8	1d12+12	½	12	10
Siege Tower	800gp	12,000lbs.	N/A	N/A	N/A	N/A	N/A	12
Tortoise	350gp	10,000lbs.	N/A	N/A	N/A	N/A	N/A	10
Trebuchet (Hvy. Catapult)	500gp	5,000lbs.	200'-800'	3d10	3d6+2	¼	8	8

EXPANDED EQUIPMENT TABLES

LIVESTOCK	COST	WEIGHT	LIVESTOCK, SPECIAL	COST	WEIGHT
Ass	20gp	7,000	Griffon, Riding	35,000	80,000
Bear	100gp	10,000	Hippocampus, Riding	20,000gp	40,000
Bear, Dancing	300gp	10,000	Hippogriff, Riding	32,000	20,000
Boar	10gp	1,000gp	Owlbear, Guard	10,000gp	75,000
Bull	20gp	10,000	Pegasus, Riding	40,000gp	10,000
Calf	5gp	500	Roc, Riding	100,000gp	250,000
Camel	12gp	9,000	Sea Horse, Riding	15,000gp	10,000
Capon	3cp	100	Wyvern, Guard	12,000gp	12,000
Cat	5sp	100	Wyvern, Riding	15,000gp	12,000
Chicken	3cp	100			
Cow	10gp	7,500			
Deer, Red, Doe	12gp	5,000	TACK & HARNESS	COST	WEIGHT
Deer, Red, Stag	30gp	7,000	Barding, Chain	500gp	3,000
Dog, Guard	25gp	800	Barding, Leather	200gp	700
Dog, Hunting	20gp	650	Barding, Padded	150gp	600
Dog, Lap	5gp	500	Barding, Plate	2,000gp	5,000
Dog, Sled	15p	800	Barding, Scale	200gp	2,000
Dog, War	100gp	1,000	Barding, Splint	400gp	4,000
Donkey	8gp	8,000	Grooming Brush	6sp	1
Dove	3sp	15	Halter	5cp	1
Duck	4sp	20	Harness	12cp	100
Eagle	500gp	500	Harness, Cart	2gp	100
Elephant	300gp	100,000	Hoof Pick	5sp	1
Elephant, War	1,500gp	120,000	Horseshoes	1gp	100
Falcon	600gp	80	Reins, Bit & Bridle	2gp	5
Goat	1gp	600	Saddle & Stirrups	10gp	200
Goose	5cp	65	Saddle, Pack	5gp	150
Guinea Fowl	2cp	20	Saddlebags, Large	4gp	80
Hare	25cp	18	Saddlebags, Small	3gp	50

Hawk, Large	150gp	400	Saddle Blanket	3sp	40
Hawk, Small	40gp	70	Yoke, Horse	5gp	150
Horse, Cart	15gp	11,000	Yoke, Ox	3gp	200
Horse, Nag	8gp	8,000			
Horse, Palfrey	40gp	8,000			
Horse, Rouncey	25gp	8,000			
Horse, War, Heavy	500gp	13,000			
Horse, War, Light	200gp	9,000			
Horse, War, Medium	350gp	11,000			
Llama	30gp	6,500			
Mule	18gp	7,000			
Ox	15gp	10,000			
Partridge	5cp	15			
Peacock	20gp	100			
Peahen	5gp	70			
Pheasant	7cp	25			
Pigeon	1cp	15			
Pigeon, Homing	100gp	15			
Piglet	1gp	100			
Pig	3gp	3,000			
Pony	12gp	4,000			
Rabbit	2sp	15			
Ram	4gp	850			
Sheep	2gp	500			
Songbird	1gp	4			
Swan	10gp	200			
Yak	9gp	4,800			

CLOTHING	COST	WEIGHT	CLOTHING	COST	WEIGHT
Apron, Linen	2cp	10	Shirt/Blouse, Linen	4cp	10
Apron, Woolen	1cp	20	Shoes, Common	5sp	10
Baldric	2sp	20	Shoes, Noble	30gp	10
Belt, Cloth	2cp	2	Shoes, Turnshoes	5sp	10
Belt, Leather	5sp	3	Skirt, Linen	5sp	30
Bodice, Leather	5gp	20	Skirt, Woolen	4cp	40
Bodice, Linen	3sp	5	Slip, Linen	4sp	5
Bodice, Woolen	5cp	6	Slip, Silk	15gp	5
Boots, High, Hard	2gp	50	Smock, Linen	12sp	10
Boots, High, Soft	1gp	30	Smock, Woolen	2cp	15
Boots, Low, Hard	1gp	30	Stockings, Silk, Pair	10gp	5
Boots, Low, Soft	8sp	20	Stola, Linen	3gp	10
Boots, Riding	3gp	60	Stola, Woolen	8cp	10
Boots, Sea	5gp	80	Strophion	1cp	5
Bracers, Leather	18sp	5	Surcoat	5sp	10
Breeches	2gp	10	Tabard	5sp	10
Cap	1sp	10	Toga, Linen	3gp	10
Cape, Fur	100gp	20	Toga, Woolen	7cp	10

Cape, Linen	5sp	10	Tricorne	5gp	5
Cape, Woolen	3cp	10	Trousers, Linen	5sp	30
Caraco, Linen	18gp	10	Trousers, Woolen	4cp	40
Cloak, Fur	200gp	30	Tunic, Banqueting	10gp	10
Cloak, Woolen	3cp	20	Tunic, Linen	4sp	10
Corset	30gp	10	Tunic, Woolen	5cp	20
Doublet, Linen	3gp	10	Veil	5sp	1
Dress, Linen	15sp	30	Veil, Linen	6sp	10
Dress, Woolen	9cp	40	Vest, Fur	50gp	20
Gaiters, Leather	24sp	5			
Gauntlets, Leather	8gp	20	ORNAMENT	COST	WEIGHT
Girdle, Broad	3gp	10	Anklet, Copper	3sp	5
Girdle, Normal	2gp	5	Anklet, Gold	6gp	5
Gloves, Kidskin	3gp	5	Anklet, Silver	1gp	5
Gloves, Leather	5gp	10	Bracelet, Copper	2sp	3
Gloves, Linen	2sp	1	Bracelet, Gold	4gp	3
Gloves, Woolen	5cp	2	Bracelet, Silver	8sp	3
Gown, Linen	3gp	10	Brooch, Copper	6gp	10
Gown, Silk	50gp	10	Brooch, Pewter	3gp	10
Gown, Woolen	5cp	10	Brooch, Silver	15gp	10
Habit, Woolen	3cp	10	Chain, Fine Gold	40gp/ft.	10
Hat, Fur	50gp	10	Chain, Fine Silver	15gp/ft.	10
Hat, Linen	25sp	10	Cloak Pin	4sp	5
Hat, Straw	3sp	10	Cosmetics, Henna (oz.)	7sp	1
Hat, Woolen	1sp	10	Cosmetics, Kohl (oz.)	5sp	1
Hood, Fur-lined	5gp	10	Cosmetics, Rouge (oz.)	12sp	1
Hood, Linen	3sp	10	Crown	5,000gp	30
Hood, Woolen	5cp	10	Earring, Copper	1sp	2
Hose	1gp	5	Earring, Gold	15sp	2
Houppelande	5gp	10	Earring, Silver	6sp	2
Jerkin, Leather	1gp	75	Locket, Silver	10gp	2
Kirtle, Linen	25sp	20	Medallion, Gold	30gp	10
Kirtle, Woolen	1sp	30	Medallion, Silver	12gp	10
Liripipe, Jester's	2gp	10	Necklace, Amber	45gp	2
Loincloth	1cp	5	Necklace, Bead	1gp	3
Mask, Masque	10gp	10	Necklace, Pearl	60gp	2
Mask, Robber's	1gp	10	Pendant, Bronze	8sp	1
Mittens, Woolen	2cp	1	Pendant, Bronze	6sp	1
Motley, Jester's	15gp	20	Pendant, Silver	1gp	1
Nightgown, Linen	7sp	10	Perfume, Citronella Oil (oz.)	8sp	1
Nightgown, Silk	30gp	10	Perfume, Frankincense (oz.)	2gp	1
Peignoir	50gp	10	Perfume, Lavender Oil (oz.)	7sp	1
Peplose, Linen	18sp	10	Perfume, Myrrh (oz.)	2gp	1
Peplos, Woolen	6cp	15	Perfume, Patchouli Oil (oz.)	14sp	1
Petticoat, Linen	6sp	10	Ring, Copper	2sp	0.1
Robe, Linen	3gp	15	Ring, Engagement	60gp	0.1

Robe, Silk	60gp	10	Ring, Gold	26gp	0.1
Robe, Silk, Fur-trimmed	150gp	15	Ring, High Priest's	400gp	0.1
Robe, Woolen	6cp	50	Ring, Signet	175gp	0.1
Sandals	5cp	8	Ring, Silver	10gp	0.1
Sash	1gp	5	Ring, Wedding	85gp	0.1
Scarf, Woolen	2cp	5	Sceptre	1,000gp	50
Shawl, Linen	3sp	5	Tiara	750gp	10
Shawl, Woolen	3cp	5	Wig	12gp	10
FURNISHINGS	COST	WEIGHT	FURNISHINGS	COST	WEIGHT
Armchair, Ornate	25gp	600	Platter, Wooden	3cp	20
Armchair, Padded	10gp	500	Rug, Small	1gp	50
Armchair, Wooden	5gp	300	Rug, Large	3gp	300
Armour Stand	2gp	30	Salver, Silver	10gp	10
Bed, Double	60gp	1,500	Saucer, Clay	3cp	5
Bed, Four Poster	100gp	2,000	Sconce, Wall	8sp	50
Bed, Single	30gp	900	Scuttle	7gp	80
Bench, Fancy	6gp	200	Stool	1gp	50
Bench, Plain	3gp	150	Table, Banquet	250gp	4,000
Board, Game, Backgammon	12sp	10	Table, Dining	100gp	2,000
Board, Game, Chess	1gp	10	Table, Plain	50gp	1,000
Board, Game, Fox & Geese	7sp	10	Table, Trestle	4gp	75
Board, Game, Tafl	8sp	10	Tankard, Clay	2sp	15
Bookcase	5gp	1,000	Tankard, Leather	5sp	10
Bowl, Clay	2cp	15	Tankard, Silver	3gp	20
Bowl, Copper	9sp	20	Tankard, Wooden	3cp	10
Bowl, Silver	2gp	20	Tapestry, Large	150gp	1,000
Bowl, Wooden	3cp	10	Tapestry, Medium	75gp	500
Cabinet	5gp	500	Tapestry, Small	25gp	150
Candelabra	20gp	300	Tray, Wooden	4cp	1
Carpet	1gp/sq. ft.	20/sq.ft.	Tub, Wooden	3gp	100
Chair, Padded	8gp	450	Urn, Clay	15cp	90
Chair, Wooden	4gp	250	Vase, Clay	5cp	40
Chest, Wood, Large	2gp	250 (empty)	Wardrobe, Plain	30gp	650
Chest, Wood, Small	1gp	125 (empty)	Wardrobe, Mirror	50gp	800
Cup, Clay	1cp	10	Wardrobe, Ornate	65gp	900
Cup, Copper	5sp	10	Weapon Rack	4gp	45
Cup, Silver	1gp	10	Workbench	10gp	300
Cup, Wooden	2cp	10			
Curtains	3sp/sq.ft.	10/sq.ft.			
Cushion	1sp	10			
Cutlery, Copper	1sp/piece	1/piece			
Cutlery, Pewter	2sp/piece	1/piece			
Cutlery, Silver	3gp/piece	1/piece			
Decanter, Clay	4cp	50			
Decanter, Crystal	10gp	60			
Decanter, Silver	5gp	60			

Desk	40gp	600			
Dish, Clay	4cp	25			
Dish, Copper	12sp	20			
Dish, Pewter	25sp	30			
Dish, Silver	8gp	40			
Goblet, Copper	5sp	10			
Goblet, Crystal	4gp	10			
Goblet, Silver	2gp	10			
Mat	4sp	50			
Mattress, Down, Double	10gp	300			
Mattress, Down, Single	6gp	150			
Mattress, Feather, Double	7gp	300			
Mattress, Feather, Single	4gp	150			
Mattress, Heather, Double	5gp	300			
Mattress, Heather, Single	3gp	150			
Mattress, Straw, Double	4gp	300			
Mattress, Straw, Single	2cp	150			
Mug, Clay	1cp	10			
Mirror	15gp/sq.ft.	20/sq.ft.			
Pieces, Gaming, Backgammon	2gp	20			
Pieces, Gaming, Chess	3gp	20			
Pieces, Gaming, Fox & Geese	10sp	15			
Pieces, Gaming, Tafl	12sp	30			
Pillow, Down	2gp	20			
Pillow, Feather	15sp	20			
Pillow, Heather	1gp	20			
Pillow, Straw	5sp	20			
Plate, Copper	7sp	10			
Plate, Iron	1gp	10			
Plate, Silver	3gp	10			
Platter, Clay	3cp	20			
Platter, Silver	5gp	30			
PROVISIONS	COST	WEIGHT	PROVISIONS	COST	WEIGHT
Ale, Light (pint)	1sp	10	Spice, Herbs (oz.)	5cp	1
Ale, Dark (pint)	15cp	10	Spice, Paprika (oz.)	2sp	1
Apples (lb.)	4cp	10	Spice, Pepper (oz.)	3sp	1
Apricots (lb.)	10gp	10	Spice, Saffron (oz.)	4sp	1
Bacon (lb.)	1gp	10	Spice, Wolfsbane (oz.)	3sp	1
Beans (lb.)	4cp	10	Tea (lb.)	1gp	10
Beef, Roast (lb.)	1gp	10	Tobacco (lb.)	7cp	10
Beef, Jerky (lb.)	5gp	10	Turnips (lb.)	2cp	10
Beer, Small (pint)	1cp	10	Wine, Good (pint)	5sp	10
Beer, Strong (pint)	2cp	10	Wine, Mulled (pint)	12sp	10
Brandy (gill)	1gp	3	Wine, Table (pint)	3sp	10
Bread (loaf)	1cp	1	Whiskey (gill)	5sp	3
Butter (lb.)	1sp	10			

			INNS	COST	
Cabbage (lb.)	3cp	10			
Cakes (lb.)	12sp	10	Banquet, 9 Course	12gp/person	
Carrots (lb.)	4cp	10	Banquet, 7 Course	10gp/person	
Cheese (lb.)	4sp	10	Banquet, 5 course	8gp/person	
Cherries (oz.)	5sp	1	Bath, Hot	1sp	
Chestnuts (lb.)	6sp	10	Feed & Stabling	5sp/horse/day	
Chutney (oz.)	3sp	1	Meal, Common	3sp/day	
Cider (pint)	2cp	10	Meal, Good	5sp/day	
Crab (lb.)	3gp	10	Meal, Poor	1sp/day	
Dates (lb.)	4sp	10	Pot Luck	5cp	
Eggs, Duck (dozen)	2cp	25	Room, Common	12gp/month	
Eggs, Goose (dozen)	3cp	35	Room, Common	5sp/night	
Eggs, Hen (dozen)	1cp	15	Room, Common	3gp/week	
Eggs, Quail (dozen)	1gp	8	Room, Double	20gp/month	
Figs (lb.)	3sp	10	Room, Double	1gp/night	
Flour (sack)	5cp	400	Room, Double	6gp/week	
Firewood (day)	1cp	200	Room, Poor	8gp/month	
Fish, Fresh (lb.)	5sp	10	Room, Poor	5cp/night	
Fish, Pickled (lb.)	1gp	10	Room, Poor	2sp/week	
Fish, Salted (lb.)	12sp	10			
Fowl, Roast Chicken	4sp	30			
Fowl, Roast Duck	6sp	20			
Fowl, Roast Goose	1gp	65			
Fowl, Roast Peacock	30gp	100			
Fowl, Roast Pheasant	2gp	25			
Fowl, Roast Swan	25gp	200			
Garlic (bulb)	2cp	1			
Grapes (lb.)	9sp	10			
Ham (lb.)	11sp	10			
Honey (oz.)	4sp	1			
Leeks (lb.)	7cp	10			
Lobster (lb.)	4gp	10			
Mead (pint)	4cp	10			
Milk, Cow's (pint)	2cp	10			
Milk, Goat's (pint)	1cp	10			
Mushrooms (lb.)	1sp	10			
Mustard (oz.)	3sp	1			
Nuts (lb.)	10gp	10			
Oats (lb.)	2cp	10			
Oil, Olive (pint)	6sp	10			
Onions (lb.)	4cp	10			
Peaches (lb.)	6cp	10			
Pears (lb.)	3cp	10			
Potatoes (lb.)	2cp	10			
Pork, Roast (lb.)	8sp	10			
Pork, Salt (lb.)	12sp	10			

Raisins (lb.)	2sp	10			
Rations, Trail (per day)	6gp	10			
Rations (per day)	3gp	20			
Rum (gill)	1cp	3			
Salt (lb.)	3sp	10			
Sherry (pint)	2sp	10			
Spice, Belladonna (oz.)	4sp	1			
Spice, Cinnamon (oz.)	1sp	1			
Spice, Clove (oz.)	2sp	1			
Spice, Nutmeg (oz.)	5cp	1			
MISCELLANEOUS	COST	WEIGHT	MISCELLANEOUS	COST	WEIGHT
Adze	1gp	20	Earspoon, Bone	2cp	10
Air Bladder	15gp	20	File, Metal	2gp	10
Amphora, Clay	6cp	20	Fire-Starting Bow	7sp	5
Anvil	12gp	2,000	Fish Hook	1sp	1
Auger	1gp	20	Flask, Leather (empty)	3cp	2
Axe, Felling	2gp	100	Flint & Steel	1gp	3
Axe, Hatchet	6sp	30	Glass	8gp/sq.ft.	20/sq.ft.
Axe, Splitting	1gp	50	Glue (oz.)	5cp	10
Backpack, Leather	2gp	20	Grapnel	8gp	80
Bag, Leather	2sp	5	Grappling Hook	1gp	40
Bag, Woolen	3cp	5	Grindstone	5gp	20
Bandages	2cp/sq.ft.	5/sq.ft.	Hacksaw	2gp	20
Barrel (50 gal.)	5gp	1,500	Hammer	5sp	20
Basket, Large	3sp	10	Hammock	2sp	20
Basket, Small	1sp	5	Hour Candle	9sp	10
Bath, Copper	5gp	150	Hourglass	20gp	10
Bath, Tin	3gp	150	Ink (oz.)	1gp	10
Bedroll	2sp	5	Jar, Clay	3cp	30
Beeswax (lb.)	2sp	10	Jar, Glass	6gp	30
Bellows (pair)	1gp	20	Jug, Clay	4cp	50
Blanket	5cp	20	Jug, Copper	8sp	50
Block & Tackle	5gp	50	Keg (5 gal.)	5sp	50
Bolt Case (crossbow)	1gp	10	Ladder (per 10')	5sp	200
Book, Blank, Papyrus (100pp)	20gp	50	Lamp, Bronze	1sp	10
Book, Blank, Parchment (100pp)	15gp	50	Lantern, Beacon	120gp	500
Book, Blank, Vellum (100pp)*	25gp	50	Lantern, Bullseye	12gp	30
Bottle, Glass	2gp	10	Lantern, Hooded	7gp	20
Box, Iron, Large (empty)	15p	750	Lard (pint)	1cp	20
Box, Iron, Small (empty)	8gp	350	Lens, Magnifying	100gp	1
Box, Wooden	1gp	150	Lock, Basic	20gp	10
Bracers, Leather	8sp	20	Lock, Secure	50gp	10
Broom, Besom	1cp	10	Lodestone	3gp	10

Brush, Hair	2sp	3	Mallet, Wooden	3cp	20
Brush, Paint	1sp	1	Manacles (pair)	15gp	20
Brush, Wire	7sp	1	Mirror, Small, Steel	20gp	5
Bucket, Wooden	3sp	40	Mirror, Small, Silver	45gp	5
Cage, Bird	2gp	50	Mop	2cp	10
Candle, Tallow	1cp	2	Nails, Iron (doz.)	1cp	10
Candle, Beeswax	1cp	2	Needle, Sewing, Bone	1cp	0.1
Candle Snuffer	1sp	15	Needle, Sewing, Gold	2gp	0.1
Cane, Walking	2gp	50	Needle, Sewing, Iron	5cp	0.1
Case, Scroll, Bone	4gp	5	Needle, Sewing, Silver	3sp	0.1
Case, Scroll, Leather	1gp	5	Oil, Greek Fire (pint)	12gp	10
Cask (30 gal.)	15sp	600	Oil, Lamp (pint)	1sp	10
Cauldron & Tripod	2gp	150	Paddle	2sp	30
Chain, Iron, Anchor	10gp/ft.	100/ft.	Pail	2sp	10
Chain, Iron, Fine	12gp/ft.	3/ft.	Paint (pint)	2sp	10
Chain, Iron, Light	2gp/ft.	5/ft.	Paper (sheet)	1gp	0.1
Chain, Iron, Heavy	5gp/ft.	10/ft.	Papyrus (sheet)	1sp	0.1
Chalk, Powder (oz.)	1cp	2	Parchment (sheet)	2sp	0.1
Chalk, Stick	1cp	0.1	Perfume (gill)	5gp	1
Charcoal (lb.)	2sp	10	Pen, Quill	1sp	0.1
Cheesewire (ft.)	1gp	1	Penknife	8sp	10
Chisel	1gp	30	Pestle & Mortar	7sp	2
Cleaver, Butcher's	1gp	1	Pickaxe	7gp	60
Cloth, Canvas	1sp/sq. yard	10/sq. yard	Piton	1sp	5
Cloth, Felt	3cp/sq. yard	10/sq. yard	Pipe, Smoking	1sp	5
Cloth, Linen	7cp/sq. yard	5/sq. yard	Pliers	1gp	20
Cloth, Silk	20gp/sq. yard	4/sq. yard	Pole (10')	2sp	80
Cloth, Wool	2cp/sq. yard	10/sq. yard	Pot, Iron, Cooking	5sp	100
Coal (lb.)	15cp	10	Pouch, Cloth, Large (empty)	3cp	20
Comb, Antler	1sp	2	Pouch, Cloth, Small (empty)	1cp	10
Comb, Bone	15cp	2	Pouch, Leather, Large (empty)	4sp	20
Comb, Horn	7cp	2	Pouch, Leather, Small (empty)	2sp	10
Compass	10gp	5	Pulley	25gp	15
Cord (10')	1sp	2	Purse	1cp	5
Crampons	4gp	30	Puzzlebox	60gp	5
Crowbar	2gp	50	Quiver, 12 Arrows (empty)	1gp	10
Dice, Fair (pair)	5sp	2	Quiver, 24 Arrows (empty)	25sp	20
Dice, Loaded (pair)	5gp	2	Quiver, 12 Bolts (empty)	12sp	10
Distaff	9cp	1	Quiver, 24 Bolts (empty)	3gp	20
Drill, Brace & Bit	5gp	50	Razor	1gp	5

* Spellbooks must be vellum

MISCELLANEOUS	COST	WEIGHT	TRANSPORT	COST	
Rope, Hemp (50')	5sp	80	Barge	500gp	

Rope, Silk (50')	20gp	50	Boat, Collapsing	500gp	
Rushlight	1cp	5	Canoe, Small	30gp	
Sack, Large (empty)	15cp	10	Canoe, Large	50gp	
Sack, Small (empty)	9cp	5	Canoe, War	100gp	
Satchel	1gp	5	Caravel	10,000gp	
Saw, One-man	2gp	30	Cart	50gp	
Saw, Two-man	12gp	200	Carriage, Common	150gp	
Scabbard, Bastard Sword	3gp	15	Carriage, Noble	7,000gp	
Scabbard, Broad Sword	18sp	10	Chariot, Riding	200gp	
Scabbard, Long Sword	2gp	10	Chariot, War	500gp	
Scabbard, Scimitar	21sp	10	Coaster	5,000gp	
Scabbard, Short Sword	1gp	5	Cog	10,000	
Scabbard, Two-Handed	4gp	20	Corvette	12,000	
Scale, Merchant's	5gp	60	Curragh	500gp	
Scalpel	2gp	2	Cutter	40,000gp	
Scissors/Snips (pair)	5cp	10	Dinghy, Small	75gp	
Seal, Wax	5gp	1	Dinghy, Large	150gp	
Sheath, Dagger	6sp	1	Dog-Sled	40gp	
Sheath, Knife	4sp	1	Drakkar	25,000gp	
Skin, Water (3 pint)(empty)	1gp	10	Dromond	15,000gp	
Slate & Chalk	1sp	1	Galleon	50,000gp	
Soap (lb.)	5sp	10	Galley, Large	25,000gp	
Spade/Shovel	2gp	80	Galley, Small	10,000gp	
Spike, Iron (doz.)	1gp	10	Galley, War	40,000gp	
Spit, Roasting	1sp	40	Kayak	250gp	
String (50')	3cp	10	Knarr	3,000gp	
Sundial	8gp	400	Longship	10,000gp	
Tacks, Iron (gross)	3cp	20	Raft	40gp	
Tent, Canvas (6-person)	200gp	400	Sedan Chain	100gp	
Tent, Canvas (4-person)	120gp	250	Wagon, Large	250gp	
Tent, Canvas (2-person)	75gp	150	Wagon, Small	150gp	
Tent, Leather (6-person)	50gp	500	Wheel, Wagon	5gp	
Tent, Leather (4-person)	30gp	350			
Tent, Leather (2-person)	10gp	200	NAUTICAL	COST	WEIGHT
Thread (50')	1cp	5	Anchor, Dead-Weight	25gp	4,000
Thread, Embroidery (10')	1sp	1	Anchor, Dual-Prong	100gp	8,000
Tinderbox	15sp	15	Anchor, Single-Prong	80gp	6,000
Tongs, Smith's	2gp	20	Astrolabe	150gp	300
Torch	1cp	10	Belaying Pin	2cp	20
Tweezers	7sp	0.1	Bell, Ship's	60gp	2,500
Twine, Linen (100')	8cp	50	Compass, Waterproof	12gp	5
Vellum, New (sheet)	3sp	0.1	Cross Staff	1gp	40
Vellum, Palimpsest (sheet)	2sp	0.1	Fishing Net	1sp/25 sq.ft.	5/25 sq.ft
Vial, Clay	1cp	25	Flags, Signal (pair)	15sp	200
Vial, Glass	3gp	30	Gaff Hook	5cp	200
Vial, Copper	5gp	40	Lamp, Swivel	4gp	150

Wallet	1gp	5	Oar, Common	4sp	200
Wax, Sealing (lb.)	3sp	10	Oar, Galley	3gp	1,000
Wax Tablet & Stylus	4sp	3	Paddle	3sp	50
Whetstone	2cp	5	Sail	20gp	1,200
Whisk	2sp	1	Scuttlebutt	2gp	1,250
THIEVES' TOOLS	COST	WEIGHT	RELIGIOUS/RITUAL	COST	WEIGHT
Standard Set	30gp	10	Altar Cloth	10gp	20
* Chisels (5)	5gp	1	Aspergillum	12gp	30
* Lockpicks (12)	12gp	1	Beads, Prayer	1gp	5
* Bradawl	1sp	0.1	Chalice	50gp	10
* File, Small	2gp	0.1	Coffin	2gp	10
* Hacksaw	2gp	1	Flabellum	2gp	10
* Hammer	1gp	1	Font	100gp	750
* Hand Drill	2gp	1	Holy Symbol, Pewter	5gp	10
* Jemmy	1gp	1	Holy Symbol, Silver	25gp	10
* Keyhole Saw	2gp	0.5	Holy Symbol, Wooden	6sp	10
* Pry Bar	1gp	1	Holy Water (vial)	25gp	5
* Pliers	1gp	0.5	Idol	25gp	1,000
* Shims	4sp	0.5	Incense (stick)	1gp	1
* Twine (50')	3cp	0.3	Pall	3sp	10
* Wedges	7cp	0.5	Prayer Mat	5sp	40
* Satchel, Small	4sp	0.5	Sanctuary Lamp	10gp	40
Caltrops (each)	1gp	2	Thurible	30gp	10
Cards, Deck, Marked	4gp	1	Vestments	40gp	100
Cards, Deck, Straight	2sp	1	Wheel, Prayer	3gp	100
Hooked Wires	6sp	1			
Mountaineer's Harness	15gp	5	TORTURE	COST	WEIGHT
Key Blanks (each)	1sp	1	Bastinadoes	1gp	20
Letterbox Claw	12gp	10	Branding Iron	1gp	30
Limewood Strips	2sp	10	Brazier	15gp	150
Listening Horn	3sp	1	Butcher's Hook	1gp	10
Mirror On Rod	20gp	2	Cage	120gp	1,000
Sheath, Wrist	1gp	1	Cat O'Nine Tails	2gp	3
Sheath, Boot	1gp	5	Choke Pear	1gp	1
Wire Cutters	1gp	10	Fetters	5gp	10
			Head Clamp	12gp	60
			Iron Boot	10gp	100
INSTRUMENT	COST	WEIGHT	Iron Maiden	200gp	2,000
Bagpipes	35gp	60	Pillory	4gp	100
Bell	1gp	1	Pincers	2gp	30
Chimes	20gp	50	Rack	75gp	1,000
Drum	5gp	50	Stocks	45gp	600
Fiddle	40gp	40	Stool, Ducking	1gp	50
Fife	30gp	10	Strappado	12gp	150
Flute	20gp	10	Thumbscrews	10gp	10
Gong	20gp	250	Wheel, Breaking	6gp	750

Harp	100gp	120	Whip	5sp	2
Horn	35gp	40			
Lute	50gp	40	AGRICULTURAL	COST	WEIGHT
Lyre	75gp	80	Bill Hook	8sp	25
Mandolin	50gp	50	Flatiron	5sp	60
Oboe	40gp	20	Fork	4sp	20
Pipes	5gp	10	Grain Flail	2gp	20
Tambourine	5gp	10	Griddle	12sp	15
Trumpet	20gp	50	Harrow	4gp	50
Whistle	8sp	5	Hoe	8sp	15
Xylophone	45gp	100	Ladle	6sp	5
Zither	35gp	120	Loom	12gp	50
			Mangle	20gp	100
ALCHEMICAL	COST	WEIGHT	Plough	10gp	50
Alembic	8gp	30	Press, Wine	20gp	80
Beaker	2gp	10	Quern	3gp	60
Condenser	12gp	45	Rake	7sp	25
Crucible	5gp	50	Scythe	1gp	20
Cruet	2gp	10	Shears	1gp	10
Crystal Ball	250gp	100	Sickle	12sp	10
Funnel	15sp	10	Skillet	1gp	5
Pipette	8gp	5	Trowel	3sp	5
Prism	20gp	35			
Retort	5gp	20			
Retort Stand	5sp	10			
Spatula	4cp	1			
Spoon	1sp	1			
Strainer	4gp	2			
Test Tube	1gp	1			

CONTAINER CAPACITY

ITEM	ENCUMBRANCE (Empty)	CAPACITY	ENCUMBRANCE (Full)
Backpack	25	300	325
Chest, Large	250	750	1,000
Chest, Small	125	375	500
Pouch, Large	3	50	53
Pouch, Small	1	25	26
Sack, Large	20	400	420
Sack, Small	5	100	105
Satchel	3	50	53
Waterskin (3-pint)	10	40	50

DRUGS, POISONS, TOXINS & CONTAMINANTS

Drugs: Natural or manufactured intoxicants. Examples include plant-based herbal concoctions, leaves or flowers to animal and monster ingredients. Broadly speaking there are four kinds: hallucinogens, stimulants, narcotics and magical drugs. Hallucinogens typically affect the users' Wisdom and Intelligence, stimulants Strength and Constitution, narcotics Dexterity and Constitution, and magical drugs Intelligence and Wisdom. Depending on the type, drugs may or may not require a Saving Throw to resist the immediate effects or those of addiction. Lawful or Good societies may outlaw many or all recreational drugs. Certain religions or barbaric societies may esteem certain drugs for ritual or other purposes.

Toxins: Environmentally encountered biological, elemental or magical hazards. Examples include a plague-ridden town, a diseased tomb, underground pockets of methane gas, or radioactivity. Exposure to the environment itself will typically require a Save vs. Poison or several such saves depending on the length of exposure. The effects of toxins may either be immediately felt or gradual. Success indicates the individual is either immune to the particular agent or is unaffected for a certain duration of time. Failure requires treatment.

Venom: Plant or animal venoms. Examples include poisonous snakes, spiders, and plants and poisonous monsters like wyverns. While many venoms are quite lethal, they often spoil quickly once removed from the original creature or plant. Certain primitive tribesmen and many humanoid tribes use animal and plant venoms on their weapons. Venoms generally require a single Saving Throw vs. Poison. Effects can include sleep, fear, paralysis, a set amount of hit point damage, and/or death.

Poisons: Concentrated, distilled or preserved varieties of venoms or toxins usually with the aim of increasing or hastening lethality. Examples include those poisons used by assassins, and potions of poison. May be delivered either by injection, inhalation or by simple exposure. A one time Saving Throw vs. Poison is generally required, failure delivering the full effects - generally a set amount of hit point damage, paralysis or death.

Contaminants: A food or liquid that has been infused with a poison (see above). The effects would be identical to the poison itself except that the potential victim may be allowed a saving throw to detect the contaminant (the slight smell of cinnamon, etc.) before willingly ingesting a dangerous amount.

Example: *Our feckless hero, Grevous Phleggh finds a bottle of (poisoned) gnomish cockleberry wine in an old crypt. Being an avid boozehound, Phleggh immediately pulls out his corkscrew and pours himself a generous portion into an old skull lying on the floor. He raises it in a toast to his departed party members and...*

Saving Throw #1: SUCCESS: As he brings the wine up to his mouth, he smells something wrong - the odor of cinnamon and donkey piss. He tosses the skull full of wine away in disgust. FAILURE: He cheerfully downs it all in one go and smacks his lips. PROCEED TO SAVING THROW #2

Saving Throw #2: SUCCESS: Despite gut-wrenching pain, the shakes, and explosive diarrhea for the rest of the adventure, Phleggh manages to survive, suffering only 1d10hp of damage. FAILURE: Phleggh is wracked by convulsions, pukes up blood, and expires.

Fractional Dosages: Some varieties of poisons or venoms may be delivered in a fractional dose. Effects can range from a fractional dose of a lethal poison would severely debilitate (-4 on all rolls), while one which caused paralysis or sleep would simply render the character lethargic (-1 on all rolls)

Poison Resistance for Thieves & Assassins: The Thief or Assassin must obtain 10 doses of poison and an additional dose of antidote/mixer, with a base cost of double the poison itself. The character must then imbibe a fractional dose alongside the mixer. Correctly preparing a fractional dose requires a percentage roll based on character's INT x 5. Failure has an equal chance of producing a non-dose (no ill-effects but will not boost immunity) or a full dose. The process of preparing and imbibing this mixture repeatedly requires one month, at the end of which the character must make a Saving Throw. Failure results in effects as per somewhat less than a full dose of poison, success grants a +2 save vs that poison. This process can be repeated and can result in automatic saves. However the character may not attempt to improve immunity for more than 2 months running.

Drugs

NAME (*Slang Term*) **TYPE:** Mundane/Occult Hallucinogenic, Narcotic, Stimulant **FREQUENCY:** As per monsters. Common > Very Rare **COST PER DOSE:** average cost in coin **ADDICTIVENESS:** expressed as a cumulative % chance per incidence of use **DURATION:** expressed in rounds, turns or hours **EFFECT:** varies. Description should include the method of use (drinking, eating, smoking, snorting, etc.) and the particular effects of intoxication and addiction (if any).

ALETH TYPE: Mundane Narcotic **FREQUENCY:** Common **COST PER DOSE:** 4sp **ADDICTIVENESS:** Nil **DURATION:** 24 hours **EFFECT:** A sedative concoction prepared from shellfish, commonly administered by orcs to their human slaves to make them docile. It reduces aggression and rebelliousness, causing a -10% penalty on morale checks.

AMORPHON TYPE: Occult stimulant **FREQUENCY:** Very Rare **COST PER DOSE:** 1.400gp **ADDICTIVENESS:** 2% **DURATION:** 2d4 hours **EFFECT:** Amorphon is a concoction of fly agaric, purple toadflax, and pulverised froghemoth tadpoles that causes a person consuming it to become vulnerable to the spell *polymorph other*. When consumed, the drinker makes a Saving Throw vs. Poison. If this saving throw fails, the consumer receives no saving throw against *polymorph* effects for the next 2d4 hours—but the upside is that their loss of morphic stability means they automatically pass the “system shock” minor Constitution test arising from the spell.

BLUE AMARANTH TYPE: Mundane Stimulant **FREQUENCY:** Common **COST PER DOSE:** 35 gp **ADDICTIVENESS:** 2% **DURATION:** 3d4 hours **EFFECT:** A preparation of blue amaranth causes hyper-aggression in bugbears and gnolls. The creatures gain a bonus of +10% to morale and +2 to hit while under its influence. The substance rapidly consumes their body reserves, so creatures which have used it a few times begin to take on a taut, gaunt appearance with sunken eyes. It also shortens their lifespan by approximately one year per dose, so once addicted the creatures do not last long.

DEVIL'S FOOT ROOT (*Snake i'th'Pipe*)

TYPE: Occult narcotic **FREQUENCY:** Very rare **COST PER DOSE:** >700 gp **ADDICTIVENESS:** 1% **DURATION:** 1d4+2 hours **EFFECT:** None, unless properly prepared. The exact process is secret, but is known to include being dessicated in a mummy's sarcophagus for at least a year and a day. If this is done, the root responds to strong heat (such as being thrown on a fire) by vaporising into a cloud of fragrant white smoke. Any mammal inhaling this smoke must Save vs. Poison at -1 or fall into a comatose, drugged state resembling sleep. Non-mammals are unaffected.

GOLDEN LOTUS TYPE: Occult Sedative **FREQUENCY:** Rare **COST PER DOSE:** 3pp+ **ADDICTIVENESS:** 1% **DURATION:** 1d4+4 hours **EFFECT:** A preparation of Golden Lotus takes effect half an hour after the user drinks a cup of extraordinarily foul-tasting tea. It puts the user to sleep and

enables them to enter the Dreamlands. On the drug's expiry they will be returned to the mortal realms. They can sense when this is about to happen, receiving 1d3 minutes' warning.

There is only one known golden lotus plant. It grows in the Dreamlands, and is of substantial size. It is guarded by three gold dragons named Malherbe, Hillage and Gong, who never leave it. They permit certain humans (and one gnome) to harvest the plant, and receive substantial tribute in return. The motley collection of individuals whom the gold dragons favour call themselves the "Dreamgifiers", though of course the doses they peddle among the wealthy and degenerate are not gifts, and the price tends to rise substantially once they think addiction has set in.

GORANMOT TYPE: Arcane Contaminant **FREQUENCY:** Rare **COST PER DOSE** 35gp
ADDICTIVENESS: 2% **DURATION:** 1d3+1 hours **EFFECT:** The exact method of producing Goranmot is known only to certain trollish shamans but it is understood to involve allowing a giant leech to feed on human captives and then reducing the leech to a paste, admixing it with certain swamp-grown plants and anointing it onto a sacred rock. The trolls then caper around the rock making demented hooting noises, working themselves up into a religious frenzy. For a few hours thereafter, each troll's severed body parts may (50%) regrow in a mutated or multiple fashion, leading to trolls with additional limbs, prehensile tails, extra heads, or even (occasionally) gills, flippers or wings.

There is sporadic but ongoing warfare between the minority of trolls who think Goranmot is a sacred substance to be sought out and consumed at every opportunity, and the majority who believe it is an abomination.

LEECHBANE TYPE: Mundane stimulant **FREQUENCY:** Very Rare **COST PER DOSE:** 90gp
ADDICTIVENESS: 1% **DURATION:** 1d3 hours **EFFECT:** Leechbane has a mildly euphoric effect on the person who consumes it, similar to caffeine. It is named after the deleterious effects it has on bloodsucking creatures who then feed on the person.

Leeches and giant leeches who drink leechbane-saturated blood must Save vs. Poison at -4 or instantly die. Other invertebrates such as giant ticks or giant blowflies/horseflies must save vs poison at -2 or die within 1d6 rounds. Stirges must Save vs. Poison or be sickened — a sickened stirge releases its target immediately and will seek to escape to its lair. Within 1d6 turns, it will start to experience diarrhoea and vomiting, and this will persist for at least 24 hours.

Vampires are extraordinarily sensitive to leechbane and have a 33% chance to smell the leechbane on the person's skin before they bite. (In vampire-controlled areas, consuming leechbane typically leads to cruel and unusual punishments.) If a vampire does consume leechbane-saturated blood then it will lose its inherent charm ability for about 24 hours and lose the power to assume gaseous form for about 8 hours. It must Save vs. Poison or be weakened for 8 hours, during which time its strength is reduced to 18 and its level-draining touch ability is lost.

Certain vampires voluntarily consume leechbane, either for their own decadent enjoyment or else for the purposes of building up an immunity. Such vampires will have an inherent resistance to the substance, so its effects will be mitigated or entirely eliminated.

MAID'S BLESSING TYPE: Mundane Narcotic **FREQUENCY:** Common **COST PER DOSE:** 1gp
ADDICTIVENESS: Nil **DURATION:** 1 month **EFFECT:** A contraceptive.

MOLY TYPE: Occult Narcotic **FREQUENCY:** Very Rare **COST PER DOSE:** 1,800gp **ADDICTIVENESS:** 1% **DURATION:** 2d4 rounds **EFFECT:** Moly is an extremely rare plant with a black root and a white flower which temporarily annuls magic. If a human or halfling consumes it, he or she receives a bonus of +4 on all Saving Throws against magical effects for 2d4 rounds, but will be unable to cast any

spells during this time. Dwarfs, elves, gnomes, half-elves or half-orcs are intrinsically slightly magical, and if they consume moly they must Save vs Poison or die. If they pass, they receive the +4 bonus and lose spellcasting ability as a human would.

MOONFLOWER SEEDS TYPE: Occult narcotic **FREQUENCY:** Very rare **COST PER DOSE:** 200 gp **ADDICTIVENESS:** See below **DURATION:** 1d4+4 hours **EFFECTS:** When combined with extract of puffer-fish liver, moonflower seeds cause a sub-hypnotic trance-like state in which the victim's will is totally submerged. They become automaton-like and will impress on the first person they see after entering the trance. That person becomes their "master" and they will obey any and all commands the master issues, including self-destructive ones. Owing to impaired brain function, the victim's intelligence drops to 1, they lose the power of speech, and they lose muscle co-ordination (-6 to Dexterity, minimum 3). They do not feel pain. If spoken to, they can respond only with inarticulate moans and grunts. Although the seed is not addictive in the normal sense, it has terrible side-effects. There is a cumulative 3% chance per dose taken that the victim's will does not return and they remain in their semi-brain-dead state forever, mindlessly obeying their master's commands until death. Preparing, administering, or trafficking in this recipe is inherently evil and will cause alignment drift towards evil.

PURPLE LOTUS TYPE: Occult Narcotic **FREQUENCY:** Rare **COST PER DOSE:** 100gp **ADDICTIVENESS:** 5% **DURATION:** 1-4 hours **EFFECT:** The powdered petals of the purple lotus are especially prized by certain degenerate wizards and illusionists. When the smoking fumes are inhaled from a brazier or incense plate, a 1d4 hour trance will result. As with astral travel, an individual under the effects of purple lotus will be completely unresponsive and incapable of any action during that time. After the trance is finished, a MU/IL may (10%) be able to recover any spells previously cast that day. Once an individual is addicted to purple lotus they may not memorize or acquire spells either normally or through the purple lotus trance without first making a saving throw vs. spells. All addicts will suffer 1d3 hp of damage per day. Each week spent without purple lotus, an addict must make a Saving Throw vs. Death to escape the addiction or continue to suffer the daily damage without the drug.

RILLIAN'S LADDER TYPE: Occult Hallucinogenic **FREQUENCY:** Very Rare **COST PER DOSE:** 500gp **ADDICTIVENESS:** None **DURATION:** 1-3 turns per dose **EFFECT:** Rillian's Ladder is concoction of funghi harvested in the land of dreams. It is usually brewed into a foul-smelling hot tea and brings forth 'hallucinations' from the mind of the imbiber so potent as to affect the world around them. The visions of the Ladder are in fact illusions as potent as a Phantasmal Force or Spectral Force depending on whether a single or double dose is taken. The exact nature of the visions is determined by DM based on the following table on 2d10:

1d20	EFFECT
1	Visions hostile to the imbiber and their associates
2	Visions hostile to the imbiber and beneficent to their enemies
3	Visions hostile to all
4	Visions hostile to the imbiber only
5	Visions hostile to the imbiber but beneficent to everyone else
6	Visions hostile to the imbiber but beneficent to their associates
7	Visions neutral to the imbiber but beneficent to their associates
8	Visions neutral to the imbiber and their associates but hostile to everyone else
9	Visions neutral to the imbiber but beneficent to their associates
10-11	Visions neutral to all

12	Visions neutral to the imbiber but hostile to their associates
13	Visions neutral to the imbiber and their associates but beneficent to everyone else.
14	Visions neutral to the imbiber but hostile to everyone else
15	Visions beneficent to the imbiber but hostile to their associates
16	Visions beneficent to the imbiber but hostile everyone else
17	Visions beneficent to the imbiber only
18	Visions beneficent to all
19	Visions beneficent to the imbiber and hostile to their enemies
20	Visions beneficent to the imbiber and their associates

Only intelligent creatures are affected by the visions; hostile visions will attack or act as traps, beneficent visions will seek to defend (in a non-offensive manner) or aid those they affect. Neutral visions will neither aid nor harm but may distract and divert.

Once every other round the imbiber may attempt a saving throw to reroll the attitude of the visions. Record the number of times Rillian's Ladder is used as tolerance develops in imbibers: the second time it is used an additional dose is required to have any effect, the third time it used two additional doses are required and so forth.

There is a chance of flashback lasting 1-2 turns every-time a former imbiber fails any saving throw - the chance of a flashback is the number of times taken as a percentage (so an imbiber who has used the Ladder 3 times has a 3% chance). There is only at most only one chance of flashback per day (and only if a former imbiber has to make a save and fails).

TAUPE GOOM TYPE: Mundane Narcotic **FREQUENCY:** Common **COST PER DOSE:** 30 gp
ADDICTIVENESS: 6% **DURATION:** 2d6 hours **EFFECT:** This substance is prepared from a toadstool that grows on dung. It induces pleasant and soporific effects in certain carnivorous, mammal or semi-mammal species, including aurumvoraxes, carnivorous apes, hell hounds, owlbeats, squealers etc. These creatures once addicted will behave tamely towards whoever or whatever regularly supplies them with the drug. Thanks to taupe goom, tribes of humanoids will sometimes have an owlbear or carnivorous ape chained up outside the entrance to their lair.

VIOLET HORSETAIL TYPE: Occult Stimulant **FREQUENCY:** Rare **COST PER DOSE:** 40gp
ADDICTIVENESS: 1% **DURATION:** 24 hours **EFFECT:** A drug which, when regularly administered to a semi-intelligent mammal, or one of animal intelligence, raises its intelligence to low. After two weeks of a daily dose, the creature begins to achieve a noticeable intelligence gain, and after another couple of weeks, it will be able to learn a language. At this point stopping use of the drug will be fatal and the animal's fertility will be reduced; any offspring are also likely to suffer birth defects and to be born addicted to the drug. An animal with hands (typically an ape of some kind) can learn to prepare the substance and administer it to an entire animal society.

WOURALI TYPE: Mundane Sedative **FREQUENCY:** Uncommon **COST PER DOSE:** 1cp at point of origin, ranging up to 100pp (price charged by certain merchants selling to wealthy and evil sects).
ADDICTIVENESS: nil **DURATION:** 1d3+1 hours **EFFECT:** Wourali is a paralysing toxin prepared from certain jungle vines and used by native tribes. It is effective only when injected. The target receives a saving throw vs poison to avoid the effects. They are fully conscious and aware of their surroundings for the duration of the paralysis.

Random Poison / Drug Form, Preparation, Delivery & Target				
2d8	FORM	PREPARATION	DELIVERY METHOD	TARGET(S)

2	Nut / Seed	Powder	Smoking, Inhaling, Ingestion, Injection	Halflings
3	Leaf	Tincture	Ingestion, Inhalation	Dwarfs
4	Berry	Paste	Topical Application, Ingestion	Elves
5	Bark	Oil	Smoking, Ingesting, Topical Application	Gnomes
6	Juice	Resin	Smoking, Ingestion, Topical Application	Gnomes & Dwarfs
7	Bile	Incense	Inhalation	Giantkind
8	Flesh	Philtre	Ingestion, Injection	All Demi-humans
9	Urine	Preparation	Topical Application, Ingestion	All Humans, Humanoids & Demihumans
10	Fungus	Capsule	Ingestion	All Demi-humans
11	Venom	Pill	Ingestion ,	Humans & Demi-humans
12	Blood	Suspension	Ingestion, Injection	Humanoids
13	Bone	Salve / Balm	Topical Application	Humanoids & Giantkind
14	Root	Brew	Ingestion	Single humanoid race
15	Fruit	Snuff	Ingestion	Fae
16	Chemical	Poultice	Topical Application	Monster race

NOTE: Roll once for Form, and once for Preparation and Delivery

Random Poison / Drug Effects			
2d8	EFFECT	SAVING THROW	DURATION
2	Death *	Save vs. Death	1d2 rounds
3	Sleep	Save vs. Poison	1d10 rounds
4	Paralysis	Save vs. Poison	1d2 turns
5	Insanity	Save vs. Poison	1d10 turns
6	Hallucinations	Save vs. Poison	1d2 hours
7	Euphoria	No Saving Throw	1d10 hours
8	Suspended Animation	Save vs. Death to wake up*	1d2 days
9	Alignment Change *	Save vs. Spells	1d10 days
10	Organ Failure *	Save vs. Death	1d2 weeks
11	Damage	Save vs. Poison (half / full)	1d10 weeks
12	Intoxication	Save vs. Poison	1d2 months
13	Blindness	Save vs. Poison	1d10 months
14	Nausea	Save vs. Poison	1d2 years
15	Amnesia	Save vs. Poison	1d10 years
16	Fear	Save vs. Poison	Permanent

* Roll once for effect and Saving Throw and again for duration. Effects marked with an asterisk are always permanent.

Random Drugs of Note							
HALLUCINOGENS		STIMULANTS	NARCOTICS	MAGICAL			
1d6	TYPE	1d6	TYPE	1d6	TYPE	1d6	TYPE
1	Psilocibin Mushrooms	1	Eredian Hoarfrost	1	Pipeweed	1	Black Lotus
2	Giant Toad Secretion	2	White Lotus	2	Green Mandrake	2	Disenchanter Bile

3	Tlalocan Cactus Heart	3	Ixian Powder	3	Sussuline	3	Jub Jub Fruit
4	Catoblepas Glands	4	Russet Root	4	Pictish Ochre	4	Dragon Turtle Ambergris
5	Green Lotus	5	Troll Wax	5	Blue Poppy	5	Nilbog Heart
6	Stirge Spittle	6	Monkseye Fungus	6	Yellow Lotus	6	Unicorn Blood

TREASURE HOARDS BY CLASS (Optional)

Class	CP x1000	SP x1000	EP x1000	GP x1000	PP x1000	Gems	Jewelry	Maps/ Magic Items
I	25%: 1d6	30%: 1d6	35%: 1d6	40%: 1d10	25%: 1d4	60%: 4d10	50%: 3d10	30%: Any 3 items
II	50%: 1d8	25%: 1d6	25%: 1d4	25%: 1d3	Nil	30%: 1d8	20%: 1d4	10%: Sword, Armor or Misc Wpn
III	20%: 1d12	30%: 1d6	10%: 1d4	Nil	Nil	25%: 1d6	20%: 1d3	10%: Any 2 items
IV	10%: 1d8	15%: 1d12	15%: 1d8	50%: 1d6	Nil	30%: 1d10	25%: 1d6	15%: 1 potion + any 2 items
V	5%: 1d10	25%: 1d12	25%: 1d6	25%: 1d8	Nil	15%: 1d12	10%: 1d8	25%: 1 scroll + any 3 items
VI	Nil	10%: 1d20	15%: 1d12	40%: 1d10	35%: 1d8	20%: 3d10	10%: 1d10	30%: 1 potion, 1 scroll, + any 3 items except wpns
VII	Nil	Nil	Nil	50%: 1d4x10	50%: 1d20	30%: 5d4	25%: 1d10	35%: 1 scroll + any 3 items
VIII	25%: 5d6	40%: 1d00	40%: 1d4x10	55%: 1d6x10	25%: 5d10	50%: 1d00	50%: 1d4x10	15%: 1 potion, 1 scroll + any 4 items
IX	Nil	Nil	Nil	Nil	30%: 3d6	55%: 2d10	50%: 1d12	15%: Any item
INDIVIDUAL TREASURE								
X	25%: 1d4	20%: 1d3	Nil	Nil	Nil	Nil	Nil	Nil
XI	Nil	30%: 1d6	25%: 1d2	Nil	Nil	Nil	Nil	Nil
XII	Nil	Nil	Nil	Nil	Nil	50%: 1d4	Nil	Nil
XIII	Nil	Nil	Nil	40%: 2d4	50%: 1d6x10	55%: 4d8	45%: 1d12	Nil
XIV	Nil	Nil	Nil	Nil	Nil	Nil	Nil	40%: 2d4 potions
XV	Nil	Nil	Nil	Nil	Nil	Nil	Nil	50%: 1d4 scrolls
XVI	Nil	Nil	Nil	Nil	Nil	90%: 1d8x10	80%: 5d6	70%: One of each item except potions & scrolls
XVII	Nil	Nil	Nil	Nil	Nil	Nil	Nil	85%: Two of each item except potions and scrolls
XVIII	Nil	Nil	Nil	60%: 5d6	15%: 1d8	60%: 1d8x10	50%: 5d8	55%: 1 map
IXX	Nil	Nil	Nil	Nil	Nil	Nil	Nil	60%: 1 Misc. item + 1 potion

XX	Nil	Nil	Nil	70%: 2d6	Nil	Nil	Nil	Nil
XXI	20%: 1d3	25%: 1d4	25%: 1d4	30%: 1d4	30%: 1d6	55%: 1d6x10	50%: 5d6	50%: Any 3 items
Random Treasure Hoard Modifiers								
d%	RELATIVE WEALTH		COMPOSITION					
01-15	Very Poor		-50% to all chances					
16-25	Poor		-25% to all chances					
26-80	Moderate		+/- 0%					
81-95	Wealthy		+15% to all chances					
96-00	Very Wealthy		+25% to all chances					

RANDOM DUNGEON TREASURE ASSORTMENTS BY LEVEL

NOTE: For **MAGIC ITEM** results, see the appropriate sub-table in [Magic Item Assortments by Level](#)

Dungeon Level 1 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	250gp	35	z	69	80pp
2	100sp	36	600sp	70	350ep
3	1,000cp	37	Gold filigree sceptre (1,100gp)	71	900cp
4	600sp	38	70pp	72	400gp
5	MAGIC ITEM	39	300ep	73	700ep
6	500cp	40	100cp	74	700sp
7	3 Ambers (110gp)	41	MAGIC ITEM	75	350ep
8	1,000sp	42	100sp	76	MAGIC ITEM
9	700sp	43	900sp	77	200sp
10	300gp	44	100sp	78	1,100sp
11	200sp	45	800cp	79	90pp
12	600sp	46	600cp	80	1,200cp
13	550ep	47	300gp	81	500sp
14	200cp	48	750ep	82	60pp
15	Silver Weapon-hilt (50gp)	49	MAGIC ITEM	83	3x Pink Pearls (100gp)
16	500cp	50	400sp	84	100sp
17	110pp	51	1,000cp	85	500ep
18	50pp	52	400sp	86	1,200cp
19	100cp	53	2x Chalcedony (50gp)	87	900sp
20	Tiger Statuette (386gp)	54	30pp	88	100cp
21	100sp	55	600sp	89	800sp
22	800cp	56	100sp	90	MAGIC ITEM
23	300gp	57	300gp	91	900cp
24	700cp	58	150gp	92	700cp
25	800ep	59	MAGIC ITEM	93	200gp
26	MAGIC ITEM	60	200cp	94	500cp
27	900cp	61	1x White Pearl (100gp)	95	700sp

28	300sp	62	1,100cp	96	900sp
29	1,100sp	63	700sp	97	700sp
30	400ep	64	150ep	98	MAGIC ITEM
31	250gp	65	800cp	99	1,100cp
32	900cp	66	450gp	00	300cp
33	350ep	67	300gp		
34	100cp	68	300cp		

Level 1 Magic Items & Potions	
1d10	RESULT
1	Potion of <i>Delusion</i>
2	Cleric Scroll : 1 spell (lvl 1d3)
3	1d4 Arrows +1
4	Potion of <i>Levitation</i>
5	Leather Armour +1
6	Potion of <i>Invisibility</i>
7	Magic-User Scroll : 1 spell (lvl 1d3)
8	Potion of <i>Healing</i>
9	Dagger +1
10	Potion of <i>Poison</i>

Dungeon Level 2 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	1,100cp	35	MAGIC ITEM	69	1,600cp
2	2,200cp	36	5 Tourmalines (100gp)	70	250pp
3	1,900cp	37	1,100sp	71	450gp
4	MAGIC ITEM	38	450gp	72	1,200ep
5	Adamantium staff (1100gp)	39	1,800sp	73	800ep
6	500cp	40	MAGIC ITEM	74	1,900sp
7	3 Deep green spinels (100gp)	41	MAGIC ITEM	75	200pp
8	1,000sp	42	1,050ep	76	2,100cp
9	700sp	43	White gold crown (1200gp)	77	650gp
10	300gp	44	MAGIC ITEM	78	1,300sp
11	200sp	45	1,500cp	79	2,200cp
12	600sp	46	850ep	80	200pp
13	550ep	47	1,900sp	81	MAGIC ITEM
14	200cp	48	1,050ep	82	1,100cp
15	Gem-encrusted ring (600gp)	49	200pp	83	450gp
16	500cp	50	2 Gold vases (500gp)	84	1,500cp
17	110pp	51	MAGIC ITEM	85	150pp
18	50pp	52	1,400sp	86	1,200sp
19	100cp	53	1,050ep	87	500gp
20	2 Gold chalices (600gp)	54	4 Platinum pins (400gp)	88	1,100sp
21	100sp	55	7 Red garnets (70gp)	89	200sp
22	800cp	56	450gp	90	8 Lapis lazuli (15gp)
23	300gp	57	1,800sp	91	1,700sp
24	700cp	58	950ep	92	600gp
25	800ep	59	150pp	93	4 Silver candlesticks (250gp)

26	900cp	60	2,000sp	94	150pp
27	MAGIC ITEM	61	1,200cp	95	MAGIC ITEM
28	300sp	62	1,150ep	96	300gp
29	1,100sp	63	650gp	97	2,100cp
30	1,200cp	64	700gp	98	250pp
31	250pp	65	450gp	99	5 red Spinel (110gp)
32	1,800cp	66	150pp	00	1,500sp
33	1,500sp	67	950ep		
34	2,100cp	68	1,050ep		

Level 2 Magic Items & Potions	
1d10	RESULT
1	Sword -1, Cursed
2	Scroll: Protection from Lycanthropes
3	Ring of Fire Resistance
4	Magic-User Scroll: 3 spells (lvls 1d3)
5	Spear +3
6	Potion of Animal Control
7	Potion of Flying
8	Sword +1/+3 vs. Trolls (N)
9	Scroll: Protection from Undead
10	Cleric Scroll: 1 spell (lvl 1d3)

Dungeon Level 3 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	850ep	35	1,050ep	69	650gp
2	300pp	36	2,300sp	70	1,100ep
3	1,050ep	37	2,200cp	71	3,000cp
4	900gp	38	3,100cp	72	1,250ep
5	1,150ep	39	250pp	73	MAGIC ITEM
6	400pp	40	2,100cp	74	2,500cp
7	2,600sp	41	1,050ep	75	650gp
8	900gp	42	1,050ep	76	1,050ep
9	3,200cp	43	MAGIC ITEM	77	1,150ep
10	3,100cp	44	3,000sp	78	1,250ep
11	MAGIC ITEM	45	1,200ep	79	300pp
12	2,600cp	46	700gp	80	3,000cp
13	2,600cp	47	MAGIC ITEM	81	1,150ep
14	2,100cp	48	MAGIC ITEM	82	Map (3,000gp)
15	MAGIC ITEM	49	250pp	83	550gp
16	750gp	50	600gp	84	600gp
17	1,250ep	51	550gp	85	2,800sp
18	Black opal (900gp)	52	2,100sp	86	550gp
19	2,800sp	53	2,600cp	87	3,100sp
20	2,400sp	54	2,200cp	88	2,100sp
21	300pp	55	MAGIC ITEM	89	2,500sp
22	2 Rare books (2,000gp)	56	MAGIC ITEM	90	250pp
23	1,200ep	57	2,800sp	91	750gp

24	2,500sp	58	1,250sp	92	MAGIC ITEM
25	2,500sp	59	2,100sp	93	MAGIC ITEM
26	MAGIC ITEM	60	2,900cp	94	800gp
27	MAGIC ITEM	61	800gp	95	2,600cp
28	650gp	62	MAGIC ITEM	96	2 Mithril pendants (500gp)
29	850ep	63	MAGIC ITEM	97	2,300cp
30	600gp	64	1,200ep	98	MAGIC ITEM
31	1,300ep	65	350pp	99	3,100cp
32	2,600sp	66	2,200cp	00	9 Violet Garnets (500gp)
33	2,700cp	67	1,150ep		
34	MAGIC ITEM	68	2,900cp		

Level 3 Magic Items		Level 3 Potions	
1d12	RESULT	1d8	RESULT
1	Sword +1	1	Potion of Gaseous Form
2-3	Potion (see sub-table)	2	Potion of Flying
4	2 Potions (see sub-table)	3	Potion of Fire Resistance
5	Cloak of Elvenkind	4	Potion of Diminuation
6	Shield +1	5	Potion of Growth
7	Magic-User Scroll: 1 spell (lvl 1d3)	6	Potion of Healing
8	Sword +1/+2 vs Lycanthropes (CE)	7	Potion of Extra-healing
9	Dagger +2	8	Potion of Animal Control
10	Rope of Climbing		
11	Cleric Scroll: 3 spells (lvl 1d3)		
12	Sword +1, Red Dragon Slaying (LG)		

Dungeon Level 4 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	1,200gp	35	3,700cp	69	300pp
2	MAGIC ITEM	36	700gp	70	3,900cp
3	3,500cp	37	MAGIC ITEM	71	900cp + 800gp
4	3,700sp	38	3,400sp	72	1,850ep
5	450pp	39	1,850sp	73	3,800sp
6	3,800sp	40	3,200cp	74	4,200sp
7	14 Aquamarines (400gp)	41	MAGIC ITEM	75	1,650ep
8	4,200sp	42	400pp	76	MAGIC ITEM
9	3,700sp	43	350pp	77	450pp
10	600gp	44	400pp	78	MAGIC ITEM
11	3,200cp	45	MAGIC ITEM	79	MAGIC ITEM
12	MAGIC ITEM	46	3,200sp	80	3,300sp
13	4,100cp	47	2 MAGIC ITEMS	81	1,100gp
14	14 platinum goblets (400gp)	48	800gp	82	400pp
15	1,100gp	49	2 MAGIC ITEMS	83	1,650ep
16	350pp	50	4,100sp	84	MAGIC ITEM
17	700gp	51	350sp	85	400pp
18	800gp	52	MAGIC ITEM	86	3,200sp
19	1,300ep	53	1,900ep	87	3,300cp
20	500pp	54	3,800sp	88	2 MAGIC ITEMS

21	1,100gp	55	2 MAGIC ITEMS	89	3,700sp
22	4,100sp	56	3,100cp	90	1,800ep
23	3,700sp	57	1,000gp	91	3,900sp
24	3,400cp	58	MAGIC ITEM	92	300pp
25	800gp	59	3,700cp	93	1,700ep
26	3,800sp	60	1,600ep	94	MAGIC ITEM
27	3,400sp	61	1,650ep	95	800gp
28	2,100gp	62	1,650ep	96	4,200cp
29	1,150ep	63	3,600sp	97	MAGIC ITEM
30	MAGIC ITEM	64	1,700ep	98	450pp
31	MAGIC ITEM	65	MAGIC ITEM	99	350pp
32	1,100ep	66	4,200sp	00	3,600cp
33	MAGIC ITEM	67	Gem-encrusted mask (600gp)		
34	10 White pearls (100gp)	68	2 MAGIC ITEMS		

Level 4 Magic Items		Level 4 Potions	
1d20	RESULT	1d8	RESULT
1	Shield +1	1	Potion of <i>Dragon Control</i>
2-3	Potion (see sub-table)	2	Potion of <i>Growth</i>
4	Staff of Striking	3	Potion of <i>Gaseous Form</i>
5	Scroll: Protection from Undead	4	Potion of <i>Invisibility</i>
6	Ring of Invisibility	5	Potion of <i>Diminuation</i>
7	Cleric Scroll: 2 spells (lvl 1d3)	6	Potion of <i>Delusion</i>
8	<i>Wand of Enemy Detection</i>	7	Potion of <i>ESP</i>
9	Chainmail +1	8	Potion of <i>Poison</i>
10	Ring of Protection +1		
11	Sword -2, Cursed		
12	Longbow +1		
13	Bag of Devouring		
14	Ring of Delusion		
15	Rope of Climbing		
16	Ring of Weakness		
17	Mace +1		
18	Dagger +2		
19	Magic-User Scroll: 3 spells (lvls 1d4)		
20	Cloak of Elvenkind		

Dungeon Level 5 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	6,200cp	35	5,700sp	69	2,500ep
2	1,400gp	36	2 MAGIC ITEMS	70	2,100ep
3	1,600gp	37	MAGIC ITEM	71	MAGIC ITEM
4	450pp	38	MAGIC ITEM	72	2,400ep
5	5,700sp	39	1,600gp	73	5,100sp
6	5,500sp	40	MAGIC ITEM	74	400pp
7	500pp	41	5,300sp	75	5,300sp
8	350pp	42	1,300gp	76	1,500gp
9	MAGIC ITEM	43	5,500sp	77	450pp

10	MAGIC ITEM	44	2,400ep	78	1,400gp
11	5,700sp	45	2 MAGIC ITEMS	79	2 MAGIC ITEMS
12	1,600gp	46	6,100sp	80	5,400sp
13	MAGIC ITEM	47	2 MAGIC ITEMS	81	MAGIC ITEM
14	1,600gp	48	5,500sp	82	2,100ep
15	1,400gp	49	500pp	83	5,300ep
16	5,700sp	50	1,400gp	84	1,500gp
17	3 Platinum Orbs (1,000gp)	51	2 MAGIC ITEMS	85	2 MAGIC ITEMS
18	1,600gp	52	6,000cp	86	MAGIC ITEM
19	MAGIC ITEM	53	5,300sp	87	1,500gp
20	5,800sp	54	2,200ep	88	MAGIC ITEM
21	13 Smoky quartzes (60gp)	55	5,100cp	89	MAGIC ITEM
22	5,900sp	56	2 MAGIC ITEMS	90	5,300sp
23	2 Gold Combs (1,300gp)	57	MAGIC ITEM	91	400pp
24	2 MAGIC ITEMS	58	2,300ep	92	6,200sp
25	2 MAGIC ITEMS	59	1,500gp	93	2,600ep
26	2,200ep	60	5,200ep	94	5,400sp
27	5,300sp	61	1,400gp	95	2,200ep
28	2,500ep	62	6,100sp	96	6,100sp
29	2,300ep	63	3 Gold Idols (1,300gp)	97	5,900cp
30	1,600gp	64	Gold Weapon-hilt (1,200gp)	98	5,900cp
31	5,600sp	65	2 MAGIC ITEMS	99	450pp
32	5,600sp	66	2,500ep	00	6,100sp
33	1,400gp	67	6,200cp		
34	MAGIC ITEM	68	5,600sp		

Level 5 Magic Items		Level 5 Potions	
1d20	RESULT	1d8	RESULT
1	Scroll: Cursed	1	Potion of Giant Strength
2-3	Potion (see sub-table)	2	Potion of Healing
4	2 Potions (see sub-table)	3	Potion of Undead Control
5	Shield +2	4	Potion of Poison
6	Boots of Elvenkind	5	Potion of Clairvoyance
7	Shield +1	6	Potion of Heroism
8	Sword +1	7	Potion of Growth
9	Magic-User Scroll: 3 spells (lvls 1d3)	8	Potion of Longevity
10	Ring of Delusion		
11	Spear +1		
12	Ring of Invisibility		
13	Ring of Fire Resistance		
14	1d10 Arrows +1		
15	Wand of Paralyzation		
16	Cleric Scroll: 2 spells (lvls 1d3)		
17	Sword -2, Cursed		
18	Chainmail +1		
19	Scroll: Protection from Elementals		
20	Spear -1, Cursed Backbiter		

Dungeon Level 6 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	450pp	35	1,700gp	69	6,100sp + 6,400cp
2	MAGIC ITEM	36	7,200sp + 6,100cp	70	Onyx Necklace (4,500gp)
3	MAGIC ITEM	37	6,700sp + 6,100cp	71	450pp
4	MAGIC ITEM	38	2 Violet garnets (600gp)	72	6,800sp
5	MAGIC ITEM	39	3,100ep	73	1,800gp
6	2,000gp	40	6,900sp + 7,000cp	74	2 MAGIC ITEMS
7	MAGIC ITEM	41	3,300ep	75	7 Star Rubies (600gp)
8	7,000sp	42	500pp	76	6,200sp
9	6,400sp	43	3 MAGIC ITEMS	77	3,200ep
10	6,200sp	44	7,000sp	78	1,800gp
11	MAGIC ITEM	45	6,400sp + 6,300cp	79	MAGIC ITEM
12	3,400ep	46	1,700gp	80	6,700sp
13	3 MAGIC ITEMS	47	MAGIC ITEM	81	2 MAGIC ITEMS
14	2 MAGIC ITEMS	48	6,900sp	82	3 MAGIC ITEMS
15	6,600sp	49	3,500ep	83	6,300sp + 6,200cp
16	3,600ep	50	6,400sp + 6,200cp	84	1,700gp
17	2 MAGIC ITEMS	51	MAGIC ITEM	85	2,000gp
18	2,000gp	52	3,600ep	86	6,300sp + 6,500cp
19	MAGIC ITEM	53	2 MAGIC ITEMS	87	1,900gp
20	3,600ep	54	5 Rare books (5,000gp)	88	1,900gp
21	1,700gp	55	1,700gp	89	2,000gp
22	1,800gp	56	1,800gp	90	MAGIC ITEM
23	1,900gp	57	14 Rock Crystals (50gp)	91	20 Carnelians (50gp)
24	500pp	58	Bloodstone Idol (6,000gp)	92	Gold Statuette (500gp)
25	7,000sp	59	1,800gp	93	6,800sp + 6,100cp
26	Gold bracelet (1,400gp)	60	MAGIC ITEM	94	6,900sp + 6,600cp
27	MAGIC ITEM	61	3 Black Pearls (600gp)	95	5,900sp + 6,500cp
28	19 Amethysts (100gp)	62	Silver Necklace (900gp)	96	MAGIC ITEM
29	6,900sp	63	7,000sp	97	2,000cp
30	3,500ep	64	MAGIC ITEM	98	3 MAGIC ITEMS
31	16 Jades (110gp)	65	2 MAGIC ITEMS	99	3,500ep
32	16 Pink pearls (120gp)	66	7,000sp + 6,100cp	00	6,100sp + 6,800cp
33	400pp	67	1,700gp		
34	550pp	68	1,700gp		

Level 6 Magic Items		Level 6 Potions	
1d20	RESULT	1d8	RESULT
1	2 Potions (see sub-table)	1	Potion of Levitation
2-3	Potion	2	Potion of Invisibility
4	Magic-User Scroll: 1 spell (level 1d4+1)	3	Potion of Gaseous Form
5	Spear +1	4	Potion of Flying
6	Spear +2	5	Potion of Fire Resistance
7	Sword +1	6	Potion of Healing
8	Shield +1	7	Potion of Delusion
9	Chainmail +1	8	Potion of Poison

10	Bag of Holding				
11	Staff of Healing				
12	Ring of Water Walking				
13	Platemail +1				
14	Leather Armour +1				
15	1d20 Arrows +1				
16	Scroll: Protection from Undead				
17	Scroll: Cursed				
18	Dagger +1				
19	Chainmail +2				
20	Cleric Scroll: 2 spells (lvls 1d4)				
Dungeon Level 7 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	4,600ep	35	4,500ep, 7,000sp, 7,200cp	69	MAGIC ITEM
2	600pp	36	500pp	70	15 deep blue spinels (500gp)
3	4,100ep, 6,200sp, 7400cp	37	2,500gp	71	2,300gp
4	4,100ep	38	2 MAGIC ITEMS	72	3 star rubies (1,200gp)
5	4,500ep	39	MAGIC ITEM	73	2,400gp
6	3 MAGIC ITEMS	40	4,400ep, 6,100sp, 8,000cp	74	4,600ep
7	4,700ep, 6800sp, 8,000cp	41	MAGIC ITEM	75	2,500gp
8	6,800sp	42	2,100gp	76	6,100sp
9	6,100sp	43	4,500ep	77	4 MAGIC ITEMS
10	MAGIC ITEM	44	6,400sp	78	7,000sp
11	4,200ep, 6,400sp, 8,000cp	45	15 chrysoberyl (100gp)	79	600gp
12	4,800ep, 6,200sp, 7,100cp	46	550pp	80	6,900sp
13	7,000sp	47	600pp	81	2,300gp
14	4,600ep, 6,200sp, 7,100cp	48	MAGIC ITEM	82	2,300gp
15	7,000sp	49	chrysoprase orb (4000gp)	83	600pp
16	2,300gp	50	450pp	84	4,800ep, 7,000sp, 7,500cp
17	450pp	51	4,400ep	85	4 MAGIC ITEMS
18	600pp	52	4,100ep, 6,300sp, 7,500cp	86	6,900sp
19	2 emeralds (1,000gp)	53	6,100sp	87	3 MAGIC ITEMS
20	4,300ep	54	4,800ep	88	MAGIC ITEM
21	4,300ep, 6,800sp, 7,400cp	55	6,900sp	89	2,500gp
22	2,100gp	56	600pp	90	450pp
23	Gold Box (4,500gp)	57	MAGIC ITEM	91	Silver coronet (1,800gp)
24	2 MAGIC ITEMS	58	2 MAGIC ITEMS	92	18 yellow topazes (500gp)
25	4 MAGIC ITEMS	59	4,500ep, 6,900sp, 7,800cp	93	4,800ep
26	4,700ep	60	MAGIC ITEM	94	15 black sapphires (500gp)
27	MAGIC ITEM	61	2,600gp	95	2,400gp
28	MAGIC ITEM	62	6,300sp	96	6,200sp
29	2,200gp	63	2,400gp	97	6,100sp
30	2,400gp	64	2 MAGIC ITEMS	98	4,600sp
31	2,100gp	65	Gold Idol (4,000gp)	99	500pp
32	2 MAGIC ITEMS	66	2 gold necklaces (2,500gp)	00	2,200gp
33	MAGIC ITEM	67	550pp		

34	4,300ep, 6,700sp, 7,300cp	68	3 MAGIC ITEMS		
Level 7 Magic Items			Level 7 Potions		
1d20	RESULT	1d8	RESULT		
1	Scroll: Cursed	1	Potion of Delusion		
2-3	Potion (see sub-table)	2	Potion of Diminuation		
4	Sword +1, Flamebrand	3	Potion of Giant Strength		
5	Shield +3	4	Potion of Heroism		
6	Ring of Invisibility	5	Potion of Growth		
7	Crossbow of Speed	6	Potion of Poison		
8	Shield +1	7	Potion of Plant Control		
9	Mace +2	8	Potion of Undead Control		
10	Spear +2	9	Potion of Flying		
11	Snake Staff	10	Potion of Dragon Control		
12	Bag of Holding	11	Potion of Polymorph Self		
13	Scale Armour of Vulnerability	12	Potion of Extra-healing		
14	Two-handed Sword +1				
15	Scroll: Protection from Lycanthropes				
16	Scroll: Protection from Undead				
17	Cleric Scroll: 3 spells (lvls 1d3+1)				
18	Magic-User Scroll: 2 spells (lvls 1d6)				
19	Scroll: Protection from Elementals				
20	Wand of Metal Detection				

Dungeon Level 8 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	3,400gp	35	3,500gp	69	6,200ep
2	7,500sp	36	5,800ep	70	6,900ep
3	10 aquamarines (800gp)	37	3,200gp	71	4 MAGIC ITEMS
4	3,700gp	38	3,300gp, 5,300ep, 7,200sp	72	5 blue sapphires (6,000gp)
5	Mithril diadem (2,500gp)	39	3,100gp	73	3,400gp, 5,700ep, 7,200sp
6	550pp	40	7,500sp	74	Turquoise sceptre (1,800gp)
7	3 MAGIC ITEMS	41	6,100ep	75	3,800gp
8	Agate statuette (1,900gp)	42	3,300gp, 5,800ep, 7,200sp	76	Gold Coronet (10,000gp)
9	6,200ep	43	Tapestry (1,900gp)	77	5,100ep
10	650pp	44	5,600ep	78	13star rubies (700gp)
11	6,000ep	45	3,500gp	79	3,400gp
12	4 MAGIC ITEMS	46	White opal (1,500gp)	80	MAGIC ITEM
13	7,600sp	47	Rare book (2,000gp)	81	3 gold earrings (1,500gp)
14	3,500gp, 5,600ep, 7,300sp	48	4 MAGIC ITEMS	82	4 MAGIC ITEMS
15	Adamantium seal (10,500gp)	49	Azurite scabbard (2,700gp)	83	5,900ep
16	3,700gp, 5,600ep, 7,800sp	50	5,300ep	84	3,400gp, 5,200ep, 8,000sp
17	3,400gp, 5,200ep, 8,000sp	51	600pp	85	3,800gp, 5,400ep, 7,400cp
18	3,600gp, 5,900ep, 7,300sp	52	4 MAGIC ITEMS	86	6,100ep
19	3,700gp, 6,200ep, 7,600sp	53	Jasper Idol (2,600gp)	87	6,000ep
20	3,500gp	54	4 MAGIC ITEMS	88	Tiger-eye locket (4,500gp)
21	600pp	55	5,100ep	89	3,500gp, 6,200ep, 7,700sp
22	20 red spinels (100gp)	56	7,600sp	90	700pp

23	7,400sp	57	3,400gp, 5,400ep, 7,700sp	91	5,500ep
24	7,100sp	58	MAGIC ITEM	92	7,800sp
25	7,800sp	59	600pp	93	5,100ep
26	3,100gp, 5,200ep, 7,800sp	60	3,500gp	94	7,500sp
27	7,300sp	61	10 tourmaline (1,300gp)	95	3,700gp
28	3,300gp	62	600pp	96	3,100gp
29	3,700gp	63	8,000sp	97	Platinum bracelet (5,000gp)
30	3,600gp	64	7,900sp	98	7,200sp
31	MAGIC ITEM	65	7,500sp	99	Rare incense (6,000gp)
32	2 MAGIC ITEMS	66	650pp	00	MAGIC ITEM
33	4 MAGIC ITEMS	67	3,100gp, 5,900ep, 8,000sp		
34	3 MAGIC ITEMS	68	MAGIC ITEM		

Level 8 Magic Items		Level 8 Potions	
1d20	RESULT	1d8	RESULT
1	Sword +2, Dragon Slayer	1	Potion of <i>Levitation</i>
2-3	Potion (see sub-table)	2	Potion of <i>Extra-healing</i>
4	Scroll: Protection from Magic	3	Potion of <i>ESP</i>
5	Wand of Cold	4	Oil of <i>Etherealness</i>
6	Magic-User Scroll: 1d3 spells (lvls 1d8)	5	Potion of <i>Longevity</i>
7	Amulet vs. Scrying	6	Potion of <i>Invisibility</i>
8	2d10 Arrows +1	7	Potion of <i>Poison</i>
9	Cleric Scroll: 1d3 spells (lvls 1d6)	8	Potion of <i>Invulnerability</i>
10	Rod of Cancellation	9	Potion of <i>Plant Control</i>
11	Sword -2, Cursed	10	Potion of <i>Healing</i>
12	Wand of Fear		
13	Scroll: Cursed		
14	Sword +1, Locator		
15	Ring of Contrariness		
16	Sword +2 (N)		
17	Crystal Ball		
18	Sword +1		
19	Medallion of ESP		
20	Polearm +2		

Dungeon Level 9 Treasures					
d%	TREASURE	d%	TREASURE	d%	TREASURE
1	MAGIC ITEM	35	22 platinum plaques (1,000)	69	650pp, 4,600gp, 7,100ep
2	6,500ep	36	750pp, 4,400gp, 7,200ep	70	800pp, 4,400gp, 7,000ep
3	MAGIC ITEM	37	Gold brooch (4,500gp)	71	Chalcedony helm (20,000gp)
4	4,300gp	38	650pp, 4,800gp, 6,300ep	72	750pp, 4,600gp, 6,700ep
5	8,500sp	39	21 violet garnets (500gp)	73	750pp, 4,600gp, 6,700ep
6	Magicum Crown (5,000gp)	40	5 MAGIC ITEMS	74	MAGIC ITEM
7	5 MAGIC ITEMS	41	4,200gp	75	8,100sp
8	8,400sp	42	6,300ep	76	6,400ep
9	750pp	43	4 MAGIC ITEMS	77	4,500gp
10	4,600gp	44	MAGIC ITEM	78	4 MAGIC ITEMS
11	700pp	45	2 MAGIC ITEMS	79	4,200gp

12	16 diamonds (1,000)	46	8,300sp	80	8,800sp
13	2 MAGIC ITEMS	47	MAGIC ITEM	81	7,200ep
14	4,100gp	48	5 MAGIC ITEMS	82	7,100ep
15	700pp, 4,300gp, 6,700ep	49	8,500sp	83	Mithril greaves (11,000gp)
16	6,800ep	50	800pp	84	8,200sp
17	25 Aquamarines (500gp)	51	6,100ep	85	MAGIC ITEM
18	4,300gp	52	800pp	86	700pp
19	4 MAGIC ITEMS	53	8,900sp	87	Gold statue (23,000gp)
20	700pp, 4,500gp, 6,600ep	54	MAGIC ITEM	88	4,700gp
21	2 MAGIC ITEMS	55	8,700sp	89	650pp
22	4,400gp	56	650pp	90	4,400gp
23	4,700gp	57	7,000ep	91	4 MAGIC ITEMS
24	700pp	58	3 MAGIC ITEMS	92	900pp
25	Gold Amulet (2,000gp)	59	5 MAGIC ITEMS	93	650pp, 4,700gp, 6,700ep
26	800pp, 4,300gp, 8,900sp	60	25 silver medallions (500gp)	94	Platinum knife (7,000gp)
27	7,100ep	61	800pp, 4,600gp, 6,900ep	95	4,100gp
28	4,600gp	62	8,500sp	96	6 MAGIC ITEMS
29	MAGIC ITEM	63	5 MAGIC ITEMS	97	9,000sp
30	6,800ep	64	750pp	98	4,300gp
31	6,200ep	65	6,300ep	99	750pp
32	4,800gp	66	7,000ep	00	8,900sp
33	6,600ep	67	6,900ep		
34	4,500gp	68	650pp, 4,200gp, 7,100ep		

Level 9 Magic Items		Level 9 Potions	
1d20	RESULT	1d8	RESULT
1	Helm of Alignment Change	1	Oil of Slipperiness
2-3	Potion (see sub-table)	2	Potion of ESP
4	Ring of Spell-storing	3	Potion of Flying
5	Shield +2	4	Potion of Extra-healing
6	Crystal Ball	5	Potion of Gaseous Form
7	Magic-User Scroll: 1d3 spells (lvls 1d8)	6	Potion of Invisibility
8	Wand of Magic Detection	7	Potion of Levitation
9	Hammer +2	8	Potion of Clairaudience
10	Cleric Scroll: 1d4 spells (lvls 1d6)	9	Potion of Healing
11	Boots of Elvenkind	10	Oil of Etherealness
12	Sword +2 (CG)		
13	Scroll: Protection from Elementals		
14	Scroll: Protection from Magic		
15	Mace +2		
16	Horn of Valhalla		
17	Cloak of Protection +1		
18	Ring of Protection +1		
19	Bag of Beans		
20	Ring of X-Ray Vision		

CARGO COMMODITIES

Common cargo goods are abstracted into 500gp weight cargo units. Each unit may be stored together in a large crate, roll or bale, placed in a smaller container like an amphora, cask or sack or individually packaged in a bottle, bundle or bag. Luxury cargo goods can vary greatly by both weight and value and the individual GM should determine the exact amount, weight and disposition. A cargo unit of silver ingots would be both heavier and bulkier than a cargo of diamonds, for example.

Common Commodities			Luxury Commodities		
d%	TYPE	UNIT VALUE	d%	TYPE	UNIT VALUE
01-08	Raw Cotton	15gp	01-06	Armour	400gp
09-12	Raw Wool	12gp	07-09	Artworks	2,500gp
13-18	Raw Flax	30gp	10-14	Coffee / Tea	400gp
19-20	Furs, Hides & Skins	400gp	15-16	Diamonds	12,000gp
21-27	Glassware	250gp	17-18	Dried / Exotic Fruits	400gp
28-31	Iron Ingots	350gp	19-21	Fine Armour	800gp
32-35	Copper Ingots	480gp	22-27	Fine Leathergoods	750gp
36-38	Lead Ingots	100gp	28-30	Fine Weapons	1,800gp
39-40	Tin Ingots	800gp	31-33	Gemstones	8,000gp
41-47	Lumber	75gp	34-35	Gold Ingots	6,000gp
48-54	Wine / Ale / Liquor	40gp	36-44	Herbs	1,200gp
55-58	Grain	5gp	45-48	Ivory	2,500gp
59-60	Livestock / Meat	10gp	49-51	Jewelry	8,000gp +
61-62	Pipeweed	250gp	52-53	Exotic Animals	5,000gp+
63-67	Hemp / Jute	20gp	54-55	Narcotics	4,500gp
68-70	Dressed Stone / Marble	125gp	56-57	Pearls	6,000gp
71-78	Cloth	360gp	58-61	Perfumes	400gp
79-82	Luxury Cloth / Silk	1,500gp	62-64	Rare Metals	250gp
83-86	Leather Goods	100gp	65-66	Rare Woods	350gp
87-93	Pewter / Bronze / Copperware	400gp	67-68	Religious Talismans	500gp
94-96	Wooden Items / Furniture	125gp	69-73	Salt	500gp
97-98	Steel Bar-stock	1,600gp	74-77	Scrolls / Books	900gp
99-00	Slaves	50gp	78-81	Silver Ingots	1,200gp
			82-83	Spell Components	800gp+
			84-91	Spices	2,500gp
			92-94	Sugar	1,500gp
			95-00	Weapons	250gp

CURRENCY

Coinage		
1d10	FORM	DETAILS
1	Ingots	Clipped / Debased
2-3	Large Coins	Contemporary, Foreign

4-6	Small Coins	Contemporary, Local
7	Strings of Coins	Ancient, Local
8	Nuggets	Ancient, Foreign
9	Plates	Melted / Corroded
10	Dust	Counterfeit

TREASURE ITEM DETAILS

These tables can be used to adding colour to both mundane and magical treasure items as required by the GM.

Weapon Details			
2d8	SWORDS	AXES/POLEARMS	BOWS
2	Archaic	Archaic	Archaic
3	Blunt-tipped	Crudely steel	Crudely crafted
4	Crude steel	Double-headed	Easily pulled
5	Demi-human manufacture	Dwarven manufacture	Elaborate construction
6	Elaborate crossguard / grip	Elaborate haft	Elf manufacture
7	Giant-sized	Giant-sized	Finely crafted
8	Heavy / Unbalanced	Heavy / Unbalanced	Giant-sized
9	Inlaid with gems	Inlaid with gems	Horn
10	Inscribed with glyphs	Inscribed with glyphs	Inlaid with gems
11	Notched / Barbed	Rusty	Inscribed with glyphs
12	Rusty	Single-headed	Lacquered
13	Single-edged	Spiked / barbed	Unbalanced
14	Very fine steel	Steel-haft	Very hard to pull
15	Wavy	Very fine steel	Well-balanced
16	Well-balanced	Well-balanced	Yew
Weapon Details*			
2d8	DAGGERS	POLEARMS	MACES & CLUBS
2	Awl	Bardiche	Archaic
3	Baselard	Bill-Hook	Ceramic
4	Bichwa	Fork	Ceremonial
5	Butcher Knife	Glaive	Crude improvised club
6	Ceremonial / Sacrificial	Guisarme	Demi-human sized
7	Cinquedea	Halberd	Flanged mace
8	Haladie	Hammer	Giant-sized
9	Katar	Lance	Holy water sprinkler
10	Kris	Man-catcher	Hooked mace
11	Main-gauche	Partisan	Morning star
12	Rondel	Pike	Plain rod
13	Stiletto	Poleaxe	Spiked club
14	Switchblade	Spear	Spiked mace
15	Throwing Knife	Trident	Two-handed
16	Tiger Claw	Combination (roll twice)	War-club

* For further details see Swords above			
Armour Details			
2d8	ARMOUR	SHIELDS	HELMETS
2	Archaic	Archaic	Archaic
3	Crudely crafted	Demi-human sized	Armet
4	Demi-human sized	Dented / Scorched	Aventail
5	Dented	Exceptionally light	Barbute
6	Exceptionally light	Giant-sized	Bascinet
7	Finely crafted	Highly polished	Crested/Feathers
8	Giant-sized	Horned edges	Demi-human sized
9	Highly polished	Inlaid with gems	Giant-sized
10	Inlaid with gems	Inscribed with glyphs	Greathelm
11	Inscribed with glyphs	Leather bound	Horns / Antlers
12	Painted	Oddly shaped	Open-faced
13	Rare alloy	Painted / Heraldic	Sallet
14	Rusty	Spiked boss	Spiked
15	Spiked / Barbed	Very heavy	Visaged
16	Very heavy	Visaged	Winged
Miscellaneous Item Details			
2d8	RINGS / AMULETS	ROBES	BOOTS / GLOVES
2	Adamantium	Animal fur	Animal Fur
3	Bone	Animal hide	Animal Skin
4	Brass	Cashmere	Chainmail
5	Bronze	Cloth trimmed with fur	Cloth
6	Copper	Crocheted	Cloth trimmed with fur
7	Electrum	Embroidered cloth	Leather
8	Gold	Hemp	Linen
9	Iron / Steel	Leather	Monster Fur
10	Jade	Linen	Monster Skin
11	Mithril	Monster fur	Rubber
12	Orichalcum	Monster hide	Silk
13	Platinum	Quilted Cloth	Steel
14	Silver	Silk	Velvet
15	Stone	Velvet	Wood
16	Wood	Wool	Woven Reed
	50% are bejewelled 10% are inscribed with glyph(s)		
Miscellaneous Item Details			
2d8	WANDS, RODS, STAVES	IDOLS	
2	Adamantium	Altar / Reliquary	
3	Bone	Animal	
4	Brass	Anthropomorphic humanoid	
5	Bronze	Brazier	
6	Copper	Demi-human	
7	Crystal	Demon / Devil	

8	Gold	Dragon
9	Iron / Steel	Human
10	Mithril	Insect
11	Orichalcum	Monster
12	Silver	Nonhuman
13	Stone	Plant
14	Unicorn horn	Triptych
15	Wood, common	Vase / Jar
16	Wood, Rare	Vehicle / Ship
	25% bejewelled 10% topped with figurine 20% are inscribed with glyph(s)	

BOOKS, SCROLLS AND MAPS

Books		
d%	SUBJECT	% CHANCE VALUABLE
01-25	Common text (accounting records, laundry lists, etc.)	5%
26-30	Legal text (contracts, writs, subpoenas, etc.)	10%
31-32	Erotica (poetry, cartoons, etc.)	15%
33-37	Dictionary / Lexicon (see <i>Languages</i> subtable p. XXX)	15%
38-40	Cyclopaedia (general or specific reference text)	15%
41-50	Literature (poetry, epics, plays, etc.)	10%
51-55	Religious (scriptures, tracts, epistles, hymnals, etc.)	20%
56-60	History (annals, chronicles, general histories, etc.)	15%
61-64	Medicinal (herbals, pharmaceuticals, anatomies, etc.)	20%
65-68	Biography (diaries, journals, etc.)	15%
69-70	Autobiography (famous or obscure persons or groups)	20%
71-75	Political (manifestos, pamphlets, rants, discourses, news)	10%
76-80	Philosophy (discourses, essays, treatises)	15%
81-85	Travel (travelogues, journals, gazetteers, ship's logs, etc.)	25%
86-90	Magical/Alchemical Journal (typically encrypted)	50%
91-98	Maps (mundane local, regional or national atlases)	50%
99-00	Spellbook or Magical Tome (GM's choice)	100%
Scrolls		
d%	SUBJECT	% CHANCE VALUABLE
01-30	Old Message	8%
31-40	List / Inventory	5%
41-45	Legal text (contracts, writs, subpoenas, etc.)	10%
46-55	Literature (poetry, epic, play, etc.)	10%
56-65	Letter (personal, administrative, etc.)	10%
66-70	Formula (alchemical, herbal, pharmaceutical, poison, etc.)	25%
71-78	Medicinal text (prescriptions, etc.)	20%
79-98	Proclamation/Announcement (see sub-table)	40%
99-00	Map (see sub-table)	50%

Book Format, Condition & Special Feature(s)				
1d8	BINDING	PAGES	CONDITION	FEATURE
1	None	Papyrus/Leaf	Brand New	Locked
2	Wood	Wood/Bamboo/Bark	Slightly Used	Handwritten Commentary
3	Hide/Skin	Parchment/Paper	Used	Unrelated Graffiti
4	Ceramic	Vellum/Skin	Worn	Illuminated Script/Artwork
5	Bone	Stone/Ceramic	Water Damaged	(1d3) Additional Languages
6	Bark	Metal	Burnt	Encrypted
7	Clasped/Hinged	Bone	Ripped, Torn	Invisible Ink
8	Rope/Twine	Exotic (i.e Plastic)	d% pages missing	Protective <i>Glyph(s)</i>
Proclamations / Announcements				
3d6	SUBJECT			
3	Insurrection (weapons and/or armour banned)			
4	Submission (foreigners and/or demi-humans must register with authorities)			
5	Criminal bounty (see Bounties p. XXX)			
6	Tax on all foreigners and/or demi-humans (1d6gp)			
7	Games / tournament announcement			
8	Temple tax on all citizens (1d10sp)			
9	Tribute tax on everyone (1d4sp)			
10	New law enacted			
11	Noble birth / death / marriage announcement			
12	Holiday / feast announcement			
13	Call to arms / Declaration of war			
14	Employees wanted			
15	Expedition announcement			
16	Prophecy / Religious decree			
17	Position wanted			
18	Business advertisement			
Languages				
d%	LANGUAGE / DIALECT			
01-25	Common Tradespeech			
26-36	Common Dialect (1-3: Northern, 4-6: Central, 7-9: Southern, 10: Halfling)			
37-39	Old Common (1d10 x 100 years before present)			
40	Archaic Common (1d10 x 1000 years before present)			
41-50	Elvish (1: Elder, 2-4: Middle, 5-8: Simplified)			
51-60	Dwarfish (1-2: High, 3-5: Mountain, 6: Deep, 7-8: Low)			
61-68	Gnomish (1: Old Runic, 2-4: Calligraphic, 5-7: Shorthand, 8: Deep)			
69-70	Orcish (1-2: Ogrish, 3-6: Orcish, 7: Ettin, 8-9: Eastern Magi)			
71-72	Goblin (1-2: Hobgoblin, 3-7: Goblin, 8: Svartling Patois, 9-10: Bugbear)			
73-75	Gnoll (1-7: Gnoll, 8-10: Kobold)			
76-78	Wyrnish / Dragonspeech (1: High, 2-5: Middle, 6-8 Low)			
79	Trollish (1-2: Deep 3-8: Surface)			
80-81	Demonic (1-6 - Demonic, 8: Daemonic)			
82-83	Diabolical (Devils)			
84	Annunaki (1-2 - Astral, 3-8: Material)			
85-87	Fae (1-5: Fairy, 6: Sprite, 7: Leprechaun, 8: Centaur)			

88-89	Aquatic (1-5: Tritons, 6-8: Mermen, 9-10: Sea Elfen)
91	Cephaloid (1-6: Astral, 7-8: Material)
92	Slaasthaki (1-2: Classical, 3-8: Tradespeech)
93	Lizard/Amphibian (1-4: Lizard Man, 5-7: Locathah, 8-9: Batrachian, 10: Deep One)
94-95	Elemental (1-2: Earth, 3-4: Air, 5-6: Fire, 7-8: Water)
96-98	Monstrous (various separate languages e.g. Lammasu, Gargoyle, Harpy, Minotaur, Medusan, Sphinx)
99-00	Angelic (1-7: Lower Devic, 8-10: Higher Solari)

MAPS

DIRECTIONS: Roll once each for form, type, status, direction and distance.

Map Forms	
2d8	FORM
2	Crude wall graffiti
3	Rough map carved into a piece of wood
4	Inscription on a piece of hide / skin
5	Personal letter with detailed directions
6	Coded memo on a piece of scrap parchment
7	Map disguised to appear as a magical / clerical scroll
8	Carved in a piece of bone
9	Detailed engineering / topographical plans of the location
10	Jigsaw puzzle
11	Parchment rubbing of a stone inscription
12	Map drawn in invisible ink atop another text
13	Symbolic wall or floor mosaic / relief
14	Astrological chart
15	Tapestry or rug
16	Tattooed on a living creature

Map Subjects		
d%	TYPE	MUNDANE MAP
01-05	False Map	Planar map
06-50	Mundane Map (see sub-table)	National / Area map
51-70	Monetary Treasure Map	City / town map
71-90	Magic Treasure Map	Continental map
91-00	Combined Hoard Map	World map

Treasure Status	
1d10	STATUS
1	Untouched and unguarded
2	Hidden underwater
3	Stashed in a well-guarded lair
4	Buried under ruins
5	Entombed in a crypt
6	Cached in a settlement

7	In a temple / shrine
8-10	Treasure already looted

MAGIC ITEMS

Artifact & Relic Generation

Bolverk's laughter joined his. *"Aye, wield it in glee,"* said the Jotun. *"Smite your foemen—gods, giants, mortals, it matters not. The sword is loose and the end of the world comes nigh!"*

- Poul Andersen

The Broken Sword

From the Biblical Ark of the Covenant to Arthur's Excalibur to Tolkien's One Ring, powerful magical artifacts and relics have always been an important staple of mythology, folklore and fantasy fiction inspiring quests, pilgrimages and heroic sagas. Similarly, history and folklore is full of stories of places of great and often mysterious power - the kinds of places where the gods dwell and where the stairway to heaven begins.

Definitions

Artifacts are unique magical or divine items, specially constructed with a variety of different shapes and functions by powerful, sometimes unknown beings. There are three type of artifacts described here: *Arcane/Phantasmal*, *Divine/Druidic* and *Extra-planar*. Artifacts will vary in form, from mighty weapons & armor to elaborate Arcane/Phantasmal machines, and multi-part utensils. While the exact methods of their construction may be unknown or misunderstood, in some cases, several different 'copies' may exist independently. All artifacts display, in some manner, both the personality and abilities of their creator - important clues (or warning signs!) for those attempting to possess and use such objects.

Relics are the physical remains, personal possessions or other important items belonging to a powerful being such as a saint, goddess, or demon prince; and only one type, *Divine/Druidic*, is covered here. Relics are even more closely tied to their creator than artifacts, and cannot be duplicated for obvious reasons. Great care and attention to their many restrictions is necessary, as the unwary handler can suffer dire consequences.

Sites are mystical places, located either in this dimension or elsewhere that function similar to artifacts or relics. As these are permanent locations, they may, at the GM's discretion have one or several guardians as well as traps or other natural hazards.

Segmented artifacts and relics are objects with several parts or pieces that have limited functions individually, but may be combined into a much more powerful whole. These items are considerably rarer, and in many cases a lengthy quest may be necessary to re-unite the missing pieces.

Artifacts, relics and sites all share certain characteristics which can be generated using the tables provided here. Restrictions (Table 5) detail which special requirements must be satisfied in order to use the item. Some artifacts may impart Minor or Major Drawbacks (Tables 11 & 12) to the user, which are similar to a *curse* (although a *Remove Curse* spell will not affect an artifact). Additionally, some artifacts may impart a Minor or Major Transformation (Tables 8 & 9) which affects a physical or

mental change to a first-time user, often permanent.

Major and Minor Powers (Tables 6 & 7) are inherent abilities possessed by the item and available for use. In most cases, these powers function similarly to a particular spell. These spells will be cast at the level of the artifact, as determined in the generation procedure. Some powers however are unique and are detailed in the appropriate table. In the majority of cases, powers will be subject to limits on the frequency of use, as generated on Subtable A: Frequency Usage.

Primary Powers (Table 10) are unique abilities of world-spanning power. The entries are deliberately brief, and it is up to the individual GM to detail the exact extent and effects of these abilities according to his or her campaign.

Finally, some of these objects and sites will have Possession as a characteristic. While all artifacts, relics and sites are sentient in some respects, these items actively seek to impose their will on their users and use them like a slave or automaton. The first time the artifact is touched and each time a power is used the user must make a Saving Throw vs. Spells. If the saving throw fails, the character becomes a powerless thrall to the artifact's will and should be treated as a NPC under GM control thereafter. If the saving throw succeeds they may carry on as normal - this time.

The final generation step is determining the method for destruction of the artifact (Table 13). There will generally be only one method for destroying a particular artifact or relic. Sites are slightly different, requiring both the complete razing of the physical site itself and a further ritual desecration, which should be quite expensive and/or difficult to accomplish in itself.

Below are briefly the steps necessary to create a new artifact, relic or site, while Artifacts by Type details the requirements for each individual type, as first generated in Table 1.

Artifact Generation Procedure

- Determine Artifact Type (Table 1)
- Determine Artifact Alignment (Table 2)
- Determine the Artifact Form (Table 3)
- Determine the Artifact Source (Table 4)
- Determine the method for the destruction of the artifact (Table 13)
- Consult the Artifact Type description
 - Check for Restrictions, if any (Table 5)
 - Determine Number & Types of Minor Powers (Table 6)
 - Determine Usage Frequency for Spell-like Powers (Subtable A)
 - Determine Number & Types of Major Powers, if any (Table 7)
 - Determine Usage Frequency for Spell-like Powers (Subtable A)
 - Determine Type of Primary Power, if any (Table 10)
 - Determine Usage Frequency for Spell-like Powers (Subtable A)

Note: While random tables are provided to inspire creativity, Gamemasters are advised to hand-pick entries for the best results.

Artifacts By Type

Arcane/Phantasmal artifacts are constructed using powerful, and permanent Arcane/Phantasmal dweomers, typically by ancient high-level magic-users or illusionists in the distant past. Segmented artifacts have 1d8 components which have abilities both singly and in conjunction with their

assembled whole.

MINOR ARCANE/PHANTASMAL ARTIFACT	
Alignment:	Any but 60% have the same alignment as creator
Restrictions:	None
Minor Powers	1d2
Major Powers:	45% (any 1)
Primary Power	10% (any 1)
Radiate Magic	1d4 x 5' radius
Special Abilities:	Spell-like powers as lvl 1d12+10 MU or Illusionist
MAJOR ARCANE/PHANTASMAL ARTIFACT	
Alignment:	Any but 80% have the same alignment as creator
Resteictions:	50% (1d2)
Minor Powers	1d4
Major Powers:	1d3
Primary Power	50% (any 1)
Radiate Magic	1d4 x 10' radius
Special Abilities:	Spell-like powers cast as lvl 1d20+15 MU or Illusionist
SEGMENTED ARCANE/PHANTASMAL ARTIFACT	
SINGLE PART	
Alignment:	Any but 80% have the same alignment as creator
Resteictions:	+1d2 each
Minor Powers	None
Major Powers:	None
Primary Power	None
Radiate Magic	5' radius
Special Abilities:	Spell-like powers cast as lvl 1d12+10 MU or Illusionist
COMPLETED WHOLE	
Alignment:	As single parts
Resteictions:	40% (1d2)
Minor Powers	+1d2
Major Powers:	None
Primary Power	50% (any 1)
Radiate Magic	1d4 x 10' radius
Special Abilities:	Spell-like powers cast as lvl 1d20+15 MU or Illusionist

Divine/Druidic artifacts may either be a gift from a deity, demi-god or the like, or a powerful religious item created by a group of their mortal followers. Segmented artifacts have 1d12 components which have abilities both singly and in conjunction with the assembled whole.

MINOR DIVINE/DRUIDIC ARTIFACT	
Alignment:	Any but 60% have the same alignment as creator
Restrictions:	75% of these artifacts can only be used by a Cleric/Druid of the same alignment as the creator/patron diety 25% of these artifacts can only be used by a Cleric, Druid, Ranger or Witch 60% (any 1)
Minor Powers	1d3

Major Powers:	60% (any 1)
Primary Power	10% (any 1)
Radiate Good/Evil	1d4 x 5' radius
Special Abilities:	Spell-like powers as lvl 1d12+10 Cleric or Druid
MAJOR DIVINE/DRUIDIC ARTIFACT	
Alignment:	Any but 80% have the same alignment as creator
Restrictions:	75% of these artifacts can only be used by a Cleric/Druid of the same alignment as the creator/patron diety 25% of these artifacts can only be used by a Cleric, Druid, Ranger or Witch 60% (1d2)
Minor Powers	1d4
Major Powers:	1d3
Primary Power	75% (any 1)
Radiate Good/Evil	1d3 x10' radius
Special Abilities:	Spell-like powers as lvl 1d20+15 Cleric or Druid
SEGMENTED DIVINE/DRUIDIC ARTIFACT	
SINGLE PART	
Alignment:	Any but 80% can only be used by a Cleric/Druid of the same alignment as the creator/patron diety 20% of these artifacts can only be used by a Cleric, Druid, Ranger or Witch
Resteictions:	any 1
Minor Powers	+1d2
Major Powers:	None
Primary Power	None
Radiate Magic	5' radius
Special Abilities:	Spell-like powers cast as lvl 1d12+10 MU Cleric or Druid
COMPLETED WHOLE	
Alignment:	As single parts
Resteictions:	60% (1d2)
Minor Powers	+1d2
Major Powers:	+1d2
Primary Power	50% (any 1)
Radiate Magic	1d3 x 10' radius
Special Abilities:	Spell-like powers cast as lvl 1d20+15 Cleric or Druid

Divine/Druidic relics are the fragments or belongings of a saint, demigod, arch-devil or other powerful spiritual being. Segmented relics have 1d20 pieces which have abilities both singly and in conjunction with the assembled whole. These objects always have an alignment identical to that of their creator.

MINOR DIVINE/DRUIDIC RELIC	
Alignment:	Any; but these objects always have an alignment identical to that of their source
Restrictions:	any 1
Minor Powers	1d2
Major Powers:	60% (any 1)
Primary Power	10% (any 1)
Radiate Good/Evil	1d2x 5' radius
Special Abilities:	Spell-like powers as lvl 1d8+10 Cleric or Druid

MAJOR DIVINE/DRUIDIC RELIC	
Alignment:	Any; but these objects always have an alignment identical to that of their source
Restrictions:	1d2
Minor Powers	1d4
Major Powers:	1d2
Primary Power	75% (any 1)
Radiate Good/Evil	1d3 x 5' radius
Special Abilities:	Spell-like powers as lvl 1d8+10 Cleric or Druid
SEGMENTED DIVINE/DRUIDIC RELIC	
SINGLE PART	
Alignment:	Any but 80% can only be used by a Cleric/Druid of the same alignment as the creator/patron diety 20% of these artifacts can only be used by a Cleric, Druid, Ranger or Witch
Restrictions:	any 1
Minor Powers	+1d2
Major Powers:	None
Primary Power	None
Radiate Good/Evil	1d12 x 5' radius
Special Abilities:	Spell-like powers cast as lvl 1d8+10 MU Cleric or Druid
COMPLETED WHOLE	
Alignment:	As single parts
Restrictions:	50% (1d2)
Minor Powers	+1d2
Major Powers:	+1d2
Primary Power	50% (any 1)
Radiate Good/Evil	1d3 x 5' radius
Special Abilities:	Spell-like powers cast as lvl 1d20+10 Cleric or Druid

Extra-planar artifacts originated on an unknown plane or alternate universe, and exhibit characteristics often inimical to natives of the Prime Material. These artifacts tend to have bizarre, often technological forms & abilities and a surfeit of unpleasant side-effects.

MINOR EXTRA-PLANAR ARTIFACT	
Alignment:	Any; determine randomly
Restrictions:	None
Minor Powers	1d4
Major Powers:	75% (any 1)
Primary Power	None
Radiate Magic	1d6 x 5' radius
Special Abilities:	Spell-like powers as lvl 1d12+10 Spellcaster
MAJOR EXTRA-PLANAR ARTIFACT	
Alignment:	Any; determine randomly
Restrictions:	50% (any 1)
Minor Powers	1d4
Major Powers:	1d3
Primary Power	75% (any 1)
Radiate Magic	1d10 x 5' radius

Special Abilities:	Spell-like powers as lvl 1d20+10 Spellcaster
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Arcane or Divine/Druidic Sites are special areas 1d10 x 10' in diameter and function like artifacts or relics.

ARCAN OR DIVINE/DRUIDIC SITE	
Alignment:	Any, but 75% of these places have an alignment identical to that of their creator(s) or patron(s), while the rest have a randomly determined alignment
Restrictions:	1d3
Minor Powers	1d6
Major Powers:	1d3
Primary Power	75% (any 1)
Radiate Magic, Good/Evil	1d6 x 5' radius
Special Abilities:	Spell-like powers as lvl 1d20+10 Spellcaster

RANDOM ARTIFACT GENERATION TABLES

TABLE 1: ARTIFACT TYPE

d%	TYPE
1-10	Minor Arcane/Phantasmal Artifact
11-20	Minor Arcane/Phantasmal Artifact
21-30	Minor Divine/Druidic Relic
31-35	Minor Extra-planar Artifact
36-42	Major Arcane/Phantasmal Artifact
43-50	Segmented Arcane/Phantasmal Artifact
51-60	Major Divine/Druidic Artifact
61-65	Segmented Divine/Druidic Artifact
66-75	Segmented Divine/Druidic Relic
76-96	Site
97-100	Major Extra-planar Artifact

TABLE 2: ARTIFACT ALIGNMENT

d%	RESULT
01-35	Lawful (d10: 1-4 Good, 5-6 Neutral, 7-10 Evil)
36-65	Neutral (d10: 1-2 Good, 3-7 True Neutral, 8-10 Evil)
66-100	Chaotic (d10: 1-2 Good, 3-4 Neutral, 5-10 Evil)

TABLE 3: ARTIFACT FORMS

1d12	ARTIFACTS	RELICS	SEGMENTED	EXTRA-PLANAR	SITES
1	Weapon	Tooth / Teeth	Rod, Staff, Wand	Polyhedron	Grove
2	Apparatus	Skull / Head	Chain-links	Armor	Cave
3	Armor	Mummy	Deck of Cards	Weapon	Island
4	Gem / Jewelry	Hand / Finger	Keys / Seals	Rod, Staff, Wand	Pool / Well

5	Clothing	Skeleton / Bone	Jewelry	Book / Tablets	Megalith / Henge
6	Book	Writings	Pages in a Book	Vessel	Tomb
7	Vessel	Mask / Shroud	Teeth / Bones	Gem / Jewelry	Altar
8	Rod, Staff, Wand	Cradle	Machine	Apparatus	Mountain Peak
9	Ark / Chest	Skin / Nails	Idol / Statuette	Automaton	Oasis
10	Musical Instrument	Horn / Hair	Armor / Clothing	Vehicle / Ship	Shrine / Temple
11	Utensil / Tool	Footprint(s)	Vessels	Machine	Pit / Chasm
12	Idol / Statuette	Ashes	Stones / Gems	Implant	Grotto

TABLE 4: ARTIFACT SOURCES

1d12	ARCANE	DIVINE	SEGMENTED	EXTRA-PLANAR	SITE
1	Archmage	Patriarch	Monster	Elemental Earth	Law
2	Illusionist	Saint	Deity	Upper Plane	Dragons
3	Demi-human Hero	Sect / Cult	Sect / Cult	Lower Plane	Elemental Magic
4	Demigod	Demon / Devil	Demigod	Astral Plane	Humanoids
5	Deity	Demigod	Archmage	Æthereal Plane	Arcane Magic
6	Necromancer	Deity	Patriarch	Alternate Prime Material	Phantasmal Magic
7	Demon / Devil	Demi-human Hero	Demi-human Hero	Elemental Air	Demi-humans
8	Witch	Lich	Lich	Negative Material Plane	Divine Magic
9	Lich	Archdruid	Demon / Devil	Dreamlands	Demons / Devils
10	Humanoid Hero	Dragon	High Druid	Elemental Water	Undead
11	Warlock	Magical Creature	Humanoid Hero	Positive Material Plane	Druidic Magic
12	Dragons	Humanoid Hero	Dragon	Elemental Fire	Chaos

TABLE 5: ARTIFACT RESTRICTIONS

1d12	DETAILS
1	User's alignment must be the same as that of the artifact
2	User must be a blood descendent of the artifact's creator
3	User must be level 1d10+10 or higher
4	User must be a spellcaster (MU for Arcane/Phantasmal artifacts, Cleric for Divine/Druidic artifacts)
5	User must have exactly the same alignment as that of the artifact
6	User must be of the same race as that of the artifact's creator
7	User must be a man/woman
8	User must allow their soul to be permanently entrapped in the artifact
9	User's Ability Scores must all be 15 or higher
10	User must be a virgin
11	User must be a ranking member of the same religion or order as that of the artifact's creator
12	User may only use the artifact in service to it's intended purpose or suffer immediate pain or death

TABLE 6: MINOR POWERS

1d8	ARCANE/PHANTASMAL	DIVINE/DRUIDIC	EXTRA-PLANAR	SITE
1	1 st -lvl MU/Illusionist Spell *	1 st -lvl Cleric/Druid Spell *	Major Transformation	Minor Transformation
2	2 nd -lvl MU/Illusionist Spell *	2 nd -lvl Cleric/Druid Spell *	(1d4)th-lvl Cleric/Druid Spell *	Minor Transformation
3	3 rd -lvl MU/Illusionist Spell *	3 rd -lvl Cleric/Druid Spell *	(1d4)th-lvl MU/Illusionist Spell *	Major Transformation
4	4 th -lvl MU/Illusionist Spell *	4 th -lvl Cleric/Druid Spell *	Minor Transformation	1 st -lvl Cleric/Druid Spell *
5	Minor Transformation	Minor Transformation	Minor Transformation	2 nd -lvl Cleric/Druid Spell *
6	Minor Drawback	Minor Transformation	Minor Drawback	3 rd -lvl Cleric/Druid Spell *
7	Minor Drawback	Minor Drawback	Minor Drawback	4 th -lvl Cleric/Druid Spell *
8	Major Drawback	Minor Drawback	Major Drawback	Minor Drawback

TABLE 7: MAJOR POWERS

1d8	ARCANE/PHANTASMAL	DIVINE/DRUIDIC	EXTRA-PLANAR	SITE
1	5th-lvl MU/Illusionist Spell *	5th-lvl Cleric/Druid Spell *	Major Transformation	Major Transformation
2	6 th -lvl MU/Illusionist Spell *	6th-lvl Cleric/Druid Spell *	(1d4+3)-lvl Cleric/Druid Spell *	Major Transformation
3	7 th -lvl MU/Illusionist Spell *	7 th -lvl Cleric/Druid Spell *	(1d4+4)-lvl MU/Illusionist Spell *	Major Transformation
4	8 th -lvl MU Spell	Major Transformation	Major Transformation	5th-lvl Cleric/Druid Spell *
5	9 th -lvl MU Spell	Major Drawback	Major Transformation	6th-lvl Cleric/Druid Spell *
6	Major Transformation	Major Drawback	Major Drawback	7 th -lvl Cleric/Druid Spell *
7	Major Transformation	Possession	Major Drawback	Major Drawback
8	Major Drawback	Possession	Possession	Possession

Notes:

*These results will have a 25% chance to use the sub-class. To determine the actual spell, roll on the appropriate spell table.

TABLE 8: MINOR TRANSFORMATIONS

1d20	RESULT
1	+1 bonus to the user's Prime Requisite Ability
2	+2 bonus to the user's Armour Class
3	Cause NPC reactions to the user to be never better than neutral
4	Confers a permanent sex change on the user the first time the artifact is held
5	Confers darkvision on the user
6	Curses the user with Lycanthropy (GM should determine type according to the artifact's alignment)

7	Immunity to <i>Charm</i> or <i>Hold</i> spells
8	Immunity to disease
9	Immunity to fear
10	Immunity to gasses
11	Immunity to illusions
12	Immunity to <i>Magic Missile</i> spells
13	Immunity to <i>Sleep</i> spells
14	Inflict an incurable disease upon the user. At the start of each month a saving throw vs. death must be made to avoid losing 1 point of CON. When the user's CON reaches 0, death occurs.
15	Inflicts light sensitivity upon the user, who suffers a -1 penalty to all die rolls while in sunlight
16	Permanently afflicts the user with one form of insanity/neuroses
17	Permanently endows the user with a poison touch that requires a Save vs. Poison
18	User needs no food or water for up to one week
19	User's alignment is permanently changed to conform to that of the artifact
20	User's metabolism is altered and they must consume 6x the normal amount of food & water per day

TABLE 9: MAJOR TRANSFORMATIONS

1d20	RESULT
1	+2 bonus to all of the user's Ability Scores, normal racial maximums apply
2	+2 bonus to the user's weapon damage in melee
3	+4 bonus to one random Ability Score 1d4 points
4	Confers a Magical Resistance of (1d20+50)%
5	Confers an Armour Class of 0
6	Doubles the user's allowable encumbrance
7	Doubles the user's movement rate
8	Immunity to acid
9	Immunity to cold/frost
10	Immunity to electricity
11	Immunity to energy drain
12	Immunity to fire/heat
13	Immunity to poison
14	Raise the user's Prime Requisite Ability to 19
15	Spell Absorption (1d6+18 total levels)
16	User can cast combination spells (if a spell caster) as follows (roll d4) 1) 1 st and 2 nd level spells simultaneously 2) 2 nd and 3 rd level spells simultaneously 3) 3 rd and 4 th level spells simultaneously 4) 1 st , 2 nd , and 3 rd level spells simultaneously
17	User is able to see in any conditions
18	User may become æthereal at will
19	User need never consume any food or water
20	User regenerates 2hp/turn when in contact with the artifact

TABLE 10: PRIMARY POWERS

1d20	RESULT
------	--------

1	Oracle - prophesies the certain future
2	God-Slayer - can slay one or more gods from a certain pantheon
3	Portal - opens a gate to multiple extra-planar planes
4	Doomsday Device- focuses earth energies to create natural disasters
5	Pocket Dimensional Realm- an entire world or plane accessible only through the device
6	Instrument of Creation - can permanently enchant new magic items
7	Soul-Trap - entraps souls, +1 Major Power per 10 levels so entrapped
8	Mesmerizer - Charms mass numbers of people
9	Immortality Device - confers immortality (not immunity to death by violence or magic however)
10	Elemental Construct - total power to summon & control ONE element
11	Space/time Machine - the TARDIS
12	Hybrid Incubator - facilitates enchanted cross-breeding (Manticores, etc.)
13	Magic Shield - confers 3d10 + 70% Magic Resistance
14	Examiner - unfailingly detects & permanently dispels even the most powerful magics
15	Entropic Lens - casts superior and wide-ranging misfortune, curses, aging, etc.
16	Illusion Projector - large multiple self-acting illusions (the holodeck)
17	Summoner - allows user to summon any known creature and control or imprison them for 1d6 days
18	Slayer - can permanently kill any living or undead being lesser than a demi-god
19	Resurrection Machine - can raise any mortal being from the dead with no time restrictions
20	Invulnerability. Wielder immune to almost all causes of physical harm. There will always be one weak spot (50%) or nemesis (50%) – e.g. Baldr's mistletoe, Achilles' heel, the weak spot in Smaug's armour

TABLE 11: MINOR DRAWBACKS

1d20	RESULT
1	Confers a -1 penalty to the user's Charisma
2	Holy water within 10' of item becomes polluted
3	Confers a -1d4 penalty to the user's Charisma when a major power is used
4	Confers a -1 penalty to the user's Saving Throws vs. Spells
5	Confers a -2 penalty to the user's Saving Throws vs. Poison
6	User suffers a temporary loss of one of their senses for 1d8 turns when artifact is held/worn (1-2 Sight 3-4 Hearing 5-6 Smell)
7	Confers a 1d4x10lb weight gain on the user
8	Confers a 5d6lb weight loss on the user
9	User must make a Saving Throw vs. Spells to part with the item, even briefly
10	All small sources of flame (lamps, torches, etc.) within a 30' radius when a Major or Primary Power is used are extinguished
11	Any wood within a 10' radius when a Major or Primary Power is used will die and/or begin to decay within 1d7 days
12	Plants within a 10' radius when a Major or Primary Power is used will wither and die within 1d8 hours
13	All normal animals within a 50' radius will be hostile toward the user
14	Casting of normal spells within a 5' radius is impossible
15	Causes the user to experience short-term memory loss, starting with minor details and progressing eventually to total amnesia

16	The user is inflicted with partial hearing loss and may only hear voices at a shout. Spellcasters must shout their spells.
17	If object is used, then for 1d6 hours after use it cannot be put down.
18	Artifact is contrary. Must be persuaded to help before it can be used; persuasion takes 1d6 rounds, modified by GM according to wielder's Charisma and relationship with artifact.
19	Artifact temporarily drains one of wielder's experience levels when used. Level regained after 1d3 days.
20	Whenever artifact used, wielder surrounded by awestruck and adoring creatures (insects, small reptiles or mammals etc.) for 1d6 hours. 20% chance they will attempt to sing the wielder's praises.

TABLE 12: MAJOR DRAWBACKS

2d12	RESULT
2	There is a cumulative 5% chance each time a Major or Primary Power is used that one of the user's limbs will wither and rot as if inflicted with leprosy
3	The artifact places a Geas/Quest upon the user in keeping with its alignment and agenda
4	The artifact has a deep animosity toward 1d4 races and will force the user to attack them if encountered unless a Save vs Spells at -4 is successful
5	Confers a permanent -1 to penalty to one of the user's Ability Scores
6	Permanently subtracts 1d6 points from the user's Hit Points
7	The artifact must be activated each day by an offering (1d6 x 10,000gp) or a sacrifice (1 human/demihuman 2-4 humanoid 5-6 monster)
8	Users alignment is permanently and irreversibly changed to conform to that of the artifact
9	Each time a Major or Primary Power is used, the most powerful normal magic item within a 30' radius will be irreparably drained of all magic
10	Each time a Major or Primary Power is used, the user ages 3d10 years. If the user dies, they will return as an undead guardian of the artifact
11	Each time a Major or Primary Power is used, the user suffers 2d10 hit points of damage
12	Each time a Major or Primary Power is used, roll 1d6, (1-3) the user's height increases 1d3 inches, (4-6) the user's height decreases 1d3 inches
13	Each time a Major or Primary Power is used, the user must Save vs. Spells or go berserk, randomly attacking anything within a 20' radius for 5d4 rounds
14	Each time a Primary Power is used, the user must Save vs. Spells or lose 1 lvl of experience
15	All intelligent beings within a radius of 20' must Save vs. Spells or be forced to act in order to possess the artifact for their selves.
16	Each time any of the artifact's Powers are used, roll 1d6, (1-3) the ambient temperature within a 60' radius is raised (1d4+1 x 10) degrees F for 2d4 turns, (4-6) the ambient temperature within a 60' radius is lowered (2d4 x 10) degrees F for 2d6 turns
17	If this artifact is used as a weapon, it deals double the normal damage, but the wielder takes normal damage from the resulting backlash
18	Each time a Major or Primary Power is used, everyone (including the user) within a 30' radius must Save vs. Spells or be forced to flee in terror
19	Each time a Major or Primary Power is used, all coins within a 40' radius will be consumed by the artifact
20	Each time a Primary Power is used, all within a 20' radius (including the user) will receive 5d4 points of damage
21	Each time a Major or Primary Power is used, there is a 5% cumulative chance that the user will become Ethereal, and remain so for 1d8 turns

22	Each time a Major or Primary Power is used, the user must Save vs. Spells or go insane for 1d6 days
23	Each time a Major or Primary Power is used, the user ages 1d10 years. All of the affects of aging should be applied to the user, although they will not die (of old age) as long as they possess the artifact.
24	Each time a Major or Primary Power is used there is a 50% chance of geas being placed upon the user. The geas must be completed before the artifact's Major or Primary Powers may be used again.

TABLE 13: ARTIFACT DESTRUCTION

d%	Method
01-03	A seal an the site of the artifact's creation must be broken with a +5 weapon
04-06	All memory of the artifact must be erased from all memory
07-09	Inscriptions on the artifact itself must be erased
10-12	It must be bathed in a pool of pure holy water for 7 years
13-15	It must be crushed beneath gears of pure adamantium
16-18	It must be crushed under the cloven heel of a demon lord
19-21	It must be destroyed by 1,001 wishes
22-24	It must be destroyed by a Grand Ritual of Severing
25-27	It must be dissolved in the waters of the River Styx
28-30	It must be fed to the Mother of All Dragons
31-33	It must be frozen on the Elemental Plane of Water
34-36	It must be ground to dust and consumed by its user
37-39	It must be incinerated in the fiery breath of an ancient red dragon.
40-42	It must be melted at the earth's core
43-45	It must be melted down on the Plane of Elemental Fire
46-48	It must be pulverized between two meteors.
49-51	The creator, or their soul, must be permanently destroyed.
52-54	It must be sealed in a specially-constructed pocket universe
55-57	It must be shattered on a magical anvil, or perhaps against another similar artifact
58-60	It must be soaked in the blood of 666 greater demons
61-63	It must be sundered by a +5 weapon
64-66	It must be sunk into the deepest ocean trench
67-69	It must be thrown into a volcano, perhaps on another plane
70-72	It must be thrust into the heart of the sun
73-75	It must be used to wound or slay a deity
76-78	It must sit in 1,000 years of total darkness
79-81	Only the end of the universe can destroy the artifact
82-84	Ten thousand Dispel Magic spells must be cast upon the artifact
85-87	The artifact can be easily destroyed; but will appear again, whole and undamaged in a different place or time
88-90	The characters must travel back in time prior to the artifact's creation, and stop it
91-95	Roll Twice. Ignore results of 91+. Both methods can or must be combined to destroy the artifact.
96-00	GM's Choice

SUBTABLE A: USAGE FREQUENCY

1d4>	1	2	3	4
Minor Power	At will	7/day	3/day	1/day
Major Power	3/day	1/day	3/week	1/week
Primary Power	1/day	3/week	1/week	2/month

Examples for Your Inspiration

Artifacts

- Aegis Shield (Greco-Roman)
- Andvarinaut (Norse)
- Apollo's Bow (Greco-Roman)
- Apparatus of the Mad Archmage
- Ark of the Covenant (Judeo-Christian)
- Armor of Achilles (Greco-Roman)
- Asmodeus' Diabolic Rod
- Axe of the Dwarven Kings
- Baba Yaga's Hut (Slavic)
- Book of Thoth (Egyptian)
- Brísingamen (Norse)
- Canon of Changes (Chinese)
- Chariot of the Sun (Greco-Roman)
- Codices of Innumerable Dimensions
- Crane-Skin Bag of Cumhail (Celtic)
- Cronus' Sickle (Greco-Roman)
- Cup of Jamshid (Persian)
- Cuthbert's Cudgel
- Dancing Sword of Lightning (Chinese)
- Excalibur (Arthurian Britain)
- Flaming Shard of Ebon

Flying Throne of Kai Kavus (Persian)

Fragerach (Celtic)

Glassy Spheres of the Dragon Lords

Golden Automaton of Ur-nee

Hammer of Thor (Norse)

Horn of Geryon

Jade Books in Heaven (Chinese)

Juggernaut (Indian)

Kantele (Finnish)

Kaustubha Jewel (Indian)

Magic Mould of the Yu Emperor (Chinese)

Monkey King's Spear (Chinese)

Morgan's Organ

Necronomicon (Cthulhu Mythos)

Obsidian Chalice of Grevous Phlegh

Orcus' Bone Wand

Palladium (Greco-Roman)

Pandora's Box (Greco-Roman)

Pearl of Pricelessness

Pelian Spear (Greco-Roman)

Queen Labea's Amazing Sparrow

Regalia of the World Emperors

Ring of Xagy Gaxgy

Sampo (Finnish)

Seal of Solomon (Judeo-Christian)

Shamshir-e Zomorrodnegar (Persian)

Skíðblaðnir (Norse)

Smoking Mirror (Mesoamerican)

Spear of Cuchulainn (Celtic)

Staff of Moses (Islam)

Sudarshana Chakra (Hindu)

Sword of Light (Celtic)

Sword of Peleu (Greco-Roman)

Tablets of Destiny (Mesopotamian)

Talisman of El'Kadim

Tarnhelm (Germanic)

The One Ring (Tolkien)

Throne of the Elder Ones

Urim and Thummim (Latter Day Saints)

Vajra of Indra (Indian)

Wand of Eleven Sections

Yessinda's Flute

Zeus' Lightning Bolts

Relics

Bone of Ullr (Norse)

Bones of Elisha (Judeo-Christian)

Buddha Tooth of Kandy (Indian)

Chair of Idris the Giant (Norse)

Crystal Skull of Lubantuum (Meso-American)

Eyes & Ears of Kyung

Hide of Leviathan (Judeo-Christian)

Hide of the Nemean lion (Greco-Roman)

Holy Grail (Judeo-Christian)

Sacred Cloak of the Prophet (Islam)

Seamless Robe of Jesus (Judeo-Christian)

Shroud of Turin (Judeo-Christian)

Spear of Destiny (Judeo-Christian)

Teeth of Nalledev

True Cross (Judeo-Christian)

Sites

Amarnath (Indian)

Angkor Wat (Southeast Asian)

Chaco Canyon (Amerindian)

Externestein (Germanic)

Great Pyramid of Cheops (Egyptian)

Grotto of Lourdes (Judeo-Christian)

Haleakala (Polynesian)

Kabbalah Stone (Islam)

Konarak Sun Chariot (Indian)

Machu Picchu (South American)

Mt. Kailash (Tibetan)

Mt. Koya (Japanese)

Mt. Shasta (Amerindian)

Mt. Sinai (Judeo-Christian)

Mud Mosque of Djenne (Islam)

Oracle at Delphi (Greco-Roman)

Porpherio's Garden Pool

Snake Mound (Amerindian)

Stonehenge (Arthurian Britain)

Tabernacle's Holy of Holies (Judeo-Christian)

Tower of the Winds (Greco-Roman)

Uluru (Australian Aboriginal)

Yellow Mountain (Chinese)

POTIONS

DIRECTIONS: Individual GMs, and enterprising players are encouraged to keep a list of previous potions' consistency and color within a given campaign. Eventually through frequent use or perhaps, reckless trial-and-error, the PCs can with experience develop a proficiency in identifying certain potions.

Potion Appearance (Roll once per column)							
1d20	CONTAINER	CONSISTENCY	COLOR				
1	Glass vial	Thin and watery	Black				
2	Clay flask	Thin	Blue				
3	Glass jar / bottle	Viscous	Brown				
4	Glass beaker	Oily	Gray				
5	Bone tube	Bubbling	Green				
6	Metal canteen	Lipid	Orange				
7	Leather skin	Tepid	Purple				
8	Gourd	Frothy	Red				
9	Stone vial	Stagnant	Yellow				
10	Crystal flask	Swirling	White				
11	Silver canister	Opaque	Blue and black				
12	Gold pipe	Translucent	Red and brown				
13	Sealed skull	Clear	Green and yellow				
14	Old wine bottle	Iridescent	Red and yellow				
15	Wood flask	Phosphorescent	Black and white				
16	Pewter Decanter	Striated	White and blue				
17	Copper phial	Variegated	White and green				
18	Platinum Beaker	Lumpy	White and yellow				
19	Horn / Antler	Thick	Roll again twice				
20	Porcelain jug	Dehydrated	Roll again three times				
Potion Flavours (roll 1d2 times per potion type)							
d%	TASTE	d%	TASTE	d%	TASTE	d%	TASTE
01	Acid	26	Compost	51	Lemon	76	Pina Colada
02	Apple	27	Copper	52	Lettuce	77	Prune Juice
03	Bacon	28	Corn	53	Lime	78	Raspberry
04	Baking Soda	29	Cough Medicine	54	Liver	79	Rubber
05	Banana	30	Cucumber	55	Licorice	80	Rum
06	Beans	31	Curry	56	Mango	81	Salt
07	Blackcurrant	32	Diesel Oil	57	Marmalade	82	Sand
08	Bread	33	Earwax	58	Marshmallow	83	Sardines
09	Brown Sugar	34	Egg yolk	59	Marzipan	84	Soap
10	Brussel Sprouts	35	Eucalyptus	60	Mayonnaise	85	Soda Water
11	Buttermilk	36	Flowers	61	Meatballs	86	Spinach
12	Candy	37	Fried beans	62	Menthol	87	Strawberries

13	Carrots	38	Glue	63	Milk	88	Sulphur
14	Cauliflower	39	Grass	64	Mucous	89	Syrup
15	Caviar	40	Ham	65	Mud	90	Tea
16	Celery	41	Honeydew	66	Mustard	91	Vanilla
17	Cheese	42	Horseradish	67	Nuts	92	Vinegar
18	Cherry	43	Hot sauce	68	Onion	93	Vomit
19	Chewing Gum	44	Ice cream	69	Orange	94	Beer / Ale
20	Chicken	45	Ink	70	Paint	95	Wine / Mead
21	Chocolate	46	Iron	71	Paprika	96	Urine
22	Cinnamon	47	Kidney	72	Parsley	97	Bong Water
23	Coconut	48	Lamb	73	Pepper	98	Blood
24	Cod Oil	49	Latex	74	Peppermint	99	Water
25	Coffee	50	Leather	75	Petroleum	00	Honey

RANDOM MAGIC ITEMS

DIRECTIONS: First determine the type and either the weapon power or number of uses. If the item is a weapon there is a 25% chance it also possesses 1d2 unique magical abilities.

Magic Item Form	
d%	TYPE
01-05	Helm
06-15	Clothing (see Clothing sub-table)
16-30	Weapon (see Weaponry sub-table)
31-50	Wand / Rod
51-60	Staff
61-70	Armour (see Armour sub-table)
71-75	Book
76-80	Miscellaneous Item (see Item sub-table)
81-85	Furniture (see Furniture sub-table)
86-95	Jewellery (see Jewellery sub-table)
96-00	Gemstone/Rock

Weapon Bonuses	
d%	TYPE
01	Cursed -3
02	Cursed -2
03-04	Cursed -1
05-50	+1
51-75	+2
76-80	+3
81-87	+4
88-89	+5
90-96	Bane Weapon (See sub-table)
97-98	Double Bane (bonuses against 2 kinds of targets, see sub-table)
99	Triple Bane (bonuses against 3 kinds of targets, see sub-table)

00	Special: Roll 1d2 magical powers							
* If the same kind of target is rolled twice, bonuses are cumulative up to a maximum of +7.								
Armour Bonuses		Item Uses/Charges						
d%	TYPE	d%	CHARGES WHEN FOUND					
01	Cursed -3	01-05	1					
02	Cursed -2	06-15	2					
03-04	Cursed -1	16-30	3					
05-50	+1	31-55	1/day					
51-75	+2	56-70	2/day					
76-80	+3	71-85	3/day					
81-87	+4	86-95	1/week					
88-89	+5	96-99	1/month					
90-96	+1d4 AC but not Saving Throws	00	1/year					
97-98	+1d4 to Saving Throws but not AC	GM's discretion whether an item has a limited number of charges or uses						
99	+1d6 to Saving Throws, +1d6 to AC							
00	Special							
Miscellaneous Item Types								
d%	TYPE	1d12	INSTRUMENT	1d8	CONTAINER	1d8	VEHICLE	
01-05	Anvil	1	Bell	1	Bag	1	Boat	
06-15	Bowl	2	Cornet	2	Barrel	2	Carriage	
16-20	Candelabra	3	Drum	3	Box	3	Cart	
21-25	Cauldron	4	Dulcimer	4	Bucket/Pail	4	Canoe	
26-32	Chalice	5	Fife	5	Chest	5	Chariot	
33-35	Comb	6	Flute	6	Pouch	6	Howdah	
36-45	CONTAINER	7	Harp	7	Sack	7	Ship	
46-48	Goblet	8	Lute	8	Waterskin	8	Wagon	
49-55	Idol	9	Lyre					
56-57	Lamp/Lantern	10	Mandolin					
58-60	Mirror	11	Pipe					
61-70	MUSICAL INSTRUMENT	12	Vio					
71-72	Phylactery							
73-74	Saw							
75-78	Scabbard/Sheath							
79-83	Seal							
84-85	Shovel							
86-90	Statuette							
91-92	Stool							
93-98	VEHICLE							
99-00	Whetstone							
ITEM TYPE SUB-TABLES								
CLOTHING		WEAPONRY		JEWELRY		ARMOUR		
d%	TYPE		d%	TYPE	d%	TYPE	d%	TYPE
01	Apron		01-06	Arrow	01-09	Amulet	01-04	Banded
02	Baldric		07	Arrow, Silver	10-14	Anklet	05	Brigandine

03-08	Belt		08	Atlatl	15-18	Arm-ring	06	Bronze Plate
09	Bodice		09-12	Axe, Battle	19-25	Bracelet	07-16	Chain
10-13	Boots		13-15	Axe, Hand	26-31	Brooch	17	Haubergeon
14	Cap		16	Axe, Two-Handed	32-34	Chain	18-21	Lamellar
15-16	Cape		17	Blowgun	35-37	Choaker	22-39	Leather
17-22	Cloak		18-19	Bolt, Heavy Crossbow	38-41	Clasp	40	Linothorax
23-24	Doublet		20-21	Bolt, Light Crossbow	42	Coronet	42-69	Plate
25-26	Dress		22	Bow, Composite, Long	43	Crown	70	Ring
27	Frock		23	Bow, Composite, Short	44	Diadem	71-74	Scale
28	Gaiters		24-26	Bow, Long	45-56	Earring	75-93	Shield
29-32	Gauntlets		27-29	Bow, Short	57-61	Locket	94-98	Splint
33-37	Girdle		30	Club	62-64	Medal	99-00	Studded Leather
38	Gloves		31	Cosh / Sap	65-68	Medallion		
39-40	Gown		32	Crossbow, Hand	69-73	Necklace		
41	Habit		33-34	Crossbow, Heavy	74-76	Pendant		
42-43	Hat		35	Crossbow, Light	77-78	Pet's Collar		
44-48	Hood		36-39	Dagger	79	Pin		
49	Hose		40	Dagger, Main Gauche	80	Orb		
50	Houppelande		41	Dagger, Poignard	81-93	Ring		
51-53	Jerkin		42	Dagger, Rondel	94	Sceptre		
54-55	Kirtle		43	Dart	95-97	Tiara		
56	Loincloth		44-45	Flail, Heavy	98-00	Toe-ring		
57-58	Mask		46	Flail, Light				
59	Mittens		47	Halberd				
60	Nightgown		48-49	Hammer, War, Heavy				
61	Peignoir		50	Hammer, War, Light				
62	Peplos		51	Javelin				
63	Petticoat		52	Knife				
64-68	Robe		53	Lance				
69-70	Sandals		54-57	Mace, Heavy				
71	Sash		58-59	Mace, Light				
72-73	Scarf		60	Morning Star				
74	Shawl		61	Pick, Heavy				
75	Shift		62	Pick, Light				
76	Shirt/Blouse		63	Polearm				
77-79	Shoes		64	Shield, Spiked Buckler				
80	Skirt		65	Sling				

81	Slip		66	Sling Bullet				
82	Smock		67	Sling Bullet, Silver				
83	Stockings		68	Sling Staff				
84	Stola		69	Sling Stone				
85	Strophion		70	Spear				
86-87	Surcoat		71-73	Staff				
88-89	Tabard		74-75	Sword, Bastard/Claymore				
90-92	Toga		76-79	Sword, Broad				
93	Tricorne		80	Sword, Foil				
94	Trousers		81-92	Sword, Long				
95-97	Tunic		93	Sword, Rapier				
98-99	Veil		94	Sword, Scimitar				
00	Vest		95-97	Sword, Short				
			98-99	Sword, Two-handed				
			00	Trident				

BANE WEAPONS: Weapons in the form "+1, +2 vs skeletons" or "+3, +5 vs undead" are generically called "bane weapons". To generate a bane weapon, take the base weapon bonus (+1, +2, +3 or whatever) and make it an additional +1d2 vs a specific target.

1d8	RESULT
1-2	Use Sub-table 1
3-4	Use Sub-table 2
5-6	Use Sub-table 3
7-9	Use Sub-table 4

Bane Weapons: Sub-table 1

d6/d6	1	2	3	4	5	6
1	Birds	Giants	Dwarfs (E)	Kobolds (G)	Worms	Dragons
2	Reptiles	Trolls (G)	Gnomes (E)	Goblins (G)	Slugs & Snails	Unicorns (E)
3	Amphibians	Ogres (G)	Halflings (E)	Hobgoblins (G)	Crustaceans	Pegasi (E)
4	Mammals *	Ettins (G)	Elves & ½ Elves (E)	Lizard Men	Arachnids	Perytons (G)
5	Insects	Bugbears (G)	Humans	Mermen	Plants	Griffons/Hippogriffs
6	Fish	Gnolls (G)	Orcs & ½ Orcs (G)	Troglodytes	Fungi	Rocs

(G) If intelligent sword, will not be evil-aligned

(E) If intelligent sword, will not be good-aligned

*Includes only mammals in the "Animal" class, so not humans, demi-humans etc.

Bane Weapons: Sub-table 2

d6/d6	1	2	3	4	5	6
1	Carnivores	Aquatic/Marine Creatures	Evil Creatures	Demons	Dogs/Canines	Sheep/Ovines
2	Herbivores	Flying Creatures	Good Creatures	Devils	Cats/Felines	Goats/Caprines
3	Omnivores	Burrowing Creatures	Lawful Creatures	Daemons	Bears/Ursines	Cattle/Bovines

4	Vertebrates	Extra-planar Creatures	Chaotic Creatures	Elementals	Swine/Porcines	Deer/Cervines
5	Invertebrates	Insubstantial Creatures	Male Creatures *	Golems	Horses/Equines	Snakes/Elapines
6	Animals	Unintelligent Creatures	Female Creatures **	Undead	Rodents/Murines	Primates/Simians

**Misandric weapon, will function as -3 in the hands of a male
 ***Misogynistic weapon, will function as -3 in the hands of a female

Bane Weapons: Sub-table 3						
d66	1	2	3	4	5	6
1	Clerics	Cavaliers	Troubadours	Anti-Paladins	Harpies	Dinosaurs
2	Druids	Paladins	Kung-Fu Monks	Berserkers	Chimærae	Slimes, Moulds, Jellies *
3	Witches	Magic-Users	Inquisitors	Elementalists	Centaurs	Lycanthropes/Shape-changers
4	Fighters	Illusionists	Necromancers	Manticores	Shedu	Fey
5	Rangers	Thieves	Warlocks	Drakes/Wyverns	Giants	Dragon-kin
6	Barbarians	Assassins	Sorcerers	Sphinxes	Angels	Hags

*Includes gelatinous cubes, black puddings etc.

Bane Weapons: Sub-table 4						
d6/6	1	2	3	4	5	6
1	Ghouls/Ghasts	Shoggoths	Moon Beasts	Anunnakim	Gnolls	Basilisks
2	Zoogs	Deep Ones	Polypous Ones	Cephaloids	Grimlocks	Catoblepas
3	Gugs	Elder Things	Slaasthaki	Devil Rays	Cockatrices	Jabberwocks
4	Shantaks	Great Race	Ocular Tyrants	Dvergar	Locathah	Gorgons
5	Nightgaunts	Men of Leng	Dark Elves	Cheiropterans	Pech	Salamanders
6	Byakhee	Mi-Go	Aboleths	Peikko	Tritons	Xill

Magical Powers					
d%	POWER	d%	POWER	d%	POWER
01	+1 to wearers' AC	35	<i>Aetherealness</i>	69	<i>Protection from Evil/Good</i>
02	+2 to wearers' AC	36	<i>Astral Travel</i>	70	<i>Protection from Evil/Good 10'</i>
03	+3 to wearers' AC	37	<i>Petrifaction</i>	71	<i>Know Alignment</i>
04	+1 to Saving Throws	38	<i>Disintegration</i>	72	<i>Clairvoyance</i>
05	+2 to Saving Throws	39	<i>Paralyzation</i>	73	<i>Clairaudience</i>
06	+3 to Saving Throws	40	<i>Blindness</i>	74	<i>Raise Dead</i>
07	+1 to AC/ Saving Throws	41	<i>Finger of Death</i>	75	<i>Animate Dead</i>
08	+2 to AC/ Saving Throws	42	<i>Feeblemind</i>	76	<i>Heal</i>
09	+3 to AC/ Saving Throws	43	<i>Fly (1d6+1 turns)</i>	77	<i>Cure Disease</i>
10	+4 to AC/ Saving Throws	44	<i>Airy Water (1d6+1 turns)</i>	78	<i>Cure Blindness</i>
11	<i>Pyrotechnics</i>	45	<i>Detect Invisible (1d6+1 turns)</i>	79	<i>Remove Curse</i>
12	<i>Fireball</i>	46	<i>ESP (1d6+1)</i>	80	<i>Wall of Force</i>
13	<i>Delayed Blast Fireball</i>	47	<i>See Aethereal (1d6+1)</i>	81	<i>Force Sculpture</i>
14	<i>Cone of Cold</i>	48	<i>Invisibility (will)</i>	82	<i>Cause Fear</i>
15	<i>Lightning Bolt</i>	49	<i>Telekinesis</i>	83	<i>Remove Fear</i>
16	<i>Chain Lightning</i>	50	<i>1 Wish</i>	84	<i>Phantasmal Force</i>
17	25% Magic Resistance	51	<i>2 Wishes</i>	85	<i>Phantasmal Killer</i>
18	50% Magic Resistance	52	<i>3 Wishes</i>	86	<i>Audible Glamour</i>
19	75% Magic Resistance	53	<i>Minor Globe of Invulnerability</i>	87	<i>Prismatic Spray</i>

20	95% Magic Resistance	54	<i>Globe of Invulnerability</i>	88	<i>Tongues</i>
21	Regenerate 1HP / round	55	<i>Shield</i>	89	<i>Wizard Lock</i>
22	Regenerate 2HP/ round	56	<i>Push</i>	90	<i>Knock</i>
23	Regenerate 3HP/ round	57	CURSED	91	<i>Light</i>
24	Immunity to Cold	58	<i>Summon Earth Elemental</i>	92	<i>Darkness 15'</i>
25	Immunity to Fire	59	<i>Summon Air Elemental</i>	93	<i>Silence</i>
26	Immunity to Lightning	60	<i>Summon Fire Elemental</i>	94	<i>Silence 15'</i>
27	Immunity to Acid	61	<i>Summon Water Elemental</i>	95	<i>Dancing Lights</i>
28	<i>Acid Arrow</i>	62	<i>Plane Shift</i>	96	<i>Faerie Fire</i>
29	<i>Wall of Stone</i>	63	<i>Monster Summoning I</i>	97	<i>Feather Fall</i>
30	<i>Wall of Fire</i>	64	<i>Monster Summoning II</i>	98	<i>Jump</i>
31	<i>Charm Person</i>	65	<i>Monster Summoning III</i>	99	<i>Polymorph Other</i>
32	CURSED	66	<i>Monster Summoning IV</i>	00	CURSED
33	<i>Magic Missile</i>	67	<i>Monster Summoning V</i>		
34	<i>Colour Spray</i>	68	<i>Monster Summoning VI</i>		

Magic Item Creation

DIRECTIONS

Determine the intended item type, number of uses and/or functions and XP value.

GM notes the required ingredients and procedural materials necessary

GM calculates the total cost, and time required to create the item.

For each day or week spent constructing an item, the creator must roll for success or failure.

Item is finished.

INGREDIENTS

COMMON: Everyday objects such as a piece of lint, a kernel of rice, an ounce of ale, scrap of parchment or a fly.

RARE: Common metals, mineral and gemstones, items. Common Animal or monster ingredients.

EXOTIC: Uncommon+ metals and minerals, items. Uncommon+ Animal or monster ingredients.

PROCEDURES

COMMON: Boiling, reducing, or crushing ingredients together in a cauldron or by mortar and pestle. Simple verbal and/or somatic enchantment requiring only materials or equipment normally on hand in a spellcaster's laboratory. Can be accomplished singlehandedly by a trained alchemist or spellcaster.

RARE: Slow distillation of the ingredients into an essence or powder. Uncommon requirements and/or enchanted equipment such as a magic circle, a forge, an altar or a well-equipped laboratory. In certain cases, a trained craftsman such as a smith, carpenter, scribe or a diligent apprentice may be necessary.

EXOTIC: Very complex alchemical or magical processes and equipment needed for the preparation. May require both an alchemist and a spellcaster, several craftsmen or a team of apprentices.

EXAMPLE OF MAGIC ITEM CONSTRUCTION

The hapless Lord Nhutsakh suffered an unfortunate groin injury after an unexpected random encounter with a crazed street trollop and her four angry cousin / brothers. He approached the alchemist Fauster, seeking a potion of regeneration. After careful consideration, the gentle GM decides that for it to be totally efficacious it must be drunk 3 times over a period of 3 months. So, the XP value of the potion is 500xp x 3 draughts for a total XP value of 1,500. The main required RARE ingredient he chooses is the bloody heart of a troll (priced separately by the GM as worth 350gp), powdered giant oyster shell (15gp), and a dash of elemental water (30gp). Preparation involves slowly reducing the ingredients in water for 15 days and straining into a tea-like concoction and contained inside a stoppered bottle. The total cost of the potion is 1,500 gp for time and labor and a further 395gp for materials, for a total cost of 1,895gp which Lord Nhutsakh readily pays before taking possession of the potion.

TYPE	INGREDIENTS	PROCESS	COST	TIME	XP VALUE
POTION					
Single Draught	1 Rare	1 Common	XP Value/gp	1 day/ 100gp	200 - 1,000
1d3+1 Draughts	1d3 Rare	1d2 Common	XP Value/gp	1 day/ 100gp	250 - 2,500
SCROLL					
Spell	1 Rare + 1 Common	var.	½ XP Value/gp	1 day/ spell lvl	100gp/ spell lvl
Protection	1 Exotic	1 Rare	½ XP Value/gp	6 days	1,000 - 2,000
RING					
Single Use	1 Exotic	1 Common	XP Value/gp	1 wk/100gp	1,000-4,000
Multiple Use	1 Exotic/function	1 Exotic/function	2x XP Value/gp	1 wk/100gp	3,000-5,000
Limited Use	1 Exotic	1 Exotic *	2x XP Value/gp	1 wk/100gp	1,000-5,000
ROD					
Single Use	1 Exotic	1 Rare	1/5 XP Value/gp	1 wk/100gp	4,000-10,000
Single Function	1 Exotic	1 Rare	XP Value/gp	1 wk/100gp	5,000-10,000
Multiple Functions	1 Exotic	1 Exotic/function	5x XP Value/gp	2 wk/200gp	6,000-10,000
Limited Use	1 Exotic	1 Exotic/use	XP Value/gp	4 wk/100gp	4,000-10,000
STAFF					
Single Function	1 Rare	1 Rare	1/5 XP Value/gp	1 wk/100gp	5,000-8,000
Multiple Function	1 Exotic	1 Exotic/function	5x XP Value/gp	2 wk/100gp	7,000-15,000
Limited Use	1 Exotic	1 Exotic/use	XP Value/gp	4 wk/100gp	2,500-5,000
WAND					
Single Function	1 Rare	1 Rare	XP Value/ gp	1 wk/100gp	2,000-4,000
Multiple Function	1 Exotic	1 Exotic/function	5x XP Value/gp	2 wk/100gp	4,000-7,000

Limited Use	1 Exotic	1 Exotic/use	XP Value/ gp	4 wk/100gp	4,000-6,000
MISC. ITEM					
Single Use	1 Exotic	1 Exotic	2x XP value/ gp	1 wk/100gp	200 - 2,000
Single Function	1 Exotic	1 Exotic	3x XP value/ gp	1 wk/100gp	2,000 - 10,000
Multiple Function	1 Exotic / function	1 Rare / function §	4x XP value/ gp	1 wk/100gp	2,500 - 10,000
Limited Use	1 Exotic / use	1 Exotic / use §	2x XP value/ gp	3wk/ 300gp	500 - 2,500
ARMOR					
Single Function	1 Exotic	1 Rare + 1 Common	2x XP value/ gp	3 wk/1,000gp	250-800 per +
Multiple Function	1 Exotic / function	1 Exotic / function ●	2x XP value/ gp	4 wk/1,000gp	Add values
Limited Use	1 Exotic / use	1 Exotic / use ●	2x XP value/ gp	2 wk/ 1,000gp	3,000-5,000
WEAPON					
Single Use	1 Rare	1 Common	XP value	1 wk/100gp	20-50 per +
Single Function	1 Exotic	1 Rare, 1 Common	2x XP value	3 wk/100gp	400-600 per +
Multiple Function	1 Exotic/ Function	1 Exotic/ function ●	2x XP value	4 wk/1,000gp	Add values
Limited Use	1 Exotic/Use	1 Exotic/ Use ●	2x XP value	2 wk/1,000gp	1,000-5,000

NEW MAGIC ITEMS

Potions

Bottle of Spider Repellent

The clue's in the name

XP Value: 350 **GP Value:** 2,000

Elixir of Health

This magical draught completely and permanently cures mundane or magical blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poison, and rot. It will not restore any HP lost to any of the above or cure any associated wounds. Typically an elixir of health comes in a flask. Quaffing half of a flask will cure up to two of the above afflictions. Quaffing the entire flask will cure any and all of the noted afflictions.

XP Value: 350 **GP Value:** 2,000

Elixir of Life

This efficacious elixir will restore up to 20% of the total hit points to any living creature, regardless of

their current health. If the victim is already suffering from wounds that reduced their hp to below 0, the elixir must be administered internally within 5 rounds of falling below 0hp. If successful, the recipient will be restored to 1hp but will be unconscious. Those treated in this way must rest for 1 day for every hp they were reduced to below 0. A *Cure Light Wounds* spell will negate the need for one day of rest. A *Cure Serious Wounds* spell will negate the need for 2 days rest, a *Cure Critical Wounds* spell 3 days, and a *Heal* spell will negate any need for up to a week of rest. Demi-humans and humanoids can be affected by this elixir.

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

Elixir of Madness

Drinking even a small sip of this elixir will cause the user to become insane as if affected by a *Symbol of Insanity*. After any quantity is drunk, the remainder of the elixir will lose its magic properties and become just a bitter, foul-tasting liquid.

XP Value: Nil **GP Value:** Nil

Elixir of Youth

This highly prized liquid reverses aging. An entire flask must be consumed to gain the benefit of a reduction in the imbiber's physical age by 1d4+1 years.

XP Value: 500 **GP Value:** 10,000

Oil of Acid Resistance

This oil can be applied to bare skin, cloth or any other material and confers a near invulnerability to acid for up to 24 hours. Each time a treated surface is exposed to acid however, the oil will lose a number of minutes of efficacy equal to the number of hit points of damage that would have been caused. A flask of this oil contains enough to protect one man-sized creature for 24 hours, 24 man-sized creatures for 1 hour, or any combination thereof.

XP Value: 500 **GP Value:** 5,000

Oil of Disenchantment

When applied to a living creature, this oil permanently removes all enchantments and/or charms placed upon it. If applied to an enchanted item, the oil will remove enchantments/charms for 1d10+20 turns, after which the item will regain its former power(s). The oil itself does not radiate magic and when applied to an item, it will not radiate magic either for the duration of the oil's potency.

XP Value: 750 **GP Value:** 3,500

Oil of Elemental Invulnerability

This oil has four separate varieties (Earth, Air, Fire, and Water) - roll 1d4 to determine which variety is discovered. When applied, the oil confers total invulnerability to the particular element on the Prime Material plane. 10% of oils of elemental invulnerability are particularly potent and will confer the same invulnerability when used on an Elemental plane. Each flask contains enough oil to cover one man-sized individual for a duration of 8 days, or eight man-sized individuals for 1 day each.

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

Oil of Immolation

This oil bursts into flame when exposed to air, inflicting 5d6 hp of damage to any creature hit by the oil. A Saving Throw vs. Spells is allowed, and success will reduce the the damage by half. When thrown, a flask of this oil can affect a maximum of 6 man-sized creatures. If a flask is opened, the holder will immediately suffer 1d4 hit points of damage and they must roll less than their DEX on 1d20 to stopper the flask before it explodes.

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

Oil of Clumsiness

This cursed oil will appear to be of a useful sort when applied until the creature to which it is applied enters into melee. In melee, they will have a 3 in 6 chance of dropping whatever weapon or other object(s) they are holding each round. Only a thorough application of a solvent such as pure alcohol will remove the oil before its potency wears off in 1d6 hours.

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

Oil of Impact

This oil offers extremely beneficial effects to blunt weapons (e.g. clubs, maces, hammers) and blunt missiles (e.g. sling stones and bullets). When applied to a melee weapon the oil will last for 1d3+2 applications, and each such application will last for 1d4+8 rounds. Each application will confer a +3 to-hit bonus and a +6 damage bonus. When applied to a missile, 1d2+3 sling stones or bullets or 1 larger missile may be coated. Each application has but a single "charge" and the missile will gain a +3 to-hit and damage.

XP Value: 750 **GP Value:** 5,000

Oil of Sharpness

This oil resembles the oil used to clean and protect metal weapons. When applied to an edged weapon it confers magical status to the weapon for 1d4+8 rounds. When found, the GM should roll on the table below to determine the exact efficacy of the oil found. A single flask will contain 1d3+2 applications.

1D20	BONUS TO-HIT AND DAMAGE
1-3	+1
4-6	+2
7-12	+3
13-15	+4
16-18	+5
19-20	+6

XP Value: 100/application **GP Value:** 1,000/application

Oil of Stasis

This oil closely resembles a magical oil of another sort. When applied to an organic substance such as leather, paper or dead flesh, it confers the ability to resist the effects of time. Each year which passes will affect the item as if only a single day had passed. Additionally, a coated item will gain a +1 to any

Saving Throws. Oil of Stasis does not itself decay or lose potency over time although it can be removed through magical means. A single flask of this oil will contain enough to coat a single horse-sized creature, eight man-sized creatures or any equivalent surface area.

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

Philtre of Beauty

When drunk, this substance grants the drinker a +1d4 to their Charisma for the duration of effect. If the effects wearing off are observed by any creature(s) formerly affected by the Charisma bonus they will react in a hostile manner and possibly attack the drinker.

XP Value: 250 **GP Value:** 1,500

Philtre of Glibness

This philtre imparts to the drinker the ability to speak fluently (even lie) without risk of being detected or doubted. Spells such as *Detect Lie* will not reveal that the user is being deceitful, but may, at the GM's discretion, hint that some slight exaggeration is taking place.

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

Philtre of Stammering and Stuttering

This philtre appears to be a Philtre of Glibness when examined. The effects are detrimental however. Whenever the drinker attempts to speak (including a verbal component of a spell or reading a magical scroll) the words will be garbled and nonsensical. Spells will be spoiled and parlay attempts will result in a penalty of -25% to Reaction checks.

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

Potion of Fire Breathing

This potion allows the drinker to spit forth a cone of flame. The potion contains 4 draughts. The effects of consuming one or multiple draughts is as follows. Saving Throws vs. Breath Weapons apply.

DRAUGHTS CONSUMED	WIDTH/LENGTH OF CONE	DAMAGE
1	10' x 20'	3d4
2	10' x 40'	6d4
3	10' x 60'	9d4
4	20' x 80'	5d10

After drinking, the imbiber can withhold the fire breath for up to 6 turns. After this time, there is a 90% chance the dweomer will simply expire harmlessly, and a 10% chance the potion will explode within the imbiber's stomach inflicting double normal damage to him or her with no possibility of a Saving Throw.

XP Value: 400 **GP Value:** 4,000

Potion of Rainbow Hues

This viscous fluid is always found stored in a metallic flask. When consumed, if the drinker concentrates on a single colour or combination of colours they will turn that colour or combination of

colours within a single round, and will remain so for up to one hour. Each potion contains 7 draughts.

XP Value: 200 **GP Value:** 800

Potion of Silence

A **potion of silence** is similar to a **potion of invisibility** in all respects save that it makes the drinker inaudible instead of invisible. Any item that would be rendered invisible by a potion of invisibility will be silenced (so it affects the drinker's armour and any equipment personally carried). Unlike invisibility, offensive moves do not cancel the silence effect. If a potion of silence is used on an unknowing or unwilling target—for example, if it were tipped in a wizard's wine cup prior to an assassination attempt - then a Saving Throw vs. Spells (unlisted categories) is allowed to avoid the effects.

XP Value: 250 **GP Value:** 500

Potion of Ventriloquism

This potion will imbue the drinker with ability identical to the 1st-lvl Arcane spell, *Ventriloquism*. The potion usually is found with 1d6 quaffs. Effects will expire normally after 1d6+2 rounds.

XP Value: 200 **GP Value:** 800

Potion of Vitality

When consumed, this potion refreshed and revitalizes the drinker who might have gone without food, drink or restful sleep for up to 7 days. If consumed it will revitalize the drinker for a number of days up to 7 minus the number of days of such deprivation. Further, this potion will act as an antidote to poison and regenerate 1 Hit Point every 4 hours.

XP Value: 300 **GP Value:** 2,500

Magic Scrolls

Blah blah add Witch scrolls to the standard scroll rules blah blah

Ward of Acid

Provides protection against up to 20 HD of magical or non-magical acid for 1d4+8 turns depending on which comes first. Reading Time: 5 segments

XP Value: 2,500

Ward of Dragon's Breath

The reader of the scroll only is protected from all manner of dragon breath weapons for 1d4+4 rounds. Reading Time: 1 round.

XP Value: 2,000

Ward of Breath Weapons

The reader of the scroll only is protected from all manner of non-dragon breath weapons for 1d4+4 rounds. Reading Time: 1 segment.

XP Value: 2,000

Ward of Cold

Reader is surrounded with a 30' diameter sphere for 1d4+4 turns that protects all inside from normal cold and gives a +6 bonus to Saving Throws vs. Cold and resulting damage will be reduced by either $\frac{1}{4}$ or $\frac{1}{8}$ if the Saving Throw is made. Reading Time: 3 segments

XP Value: 2,000

Ward of Electricity

Reader is surrounded with a 20' diameter sphere that protects all inside from electricity for 4d4 rounds. ReadingTime: 5 segments.

XP Value: 1,500

Ward of Fire

Reader is surrounded by a 30' diameter sphere that protects all inside from magical or non-magical fire or heat for 1d4+4 turns. Reading Time: 8 segments.

XP Value: 2,000

Ward of Gas

Reader is surrounded by a 10' diameter sphere that protects all inside from toxic gases, magical or mundane. Reading Time: 3 segments.

XP Value: 2,000

Ward of Illusions

Only the reader is protected from any and all illusory or Phantasmal magic for 5d6 rounds. Reading Time: 7 segments.

XP Value: 1,500

Ward of Paralysis

Only the reader is protected from any and all forms of paralysis, whether from spell, gas, etc. for 1d4+1 rounds. Reading Time: 1 round X.P. Value: **1,500** **Ward of Plants** **A zone of protection from all plants, slimes, moulds and fungi extends from the reader in a 10' diameter sphere. If the zone is moved toward mobile plant life, the plants will be pushed away. If the zone encounters immobile plants it will not be able to keep moving unless the reader has enough STR and mass to uproot the blocking plants. The protection lasts for 1d4+4 rounds. Reading Time: 1 round** XP Value: **1,000** **Ward of Poison** The reader is protected from any and all poisons and any poison currently affecting them will be neutralised. Such protection lasts for 1d10+2 rounds. Reading Time: 3 segments.

XP Value: 1,000

Ward of Mechanical Entrapment

The reader is protected from all traps of a purely mundane, mechanical nature for 5d4 rounds. The scroll will not reveal the existence of such traps however. Reading Time: 4 segments. XP Value: **2,000** Ward of Enchanted Entrapment A zone of protection from magical traps extends in a 10' diameter sphere centered on the reader. Magical traps will not function against those protected by the sphere. The scroll will not reveal the existence of such traps however. Reading Time: 8 segments.

XP Value: 2,000

Ward of Traps

A zone of protection from all extends in a 10' diameter sphere centered on the reader. All traps, mundane or magical, will not function against those protected by the sphere. The scroll will not reveal the existence of such traps however. Reading Time: 1 round. XP Value: **2,000** Ward of Water A zone of protection extends in a 10' diameter sphere centered on the reader. All forms of water cannot penetrate the sphere nor will they affect those protected in any way for 1d4+4 turns. Reading Time: 6 segments.

XP Value: 1,500

Ward of Enchanted Arms

These scrolls come in a number of specific varieties. The reader cannot be harmed or touched by the particular type of magic weapon for 1d4+4 rounds. When found, the GM should roll on the table below to determine the exact type of weapon warded against. Reading Time: 1 round. | 1D3 | WEAPON TYPE | | 1 | Blunt | | 2 | Edged | | 3 | Missile | XP Value: **1,000** Ward of Mundane Arms These scrolls come in a number of specific varieties. A zone of protection extends from the reader in a 10' diameter sphere. Those within the sphere cannot be harmed or touched by the particular type of weapon for 1d4+4 rounds. The scroll cannot protect against large missiles such as boulders from a catapult or ballista bolts. When found, the GM should roll on the table below to determine the exact type of weapon warded against. Reading Time: 1 round.

1D3	WEAPON TYPE
1	Blunt
2	Edged
3	Missile

XP Value: 1,000

Magic Weapons

Arrow of Fireballs (A/B/Ca/F/P/R/T/Tr)

These arrows are +2 to hit, and explode into a *Fireball* causing 6d6 points of damage when striking a target. The *Fireball* consumes the arrow, and if the arrow misses its target it will be broken. The creature struck by the arrow is not allowed a Saving Throw, although others in the area save for half damage .

XP value: xx **GP value:** xx

Bolts of Earthquakes

These function normally as **+2 heavy crossbow bolts**. When shot into the earth or into a stone structure they cause a 10d10 earthquake in a 30 sq. ft. area.

XP value: xx **GP value:** xx

Bone Mace (A/B/C/Ca/F/P/R)

A bone mace is wielded by favoured servants of Orcus, and sometimes given to Anti-Paladins as a reward for their service. It is a mace +3 that causes paralysis as a ghoul 3 times/day.

XP value: xx **GP value:** xx

Braeran's Stiletto (A/B/Ca/F/P/R/T/Tr)

Damage: 1d3/1d2 + Special

Braeran was a petty crook and mugger who tried to pass himself off as an Assassin, if he encountered someone making discreet inquiries about contracting an Assassin. If the target were a resident of his own quarter he would take the job and attempt to complete it, although his methods were unsophisticated. If the target resided in a quarter where Braeran had no access, and no association to gain it for him, Braeran negotiated a price in bad faith and then attempted to kill his employer upon receiving an initial installment for expenses. He had considerable success, mainly due to his blade which he had taken from the belt of a drunken sailor he had assaulted and robbed.

This small dagger's hilt is made of silver, wrapped in leather. The pommel has been worked into the shape of a small frog, with an open mouth. The piece is a rendition of a species native to the jungles. Its head is on a swivel which allows it to unlock and slide, allowing access to a small cavity which can be filled with liquids of the bearer's choice. On the guard is a small carving of two daggers lying horizontal, opposite ends, across a six pointed star. Pressing down on the star causes the contents of the chamber to evacuate through a deep groove that runs down the center of the blade from its tang to the tip; typically this is used to inject poison from the hilt chamber into a wound.

As the blade itself is not coated in venom there is no chance for observers to "notice" the same, and possibly be swayed by the use of poison to risk involving themselves by notifying the nearest watchman. The weapon is not enchanted in any way, and gives no bonuses to hit or damage.

Braeran eventually grew careless, as is wont to happen when enjoying illicit gain without consequence, and the Assassins' Guild became aware that someone using this distinctive blade was impersonating their members. In a stroke of luck, Braeran found out his secret was compromised, although he mistakenly thought the Assassins also know his identity. To escape, Braeran signed on as a hireling to a newly-formed adventuring group that was willing to purchase his exit stamp at the quarter gate. The group, who called themselves Magan's Men, have not returned to the city for three seasons.

XP value: 100; **GP value:** 150

Devil's Club (CDIMW)

This is an enchanted stick from a thorn creeper (c.f. MoM, pp 98-9). It is a **+1 club**. On a perfect roll of

'20' the victim will be permanently scarred, suffering -1 to their Charisma.

XP value: xx **GP value:** xx

Hound's Tooth Dagger (A/B/Ca/F/I/M/P/R/T/Tr)

This dagger, formed of a huge sharpened dog's tooth set with a bone handle, appears to be a magical +1 weapon, and normally functions as such. However, on a natural "to hit" roll of 20, it will magically conjure a dog (cf. OSRIC: Dog, Wild) which will also begin to attack the target that was struck. The dog has 4hp and can be attacked as normal, and it will disappear in any case when its target is dead. It never needs to check morale and cannot be commanded to do anything other than attack the creature it has been conjured to fight. The hounds thereby summoned are black-furred, their eyes glow a spectral green, and they bring with them a preternatural chill in which their breath steams like jets of fog. It is not possible for more than three dogs at a time to be summoned by the Hound's Tooth Dagger.

XP value: 150; **GP value:** 300

Sword of Ineffable Evil (A/B/Ca/F/P/R/T/Tr)

Forged in the furnaces of Narak and quenched in the blood of a devil, this longsword radiates chaotic evil and has a wickedly sharp saw-edge along both edges of its pitch-black blade. In the hands of an Anti-Paladin, this is a magical longsword +4 that continually radiates *Protection from Good* in a 30' radius. The bearer may use it to *Commune* with a demonic patron (as the 5th-lvl Divine spell) once per week.

XP value: xx **GP value:** xx

Sword of Spell Stealing (A/B/Ca/F/P/R/T/Tr)

A +2 sword with special powers against any creature that has a spell memorised. (It only works on memorised spells, not spell-like powers, so the **sword of spell stealing** could not steal the powers of a unicorn or pit fiend, but it would work on a lich or naga.) If the attacker rolls an unmodified 20 "to hit", then one of the target's spells vanishes from its memory; determine the spell lost randomly. If the attacker is injured, then he or she is healed 1hp of damage for each level of the spell stolen.

XP value: xx **GP value:** xx

Mace of Order (A/B/C/Ca/F/P/R)

In the hands of a Chaotic character this heavy mace functions as a cursed -1 weapon. For a character who is Neutral on the Law-Chaos axis, it counts as +1. For a Lawful character it is a +3 weapon and inflicts double rolled damage, i.e. (1d6x2)+4 vs small or medium-sized creatures and (1d6x2)+3 vs large ones.

XP value: xx **GP value:** xx

Mace of Smashing (A/B/C/Ca/F/P/R)

This **+1 heavy mace** increases the wielder's strength by one. This means that the strength is increased to the next whole number, so for example, a character with strength 18/32 would have an effective strength of 19 while wielding this weapon.

If the mace is used on an object, it must pass a Saving Throw vs. Crushing Blow or be destroyed. The mace of smashing is therefore prized by dungeoneering adventurers of the less subtle kind, since it can be used for breaking down doors or smashing open chests and other containers (although in due course, adventuring types may find the gentle sound of shattering potion-bottles, magical mirrors or other fragile contents upsetting, and may become tired of triggering traps).

XP value: xx **GP value:** xx

Mageblade (A/B/C/Ca/F/M/P/R)

This **+1 longsword** is usable by Magic-Users. Dagger proficiency is sufficient to remove the non-proficiency penalty for a mageblade.

XP value: xx **GP value:** xx

Hammer of Witches (A/B/C/Ca/F/P/R)

The **hammer of witches** counts as a +1 heavy warhammer in the hands of most characters. When used by an Inquisitor, it counts as a +3 heavy warhammer and inflicts double damage against any creature with spells memorised. It also empowers the Inquisitor to turn undead as a Cleric of the same level.

XP value: xx **GP value:** xx

The Millennial Maces (A/B/C/Ca/F/P/R)

These weapons were constructed by a race of sea giants now vanished from the Earth and are named after the most infamous of their kind who was known to have made good use of them in battle. The **millennial maces** are not magical items but artifacts of super-science that cannot be replicated by anyone in a standard fantasy setting. In appearance they look like slightly over-large footman's maces built of a single piece of some incredibly hard, iron-like dark substance that weights less than any known metallic alloy. The reduced weight means someone with the suitable weapon proficiency can make use of one normally despite its uncommon size and shape.

The maces confer no bonuses to hit but have two special abilities when activated by a command word. When this is done the head of the mace begins glowing white-yellowish, surrounded by a weaving field of energy that resembles flames and casts light equivalent to a lantern and emits a ominous humming sound just within range of hearing frequency.

The energy field has disruptive properties on matter down to the molecular level and causes horrendous damage, being able to crack and shatter even stone and steel. In combat calculate normal damage for using a footman's mace, including bonuses from Strength, Weapon Specialization, etc, and double the total. Inanimate objects struck by an active mace must Save vs. Disintegration or be destroyed.

Furthermore, within a 30' radius around the mace wielder all hostile non-supernatural creatures of Intelligence above Semi- must Save vs. Death or be struck by fear. This fear effect does not cause victims to flee but rather stay rooted to place, cowing and unable to do anything except maybe going into parrying mode. Each time a creature under the influence of fear is attacked by the mace-user it can re-roll the Saving Throw; upon success fighting back is possible although at a -4 to Hit. Creature affected by the fear field who manage to step outside of it, or who stop being under its direct influence due to the mace-wielder moving about, can make ranged attacks normally. The field of fear is not magical, but techno-psionic in nature so it will affect even normal beings normally immune to

fear.

The power source of these maces is not infinite but is self-recharging to a degree. When energy reserves go below a certain threshold the mace will go into “standby mode” and deactivate for a period of time as it siphons power from the Planes Beyond. To simulate this any natural “1” on an attack roll using a **millennial mace** means it will shut down for a period of 1d4 days.

XP value: xx **GP value:** xx

Gladius of Flowing Steel (A/B/Ca/F/P/R/T/Tr)

In their natural form these rare magical weapons look like short swords made of a single casting of metal, the entire weapon, blade, handguard and handle is made of a solid-state mercurial metal alloy with no seams that can alter its shape. Upon command the entire weapon can change to the form of any straight-edged model of sword from Short Sword to Two-handed or anything in between.

These armaments work as +1 magical weapons for purpose of hitting, damage and for wounding creatures immune to mundane weapons. Besides this the wielder gains a +1 bonus to hit as the blade and hilt, regardless of the form adopted, always take on a shape that is perfectly adapted and balanced to the personal needs of the user.

XP value: xx **GP value:** xx

Phase Sword (A/B/Ca/F/P/R/T/Tr)

Sword that casts *Blink* (3rd-lvl Arcane spell) and can hit displaced, out-of-phase or æthereal things.

XP value: xx **GP value:** xx

Polearms of the Peasant Heroes (A/B/Ca/F/P/R)

There was once a peasant rebellion that benefited from the aid of master weapon-smith who unselfishly made many dozens of polearms to help the commoner insurgence against tyranny. Like most, this rebellion was crushed but its legacy lives on through these weapons for the spirits of the peasant heroes that fought in died in those battles still linger on them.

In appearance these weapons look no different than standard fare polearms, although detection of magic will show they have a faint necromantic aura about them. They seem immune to both the effects of the passage of time as well as corrosion and rust from natural sources. They run the entire gamut of polearms except for pure pikes and halberds. Glaives, guisarmes and glaive-guisarmes being the most common models found-

In combat the **Polearms of the Peasant Heroes** confer a to-hit and damage modifier that varies according to the nature target they are being used against. When facing a lowly representative of authority or agent of the state such as a soldier or city watch member they work as +1 weapon, against a non-noble superior officer, judge or bureaucrat they get a +2 bonus, +3 vs. a titled noble, +4 vs. a high noble such as a baron or duke and +5 vs. a prince and +6 vs. a king or emperor; for these last two classes the victim must also make a Save vs. Death upon being struck by the weapon or perish immediately regardless of damage incurred. If used against persons of commoner or lower status they grant a variable negative penalty to hit and damage of minus 1d4+1.

These weapons are Neutral in alignment but will not harm users unless they are members of the higher classes, in case a noble attempts to touch one and is of any alignment other than Lawful Good,

he will suffer magical damage equal to being struck by the weapon with the appropriate damage modifier for his social rank.

XP value: xx **GP value:** xx

Dastard's Foils (A/B/Ca/F/P/R/T/Tr)

An ornate case containing a pair of seemingly identical and fine foils. However the Dastard's foils consist of one weapon with a +1 to +4 bonus and one with a -1 to -4 penalty (The penalty is always the exact inverse of the bonus). Anyone faced with choosing a weapon from the pair will always choose the cursed weapon unless they pass a Saving Throw with a -4 penalty. Unlike most cursed weapons, the cursed foil can always be returned to the box provided the matching foil is also returned.

XP value: xx **GP value:** xx

Rapier of Wit (A/B/Ca/F/P/R/T/Tr)

This finely crafted rapier is +2 weapon which also grants a +1 bonus to Charisma when worn or wielded. Furthermore, provided the wielder can maintain a steady barrage of insults and is not prevented from speech in some way, they may confuse and befuddle their opponents, causing them to attack with a -2 penalty and a -1 penalty to armour class. Mindless or deaf opponents are immune to this effect.

XP value: xx **GP value:** xx

Flying Flange (A/B/Ca/F/P/R/T/Tr)

The ***Flying Flange*** is a rapier with quillion and guard crafted into the form of a kingfisher. This +1 weapon enables the wielder to make prodigious leaps as per the 1st-lvl level Arcane spell, *Jump*. Furthermore the wielder can avoid all falling damage on a successful Saving Throw. The wielder may also make a leaping charge, in which case the first successful hit inflicts double damage.

XP value: xx **GP value:** xx

Rapier of the Mark (A/B/Ca/F/P/R/T/Tr)

This thin and light rapier is a +2 weapon. On a successful hit the wielder may choose to mark the opponent with a personal and permanent signature, insignia or initial. The mark is clearly visible covering the victim's chest and will glow slightly with a soft but visible light even if the victim covers it, becomes invisible changes form. An opponent so marked must make an immediate morale check and must check morale every time they confront the wielder (should they ever meet again). Only a *Remove Curse*, *Limited Wish* or *Wish* will remove the mark.

XP value: xx **GP value:** xx

Battle Axe of Mighty Hewing (A/B/Ca/F/P/R)

These dwarf-made battle axes are one-piece weapons of solid black metal with heavy, dense blades made for the elite honour guards of their kings. Their magical enchantments grants +1 to-hit and +2 to damage. A character fighting with one can perform a Mighty Hewing manoeuvre for tremendous damage: instead of attacking in one round he pulls back the weapon and attacks normally on the next with full force. If the blow hits it will deliver double normal rolled damage, including all modifiers from

Strength and Weapon Specialization.

When attempting a mighty hewing the axe's user cannot make multiple attacks or benefit from the "Fighting the Unskilled" ability of the Fighter class. Due to their awkward distribution of weight these weapons cannot be used one-handed or properly wielded by someone with Strength below 16. Someone with insufficient strength fights with the axe as if he lacked the appropriate weapon proficiency and cannot use the mighty hewing power.

XP value: xx **GP value:** xx

Bolts of Lightning (A/B/Ca/F/P/R)

These bolts are normally light crossbow bolts, although heavy crossbow bolts may be found. When striking a target a *Lightning Bolt* is unleashed, consuming the bolt.

The lightning bolt inflicts 6d6 points of damage, and the creature struck by the crossbow bolt receives no Saving Throw, but any creatures in the path of the lightning stroke do. Whether striking a target or not, the bolt will break.

Note that the lightning stroke is 5' wide and 30' long. If a solid object is within the stroke, say a stone wall, the stroke will rebound to its full length, e.g., if a wall is 10' behind the victim the stroke will rebound 20', enveloping the shooter if he or she is within 20' of the target.

XP value: xx **GP value:** xx

Thunderclap Arrow (A/B/Ca/F/P/R/T/Tr)

These magic arrows are of exceptional value, having +3 to-hit and damage. In addition, any victim struck by one of these arrows must Save vs. Breath Weapon at -3 or be stunned for 3d4 rounds. These arrows are effective on creatures of 600 lbs. or less. Creatures up to 1,200 lbs. save normally, and more massive creatures are unaffected by the stunning.

XP value: 1,000 **GP value:** 100

Swords of the Ancients (XXX)

The ebb and flow of peoples across the plains of the north is a fact of barbarian life. However to a man of kingly blood the second most important thing about his burial (the first is that it be a result of death in battle) is that it be in the earth of his homeland. When their enemies drove the tribe from their homeland the men of kingly blood stood on the borders of their homeland and divided into pairs and fought to the death, until at the last, Knorr the Unvanquished perished from his wounds having defeated his brother in single combat. The men of the tribe buried them there and pressed on to find a new homeland.

Accounts differ on how many pairs fought, or what weapons were used by all of the combatants but all agree that the weapons were changed by the use to which they were put. Four swords are known to exist. Seeming to be commonplace Minnatanian blades of ancient design but possessing a fearsome curse. All exert a pressure on the wielder of the blade to destroy the hereditary enemies (if any of these near extinct peoples may be found) and exert mastery over the tribe.

These intelligent swords have a purpose and a will of their own. The spirit of the kingly men of the ancient tribe live on, bound to the weapon they used to kill their own brothers and sons. Lawful Evil, they exist to exterminate their hereditary enemies and all their works and promote men of ability to

the rule of the tribe. The swords do not communicate with the wielder, but will influence the weak willed user to achieve their goals. They may also betray the user who is strong willed enough to resist their influence but otherwise unsuitable to rule (not a barbarian noble). Generally the abilities manifest as a +1 bonus to hit and damage in combat. If the sword has decided to betray the user it will be a -1 weapon, unlike most cursed swords casting it away will break the curse easily. Most barbarian warriors are distrustful of magic and may seek to cast away the sword if they realize it is magic, if the warrior is worthy of it's service the sword will seek to dominate the will of the user at least to make sure it is not discarded.

XP value: xx **GP value:** xx

MAGIC ARMOUR

Armour of the Porcupine (any who can wear that armour type)

Armour of the Porcupine magically inflicts damage on any attacker who hits the wearer in melee. There is no Saving Throw, but magic resistance will prevent this effect from working (treat the armour as an 11th level spellcaster). It can work on any number of attackers, even if they all hit in the same round. It is ineffective against damage caused by spells or missiles. Roll d% to determine the strength of the armour:

d%	PROTECTION VALUE	DAMAGE INFLICTED
01-30	+1	1 hp per hit
31-40	+2	1 hp per hit
41-45	+3	1 hp per hit
46-47	+4	1 hp per hit
48-67	+1	1d2 hp per hit
68-75	+2	1d2 hp per hit
76-80	+3	1d2 hp per hit
81	+4	1d2 hp per hit
82-90	+1	1d3 hp per hit
91-95	+2	1d3 hp per hit
95-97	+3	1d3 hp per hit
98	+4	1d3 hp per hit
99	+1	1d4 hp per hit
00	+5	1d6 hp per hit

Each time the target is struck in melee, there is a 1% chance that the **armour of the porcupine's** enchantment will be exhausted and it will crumble to dust.

XP value: xxxxx; **GP value:** xxxxx

Armour of Quick Changing (any who can wear that armour type)

This armour provides normally (90%) +1, occasionally (9%) +2 or rarely (1%) +3 protective value. It can be donned or doffed in one round.

XP value: xxxxx; **GP value:** xxxxx

Armour of Swimming (any who can wear that armour type)

Armour of swimming will not rust or rot in water, and while fully immersed in water, has an encumbrance of zero.

XP value: xxxxx; **GP value:** xxxxx

Polished Shield (any shield-using class)

The polished shield acts as a **shield +1**. Its reflective surface also reflects gaze attacks such as a medusa's like a mirror does.

XP value: xxxxx; **GP value:** xxxxx

Survivor's Shield (any shield-using class)

The **survivor's shield** acts as a shield +1. Once in the wielder's life, the shield will empower him or her to re-roll a failed Saving Throw. Once this has been done, that will never again work for that character. Each survivor's shield will enable a maximum of three re-rolled Saving Throws - for three different owners - before crumbling to dust.

XP value: xxxxx; **GP value:** xxxxx

Monk's Shoes and Gloves (KFM)

These shoes and gloves are created in sets that cannot be divided. Each set consists of two shoes and two gloves; if any part of the set is damaged the remaining pieces lose their dweomer and become mundane items.

Usable only by Kung-fu Monks, these foot and hand-ware empower a monk's open hand attacks to damage creatures damaged only by magical weapons. Some sets have no plus to hit or damage, but will enable the monk to effectively strike creatures requiring silver or +1 weapons to hit. Others have varying pluses to hit and damage.

A further benefit is gained, for the wearer is protected from some effects while striking. Thus a monk could use open hand attacks upon a vampire without suffering energy drain, but if the vampire should strike him, normal draining would occur.

d%	BONUS	XP VALUE	GP VALUE
01-50	+0	200	1,000
51-80	+1	400	2,000
81-90	+2	800	4,000
91-96	+3	1,400	7,000
97-99	+4	2,000	10,000
00	+5	3,000	15,000

XP value: xxxxx; **GP value:** xxxxx

Shield of the Undead (any shield-using class)

The **Shield of the Undead** acts as a shield +2. It absorbs the level-draining touch attacks of the undead, preventing them from working. When it absorbs a level-draining attack, roll 1d20. On a "1", the shield crumbles to dust.

XP value: xxxxx; **GP value:** xxxxx

Amazing Aventail of the Forge-worker (XXX)

While not designed to work as true armour this set of magical leather apron and gloved leather sleeves works as a suit of **+1 leather armor** and grants great resistance against fire and heat. The wearer of the aventail suffers only half damage from any fire or heat-based attack whether mundane or magical, and no damage on a successful Saving Throw. Most aventails are dwarf or gnome-sized and used exclusively by their metal smiths but both races have been known to fabricate human-sized versions of these garments for their allies in situations similar to those that lead elves to gift outsiders with sets of elfin chain.

XP value: xxxxx; **GP value:** xxxxx

Shield of the Hoplite's Shade (XXX)

These round, hoplon-style shields come in all sizes from small to large. They grant no special bonuses to AC but upon command will expand in size until they grant 100% concealment and cover to the shield bearer making him fully immune to missiles shot from the direction the shield is facing. The weight of the shield will not increase and the effect will work for any wielder of size smaller than Large.

XP value: xxxxx; **GP value:** xxxxx

Helm of the Impassive One (XXX)

These close-faced visored helmets look remarkably utilitarian, being bereft of any markings, adornments or decorations. They are made of seemingly normal steel except for the the face-plate on the visor, which is built of a silvery-white alloy and bears no eye sockets or breathing holes. Despite this the wearer can see and breathe normally and is granted ultravision while using the helm with the visor down. He can also see through all visual illusions and is immune to all hypnosis, charms and detrimental, magic-based mental effects that rely on sight.

XP value: xxxxx; **GP value:** xxxxx

Shield of the Voracious Wind (XXX)

These circular medium shield shields of +1 to +3 enchantment are all embossed with a high relief shaped like face of a mythological creature or animal. Upon command the face's jaws will open to considerable size and inhale with the force of a strong wind, consuming any miasmas, vapors or flying insect swarms within a 20'x20' area in front of the user.

Within one turn the shield "swallows" and destroys what it consumed utterly. Until then the eyes on the face glow with a tenuous, eerie light and another command word will unleash the gases stored within on an area equivalent to the consuming effect.

XP value: xxxxx; **GP value:** xxxxx

Shield of Spiral Befuddlement (XXX)

These +1 medium or large shields all have a fan-like pattern imprinted on their faces, such as a swastika, meander or spiral that will swirl hypnotically once per battle when the wielder bangs it thrice with a weapon and speaks the command word. One creature within 20' at which the effect is

directed must Save vs. Paralysis at -2 or be affected in the same manner as a *Confusion* spell cast by a Magic-User of level equal to the shield bearer. Creatures within range and near the target that can also see the shield swirl will also be affected but make their saves with a +2 bonus.

XP value: xxxxx; **GP value:** xxxxx

Hide Armour of Megafauna (XXX)

The secret of making these suits of hide armour is known only to certain primitive tribes living in remote hidden valleys and isolated plateaus where the large prehistoric animals still dwell: smilodons, glyptodons, mastodons, megaloceros, megatheriums and similar beings.

This armour is made only for tribal chiefs, elder shamans and champion warriors. In civilised lands it only slightly less rare than dragon teeth; what examples do exist were likely obtained by theft, plunder, or as a gift from a thankful tribe in return for a great service. Ancient shamanic rituals are performed over these armour grating them mild enchantments. Unlike normal hide armours they are not odoriferous and will not degrade with the passage of time.

Megafauna hide armour provides AC 5, weighs 30 lbs and limits maximum movement rate to 9". They are effectively priceless and will never be found for sale in the open market. Classes restricted to leather armour, such as Druids and Thieves, can make use of this kind of armour normally.

XP value: xxxxx; **GP value:** xxxxx

Escafander of Hydrophilan (XXX)

These old suits of bronze plate armour were constructed by an eccentric mage that was obsessed with exploring the depths of the seas. They appear almost as enclosing as a suit of full plate armor, with some glassy substance covering the open spaces on the helm's visor. The escafanders have a +2 magical protective enchantment providing an AC of 2.

On land an escafander works like normal bronze plate for purposes encumbrance and maximum movement rate, but on water it becomes virtually weightless and allows the wearer to move normally as if he was wearing a **ring of free action**. Underwater the wearer can see, breathe and even talk normally. These armors are also very resistant to cold and pressure, a character wearing one is immune to normal cold and suffers only ½ damage from magical cold attacks (no damage with a successful Saving Throw); he will also be immune to damage from hugging attacks of the kind delivered by bears, yetis and other creatures.

XP value: xxxxx; **GP value:** xxxxx

Shield of the Fanged Maw (XXX)

These small metal shields all have a masterfully-wrought hideous fanged face carved on their outside. This face is imbued with a form of magical life and can deliver bites. When the shield bearer uses it in a bashing attack he causes 2d4 points of damage from a combination of impact and chomping damage. Using these shield for an attack requires no weapon proficiency and modifiers To Hit and Damage from Strength are applied normally. For the purpose of injuring beings immune to normal weapons, shields of the fanged maw count as armaments of +1 enchantment.

When the shield-bearer is himself assaulted in melee, should the attack roll miss by "1" it means the character managed to use the shield to deflect the blow and it bit out of its own volition, catching the weapon between its fangs and possibly disarming the foe. If the attack was unarmed then the fangs

bite down on the attacking limb for 1d4 damage and the attacker will be caught unless he makes a Save vs. Paralysis.

XP value: xxxxx; **GP value:** xxxxx

Harnesses of the Barbarian Kings (XXX)

The harnesses are protective vestments once worn by some of the greatest Barbarian heroes of old. At first glance these patchwork armours can hardly be called "suits". No two are alike, any harness can be made of a variety of different parts of leather, horn, bits of light chain, scale or lamellar, furs, bronze belts or even armour parts obtained from outside barbarian cultures such as gladiatorial leather sleeves or light gauntlets. Regardless of individual details all harnesses are distinctly barbarous in design and will look to any civilized warrior to leave altogether too much flesh exposed, often in a manner that would be considered shocking among polite company. The most frugal of harnesses may even make a wearer appear as if he or she is running around clad only in odd underwear.

By itself an harness provides only AC 9 protection and is equivalent to a leather armor in weight and encumbrance. However the sympathetic magic effect of having been worn extensively by great Barbarian heroes grant them the equivalent of a +5 protective enchantment for a final AC of 4. It is worth nothing this enchantment works solely against melee attacks, against ranged attacks the AC 9 value is used. With the exception of shields, magical bonuses to AC granted by other items will not if worn by someone dressed in these harnesses (effects other than AC improvement will still function). However, If the wearer dons any normal Barbarian helmet larger than a cap that he acquired directly from a Barbarian community by honest and legitimate means his AC improves by one. Thus while wearing an harness, a Barbarian helm and a shield a character would benefit from an AC of 2 against melee attacks and AC 7 against ranged attacks.

These armour can be used by all characters regardless of class and alignment, but its magical protective properties will not work for thieves, Assassins, arcane Magic-Users, cowards or Clerics who serve deities unfit for a Barbarian to worship.

XP value: xxxxx; **GP value:** xxxxx

Helm of the Boar (XXX)

Allegedly the property of some disbanded old knightly order these full helms of dark brown metal are shaped in remarkable likeness of the head of their animal namesake. They were designed to be worn with plate or heavier armours but will fit normal banded or splint armours if a smith adapts their gorget area.

The wearer of the helm gains full immunity from fear and has his olfactory sense improved to such an astounding level he gains the ability to track by scent like a Ranger of equal level. He will also be able to detect the smell of poison or other substances added to food or covering an item (recognising those smells will be a different matter). After gaining some more experience with the helm, anything from a couple of weeks to a month, the wearer can master his scenting ability to the point were he can operate by smell alone even in full darkness. The wearer gains a mental "scent picture" of the area 10 feet around him and only something fully inodorous will be "invisible" to him. In melee combat he can fight normally even while blinded or in full darkness with just a -2 penalty to hit.

The downside of these items is that the user becomes overly protective about friends, family and companions. There is a 5% chance that witnessing someone displaying overt hostility against any of those persons while wearing the helm will make the user loose control of himself and attack the

one(s) responsible until they die, are rendered unconscious or flee the area.

XP value: xxxxx; **GP value:** xxxxx

Chirotheca of the Crimson Warrior (XXX)

These limb protective devices look like something of a cross between greaves, gauntlets and vambraces made of some lightweight reddish substance that feels plastic to the touch. A flat structure not unlike a fin extends from the wrist area to just before the end of the forearm.

When worn as a pair the chirotheca provide a non-magical +2 bonus to AC that can be used against two enemies per round in the same manner as a medium shield, except the wearer can fight with a two-handed weapon and still benefit from this protection. Using missile weapons such as bows and crossbows does not require removal of the chirotheca. When only a single chirotheca is worn it works just like a normal buckler would.

These items are also remarkably resilient to heat and will not be affected by normal fires. It is possible to safely handle red-hot metal or even touch melted stone while wearing one.

XP value: xxxxx; **GP value:** xxxxx

Plate Armour of Comfort (XXX)

These novelty suits of armour were designed by a famous artisan who went bankrupt due to their high production costs and poor sales. Only a few dozens were ever made. These suits of plate eschew chain links in favour of folds of silk of the highest quality and on the inside they are thoroughly padded with cushioning cloth and supple leathers in a most genial fashion. The end result is an armour so comfortable that it is possible to have a night of restful sleep while wearing one, waking up fully armoured on a moment's notice in case of an ambush.

While the armour itself is not magical it uses components of magical origin to avoid the discomfort associated with wearing armour for extended periods such as heat, grime and parasites; the wearer will not be affected by ambient temperature except in arctic or near-desert conditions and the armour won't rust or degrade.

These suits of plate grant an AC of 4, weigh 30 lbs. and allow a maximum movement rate of 90'. The value of one of these in the open market would be about 4,000gp.

XP value: xxxxx; **GP value:** xxxxx

Helm of Luminous Retribution (XXX)

This squarish-looking horned closed helm has the ability to project a shaft of burning yellowish light from the visor against a hostile creature up to 10' distant. A creature hit by the blasts suffers 1d6 points of magical damage per level of the wearer of the helm. A Saving Throw vs. Breath Weapons cuts the damage in half. This power may be used at will once per round but will only work against a clearly hostile creature that is attacking the wearer of the helm, and he cannot bear no arms in his hands otherwise the power will fail.

XP value: xxxxx; **GP value:** xxxxx

Glassy Helms of Eog (XXX)

Molded by the master gnomish artisan Eog these closed bulbous helms are made of transparent crystalline glass as strong as the highest quality steel. Helms of Eog offer the same protection as a great helm but do not impede sight or hearing in any way. The helm also acts as an air filter of surpassing quality, the wearer can breathe normally amidst smoke, sandstorms, etc and will only fail Saving Throws to resist detrimental effects from gases, miasmas, spores or other airborne agents on a natural 1 on a 1d20.

XP value: xxxxx; **GP value:** xxxxx

Glassy Shields of Eog (XXX)

More items borne out of the craftsmanship of master Eog. These small and medium shields are not magically enchanted but provide an AC bonus of 2 instead of the regular 1. Attackers have difficulty spotting which areas of the wearer's body are covered by the shield's transparent surface and thus a greater number of blows will be directed at it. The AC bonus of Shields of Eog can be used against one more attack per round than a normal shield of the same class.

XP value: xxxxx; **GP value:** xxxxx

Platinum Coin Scale Armour (XXX)

Perhaps the most expensive example of coin scale armour ever devised, only one such suit is known to exist and according to legend it drove the country of the king that ordered it made into economic ruin. This suit of scale armour is made from nearly one thousand large coins of imperishable platinum sewn together by a mesh of mithril wire. It provides protection one class better than normal scale armour (AC 5) and has equal effects on maximum movement rate and encumbrance. However, sentient creatures who understand the concept of money have to make a Saving Throw vs. Paralysis to attempt to attack the armour wearer due to a near-instinctive fear of damaging such a valuable treasure; if the save is not made the attacker can only strike blows at the few exposed areas on the wearer's body with a -4 penalty to hit.

The user of the armour gains a +10% reaction bonus in appropriate social circles and will lead professional troops with a +10% bonus to loyalty. The downside is the greed that the sight of such treasure instils on those that covet wealth, for each that admires such a beautiful work of art there will be another who plots to steal it for his own, and many may attempt to pilfer a coin or two from the suit unnoticed. Fortunately this was considered by those who made the armour: due to the strength and structure of the mithril wire holding the suit together attempting to extract a coin from it without using appropriate tools requires a Major Test of Strength (c.f. OSRIC p.1).

XP value: xxxxx; **GP value:** xxxxx

The Target Shield (XXX)

The original magical target shield was made by an Illusionist as something of a joke, but its superior protection against missile attacks soon led the magician to construct several more examples to buying costumers before he perished by a self-inflicted wound while handling a repeating crossbow.

These items are all medium round shields of +1 enchantment with concentric red and white circles drawn on their faces. This magical pattern affects all creatures that can see it up to 100' distant and subconsciously compels them to aim any ranged attacks they wish to make at the shield bearer at the bullseye on shield proper rather than at his person. As a result there is a 50% chance any successful attack roll at the bearer using a missile or thrown weapon will hit the shield instead. Even casters of aimed spells are 25% likely to inadvertently aim it at the shield if it is a permissible target for the

magical effect. For incantations such as magic missile or disintegrate this has obvious benefits to the wielder, but in the case of spells like fireball it puts him in greater danger.

XP value: xxxxx; **GP value:** xxxxx

Armour of the Golden Knight (XXX)

This plate armour was made by a powerful sorceress as a gift to her only son when he was made a knight. Everything in this suit of armour: plates, chain links, mail coif, etc is built of pure enchanted gold that glitters spectacularly in natural light. The visor on the helm depicts the face of the original young knight that first wore it surrounded by a stylized coiffure resembling an aura of sunrays.

Besides its +2 AC protective enchantment this two other extraordinary abilities. It prevents bleeding, no matter how many cuts he receives the wearer will never die from simply due to blood loss and becomes immune to blood drain and similar attacks. Second, and most importantly, it will save the wearer from a fatal blow...once.

Any melee or missile attack that would reduce the wearer to -1 HP or less will cause no damage, and the weapon used to deliver what would have been the fatal blow shatters upon impact. Only magical weapons +3 or greater can resist this effect by making an Item Saving Throw. If the attack was unarmed or used a natural weapon such as claws the assailant suffers bone fractures in the body part he used to make the attack, suffering damage equal to what the attack would have caused.

After saving the wearer's life in this manner the armour loses its radiance and becomes dull yellow in colour. It loses both its +2 enchantment and blood drain immunity, henceforth working as normal plate armour. It is possible to "recharge" all the armour's powers for that one wearer if a special ritual involving the sacrifice of 5000gp worth of gold dust is performed by a willing spell caster or creature who has the ability to make magical armour. Determining the precise ritual may require consulting sages or extensive magical research.

XP value: xxxxx; **GP value:** xxxxx

Helms of the Horned Demon-Kings (XXX)

Allegedly these dreadful helms are made of the actual skulls of half-demon sovereigns of old that were dipped in a solution of enchanted silver. They look like over-sized silvery humanoid skulls with a pair of ram horns jutting out of the sides. The internal space is sufficient to fit a human head comfortably and the skull-helm eye sockets are wide enough to provide good vision when it is worn.

Donning one of these helms grants a limited form of illusionary invisibility. All the items on the wearer's body, including any armour worn, will vanish from sight, only items carried on the hands such as a weapon remain visible. Others looking at the wearer see only the fully transparent form of his naked body with the bones underneath glassy flesh looking as ebony-black outlines. This illusionary effect makes the wearer harder to detect, as if he was using a **cloak of elvenkind** that is 10% less efficient and does not function in outdoor settings. The visual illusion also grants a non-magical +3 bonus to AC against all attacks except those made by creatures that do not rely on sight.

The wearer of the helm also benefits from full darkvision 60' range (those with natural darkvision see its range increases by 30') and a magic resistance of 20%. Against all Necromantic spells and effects the magic resistance increases to 40%.

Finally the helm grants its user the power to paralyse a single mortal creature with fear. If he surprises an enemy that is no more than 60' feet distant he may will the skull to shine brightly with a

sickly green radiance, the eye sockets will burn fiercely red and attract the victims gaze unto them rendering the target motionless with a mixture of hypnotism and terror. Only a target that is of higher level or Hit Dice than the wearer of the skull can resist this effect with a Saving Throw vs. Paralysis. Magic resistance is useless against this effect as it is not magic-based but blind creatures are immune to it. Those that are held motionless with fear count as prone, defenceless targets and may be struck down with a single blow.

These skull-helms are thoroughly aligned with evil but anyone may wear them regardless of personal Alignment. However, the lingering presence of the demon-king's spirit on the structure that once housed its brain will begin corrupting the wearer towards wickedness as time goes by. There is a cumulative 1% chance per day the helm was worn, plus 1% more per each use of the helm's terror effect, that a character will opt to commit it an evil deed or resort to violence when it is the easiest solution to deal with a life-threatening or desperate situation. For each full week that the owner goes without wearing the helm this percentage decreases by 1%.

XP value: xxxxx; **GP value:** xxxxx

Horned Helm of the Wild Hunt (XXX)

These open-faced helms are aesthetically Barbarian and adorned with the antlers of a stag slain by the dog packs of the Wild Hunt. They confer no special protection unless the wearer abides by four conditions: he must fight naked, eschew the use of any shield and paint his skin with Druidic symbols; furthermore, no magical items of any kind that grant AC bonuses may be worn in conjunction with the Horned Helm.

The person that draws the symbols on naked skin, which may be the helm user himself, need not be a follower of the Old Faith, but the symbols must be properly painted for the process to work. Under these conditions case the helm user is protected as if he was wearing a suit of full plate armor for an AC of 1 plus any modifiers derived from Dexterity. The effect will last until the next sunrise or sunset, at which time the symbols must be washed from the body and re-painted anew. If the skin paintings are removed or defaced in the meanwhile the effect will end and cannot be re-activated until permitted by the cycle of the sun.

Each time a naked, painted helm wearer goes into battle there is a chance he is overtaken by a berserk fury at lash out against all combatants, friends or foes, at +1 to-hit and damage and with one extra attack per round until everyone in sight or the user himself is defeated. The probability of this happening varies according to the alignment of the helm user. Chaotic Neutral wearers have a 25% chance of falling to this effect while for those of different alignments the chance decreases by 5% for each shift either axis of the alignment matrix.

XP value: xxxxx; **GP value:** xxxxx

Breastplate of Potency

This armour is composed of two plates, chest and back, made from a material not unlike aluminium in appearance and weight but much more resilient than that metal. Both plates are masterfully chiselled in the shape of an impressively detailed muscular human torso. The breastplate will alter its shape and size to fit any small or medium creature that has two upper limbs, both plates adhering to each other like magnets without need for buckles, belts or latches.

The breastplate weights 10 lbs. and does not limit the wearer's maximum movement rate. It grants an AC of 5 to its wearer and increases his Strength by 2 (increments above STR 18 grant percentile strength equal to the maximum value for each category, after 18/00 the character will gain STR 19).

The one annoying feature of this magical armour is that it is quite hard to remove. The the back and breast plate unite with such force and perfection that seams cannot even be detected. Removal requires a successful Major Test of Strength, up to three creatures (the wearer and two companions each pulling at one of the plates) can combine their percentages. Such efforts can be attempted once per Turn. While comfortable, wearing the breastplate of potency for extended periods may be detrimental to the torso's skin, as it does not allow it to breathe normally.

XP value: xxxxx; **GP value:** xxxxx

Slick Leather

A jet black, lightly-oiled breastplate that secretes its own lubricant. It grants the wearer a 50% chance of slipping free of any grapple, hold or grasp. Determine its protective value on the following table:

d%	BONUS TO AC	BONUS TO SAVING THROWS
01-11	+1	Nil
12-22	+2	Nil
23-31	+1	+1
32-43	+1	+2
44-49	+2	Nil
50-57	+2	+1
58-61	+2	+2
62-68	+2	+3
69-74	+2	+4
75-77	+2	+5
78-79	+3	Nil
80-81	+3	+1
82-83	+3	+2
84-85	+3	+3
86-87	+3	+4
88	+3	+5
89-90	+4	Nil
91-92	+4	+1
93-94	+4	+2
95-96	+4	+3
97	+4	+4
98	+5	Nil
99	Nil	+5
00	+1d6	+1d6

XP value: xxxxx; **GP value:** xxxxx

MAGIC RINGS

Bishop's Ring (C)

When worn by a Cleric with a wisdom bonus to his or her number of spells per day, the Bishop's Ring

doubles that bonus. Thus:

WISDOM SCORE	SPELLS/DAY			
	Lvl 1	Lvl 2	Lvl 3	Lvl 4
13	+2	-	-	-
14	+4	-	-	-
15	+4	+2	-	-
16	+4	+4	-	-
17	+4	+4	+2	-
18	+4	+4	+2	+2

XP value: xxxxx; **GP value:** xxxxx

Ring of Animal Friendship

When the wearer of this ring is within 10' of animals (Neutral alignment and animal-intelligence), any such creatures must make a Saving Throw vs. Spells. If the Saving Throw succeeds, the creature(s) must flee at their maximum movement rate away from the wearer. If the Saving Throw fails, the creature(s) will become pacified by the dweomer and will follow the wearer around. If a charge is expended such pacified creatures will actually defend and guard the wearer. Up to 12 HD of animals can be affected at any one time by the ring. A Druid wearing the ring can affect double this amount (up to 24 HD) and a Ranger 1 and ½ the normal amount (18HD). When discovered, the ring will typically have 24+1d3 charges. It cannot be recharged.

XP value: 1,000; **GP value:** 5,000

Ring of Possibilities

This ring resembles a ***Ring of Warmth*** (c.v.) but has three different abilities which can be used on command by the wearer. Each ability is identical to the ability of any other sort of magical ring, and the effects will last for 24 hours. Each particular ability is useable only once, and after three separate uses the ring will become simply a mundane piece of jewelry worth 1d6 x 100gp.

XP value: 5,000; **GP value:** 55,000

Ring of Blinking

When the command word is uttered, the wearer is affected exactly as if they were enchanted by the 3rd-lvl Arcane spell *Blink* (c.v.). This effect will last for 6 hours, after which the ring will require 6 hours to refresh its power before being used again. The command word is typically engraved somewhere on the ring; and the ability will function whenever uttered, even by someone (within 10') other than the wearer.

XP value: 1,000; **GP value:** 5,000

Ring of Cancellation

This ring resembles an ornate and valuable mundane piece of jewelry, and its enchantment cannot be detected by any means. When the wearer of the ring is targeted by a magic item the ring's true ability will manifest and the assaulting magic item will malfunction harmlessly. The GM should roll a Saving Throw vs. Spells for the item, and if failed the item will be completely disenchanting and rendered

mundane. Whenever the ring cancels the power of another magic item it will require 1d4 hours to refresh before it can operate normally again. Magic weapons will not have their mundane damage cancelled by the ring, only their magical effects. Saving Throws for individual items should be rolled by the GM as follows:

1D20	SAVING THROW MODIFIER
1	Automatic failure for any magic item
2	Relics save successfully
3	Artifacts save successfully
4	Melee weapons save successfully
5	Rods and staves save successfully
6	Miscellaneous magic items save successfully
7-20	Any item saves successfully

XP value: 250; **GP value:** 2,500

Ring of the Chameleon

This ring allows the wearer to magically blend in with his or her surroundings at will, allowing for 90% invisibility in normal surroundings. Further, when the wearer is surrounded by intelligent creatures there is a chance they will be mistaken for one such creature at a distance of 60' or less for a number of turns, depending on the intelligence of the observing creature(s) as follows:

Intelligence of Observing Creature(s)	Cumulative chance of discovery/turn
3 or less	100% within 10'
4-15	5%
16	21%
17	22%
18	23%
18+	25%

XP value: 1,000; **GP value:** 5,000

Ring of Cursed Failure

This cursed ring functions as a beneficial magical ring of another sort as follows:

d%	Type
01-10	<i>Ring of Free Action</i>
11-20	<i>Ring of Feather Falling</i>
21-40	<i>Ring of Invisibility</i>
41-55	<i>Ring of Jumping</i>
56-80	<i>Ring of Swimming</i>
81-90	<i>Ring of Warmth</i>
91-00	<i>Ring of Water Walking</i>

When the wearer enters into a stressful situation (e.g. melee, stealth, or a delicate maneuver) the detrimental effects of the ring come into play, lowering the wearer's DEX to half normal. Chances for success at Thieving abilities are lowered by half. Attempts at casting a spell with somatic components will fail unless a Saving Throw vs. Spells is successful. Once worn, the ring can only be removed by

the application of *Dispel Magic* vs. a 12th level item. Removal in this way will permanently render the ring useless both detrimentally and beneficially.

XP value: 0; **GP value:** 5,000

Ring of the Faerie

This ring is a specially constructed Elven item given as a gift to allies of the Elves. There are three varieties: Good (75%), Neutral (20%), and Evil (5%). A non-Elven wearer is granted the following abilities as if he or she were an Elf.

Darkvision: 60'

Detect Secret Doors: 1 in 6 chance to notice secret doors when passing within 10', 2 in 6 chance to discover secret doors when searching, and 3 in 6 chance to discover concealed doors when searching.

Surprise: 4 in 6 chance to surprise when travelling in non-metal armour and alone, or more than 90' in advance of others, or with a party entirely consisting of elves and/or halflings. If a door must be opened (or some similar task), the chance of surprise drops to 2 in 6.

XP value: 1,000; **GP value:** 7,500

Ring of Jumping

This ring allows the wearer to jump 30' ahead, 10' backwards, or straight up (as per the 1st-lvl Arcane spell *Jump*). The ring requires but 1 segment to activate but can only be used thrice per 24 hour period.

XP value: 1,000; **GP value:** 5,000

Ring of Mental Fortitude

This finely made gold ring shields the wearer from the effects of *ESP*, *Detect Lie*, *Know Alignment* as well as any telepathic mind-reading abilities. The ring also grants the wearer a defense against mental blasts such as those employed by Cephaloids that grants a +1 to Saving Throws vs. such attacks and lowers any damage inflicted by 3 points.

XP value: 500; **GP value:** 5,000

Ring of the Ram

This is an ornate silver ring with the head of a ram as the device. If *Detect Magic* is used on it, it will indicate Evocation. When found, the ring will have 6d10 charges and can be recharged by a magic-user employing both *Enchant an Item* and *Clenched Fist*. The ring has two different abilities which can be employed by the wearer by expending charges as detailed below:

Ramming Force: The ring issues forth a damaging force to a range of 30' that vaguely resembles a ram's head. Such a force causes 1d6 points of damage for each charge expended up to a maximum of 3. This ability is particularly useful for knocking opponents from ladders or walls. Such an opponent must make a Saving Throw vs. Spells modified by the following:

Opponent or Circumstance	Saving Throw modifier
Smaller than man-sized	-1

Larger than man-sized	+2
STR 12 or less	-1
STR 18-20	+3
STR 20+	+6
Opponent with 4 or more legs	+4
Opponent 1,000lbs. +	+2
2 charges expended	-1
3 charges expended	-2

Battering Ram: This ability allows the wearer to Open Doors as if they were possessed of great Strength. One charge will function as if they had 18/00 STR, 2 charges as 19 STR, and 3 charges as 20 STR. Additionally, magically held or locked doors can be opened in this manner. Damage inflicted by this ability is identical to that of a battering ram, with double or triple damage from the application of 2 or 3 charges respectively. Magic items struck by this ability must make a Saving Throw vs. Crushing Blow. Attempting to destroy a magic item in this manner requires the application of 3 charges to have any chance of succeeding. Attempting to damage mundane items does not require three charges but a Saving Throw vs. Crushing Blow is applicable.

XP value: 750; **GP value:** 7,500

Ring of Shocking Grasp (C/D/M/W and Warlocks)

This ring appears to be an inexpensive and mundane piece of jewelry, and will reveal only a faint, unspecific aura of magic if examined with *Detect Magic*. When the wearer touches an enemy, with a successful to-hit roll, 1d8+6 points of electrical damage are inflicted on the target. After 3 successful discharges the ring will stop functioning for 1 turn while it refreshes it's magical power.

XP value: 1,000; **GP value:** 5,000

Ring of Nourishment (Any)

This ring provides the wearer with magical nourishment even though they may go without actual food and water for hours or even days. The ring also provides mental and physical refreshment so the wearer need only sleep for 2 hours to gain the benefits of a full 8 hours of rest. Before the ring can function it must be worn for a full 7 days. If removed at any time, a further 7 days will be required for it to again function normally.

XP value: 500; **GP value:** 3,500

Ring of the Summoner (C/D/M/W and Warlocks)

This plain silver band will instantly become a correctly-scribed pentacle when cast upon the floor and the command word is spoken. If the caster speaks the command word again, roll a d12. If the roll is 01-11, the pentacle becomes a silver ring once more. If the roll is 12, then the magic has expired. In this case, although the pentacle will fade, no ring will appear.

XP value: xxxxx; **GP value:** xxxxx

Ring of Truth (Any)

This ring allows the wearer to immediately detect any lie told in his or her presence. It also makes it impossible for the wearer themselves to utter an untruth. If the wearer encounters someone under

the effects of another magic item that allows undetectable falsehoods (e.g. the reverse of the 4th-lvl Divine Spell *Detect Lie* or a **Potion of Glibness**) the wearer will be incapable of hearing any of the untruthful words being spoken whatsoever.

XP value: 1,000; **GP value:** 5,000

RODS, STAVES AND WANDS

Wand of Blinding and Deafening (IM)

This wand casts the 2nd-lvl Phantasmal spells *Blindness and Deafness*. The wielder must specify which effect is desired with a unique command word when using the wand. Each effect requires a single charge and requires 1 round. The wand is rechargeable.

XP value: 200; **GP value:** 2,000

Wand of Enfeeblement (IM)

This wand casts the 2nd-lvl Arcane spell *Ray of Enfeeblement*. Each use requires one charge and one round. The wand is rechargeable.

XP value: 200; **GP value:** 2,000

Wand of Identification (Any)

Unlike most wands, the **wand of identification** may be used by any class. Using a charge will enable the holder to cast the identify spell. It may be recharged, but only by casting the *Identify* spell once per charge (and therefore using up a 100gp pearl per charge).

XP value: 250; **GP value:** 2,000gp

Wand of Force (XXX)

This wand has three separate functions, useable as follows:

Ray of Force: this use expends one charge and creates a ray of incandescent force springing from the tip of the wand that is equivalent to a +5 bastard sword in regards to to-hit and damage. Fighter types can employ this function.

Wall of Force: this use expends one charge and creates a *Wall of Force* as the 5th-lvl Arcane spell of the same name as cast by a 10th-lvl Magic-User. This function can be used once per round. Fighter types can employ this function.

Forceful Hand: this use expends a half charge and creates a plane of force identical to the 6th-lvl Arcane spell *Forceful Hand*. Only a Magic-User is capable of using this function and they must also have at least one of the *Hand/Fist* spells recorded in their spellbook.

This wand can be recharged by a Magic-User of 16th-lvl or higher. Additionally, when the wand touches a manifestation of one of the *Hand/Fist*, *Wall of Force* or *Mage's Sword* spells the wand will absorb a single charge of magical energy and the touched spell's effect will be instantly *disintegrated* (as per the 6th-lvl Arcane spell).

XP value: 3,000; **GP value:** 30,000

Wand of Locking & Opening (IM)

When one of the two command words are spoken and a charge is expended, this wand casts either the 2nd-lvl Arcane spell *Knock* or *Wizard Lock* as a 12th-lvl Magic-User. When found the wand will contain 101-1d20 charges and can be recharged by a 16th-lvl or above Magic-User.

XP value: 500; **GP value:** 5,000

Wand of Strident Polymorphing (IMW)

Once per day, when a charge is expended and the command word uttered, this wand casts the 4th-lvl Arcane spell *Polymorph Other*. Unwilling victims are allowed a Saving Throw vs. Spells with a -4 penalty. When found this wand contains 1d20+4 charges and can be recharged by a 16th-lvl or above Magic-User.

XP value: 800; **GP value:** 8,000

Wand of Webs (IM)

When a charge is expended and the command word is spoken, this wand casts the 2nd-lvl Magic-User spell *Web* as a 12th-lvl Magic-User. When found, the wand will contain 101-1d20 charges and can be recharged by a 16th-lvl or above Magic-User.

XP value: 400; **GP value:** 4,000

Ashknott's Staff (D)

Staff that doubles the damage on a *Heat Metal* spell

XP value: xxxxx; **GP value:** xxxxx

Wychwood Staff (XXX)

Staff +1. If it hits a wraith, spectre, ghost, groaning spirit, shadow, or other insubstantial creature in melee then it will be drawn into the staff and trapped inside until either the staff wielder speaks the secret command word to release it, or another insubstantial creature is struck in melee, in which case any previous occupant will be ejected. Creatures ejected in this way will probably be quite angry with the staff owner.

XP value: xxxxx; **GP value:** xxxxx

MISCELLANEOUS MAGIC ITEMS

Amulet of Borrowed Years (Any)

This magical item was developed as a defence against magical ageing. The amulet has a "life" of 101 years, and when its wearer would be subject to magical ageing, the amulet will age instead of the wearer. This magical ageing includes attacks by entities such as ghosts, or the effects of magical spells or effects including haste, potions of speed, or wish. As the amulet ages, rather than the

wearer, the wearer is not subject to any system shock rolls that would normally be associated with magical ageing. The amulet cannot be recharged, and when it has “aged” 101 years, it crumbles into dust.

XP value: 2,000; **GP value:** 15,000gp

Amulet of Galidor (CD)

This magical necklace can only be used by a single-classed Cleric or Druid. While wearing the amulet, the priest or priestess' cure light wounds spells become more efficacious: he or she may roll the d8 for number of hit points healed twice, and choose which of the two results will apply.

XP value: 100; **GP value:** 1,000gp

Atlantean Sound Spheres (Any)

Atlantean sound spheres are novel devices. Each sphere resonates in thaumaturgic sympathy with the master sphere, which is double sized. The sound spheres are six inches in diameter, while the master sphere is a foot diameter. These spheres will transmit any sound around the master sphere to the subsidiary spheres as long as the spheres are within a 100 mile radius of the master sphere. To assign a subsidiary sphere, all the person needs to do is touch the smaller sphere to the top of the master sphere - the subsidiary sphere will glow yellow for a moment and then resonate with the master sphere. If a subsidiary sphere is placed near a master sphere the master sphere will of course pick up any sounds emanating from the subsidiary sphere - this allows the creation of sound networks.

These spheres are used for news, background music, performances of plays specially designed for performance to sphere audiences, and other such productions. There are rumours of bigger spheres that can broadcast over larger areas or cause master spheres to resonate in sympathy with the larger sphere. (This might explain the rapidity of Atlantean communication.) Spheres are also rumoured that allow two way communication.

XP value: 20; **GP value:** 75gp

Belt of the Veteran (FPR)

This magical belt will only function if worn by a single- classed Fighter, paladin, or Ranger. The **belt of the veteran** adds 2 hp to the wearer in excess of rolled hp, which are lost when the belt is removed. Thus, for example, a first-level Fighter rolls 7 hp; if she dons the **belt of the veteran** she becomes a 9 hp Fighter. Note that there is no way of using the belt to regain hit points any faster than normal.

XP value: 100; **GP value:** 1,500gp

Brooch of Missiles

Makes *Magic Missile* spells do +1 damage per die. When used roll d% per missile, if the result is 01 then the brooch crumbles to dust.

XP value: xxxxx; **GP value:** xxxxx

Candle of Swarming (D)

The manufacture and use of these candles is a tightly kept secret of certain Druidic orders.

Candles of swarming are similar in many ways to the *Creeping Doom* spell, although only wasps form the swarm it produces, which contains 40+1d6x10 wasps. The swarm forms in a single segment and attacks the nearest living thing (usually the person that lit the candle), moving in turn to other creatures within a 50' radius of the candle. The swarm will not, however, move outside of an enclosed room smaller than its maximum area of effect even if spaces such as under doors or ajar windows exist. Each wasp does 1hp of damage before dying; wasps that survive will feed on any carcasses and mutate into giant wasps in 24 hours. If large amounts of paper are available, the wasps will create a nest lair which will be defended vigorously.

Such candles are often used to replace other tapers in targeted priests' personal quarters, usually near various holy books or papers which require light to read at night. Sometimes Assassins are hired to place the candles in appropriate areas, other times the Druids themselves, using their shapeshifting abilities, will infiltrate church buildings directly.

XP value: 750; **GP value:** 5,500gp

Cauldron of Inexhaustible Victuals (Any)

Will provide enough cooked food for 6 people 3/day.

XP value: xxxxx; **GP value:** xxxxx

Dunce Cap (Any)

Cursed helmet that reduces wearer's INT to 3 when put on. Can be removed easily; INT does not return. Once it's worked it won't work again for a year and a day.

XP value: xxxxx; **GP value:** xxxxx

Fetish Necklace (XXX)

A collection of hand carved statuettes, no more than an inch high adorn this necklace of braided plant fibers or leathern thongs. Each depicts a different totem animal significant to the Barbarian's tribe. A complete collection of these fetishes will contribute to long life, good luck, success in the hunt and in love. It is important to note that while some fetishes are made by artists skilled with their carving tools, the fetishes themselves must be 'blessed' by tribal shamans. The necklace is of no consequence, and may be replaced at will.

Example animals are listed below, others suited to the campaign world are possible. The DM should determine the powers of the fetishes prior to discovery by the PCs. Any effects are possible, duplicating spells or potions as appropriate to the animal spirit depicted. Fetishes granting powerful effects should require some manner of recharging or only function periodically (i.e. once a week or daily). The DM may wish to rule that the necklace only functions as a complete collection and grants one (maybe two) limited benefits. For example, if the complete collection has been worn for a week or more, 1d4hp may be healed daily at will (for the wearer or others) and one to-hit roll of Saving Throw may be re-rolled daily as well.

Armadillo: a slow, sure animal; no hurry; gets things right; keeper of the home

Badger: the ability to reach a desired goal

Bear: inner power to perceive one's present circumstances; strength

Beaver: progressive builder; establishes and promotes family unity

Buffalo: steadfast endurance to rise above one's weakness

Coyote: humour; the ability to laugh at oneself

Eagle: soaring spirit transcending personal problems; a connection to the Divine

Fox: protection; camouflage camouflage

Frog: able to petition the spirits to bring forth abundant rain

Horned Toad: self-reliance; longevity in life; conservation of native bounty.

Horse: innate healing powers

Mole: amplifies connections to with the earth; keeper of the underground

Mountain Lion: resourcefulness; leadership

Owl: keeper of the night; controls the dark side of nature; wise, smart, patient, and endurance of mind.

Ram: used to gain an increase of herds

Raven: the beak, when scratched across an afflicted person's skull, releases its healing powers

Snake: power symbol of life, death, and rebirth

Turtle: long, meaningful life

Wolf: a teacher; a path finder on a never ending journey for survival

XP value: xxxxx; **GP value:** xxxxx

Bear Claw Necklace (Any)

The power of the **bear claw necklace** comes from the spirit power of the bear, killed by the wearer alone and armed only with weapons of their own making. The necklace grants +1 to hit and damage, AC and saves. However it must be worn alone, that is with no armor or clothing above the waist. The claws of an Owlbear yield a necklace with greater powers, +2 to hit and damage, AC and saves. A more powerful version is said to exist, crafted from the claws of a great cave bear. A necklace crafted from the claws of the fearsome polar bear would be more powerful yet and would grant powers to *Resist Cold* (as per the 1st-lvl Divine spell).

XP value: xxxxx; **GP value:** xxxxx

Campaigner's Bedroll (Any)

A character can get a good night's rest in a Campaigner's Bedroll while sleeping in any kind of armour. In the event of attack, the character can go from asleep to standing, fully armed and armoured, in 2d4 segments.

XP value: xxxxx; **GP value:** xxxxx

Inconspicuous Scabbard (A/B/Ca/F/R/P/Th/Tr)

When a bladed weapon is sheathed in this scabbard, anyone watching or searching the character is 90% likely to overlook both scabbard and weapon. Roll d% to determine what kind of blade it fits:

d%	BLADE TYPE
01-10	Broad Sword
11-35	Dagger
36-75	Long Sword
76-00	Short Sword

XP value: xxxxx; **GP value:** xxxxx

Flute of the Byakhee (Any)

When played, this flute summons 2d6 byakhee (q.v.) They appear in 1d4 rounds, after which the flautist must roll an immediate Saving Throw vs death. If he or she succeeds, the byakhee will obey his or her telepathic commands. If the roll is failed, then the Byakhee will carry the flautist away, never to be heard from again.

XP value: xxxxx; **GP value:** xxxxx

Glassy Scabbard of the Genies (Any)

These exceedingly rare items said to be made by cooperation between the dao of the Elemental Plane of Earth and the marid of the Elemental Plane of Water. A glassy scabbard looks like a normal scabbard of superior quality wrought of a translucent adamantite alloy. Extremely resilient, the scabbard and the blade within get a +3 bonus on all Item Saving Throws. Regardless of size or shape any one-handed sword can fit in the scabbard with ease who will alter its shape if need be to envelop the blade. A glassy scabbard becomes immaterial when a weapon being taken out of it, allowing for faster reaction time.

When facing an enemy in combat who has a sheathed blade or an otherwise un-readied weapon, the owner of a glassy scabbard gets a +2 bonus to Initiative; if he himself is attacked while his weapon is still in the scabbard he suffers no penalties to Initiative. The owner will also get a +5% to Reaction Rolls from either genies or dao unless it is known that he obtained the scabbard by unlawful means.

XP value: xxxxx; **GP value:** xxxxx

Harp of the White Whale (Any)

Made from the bones of a white sperm whale, the harp of the white whale causes a terrible obstinacy in the opponents of the player. Unless a Saving Throw vs. Spells is made, those who hear the harp's music will continue to perform their last action, regardless the consequences, for the next 1-4+1 rounds. A new save is required every round by the unaffected if the harp is continuously played. Doing such is dangerous however, as after two rounds of playing the musician is subjected to the magic of the harp as well.

XP value: 2,000; **GP value:** 14,000gp

Horn of Silence (Any)

This brass horn has the following effects:

Cone of Silence - The horn is blown while pointing at a specific character or target. The horn produces a cone of silence in the direction of the target at a diameter of 1' for every five feet of distance from the person blowing the horn. This will disrupt communication, including verbal components of spells and the poetics of a bard or minstrel. The silence extends for an extreme range if not blocked by a surface - 5 miles or more. A **horn of silence** used by a Troubadour can silence thunderclaps. In this mode, the horn will not silence any sound moving through the air - it only silences sound sources.

Area of Silence-The horn is blown while pointing up or down in an enclosed space. All sounds in the area are suppressed. If blown in an open area the silence covers a 100' radius with complete silence, and sound returns slowly when exiting that area so that full sound is heard at 160'.

XP value: 5,000; **GP value:** 60,000gp

Lamp of Reason (IM)

Any Magic-User or Illusionist who reads a spell by the light of a lamp of reason receives a bonus of +1 to his or her Intelligence for the purposes of spell comprehension. This affects both the caster's chance to understand the spell and the minimum/maximum number of spells per level understood.

XP value: xxxxx; **GP value:** xxxxx

Bote's Marvellous Mask (AT)

This mask of black cloth may be used only by a single- classed Thief or Assassin. While wearing it, the character may add +10% to his or her chances of success in the skills *Find/ Remove Traps* and *Open Locks*. **Melve's marvellous mask** is not cumulative with **gauntlets of dexterity** or other items that add to thieving skills, and it cannot raise a skill above 99%.

XP value: 100; **GP value:** 1,000gp

Mirror of Cloning (Any)

This malign mirror appears to be a beneficial mirror-type. However, after 1d8 uses, the mirror generates a clone (as the 8th -level Arcane spell) from its owner's reflection. The clone slips away from the mirror the next time it can do so unobserved, and will then attempt to murder or otherwise dispose of the character.

XP value: xxxxx; **GP value:** xxxxx

Mirror of Spell Reflection (Any)

Handheld mirror has a chance to reflect incoming spells back at the caster.

XP value: xxxxx; **GP value:** xxxxx

Mirror of Obsession (Any)

Owner becomes increasingly obsessed with staring at his or her reflection.

XP value: xxxxx; **GP value:** xxxxx

Phial of Capacity (Any)

Phials of this type are usually made of crystal, 3" long and 2" in diameter. These phials hold much more than that size would presume, each holding a full quart of liquid. They are usually found in quantities of 1 to 4 vials. 10% of the time the phials found will hold a full gallon of liquid.

XP value: xxxxx; **GP value:** xxxxx

Pipe, Dwarf's (Any Dwarf or Gnome)

The Dwarf's Pipe has no effect when unlit. When filled with the very finest pipe-weed and lit, the pipe grants the person smoking it enhanced powers of alertness and concentration, such that he or she is more alert and less likely to be surprised (1 in 6 instead of 2 in 6). The smoker will also detect secret doors like an elf.

Dwarfish and gnomish fighters (including multi-class fighters) are capable of smoking a pipe while in melee combat. Members of other classes will suffer a penalty of -2 on their to-hit rolls if a lit pipe is in their mouth.

Smoking a Dwarf's Pipe limits movement speed to a maximum of 90'. Monsters with an acute sense of smell will automatically detect the smoker at up to 120' distance. Normal monsters may do so (1 in 6 chance if the pipe is smoked within 60').

The Dwarf's Pipe is made of clay and if dropped must save vs Normal Blow or be destroyed.

XP value: xxxxx; **GP value:** xxxxx

Pipe, Wizard's (IM)

A Wizard's Pipe is an enchanted calabash pipe made from a certain gourd that grows in the Dreamlands, treated with an obscure alchemical concoction and the spells *Enchant an Item*, *Fog Cloud* and *Demi-shadow Magic*. It can therefore only be created by a high level Magic-User and a high-level Illusionist working together.

If the Pipe is filled with the very finest pipe-weed and lit, then each time the smoker casts a spell, they should roll 1d20. If a natural "20" is rolled, the spell takes full effect but is not lost from memory (i.e. the smoker can cast it again later that day).

Smoking a Wizard's Pipe limits movement speed to a maximum of 90'. Monsters with an acute sense of smell will automatically detect the smoker at up to 120' distance. Normal monsters may do so (1 in 6 chance if the pipe is smoked within 60').

XP value: xxxxx; **GP value:** xxxxx

Quill of Scroll Creation (CDIMW)

This enchanted writing implement is of great use to any spell caster attempting to inscribe a magical spell scroll. It gives its user a 10% bonus to the chance of successfully writing a spell onto a scroll.

If the quill is used along with a special ink that is attuned to the item, the chance of success in the preparation of a scroll spell is increased by an additional 10%. The manufacture of this ink is a costly and time-consuming process, taking at least a week and requiring ingredients of at least 1,000gp in value to make enough ink to last for six uses. This special ink must be mixed with the ink that a particular scroll normally requires. A bottle of this ink may be found along with the quill, but the ink will never be discovered by itself.

The quill degrades with usage and will eventually wear out. There is a 1% cumulative chance per use that the quill will break at the completion of the writing of the spell. Note that each attempt to inscribe a spell, successful or not, counts as a use.

XP value: xxxxx; **GP value:** xxxxx

Racaraide Lute (Tr)

The lute will deliver 3d8 hit points of damage to any non-Troubadour, or any Troubadour under 6th-level who picks it up and attempts to play it (Saving Throw vs. Spells applies). A 6th-level or higher Troubadour who uses the lute will gain lore skill as a 16th-level Troubadour (or as three levels above his or her current level, whichever is higher) and can sing the following songs as spell-like effects once per day:

1. *Comprehend Languages*
2. *Hold Person*
3. *Teleport* (once per week without failure)

Troubadours below 6th-level cannot use the lute even if they do not receive damage as described above.

XP value: 6,000; **GP value:** 20,000gp

Scroll Case of Protection (Any)

These scroll cases, typically made of steel, are typically etched with ancient runes of protection. Each scroll case is heavier than expected, and will typically hold 2 or 3 scrolls of up to 7 spells each.

The value of each scroll case is that it offers protection against damage to the scrolls inside against all forms of damage,. In cases where the scroll case is subject to damage it saves as steel at +2. Should the scroll case fail its Saving Throw each scroll inside receives its own Saving Throw at +2.

Scroll cases that offer more potent protection, as much as +5, are rumoured to exist but have not been reliably identified.

XP value: xxxxx; **GP value:** xxxxx

Sheath of Destruction (Any)

This finely engraved sheath radiates strong magic when detected for. All tests show it to be some type of magical sheath. Non- magical swords may be kept in it with no ill effects. However, when a magical sword is placed in the sheath a crackling noise is heard. The sword's magic is drained from it and the sheath crumbles to dust, leaving the possessor with a non-magical sword and no sheath to keep it in.

XP value: xxxxx; **GP value:** xxxxx

Skeleton Teeth (Any)

When found, describe this item as a leather pouch containing 3d6 fangs, incisors, canines or molars. Each tooth will, when thrown on the ground, become a skeleton (the undead creature) which will rise and obey the verbal commands of the creature that threw it. The skeletons will last 1d6 turns or until

destroyed, whichever is earlier.

XP value: xxxxx; **GP value:** xxxxx

Ultimate Chamber Cauldron (K)

This heavy bronze or iron cauldron is embossed with a dragon on one side and tiger on the other. The cauldron is efficacious only when heated over hot coals or by magical means (heat metal, burning hands) and lifted by a monk using the forearms (requiring a successful major strength test). Passing this test confers a permanent +1 bonus to AC and Saving Throws to the individual. The bonus will never be conferred for additional attempts to pass the test. Each attempt to lift the hot cauldron causes 1d6+1 points of damage, requires a successful system shock roll to retain consciousness and leaves the individual bearing the cauldron's signature scars. Unconsciousness or death do not negate the bonus provided the strength test succeeds.

XP value: 3,000; **GP value:** 15,000gp

Vaenu's Robe (IM)

This magical garment would fit an elf, half-elf, or human. Flame red in colour, the robe is embroidered with a pattern of flames in yellow. Its true power does not become apparent until it is donned by a single-classed Magic-User or Illusionist, for only single-classed Magic-Users or Illusionists may make use of its dweomer, but to them its effect is invaluable, for it enables them to memorise and cast one additional 1st-level spell per day.

XP value: 250; **GP value:** 2,000gp

Book, *Vocare Maleficum* (M, Warlock)

This workbook, reputedly began by Loran the Maimed a few decades prior to immolation at the hands of a Class F demon, details the arcane theory behind the *Cacodemon* spell and aids in its research.

The covers and spine of the workbook are constructed of cold iron covered in Oliphant hide, which has been dyed in Annis spittle - which doubles as the ink used to inscribe the increasingly fevered observations of the crippled one. The spine is covered with miniature metal imps; variously posed in rows of three, across its top, middle and bottom. Its pages are parchment made from larval skin. In contrast to the content of the tome, which begins in a rather detached and studious tone progressing to verses of inchoate pleadings, the print remains austere uniform in its perfect construction. The script is incomprehensible without the application of *Read Magic*.

There is a catch and leather strap across the book that will cause a poison needle trap to activate from the underneath the imp in the center of the spine unless one of the imps is rotated one-half turn, counter-clockwise. Which of the nine imps this is changes with each closing of the book, although it is never the imp which houses the needle; when the book is strapped shut the correct imp's eyes will glow red for 1 round. It is up to the owner to remember or otherwise note the correct imp. The poison is fatal; demons save at no modifier, but creatures of the Prime Material save at -4. Onset time is 2 rounds for demons, 1 round for Primes.

The information contained in the book allow for a +15% bonus to rolls to know the spell *Cacodemon*. Additionally, its pages contain the purported true names of four Class D demons (Morsibus, Calcare, Subigo, and Ultio), three Class E demons (Cruciata, Proditor and Domitor), and two Class F demons (Caducus and Imnolo); progressing in power towards the back of the workbook. It is unknown how many of these names are correct, although at least one is suspected to be incorrect, this error having

played a critical part in Loren's demise.

XP value: 1,000; **GP value:** 30,000gp

Necromancer Magic Items

Note: All of these necromantic items radiate a strong magical aura of evil if *Detect Magic*, *Detect Evil* or *Identify* is used to examine them.

Brain Pan (Nec)

This item is made from the upper half of a polished human skull covered in twisted glyphs both inside and out, with a greenish-copper band encircling the edge. When a fresh (dead less than a week) human, demi-human or humanoid brain is placed inside, the Necromancer may telepathically *Speak with Dead* as the 3rd-level Divine spell of the same name. The duration is equal to 1 turn + 1 turn per level of the Necromancer. The Brain Pan may be used up to 3 times per day.

XP value: xxxxx; **GP value:** xxxxx

Six-Flanged Knife (Nec)

This wicked-looking dagger is made of silver and steel, with a bone handle. In the hands of a Necromancer it functions as a +2 dagger (1d4+2 damage), but it functions as a cursed -2 dagger if wielded by any other class. When used in melee by a Necromancer, it will act as a conduit for any other necromantic powers that normally operate by touch (e.g. Ghoul Touch, Vampiric Touch, etc.), inflicting 1d4+2 damage in addition to any other effects.

XP value: xxxxx; **GP value:** xxxxx

Obsidian Mirror of Khuush (Nec)

These are highly polished obsidian plaques, roughly 1'x 3', and framed in a thin band of inscribed silver. The Lich-lords of Khuush constructed several of these mirrors to enable their undead minions to move freely amongst the living. When the mirror is placed face down over the corpse of a freshly-killed and un mutilated human or demi-human for at least one hour, an 'image' of the deceased will be stored in its glassy black depths. If an intelligent human-sized creature, living or undead, grasps the mirror to his face and utters the command word, he will be cloaked in a strong illusion that changes his appearance in all respects to appear as that of the deceased. While cloaked in the illusion, the user's Charisma is two points less than that of the deceased. *Dispel Illusion* will not reveal or dispel the dweomer, but dispel magic cast at 10th-level or higher will dispel it immediately. The duration of the illusion is equal to 1d6 + the number of hours the mirror was placed over the corpse, up to a maximum of 24 turns. Only one image can be stored in a mirror at a time. If used more than once per day the mirror will fracture and be rendered useless.

XP value: xxxxx; **GP value:** xxxxx

The Executioner's Chapbook (Nec)

This cursed folio is made of 13 sheets of cured human skin. Each page is covered in what appear to be stanzas of an epic poem or song written in dried blood and some unknown ichor. A Necromancer can read the text automatically; For all others, both *Read Magic* and *Comprehend Languages* spells

are necessary to understand the contents. A Necromancer reading the book will immediately gain enough experience points to reach the next higher level. Non-Necromancers who read the chapbook must Save vs. Death or be driven permanently and violently insane.

XP value: xxxxx; **GP value:** xxxxx

Brazier of Seeking Tendrils (Nec)

When a specially prepared “incense” made from a sample of a human/demi-human subject and a vile waxy mixture of fat and brain matter is burnt within the brazier, 1d4 semi-translucent tendrils will slither out of the smoke. A Necromancer can order the tendrils to seek out the subject, who can be up to a maximum range of 1 mile away per level of the Necromancer. The exact location does not need to be known: the tendrils will unerringly take the most direct route. The tendrils move at a rate of 1 mile/turn and are invisible to everyone save the Necromancer and the victim. When the tendrils find the target, they attack as the 4th-level Phantasmal spell *Phantasmal Killer* (see the spell description in the OSRIC rulebook for more information).

XP value: xxxxx; **GP value:** xxxxx

Skin Drum (Nec)

A cast-iron kettle drum covered with a taut piece of ensorcelled and tanned human skin. A femur drumstick hangs from a leather thong wound about the neck of the drum. When a Necromancer uses the drum as part of a beckoning ritual, the effective range will be doubled and the Necromancer will gain a further +2 to attempts to control any undead creature(s) answering the beckoning. A Necromancer may also use the drum to generate an aura of fear identical to the necromantic power of the same name. The Necromancer must concentrate while using the drum for either purpose: no other actions are possible, or the drum's effect will end immediately. The drum is quite heavy, equivalent to 500gp encumbrance if carried. A skin drum may be used up to 3 times per day.

XP value: xxxxx; **GP value:** xxxxx

Anti-Paladin Magic Items

NOTE: All of these magic items continually radiate evil magic.

Poison Scabbard

A scabbard that imparts poison to a blade if previously fed with the blood of a venomous monster such as a giant cobra or a mantichore. Each feeding will supply enough of that same creature's poison for 1d4 applications to the weapon. Poison scabbards are most often sized for daggers, shortswords or longswords, and (rarely) two-handed swords.

XP value: xxxxx; **GP value:** xxxxx

Saddle of Slavery

A saddle that burrows into the flesh of a normal riding beast. The owner of the saddle may then telepathically communicate his or her wishes, which will be followed as well as the creature understands. The saddle exacts a high toll on such normal beasts however, which have a 50% chance per week of expiring.

XP value: xxxxx; **GP value:** xxxxx

Vestments of Demonflesh

This human-sized suit is made of the black leathery hide of a babau stitched with the hair of a marilith. It is held together by an array of straps and buckles. Once worn, the skin weaves itself into the wearer's own skin and cannot be removed. Alone, it provides an AC of 7 and may be worn under heavier armors. If the wearer is killed, the vestments may be removed as normal.

XP value: xxxxx; **GP value:** xxxxx

The Mark of Kain

This cursed chaotic evil amulet initially grants the wearer +0 to AC. For each 10 murders the wearer commits, the bonus increases by +1, to a maximum of +4. Thereafter, if the wearer does not commit at least 10 murders a month, the bonus will go down to +0. If after one month the wearer again does not commit at least 10 murders, they must Save vs. Death or die - their soul forfeit to Narak.

XP value: xxxxx; **GP value:** xxxxx

Damnation's Flail

This **+4 footman's flail** was forged in Narak and continually radiates evil in a 10' radius. It was intended for a demonic champion, and requires at least a STR of 17 to wield effectively. Against good or lawful foes it has a +5 to-hit and damage.

XP value: xxxxx; **GP value:** xxxxx

The Blood-drinker's Cup

This cup is made of the skull pan of a succubus chased with silver. When filled with the still-warm blood of an enemy (human, demi-human or humanoid) and drunk the cup imparts the equivalent of a *Bless* spell as cast by a 14th-lvl Cleric. The cup may only be used 3 times per week.

XP value: xxxxx; **GP value:** xxxxx

The Winged Cloak of the Fallen Ones

This is a leathery black cloak with silver buckles along the front. When commanded, the cloak will sprout a pair of bat-like wings that allow the wearer to *Fly* (as the 3rd-lvl Arcane spell) for 12 turns. The wings may only be used once per day.

XP value: xxxxx; **GP value:** xxxxx

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