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THE BOOK OF ARTIFACTS



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The editors would like to express their appreciation to the Graf Posvalsky for making his collection of arcane artifacts available for inclusion in this volume. While the collection is open to the public - or such of the public as choose to brave the hazards of viewing - the collection remains relatively unknown and our cataloging here is by no means either comprehensive nor complete. Those desiring to view the collection in its entirety are cordially invited to call at Castle Vermori, Upton, Delos. The museum is open at all hours, day or night. (Those wearing plate mail are encouraged to call by way of Auld Bridge, thus easing the load on the cleaning servants. - Graf DZGND* Posvalski)

Also receiving only passing reference herein but worthy of an entire volume unto itself, is the zoological garden maintained by the Graf. A broad diversity of both fauna and flora collected during the Graf's adventures or presented by his friends, are present in simulations of their natural habitats. Students and naturalists desiring admission for study are warned that they will not only be held fully responsible for their own safety but will be considered liable in the event of their ingestion by lifeforms for which they are not suitable provender.

Our thanks also to Twyla von Lippmanova for her assistance, without which many of the more interesting items presented herein would doubtless have remained obscurely in the possession of their original owners.

We are also indebted to Master Humphrey Tappercoom for his insight and erudite explanations on the construction of magical artifices and for his assistance in extricating ourselves from some of the most unusual artifacts.

*We are reliably informed that the Graf's choice of titles fluxuates with changes in the political climate of Delos.

Construction

CONSTRUCTION OF MAGICAL ITEMS - THE THIRTEEN STEPS

In Delos, somewhere known as the Delian Commonwealth, player characters of any level with magical training in any field (mage, cleric etc) often construct magical items after the following manner. Spells followed by page numbers are found in the DRAGON TREE SPELL BOOK.

THE SIX ESSENTIAL STEPS:

- STEP 1. Take a suitable object** to serve as a giant material component of the function you would have the item do - for protection a shield, for seeing a lens, etc.
- STEP 2. Make the object ready for habitation by some living spirit*.** This may be done by an animate object spell or an impromptu spell (DTSBp11) or any other spell the DM approves. Or it may be done by placing the object in some place of power such as an inscribed holy symbol or a shrine and there embracing it closely by day and night for 7 nights, so that 1 point of the maker's constitution may be transferred to the object.
- STEP 3. Summon a spirit* to inhabit the object.** This may be done by any spell of summoning or conjuring or by an impromptu spell (DTSBp11). Or it may be done by this means: for 7 days more embrace the object and think upon the desired function of the object and upon the type of spirit* desired and make of yourself a channel for the spirit* to enter the object.
- STEP 4. Teach the spirit* to work the spells you desire** by repeatedly casting them while continuing to embrace the object.
- STEP 5. Provide the spirit* a means to work his spells repeatedly.** In some worlds this requires a permanency spell. In some worlds it may require a mana donation (DTSBp34) or teaching the spirit* to perform mana drain (DTSBp49) or life drain etc. Other worlds have other requirements.
- STEP 6. Inform the spirit* when and where to cast his spells.** If the function is obvious and the spirit* is of reasonable intelligence, a simple demonstration will suffice - eg hitting someone with a +1 mace, then casting a cause light wounds. Otherwise needs must use some form of esp or telepathy with the spirit* to teach him the command word or signal.

These SIX ESSENTIAL STEPS will produce a magic item which retains freewill and personality of the spirit* animating it, has normal weight and encumbrance and normal vulnerability to dirt and damage. Its results will not be standardized - ie, any DM may treat its workings like any similar item or spell he is familiar with, may judge as a wish or as an impromptu spell any time he chooses, or may vary its effects from one round to the next whether by accident or design.... In a percentage magic system the item will have the same base percent of performing its magic correctly as did the maker who taught it its spells (maximum 90% or DMO). ALL OF THE ITEMS DESCRIBED IN THIS BOOK HAVE ALL OF THESE DEFECTS UNLESS SPECIFICALLY STATED OTHERWISE.

THE SEVEN OPTIONAL STEPS:

- STEP 7. To repress personality** and freewill of the inhabiting spirit* and generally make the magic item act more like a machine than a person - reverse animate object. If this step is not done, and the spirit* is of human or greater intelligence, the DM may treat as an intelligent sword (ego 3d6 or DMO). If the spirit* is of lesser intelligence treat as a moderately well-trained horse. For lesser suppression, spells such as charm, quest or geas may serve.
- STEP 8. To protect magic item from dirt and damage** - clean cantrip or housekeeping spell (DTSBp56).
- STEP 9. To enable magic item to talk** - speak with dead or with animals or with monsters (depending on what kind of spirit* is in the object).
- STEP 10. To eliminate weight and encumbrance** - changeweight spell (DTSBp60) or polish weekly with wax from Racundra's Berries (see Page 20).
- STEP 11. To standardize range** etc can never be done fully, as all is finally DMO. However, if the desired spell is cast while the object is being embraced by the caster and a permanency spell is cast at the same time, one single factor (ie range, duration, damage or area) may be standardized to the same as the spell had during that particular casting. (To standardize all factors would require 4 separate permanencies).
- STEP 12. To standardize kind of effect** requires a simultaneous wish and permanency.
- STEP 13. To improve item's percentage to cast spells** correctly also requires a simultaneous wish and permanency per each 10% improvement. In some worlds the percentage can never exceed 90%.

DM NOTES ON CONSTRUCTION

For best results, all spells in all steps should be performed personally by the maker or his friends. Any charm or coercion on any worker or the use of scrolls, potions, other magic items etc will automatically result in a crooked item - details DMO. Time limit on performing the various steps is also DMO - if exceeded the item will be suitably crooked.

Any fumble cast simultaneously with any permanency becomes permanent.

NOTE ON STEP 1. While the object to be enchanted need not be expensive or fancy, still trouble may result if it is not appropriate to the desired function in the following factors: type of object, material, color, decoration and condition. See STEP 3 below and PERMANENT PENALTIES.

NOTE ON STEPS 2 & 3. The concentration needed for these steps requires at least 1 wisdom roll and 1 intelligence roll each day (plus as many more as the DM likes) with severe minuses for distracting events. If a roll is failed the DM may either require that the work resume at the beginning or give a minus of 15% or DMO per failed roll to the percent chance of attracting a suitable spirit* - see STEP 3 below. The maker cannot go out of the symbol or holy area for any reason nor cast any other spells nor do anything else during the time without negating the work and having to start over.

RE STEP 2. A suitable area for this work may be an inscribed symbol, a shrine or holy grove etc. Only a spirit* compatible with the symbol or place can enter.... Normally the loss of constitution point is permanent (DMO).

RE STEP 3. There is a base chance of 90% that a spirit* suitable to the desired function will be attracted. Adjustments to base chance:

Object inappropriate to function:	Each failed Int or Wis
Type of object	-10% roll -15% or DMO
Material	-10%
Color	-5%
Decoration	-10%
Condition	-10%
Impromptu spell adjustments may apply at same values given in the Dragon Tree Spell Book - page 11.	Ornate object: Each 100 gp value +1%

The DM should roll for whether a suitable spirit* is attracted (since the player will have to learn from experience whether the spirit* is suitable or not). If this roll is failed, the DM may either roll on the following table (1d100+maker's level - disregard unreasonable results) or judge as an impromptu spell. (Percentages may be varied at DMO by circumstances - ie on a battlefield full of gnome corpses the DM might give a high percentage for attracting a dead gnome)

SPIRIT* TABLE

- 99-00 None-** maker's spirit* sucked into object - see Wanlich Orb of the Witch Queen, Page 24. (Only when the Orb is used or the maker's own spirit* goes in can the spirit* keep any of its own abilities or have any of the other benefits told there)
- 86-98 Devil or demon** (roll for level - cannot be more than 3 HD greater than level of maker) If controlled or defeated (treat as cacodemon or similar spell) he is forced to inhabit the object. All details are DMO, including defeated demon's degree of obedience and what powers he can exercise from within the object.
- 61-85 Dead** 1) human 2) elf 3) dwarf 4) hobbit 5) gnome 6) half-breed or other. Roll for level and alignment - cannot be better than maker's. 1) CE 2) NE 3) LE 4) CN 5) NN 6) LN 7) CG 8) NG 9) LG Roll intelligence and wisdom on 1d20 - other details of personality may be rolled as for player characters if wanted. Ego is DMO or 3d6.
- 26-60 Airish animal** - creature native to some magical plane (DMO which plane) These have animal+ intelligence and personality (ego 3d4 or DMO). They are the spirits* most suitable for inhabiting most magic items. Personality will resemble:
- | | | | |
|-------|--------|---------|-----------|
| 1 cat | 4 bear | 7 fox | 10 bee |
| 2 dog | 5 cow | 8 horse | 11 rabbit |
| 3 rat | 6 wolf | 9 deer | 12 monkey |
- Intelligence in relation to desired function will be:
1-2) Too dumb 3-4) Too smart 5-6) Just right
- 01-25 None - no effect**

NOTE ON STEP 4. Each time the spell is cast the spirit* has 20% (cumulative) to learn it. If it is learned on a fumbled casting, the magic item will fumble it every time in a similar manner. If the object learns it on a correct casting but the maker fumbles it another time while embracing the object, the object's percentage to cast it right in future is reduced 20% per fumble witnessed (see PERMANENT PENALTIES).

NOTE ON STEP 5. Where mana drain is used, it must be taught as in STEP 4, and fumbles will have the same effect on the object's percentage to perform mana drain.

NOTE ON STEP 6. Establishing a signal is not without problems, whatever method is used. Some magic items come out responding to very odd commands the maker never intended....

NOTE ON STEP 7. Spirit* gets a normal saving throw vs any attempt to depersonalize or coerce etc - if made, the maker cannot try the same spell on the spirit* again until the maker gains another level. But he can try a different spell.

NOTE ON STEPS 7 - 10. These spells will have only their normal duration and must be renewed regularly unless a separate permanency is cast with each.

NOTE ON STEPS 11 & 12. Standardization is never perfect. If these steps are not done, a DRAGON TREE item (whether constructed as above or taken ready-made from this book) varies at the DM's mildest whim. If all steps are done successfully, the item should be treated as magic items normally are in that DM's world - no better.

NATURE OF NORMAL DELIAN MAGIC ITEMS

If STEP 3 was successfully performed, the spirit* will be one of those described on the table - but instead of being rolled for randomly, it will be the kind that the DM thinks most suitable to the desired function of the object. A +1 dagger might attract a spirit* with the personality of a fox, but very low intelligence. A staff of the magi would attract a high level mage (though in staff form he could perform only those spells taught him in STEP 4). A sword with power to curse, protect from good, and continual darkness would attract a demon or devil. When STEP 3 is successful, the spirit* attracted willingly enters the object.

Since in Delos the functions of the majority of magic items are most suitable for animal intelligence, the personality of most normal items may compare to that of semi-domesticated animals - obedient in the main, but oftentimes vain, shy and flighty, and liable to disconcerting reactions (see Silver Lasso of the Fairy Folk, page xxxx)....

If STEPS 1-6 have been successfully performed, the object's BASE CHANCE OF SUCCESS each time it casts its spell will be the same as its maker's percentage for that spell. When a properly constructed magic item with no penalties does fumble, results may be DMO or the following table may be used:

GENERAL FUMBLE TABLE

1 Backfire on user	5 Too little	*Contradictory results may
2 Wrong target	6 Too much	either be ignored or
3 Opposite effect	7 Delayed	combined wildly....
4 No effect	8 Roll again twice*	

DEMAGICKING AN OBJECT

Normally when a magic item is seriously damaged (DM's decision) or if a disenchant, exorcism, reverse conjuration/summoning etc or similar spell is cast upon it the spirit* is freed and the item loses all powers. Other results may happen at DMO.

*Throughout this book we use the words 'spirit' and 'soul' interchangeably to refer to the intelligence, wisdom, will, personality and memories of all creatures.

TEMPORARY PENALTIES TO BASE CHANCE OF SUCCESS for all magical items

- 90% or less - Structural damage - depends on degree of damage
- 45% or less - Surface damage - dirt, rust, scratches etc - depends on degree of damage and type of object, eg a sword can take more scratches than a mirror....
- 5% Acute overwork - for each successive turn (or round if in melee) that the object is used without a chance to rest at least 1 turn or round
- 5% Chronic overwork - for each successive 24 hour period when the object was used more than 10 times
- 10% Abuse of tanstaaf! - used for purpose its maker never planned or in a way that unbalances the game - percentage is cumulative per each use
- 10% or DMO Abuse of alignment - used for purpose violating its alignment, against spirit*'s old friends, etc. Amount is DMO - against its own god or His followers it has -50%. This percentage is cumulative per such use
- 10% or DMO Personal abuse - if the personal feelings or vanity of the spirit* are insulted he may sulk or sabotage. Percentage is cumulative per such use.
- All details DMO - see pages xxxxx
- 100% Impossible command - when asked to do something the book states it cannot, the object will always fumble!

Normally (DMO) when the cause of a temporary penalty is corrected the penalty ceases. Repairing structural damage fully may at DMO require a wish. Rest from overwork requires two periods of rest for each one period of overwork (eg, if used more than 10 times in one 24 hours it must rest 48 hours, if used 3 melee rounds in a row it must rest for 6 melee rounds). Abuse requires apology plus a penance of DMO.

PERMANENT PENALTIES TO BASE CHANCE OF SUCCESS for improperly constructed magical items

- Object inappropriate to function:
 - 10% Type
 - 10% Material
 - 5% Color
 - 10% Decoration
- Spirit* inappropriate to function:
 - 5% Too smart (smart animal, humanoid or demon etc in item with boringly simple function)
 - 10% Too dumb
- See TEMPORARY PENALTIES if spirit* has wrong personality or wrong alignment, for he will always feel abused....
- Fumbles during teaching of spell:
 - 100% for learning spell on a fumble
 - 20% for each fumble witnessed before learning

Other results of improper construction require no rolling. We recall the mage who made a flying carpet using the only summoning spell he knew - a summon poltergeist. It had penalties as above - plus a constant bumpy ride.

For other examples see Pages 5, 6, 10, 13 and 26.

RESULTS OF FUMBLES WITH PENALTIES

When a magic item with penalties fumbles, the DM may use the General Fumble Table or any other table he likes. However, the editors suggest that the fumble result be specially designed to fit the crime. EG, a crooked staff of healing would heal a broken bone crookedly - an overworked object might give too little results or none or delayed - an abused object might backfire on its user or give an opposite effect.... When more than one penalty applies, the largest will usually determine the result - or the result may combine all factors. (Or DM may simply rule as for an impromptu spell)

For examples see Pages xxxxx.

Each time an object with penalties fumbles, for each 10% of total penalty there is 1% that it will become permanently crooked (eg if penalties total 120%, chance of permanent crockery is 12%). Results are DMO, or use:

CROCKERY TABLE

- 91-00 Spirit* leaves and another moves in
- 86-90 Object develops random side effect - see Page xxxx
- 81-85 All current penalties become permanent
- 61-80 All future fumbles will have same result
- 41-60 100% to fumble - result will always be same
- 36-40 100% to fumble - fumble result DMO
- 21-35 Spirit* moves to another object - results DMO
- 01-20 Spirit* becomes insane (use any insanity tables or see HANDBOOK OF TRAPS AND TRICKS by DRAGON TREE)

Definitions & Commentary

PRICES. Figures to the right of the name of the item give prices. The first figure is 'wholesale' - what a merchant in Delos would pay an adventurer for such an item. The second figure is 'retail' - what the merchant would charge an adventurer wishing to purchase the item.

All prices are given in gold pieces, 10 to the pound. All are F.O.B. Upton, Delos - we understand that some of our items bring quite different prices elsewhere. (In Upton there is a high mark-up on traps)

DMO. 'Dungeon Master's Option'. This term is liberally sprinkled throughout this book to remind players that the effects of magic items vary from one DM's world to another. But in fact it applies to every detail in the book, whether labeled DMO or not.

Details vary at DMO not just by place, but also by time. It often happens that some use of an item which the DM allows one round is shown to violate Tanstaaf1 or Delian Law, so the DM may vary the effect next round as necessary, with or without use of the Base Chance of Success and the Penalty for Violation of Tanstaaf1 on Pages 2 & 3. ("O definitely, young man, the Basic Principles always take precedence over the principle of precedent...." - Fr. Samuel)

SOUL, SPIRIT ETC. Throughout this book we use these terms interchangeably to mean the intelligence, wisdom, will, personality and memories of any type of creature, from any plane.

TURN OR ROUND. Often the duration of some effect is given as '1d4 turns (or rounds if in melee)'. It is often noticed that magic works differently in a stress situation such as melee - effects wear off sooner, magic items can be used more often, etc. ("All know that fear bloodlust or other greatly humorous passion increases the mana wherewith the magicks work strong and fast and soon over...." - Newton, PRINCIPIA ARCANA)

The term 'turn' is used in Darcron (items credited DS) for 10 minutes game time. However, this may and should be varied by the DM to suit the pace of his own campaign. In a routine mapping operation where encounters are few and 3 game hours may pass in 6 American minutes, the turn might be an hour. In an overland trek it might be a day or week. It usually has something to do with how often the DM goes around the table saying, "Ok, what are you doing now?"....

Great DM freedom may be used here, as a mild effect will usually last much longer than a more powerful one.

DELIAN LAW. The Laws of the Delian Apollo, which underlie those kindred arts of literature, magic, FRP games, and poetry. This system of Law is known to all, sometimes under the names Poetic Justice, Karma, the Golden Rule. It is the the Pattern of Events which makes good stories. In Greyhawk it is invoked in the judging of Wishes - it permeates all of Arduin, down to the very names of the spells - in Delos (the Delian Commonwealth) it is most commonly invoked in the judging of impromptu spells (see DRAGON TREE SPELL BOOK, Page 11) and in setting the effects of crooked items or judging players' oddball solutions (eg Cat Boots, Page 11; Jewel of Living Shadows, Page 26).

See Staff of Delian Law, Page 8. For a fuller treatment of this and other important matters, see SILVERLOCK by John Meyers Meyers.

TANSTAFL. There Ain't No Such Thing As A Free Lunch. One of the Basic Principles both of magic and of Delian Law. In Techno worlds it is known as the First Law of Thermodynamics, GIGO or that potion of Mosaic Law called Lex Talionis ('tit for tat', as distinguished from Lex Talonis or 'claw law'). In magic it means that nothing may be totally free and routine. Any useful effect must be paid for somehow, whether by money, time, work or cleverness.

It applies allee same to matter, energy and information. It means that no item nor action may safely be used unthinkingly, routinely, mechanically....

"Checking for secret doors was free, and violated Tanstaaf1 quite constantly. So Lysenko invoked Tanstaaf1 itself to help enchant his plaster...." - Fr. Samuel (see Page 23)

USER. Occasionally we state that an item is usable by certain classes only. Where we state no limitations, the item should be treated as any other object of the same type in that DM's world - ie, it is subject to whatever limitations he normally uses on class, alignment, etc.

CHARGES, FREQUENCY OF USE. Unless stated, this varies according to each DM's magic system - DM should treat as similar items made in his world.

JACKASS PERCENTAGE. On this book of artifacts and on all other books bound by the Dragon Tree lies the following enchantment. If any player shall delay the game by quoting with disputatious choplogic 'gainst the DM, for each word that he quotes tis 5% cumulative that he be struck dumb and his character turned jackass for 10 minutes by some nearby American clock.

And while he be dumb and jackass he cannot speak but to state the actions of the jackass, and no powers can he use but bite kick and kick he can do a well. Level, HTK and AC stay same, 3 attacks each 1d6 per his level, or one attack by kicking both heels abackward for 1d12 per his level.



EXCERPTS FROM BROTHER SAMUEL'S COMMENTARY

"O yes, tis the difference in magick and science ye see here. For magic be ever personal and the dealings of some person with the person of Brahma who is the universe round about. So it needs must to do true magick there be some spirit to do it.

"And as true magick deals with the universe in its true aspect as Brahma one and whole and knowing, so it cannot act in isolation as some mages would have their devices do. But if the smallest action would disturb Tanstaaf1 or the Delian the whole Brahma is disturbed and in Delos if merciful he fumbles the action or if severe he lets it disturb and the user must pay the karma.

"Thus tis magick goes not by measure and weight and quantity like science but by quality and resemblance like poetry, and the heart of the user counts too....

"O yes, young man, the DM can judge any magic operation as a wish in Delos (and other worlds too if they but knew it). For that's all magic is, wishes. A cure wounds is naught but 'I wish he were cured', a bless spell is 'I wish he were better'. Tis like the augary machines of the technos with their disks and their programs. A program may be easy for any to use and do only one thing (that's like a cure spell or such) or be hard to use but do many (that's like a wish). But tis the same workings inside, and hath the same crashes....

"Yes and I know that some lands tis otherly or seems so, and there objects they call magic do act like machines and put out a sausage all the same size. Belike they be not true magick at all but some techno science so far advanced tis indistinguishable. Or belike some powerful reverse animation be on them to hold them in check, but this be contrary to the nature of magick like one that swimmeth upstream till well exhausted or would dam a flowing spring with mud. Such I have known act machinish for years and then in some new world, mayhap scenting a wind out of Delos, confound their owner a dozen ways...."

UNVERIFIED TRAVELLERS' TALE

"Tis said in Greyhawk an' ther'bouts t' mages ken an single spell wh' doth all steps save Five an' Nine.... Belike true, belike false, but tis best to ken all t' steps wha' ye do so when ye fa' down ye ken where...." - Sir Humphrey Tapperroom

Traps

ADDISON'S CHAMBERED NAUTILI (ME)

10,000-15,000

RARE TRAP - Two large spiral seashells, pure white, very clean, radiate LG magic.

Each shell both transmits and receives sound. Any sound that can be heard by a normal human standing near the shell will be transmitted (at half volume).

The shells transmit most sounds accurately. However, when transmitting speech or language, if it is not already full of noble sentiments or good poetry, they will make it so..... reversing or distorting meaning as necessary.....

ADELBERT'S SKYWRITER (ME)

1,000-50,000

VERY RARE - Black quill pen inlaid with black diamonds, inscribed "For darkest secrets" - radiates LG magic.

When this pen writes a secret the whole paper turns black - except to the eyes of the person the letter is meant for.

However, the inhabiting spirit is an angel who hates secrecy. Even as the paper blackens, the secret is written across the sky in glowing letters 1000' high, and remains so for 10 minutes.

AUREN'S BOX OF ENDLESS TRAPS (ME)

2,000-80,000

VERY RARE - Heavy silken sack holding 24" cube.

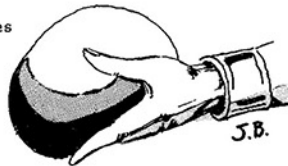
The sack is tied by ropes soaked in contact poison (1d4 damage* or random insanity). Inside is a carved wooden box trapped with a poison needle. Inside it is a smaller box.... In all 6 boxes are nested, each trapped: needle, blade, explosive runes, slams closed on fingers, poison gas, symbol of effect. *(Each trap does 1d4 damage per level of the dungeon)

When the 3rd box is opened, all other boxes and the sack vanish. Inside the 6th box is a limp sack (contact poison). When removed it grows big and is seen to hold a 24" cube....

All traps are now rearmed, any damage or marks have vanished. (At DMO the new set of boxes may be different to the first set) The only treasure is the sack, which is made of spider silk worth 75,000....

all made of fantasy,
All made of passion, and all made of wishes
Shakespeare - As You Like It

The ancient Heavens, in silent awe,
Writ with curses from pole to pole
Blake - The Everlasting Gospel



THE BOTTLE OF DJINN VENGEANCE (DS)

10,000-15,000

VERY RARE TRAP - Brass bottle closed with lead seal.

This is a sealed brass bottle (bearing a lead seal stamped with intricate runes) apparently capable of holding a djinn (genie). Anyone opening the bottle must save vs magic at -5. If failed, he will metamorph into a column of smoke and be sucked into the bottle. The stopper will then jump back into place and seal itself. No amount of force or magic will withdraw the stopper and any force applied to the bottle will be taken as damage by the victim. (Whether the victim can communicate with anyone holding the bottle is DMO) The victim will take no harm from lack of food or air etc - only from damage done to the bottle.

If the victim dies, the bottle will uncork, smoke will come out and coalesce into his mutilated body, and the bottle will recork, ready to trap the next person who opens it.

The bottle can only be opened by a djinn (they all know the secret). Any djinn asked has the right to demand three tasks performed in payment for his services. By Delian Law (the law ruling the multiverses), the djinn cannot be compelled in any way, including orders from any master. His price must be paid. When the bottle is opened, the victim will reappear in the customary manner.

After the victim has been released, the djinn will transport the bottle to a new treasure trove, and will not, under any circumstances, disclose its new location.

When asked to explain the presence of this item in his collection, the Graf Posvalski smiled but declined comment. The question was not pressed. - the editors -

Traps

BOTTLEJOHN'S NEST EGG (ME)

1,500-7,000

VERY RARE TRAP - A large crystal globe - powerful neutral magic may be detected.

This is commonly found in the nest of a Harpy or other large, dangerous bird. It has been enchanted for the sole purpose of attracting such a bird to nest where its eggs may be gathered for market. Anyone carrying the globe has 25% or DMO to be attacked by such birds each day in the dungeon, or each week in town.

This is a rare imported item. The chance of anyone identifying it should be about 7% / encounter - let'm wonder.

BOTTLE OF THE MISFIT DJINN (DS)

5,000-10,000

RARE TRAP - A cracked Djinn bottle decorated with a picture of a sinking ship.

The Djinn in this bottle can do nothing but grant wishes (3 per day or DMO) - and even those he always gets wrong. Usually he gets the words confused with other rhyming words. (Once when his master wished a comrade were alive, the Djinn made him a hive, complete with bees)

In fact this Djinn so annoyed his brothers by bumbling that they stripped him of all powers except wishes and exiled him to the Prime Material Plane. But he will claim that he is an apprentice working his way up to full Djinn-hood, and can stay with his master indefinitely. He really tries very hard to please his master....

THE BOTTLE OF WORLDS (DS)

10,000-15,000

RARE TRAP - Brass bottle closed with lead seal.

This bottle is identical in appearance to the Bottle of Djinn Vengeance. When the bottle is opened, all in visual range (DMO) are changed to smoke and drawn into the bottle (save is DMO).

Inside the bottle is an incomplete world, only the area which the adventurers land in is real (i.e. one dungeon or 50 square miles of outdoor area, etc). The trick is to find the one real location which will allow return to the "true" world (the location may change periodically).

When the adventurers come to the edge of real area, any of the following boundry effects may be encountered (DMO):

- 1) A stone wall (as tall as necessary).
- 2) They are standing at the top of a cliff staring down into outer space or into blue sky (as if looking up outdoors).
- 3) The physical surroundings get fainter and have less detail as one proceeds (also applies to party).
- 4) Mobius effect: exit one side of map, enter on the opposite side.

"... the ideal cure for boring weekend guests. Particularly if you're short of space." - Graf DZGND Posvalski

"The Graf doesn't know it yet, but I'm ordering one from Laputa for his birthday. It's the Kline version...." - Twyla von Lippmanova

BROTHER SAMUEL'S COOKOO FIGURINE (ME)

50,000-100,000

VERY RARE TRAP - A well-carved figurine of a cookoo on a nest - inscribed "Spell Storing".

Appears to function as a normal item of spell storing with indefinite capacity. In fact it stores the spells in other people's magic items.

Range is 100' or DMO - spells are stored "last in first out". When asked to release the spell it will do so normally if the other item is still within range - otherwise it will release a different spell or none (DMO). If necessary it will delete spells already in the other magic items to make room for the new ones.

"Beauhavoc had a fully-charged fireball staff when Brother Bertram found the cookoo. Brother Bertram started filling the cookoo up with create water. Next time Beauhavoc used the staff, out came 16 gallons of water instead of a fireball. The Ogre Mage figured out what was happening and ran away to save his wishing ring.... Yes, he's the one the King of the Ogres later beheaded for wishing 16 gallons of water on his deathbed...." - Graf DZGN Posvalski

Traps

The knight's bones are dust,
And his good sword rust
Coleridge - The Knight's Tomb

Traps

Their fatal hands
No second stroke intend.
Milton - PARADISE LOST

CARRINGTON'S CRYSTAL (SB) 20,000-50,000

RARE - A crystal ball with a scratched mirror surface.

The user receives a very hazy picture of his target - 5% cumulative per round to be able to make it out. However, the target is meanwhile receiving very clear mental images of the user and his surroundings.....

CARPET OF ISOLATION (DS) 30,000-40,000

FREQUENCY VARIES - Appears like any flying carpet - DMO may have designs of islands, deserts etc.

This appears to be your ordinary everyday Flying Carpet. However, when stepped on, it takes its passenger to the most isolated spot with a thousand miles (desert island, mountain top, etc). It will then vanish to reappear in another treasure elsewhere.

"If you're interested in something unusual in the way of a vacation or simply want to entertain boorish relatives..." - Graf DZGND Posvalski

CHAINS OF POWERLESSNESS (DS) 50,000-75,000

RARE TRAP - Dull black chains and bracelets.

These chains were constructed to allow the imprisonment of high level spellcasters. They are 100% magic resistant and drain all magical powers from whatever they touch. Magic items are ruined permanently. Mages etc are drained of mana and must rest and recuperate (DMO) before being able to perform magic again after being released.

The chains can be removed only by use of a mundane key.

DR. STRANGELOVE'S ARM (DS) DMO

UNIQUE TRAP FOR ONE-ARMED VICTIM - Very well-made prosthetic arm.

This arm was made by the ancient one-armed mage, Dr. Strangelove. If placed against the stump of a severed arm, it will graft itself there. The wearer can use it as a normal arm - it has 18/00 strength.

However, the arm is also a chaotic evil sentient being (intelligence 18, wisdom 12). Any time the wearer is in a stress situation the arm may at DMO attempt to gain control of its wearer (use tables for intelligent swords to see if it succeeds). If it fails at takeover, roll 1d6 to see what it does:

- 1) Attack the wearer. If it holds no weapon it will try to choke him.
- 2) Attack another party member. (If none present, then someone outside the party or the wearer)
- 3) Attack someone outside the party. (If none present, then a party member or the wearer)
- 4) Become paralyzed for 1d4 turns. (Will drop anything it was holding and hang by the wearer's side)
- 5) Attempt to destroy whatever it is holding (by the most efficient method).
- 6) Make an obscene gesture, target DMO.

When the wearer is controlling the arm he gets no extra benefits from it except its 18/00 strength. But when it is attacking by its own volition as above it strikes as HD 8 / each round it hits it does 1d4 choking or damages by weapon / treat as AC 5. It cannot be destroyed. It can be hacked to pieces by 76 HTK but will reform in 20 turns.

The arm cannot be removed except by severing the stump above the joint (which gives the wearer 8 points damage). Any time an attempt is made to sever it it will defend itself as above. A combined strength of 36 is required to restrain it (a single person with 18/00 strength has 50% to restrain it).

If the arm is removed from the victim or the victim dies, it will crawl away by itself to seek another victim.

If the arm succeeds in takeover, its wearer's alignment immediately becomes CE. Also, the arm will drain one of his life levels each game month. If he reaches 0 life levels he dies, and the arm crawls away.

ENFEVERIER'S MATCHES (DS) BOX 30,000-40,000

RARE TRAP - Resemble normal kitchen matches.

There are normally 100 of these matches in a box. 20% of these are special. When one of the special matches is lit, it forms a random fire elemental. The elemental is very mad and not controlled.

The elemental must use his first initiative round to form and will attack on his second initiative round.

Level of Fire Elemental Summoned

01-48% 8 HD	49-74% 12 HD
75-90% 16 HD	91-97% Elemental Lord
98-100% Reroll for two Elementals	

"...I be minded o' t' turk wa' be stokin' a load o' pipeweed an' caught up un o' these by accident." - M. Humphrey Tappercoom

EXPANDING CRYSTALS (DS) DMO

RARE TRAP - Crystals like colored quartz, 1-12 inches diameter.

These crystals grow when touched with water. A 1" crystal becomes 2" the first round, 4" the second, 8" the third etc. Maximum is DMO.

Each doubling requires 1 quart of water.

Crystals have the strength of normal quartz and tend to grow around and encase any obstacle. Any portion of a crystal will act the same way.

By tanstaafl, each time one crystal grows another somewhere in the world falls to dust so the total amount remains constant. Range of this effect is DMO.

HOW TO WIN FRIENDS AND BUILD BODIES
TWELVE WAYS (BE) 50,000-75,000

SCARCE - Large book with the title:
DALE ATLAS COMBINED COURSE
IN BODY BUILDING AND WINNING FRIENDS

Following this course of instruction, which will take the character four weeks, he will acquire a weight-lifter physique and be very handsome in appearance. (Strength 18/00, +3 to charisma)

Due to the great mass of muscle, dexterity is decreased by 7 points, maximum movement is 3", and 4 hours of exercise are required each day to maintain this condition. (Both strength and charisma will reduce by one point each day missed, and 3 days of double exercise time are required to raise each point so lost)

INSTANT RUST (JS) 50-300

RARE - Thick reddish-brown paste-polish.

1 teaspoon of this is sufficient to rust 5 lbs of metal to the crumbling point. Dilute as necessary.

When applied with batsticks the dilution is usually such that each hit rusts 1d4 pounds.

THE MAD MACHINE OF STAN THE STRANGE (DS) DMO

UNIQUE TRAP - TECHNOS ONLY - Large high techno machine with hundreds of dials, switches etc.

This machine does absolutely nothing except make mechanical noises, flash its lights and wiggle its needles as different controls are operated -- but it has a confusion spell (30th level) cast on it to prevent anyone from figuring this out.

Any techno examining it must save vs wisdom. If failed he will be totally fascinated and spend 1d10 days trying to figure out the machine's function -- he will violently resist any attempt to remove him from the presence of the machine, and if removed he will try to return at any opportunity (until the 1d10 days are up).

Each day that a techno spends at the machine he has 10% (non-cumulative) to become insane (duration DMO - see Insanity Tables in HANDBOOK OF TRAPS AND TRICKS by DRAGON TREE).

At DMO the machine may have 1d20 secret compartments with 1d6 controls or indicators inside each.

Traps

MILLER'S SILVER SPHERE (DS)

DMO

RARE TRAP - 2" silver sphere in ornate wooden box lined with black velvet.

When the sphere is removed from the box it will leap free and begin bouncing toward whatever treasure is furthest from the party (maximum range 500' or DMO). It will always take the most dangerous route.

The sphere does not spring traps. At a closed door it goes ethereal, goes through and waits for the party. At a monster it goes ethereal and waits till they finish the melee.

If the person who took the sphere from its box dies, the sphere is teleported back into the box.

If freed but not followed, the sphere will keep returning and nudging the person who freed it until they either follow it or put it back in its box.

MISCARRIAGE OF CONFUSION (BE)

10,000-20,000

RARE HOAX - Pumpkin-shaped carriage.

Appears as a pumpkin shaped carriage, trimmed in ruby red velvet with gilt fringe and tassels, having a pendant at each corner. On closer inspection, the viewers will note that it does not have a tongue or anything with which to attach beasts of labor. Also, the wheels will be flattened on the bottom. There are two doors, each with one window in it. Only one door can be open at any time. The interior is royal purple, with a gold rug on the floor and gilt fringe.

After player(s) has entered, and door has been closed behind, a magic mouth will appear, which can be heard only by those inside, and say "To each of you, one answer give." (IE, only one question will be answered from each person) Except on 99-00, the answers will be useless or worse:

01-25: In ancient Aramic, Coptic or other dead language
26-45: Riddle 46-65: Pun 66-90: Poetic
91-98: Correct answer but cryptic form
99-00: Correct answer, straight

No one can enter or leave the carriage until the first group has finished their questions.

MORDOR'S BOX (TL)

70,000-90,000

UNCOMMON TRAP - Chest (6"x6"x6") with silver inlay.

This box has a small label on the bottom (Wong Son - Hong Kong). When opened, it will produce an endless supply of wights (1d6 per melee round - 4+3 HD).

RACK OF PROCRUSTES (DS)

10,000-30,000

VERY RARE TRAP - Standard rack, detects as magic.

This rack requires two people to operate, and causes normal pain to the victim (but no damage).

For each round that a victim is stretched on the rack he grows 1 inch and gains 2 pounds. The operators each lose 1/2 inch and 1 pound.

No character may be reduced to less than 50 lbs or 3' height, or raised to more than 9' (all sizes DMO). When this is about to occur the victim is teleported elsewhere (random or DMO).

Deluxe model racks lower themselves 1/2 inch each round so that the torturers are less likely to notice their own shrinking.

STAAFLIA'S CHIMES (ME)

50,000-75,000

RARE TRAP - Set of 6-inch brass chimes suspended from a golden ring.

There are 6 chimes in all, each having one of the following words engraved on it: MAGIC WEAPONS DANCE TO MY MUSIC.

When any chime is struck, dropped or otherwise sounded, all magic weapons in 60' will dance and attack their possessors for 10 rounds (save DMO).

DMOs: The chime will continue to hum during this time - if hum is muffled, chime disassembled or weapons taken out of range, attacks may cease. Each weapon has 10 HTK per plus or ability. If all HTK are lost, weapon loses its magic permanently.

Traps

STAAFLIA'S WIRE (ME)

50,000-75,000

6

RARE TRAP - Tangled bundle of gold wire, radiates CN magic.

Any magic item in 10' radius of this automatically fumbles. The wire may easily be cut or torn apart, but any piece will have the same effect as the whole.

DMO - Untangling any size bundle of the wire takes 10-110 minutes, after which it has no effect until tangled again (will retangle itself in 2-6 hours (DMO)).

VANITY MIRROR (BE)

3,000-4,000

UNCOMMON TRAP - Mirror with intricate frame.

Intelligent creatures viewing themselves in this mirror will note that the image is more charismatic than themselves. Upon moving around, the viewer will find his image to be much more dexterous than himself, even if the viewer falls on his face, the image will be able to tap dance.

Anyone looking at himself must roll charisma. If made, the image is so enthralling he cannot look away for 1d4 hours (or 1d4 rounds if in melee). When the time is up he must roll again - if made, he still can't....

"Picked this one up from a chap name of Adonis. Got it cheap - he was jealous..." - Graf DZGND Posvalski

WINDOR'S WHIRLWIND TOP (DS)

10,000-15,000

RARE TRAP - Shaped like an ordinary top, silver with jewels.

This top is usually found along with other treasure. When spun the top creates an interplanar whirlwind which will suck a random air elemental from the plane of air to the prime material plane (and does that make him MAD!!). Roll percentage to determine level of elemental summoned.

The elementals summoned using this device are not controlled and will attack anyone in sight. The elemental must use his first initiative round to form, may attack on his second.

Level of Air Elemental Summoned
01-48% 8 HD 49-74% 12 HD
75-90% 16 HD 91-97% Elemental Lord
98-00% Reroll for two Elementals

"....started with a spoiled pumpkin and by the time he had embraced it two weeks in the Temple of Bacchus it fermented, so naturally he got the spirit of a dead drunken sage...." - Fr. Samuel



Though music oft hath such a charm
To make bad good and good provoke to harm.
Wm. Shakespeare - Measure for Measure

Wands & Staffs

BACKFIRE WANDS (DS)

15,000-20,000

UNCOMMON TRAP - Normal wand, tapered toward one end

It is often difficult to determine the function of a found wand — except by trying it. These wands function as normal wands EXCEPT that the discharge is from the thick end rather than from the thin end. This is often hazardous to the unwary user. The more common models of these wands are constructed in such a way that anyone grasping the wand will know its basic function — but not which end it fires from.

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

(1) WAND OF MAGIC MISSILES - This wand will fire three missiles per charge expended. There are 12 charges in the wand. Each missile does 2d4 points of damage.

(2) WAND OF LIGHTNING BOLTS - Fires one 6d6 lightning bolt per charge expended. There are ten charges in the wand. User must save on dex -10; if he saves, anyone behind him must save on dexterity with no minuses.

(3) WAND OF FIREBALLS - Fires one 6d6 fireball per charge and has 10 charges. User must save on dex -10; if he saves, anyone behind him must save on dexterity with no minuses.

(4) WAND OF COLD - Fires a Cone of Cold (6d6 damage), ten charges. User has no dexterity save; anyone behind must save on dex at -10.

(5) WAND OF PARALYZATION - Fires a beam (10 charges) that will paralyze the user for 4d5 melee rounds (no dex save). For anyone standing behind, save on dex -10.

(6) WAND OF POLYMORPH - Only a save vs polymorph is allowed. If it is failed, the user is polymorphed rather than his opponent. There are 12 charges in the wand.

It is believed by some that these wands were originally conceived by an inept mage but later copied by intent.

BATON des FRERES MARQUES (ME)

10,000-15,000

RARE SLAPSTICK TRAP - Appears: A wood staff (length varies), usually found marked with signs of chopping or sawing.

The staff will always grow or shrink (in 1d3 melee rounds) to exactly twice the height of the person holding it. If the ends are cut off or if the staff is broken, the largest portion of the staff will regenerate fully. (All details of this process vary from moment to moment at DMO — but it is frequently used as a source of endless firewood)

One end of the staff detects traps by swinging to point at the trap (range 25' or DMO).

At DMO the other end shoots magic missiles — 1 per round, 1d4 damage per level of the person holding it.

STAFF OF ADJUSTMENT (ME)

70,000-100,000

RARE - CLERICS ONLY - A staff of dark polished wood.

This staff is always just the right size for the cleric holding it. In the hands of a good cleric it heals 1d6 to anyone it touches. In the hands of an evil cleric it does 1d6 damage. In the hands of a neutral cleric it glows bright green — and so does the cleric, for 1d6 hours.

Number of charges is DMO.

"...used to have one, but then Brother Samuel and some priest of Set got in a tug of war over it. Each round Sam took damage and the priest took healing till I invoked Delian law and the thing exploded...." — Graf DZGND Posvalski

STAFF OF DELIAN LAW (ME)

NOT NORMALLY FOR SALE*

RARE - A much-battered, rough wooden staff.

This staff houses a sentient being whose duty is to enforce Delian Law, which involves poetic justice, karma, tanstaaf!, and dramatic integrity — or whatever makes good stories. When important (DMO) events are about to violate this principle, the being has 30% to intervene by himself, or 60% to intervene if anyone is hearing snouts "I invoke Delian Law".

Intervention may be direct — staff may dance (invulnerable, damage 1-100 at will), shoot a ray with appropriate power etc. But more often it will cause some element of the situation to change, providing a hair-breadth escape or a last-minute downfall — and usually destroying all treasure or power recently gained (see Staff of Adjustment).

Obviously, the DM must judge as a wish. And overuse of the staff would itself violate Delian Law very badly indeed.... If invoked without sufficient cause (DM's judgement), the staff has 30% to dance and thrash the invoker about the shoulders with 1d8 subdual damage per the invoker's level — all same round or DMO.

* So would selling it under normal circumstances....

Wands & Staffs

THE STAFF OF LAW (DS)

30,000-60,000

VERY RARE - FOR DRUIDS ONLY - A carved staff of white wood.

This staff is covered with carved runes and symbols, the ends shod with iron bands and caps. The staff is the embodiment of the laws of nature: i.e. that plants grow only at a certain rate, animals attain only a certain size, elephants can't fly and only gods can make a tree. Any thing which attempts to alter the laws of nature may be stopped or reversed by this staff. A plant growth spell could be cancelled, a giant rat shrunk or a polymorph reversed — it is the DM's prerogative and responsibility to decide what is 'natural' in his world....

The staff must touch a creature to reverse a process already in effect but need only be held to negate or block any effect being thrown or initiated within 60' or DMO. The staff is particularly effective against polymorphs but generally useless against illusions.

WAND OF HIGH STYGIAN

65,000-75,000

VERY RARE TRAP - Slender 3' rod of black onyx.

The rod is carved as a snake spiraling around the shaft twice, with its tail in its mouth. Between the coils are engraved the words "High Stygian" (in High Stygian — Read Magic is required).

W 5A

TYPE I (DS)

When the holder attempts to activate the rod, a beam of darkness will be emitted, striking whatever the rod is pointed at. This beam has absolutely no effect!

The real effect is to cause the holder's words to be true — literally. This effect will last 6+1d6 turns (under stress, 6+1d6 melee rounds). Anything which the person holding the rod says will happen, be true or occur — until the effects end. There is no saving throw.

This will never, never, never work for anything which is said deliberately in hopes that it will come true!

W 5A

TYPE II (ME)

No visible beam comes from the rod, but when pointed at a victim and activated, it makes the last thing the victim said become true. No save.

This will never, never, never work for anything which is said deliberately in hopes that it will come true!

WAND OF SPEAKING TO OBJECTS (ME)

5,000-50,000

UNCOMMON - Stone wand with mouths carved on it.

When the wand is touched to an object the object will say, "Tell what I do, then I'll speak you true." If the user can state the function of the object to the satisfaction of the DM, the object will converse and answer 1d4 questions (or DMO) per level of the user.

DMOs: non-magic items have 10% save per question, magic items 35%. (On certain questions, DM may raise save to 100%....) Also, though the object must speak true, how smart, well-informed or cooperative it is is DMO....

WIGHT WANDS (ME/BE)

DMO

UNCOMMON TRAP - Two wands — smoky grey. These two wands must be found firmly fixed to a plaque or other mounting. When free, they exert a strong pull toward each other (DMO 30 lbs, range unlimited). If within one foot of each other, they will jerk themselves together (1000 lbs strength each). When they meet, they will vanish in a puff of smoke leaving behind a wight (4+3 HD).

W 5A

"After all, any fool knows that two wands make a wight!" — Graf DZGND Posvalski

WINSLOW'S WAND OF HOMING FIREBALLS (SB)

75,000-100,000

RARE - Red wand decorated with flaming arrows.

This wand shoots an ordinary fireball, except that detonation is delayed 2d4 rounds and it will home on whatever target the user names. Range 60', move 8. If the fireball cannot find a target that fits the name the user gave (and it can be very pedantic), it returns to the user for further instructions....but still explodes at the end of the 2d4 rounds, wherever it is....cannot be deactivated....

Adventurers' Equipment

AMLA KNAPSACK (ME)

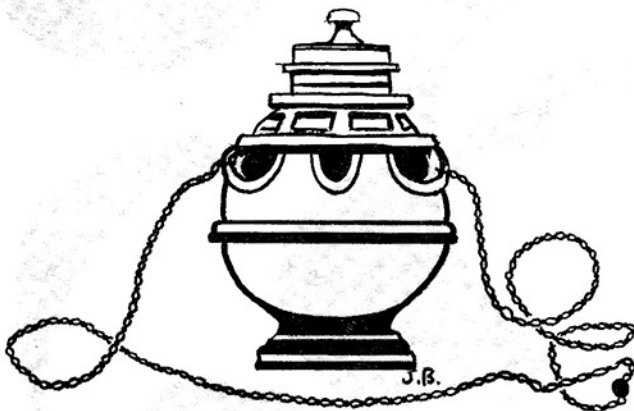
5-40

COMMON - Large leather backpack stenciled AMAZON MUTUAL LIFE ASSURANCE - 40.4 lbs.

Amazon Mutual hires mercenaries to rescue its policyholders to avoid having to pay on their policies. Employee benefits sometimes include issuing a standard equipment package to beginning adventurers. Merchants who assemble these packages make extras to sell to the public as well. The standard pack contains:

	GP	LBS
1 compass	1	.1
1 wooden staff 6' long*	.015	5
50' of 1/2" rope, 800 lbs test*	.2	7
1 grappling hook, 800 lbs test*	.02	2
1 leather backpack (rucksack) (15x18x12", 800 lbs test)	2	3
3 iron spikes 6" long, 800 lbs test	.02	3
pencil and paper (1000 sq ")	5	.4
2 oz each, dried: wolfsbane, garlic, pipeweed, belladonna	1.25	.5
4 linen sacks each 24"x18" (20 lbs test)	.2	1
1 steel mirror 6x6"	5	.5
1 3" whetstone	.005	.1
1 set lockpicks	15	.1
1 tinderbox, flint and steel	1	.7
1 bullseye lantern	12	1
3 one-pint flasks oil	3	3
each 1 lb, burns 6 hours at 60' radius		
2 torches (1 lb each, burns 2 hrs)*	.01	2
1 day's food ration:		
1/2 lb flour tortillas		
1/2 lb corn tortillas		
1/4 lb dried fish		
1/4 lb dried meat		
1/4 lb dried bacon		
1/4 lb uncooked beans		
2 lbs * 3 day s supply	1	6
1 gallon-size wineskin*	.5	.5
1 quart wine	1	2
1 gallon-size waterskin*	.5	.5
1 qt water		2
	gp 51.70	40.4 lbs

*items normally carried outside pack



AMLA MAP (ME)

30,000-50,000

UNCOMMON - A blank map on fancy parchment with a fancy border around it.

The border shows ships, blowing storms, mermaids, astrological symbols etc. Some far continents may be shown around the edges of the map, but the center is blank.

When a map is drawn in the blank space, routes leading from the party's location toward danger turn red, routes to safety turn green. Fumble factor is 25% or DMO for each route. Colors will change appropriately as monsters move about or other conditions change.

Adventurers' Equipment

9

AMAZON PURSE (ME)

5-25

COMMON - plain leather bag on shoulder strap.

Before founding AMLA, Twyla von Lippmanova was a circus acrobat turned adventurer who liked to travel light. She herself tasted bad to monsters and was always getting spat out, but she lost a lot of purses....

POWDERS (4 oz each): Dried garlic, dried onions, pepper, snuff, belladonna, candy, salt, soda, soap, opium, marijuana, pipeweed, catnip, asseophidity, wolfsbane, flour, feathers, glue, chicken soup, chewing gum, plaster, insect repellent.

MISCELLANEOUS: 300' of string (25 lb test), sewing kit, paper and pencil, clean rage (3 yards), nails, tacks, 20' wire (50 lb test), 10 empty 1/2 cup sausage skins, 5 magnets (.1 lb each), whisk broom, makeup kit (pancake makeup, powder, perfume, lipstick) mousetraps (3, 3 oz each), 10 fishhooks, telescoping bamboo rod (18"-100", 1 lb), 3 bells (2" diam, stuffed with waxed cotton earplugs, 4 oz each), 1/2 lb meat laced with opium, 1/3 pound honey laced with opium.

BACKPACK OF CONVENIENCE (DS)

500-1,000

COMMON - Very well-made backpack, size adjusts to fit wearer.

This backpack has been enchanted so that whatever the wearer is thinking about will be readily available at the top. (Eliminates digging through the pack in pressure situations)

Each time the wearer reaches in, there is a 10% (or DMO) chance that the pack will fumble and give him the wrong item: 1) clothing 2) food 3) weapon 4) miscellaneous

BREADBOX AUGARY (ME)

20,000-30,000

COMMON - Lightweight metal box approximately 16" cubical with roll-type opening, decorated with painted curlicues and the number "20".

When an object is placed in this box the box will truthfully answer 20 "yes-or-no" questions about it. It can tell only past or present facts that relate directly to the object. If asked an ineligible question it will answer "animal", "vegetable", or "mineral", depending on the composition of the object. The box will never answer more than 20 questions about the same object.

DMO - the object may be allowed a saving throw per each question - ie a magic item may have a save of 100% against its function being revealed, etc.

"Course they's always t' nerd wat gins by askin, Is it bigger than a bread box!" - M. Rumphrey Tappercoom

CENSER OF ANSWERING (ME)

10,000-15,000

COMMON - A gold censer (like an incense burner) with an inlaid pattern of fine ruby lines.

When a question is written on paper and burned in the censer, there is a 25% chance that the ruby lines will glow with the heat, then reform to present the answer.

We use 1d8 words in the answer: 01-10 it is clear and helpful, 11-25 cryptic or a riddle, but always true. The censer answers questions of past or present fact only - no predictions or advice.

In long, plot-type campaigns this is a good way for the DM to keep up with what the players are thinking - we require each question really be written on paper and given to the DM to keep.

DION'S ARMOUR POLISH (ME)

50-500

UNCOMMON - Clear gel.

For 4 rounds after this polish is applied to any smooth surface, it has a chance to reflect the gaze of any basilisk etc back to its source - also reflects laser rays back on their sender.

For each tablespoonful of polish applied, there is a 20% (or DMO) chance of success. Applying each tablespoonful requires 4 rounds of polishing by hand with a soft cloth or chamois.

DMO - the polish will not work if the user explains his actions before the reflection occurs.

Unhappy wight, born to disastrous end
Spenser - Mother Hubbard's Tale

Adventurers' Equipment

EARTHBINDING COINS (ME)

PAIR: 20,000-30,000

COMMON - Brass coins inscribed "O soul, come back to things you love."

If one coin is laid on each eye of a body dead less than 1 day, they will cause his spirit to remain as an "Earthbound". He appears as a foggy image of his former living self. He can pass through solid objects as if ethereal but cannot touch anything on any - not even another earthbound spirit. He cannot cast spells, use psionics etc.

He cannot move more than 20' per his level from his body. He can converse only with his dearest comrades (DMO), though he can make gestures and noises seen by all people and monsters. He has his normal personality, senses and movement and can act as a scout or advisor (flying or teleportation is DMO).

The coins do not halt decomposition of the body. If they are removed or if the skeleton is destroyed, the spirit will proceed to its normal fate. Use of the coins does not affect resurrection survival or reincarnation, but after any such attempt the spirit can no longer remain earthbound.

Maximum time the spirit may remain earthbound is DMO. He cannot earn experience or new skills during this time.

ECARION'S CORNUCOPIAS (DS/ME)

BY TYPE

COMMON - Giant ram's horn - decoration varies by type.

Each of these horns can produce enough food and drink each day to provide its owner's normal caloric requirement. Containers must be provided by user.

TYPE I 70,000-80,000

Each is decorated with pictures of all sorts of fruit and game, and each provides any type of food and drink requested.

TYPE II 20,000-30,000

Each is decorated with pictures of only one single plant or animal, and that is the only type of food it can ever provide.

After 2d4 days of this food alone, the user must roll constitution or suffer vitamin deficiency: -1 all attributes or develop random insanity until properly fed.

TYPE III 2,000-3,000

No decoration except a small faded insignia or trademark such as a clown face or an 'M'. These produce only junk food which is edible only by orcs, ghouls, black puddings, carrion crawlers etc. Anyone else must save on constitution. If failed, for the next 1d6 hours he either vomits or suffers from Panzaism (DMO).

EDDISON'S MIRRORS (ME/DS)

50,000-60,000

RARE - Two beautiful jeweled hand mirrors, seldom found together.

Anyone looking into either of these mirrors will see the scene outside the other mirror, and hear the sounds there as well. Each mirror comes with an embroidered cover that will cut off both sight and sound. Range is 3 miles.

DMO - the mirrors may have the following fumble factor. Whenever anyone with a charisma of less than 10 looks into one of the mirrors, there is a chance it will crack (5% for every point they are below 10). For each crack, the mirror will have a 5% chance to fumble - use any fumble chart or:

- 1 Will not turn off when covered
- 2 Magnifies sound
- 3 Magnifies light
- 4 Shows obviously wrong scene
- 5 Shows right scene but major element wrong
- 6 User sees own face, compelled to comb hair etc

EXTENDABLE ROPE (DS)

5,000-7,000

COMMON - Looks like normal rope, 10' or DMO.

When one end of the rope is held and a command word spoken, the rope will grow from the other end at 10' per round until the holder commands it to stop (maximum DMO).

The new growth may be cut into any lengths desired - will be normal rope. If the original 10' section is cut it loses all magic.

MAGIC QUILL (DS)

5,000-10,000

UNCOMMON - FOR MAGES ONLY - Looks like a normal writing quill.

Upon utterance of a suitable command word (DMO), a magic quill will write everything the user says, until he utters the command word again. (Range 50' + 10' per level) The quill produces its own ink, but otherwise it acts as a normal quill.

10% of these quills are defective: they can write non-magical material correctly, but when they write a spell it always fumbles (backfire on caster or DMO).

Adventurers' Equipment

MERLINI'S SYMPATHETIC BELL (BE)

2,000-3,000

COMMON - 6" diameter brass bell - carefully cut in half.

Halves are seldom found together - neither has clapper. Bell is covered with intricate Celtic-type designs interrupted by careful cut.

When either half is struck, both ring. Range is 1000' or DMO.

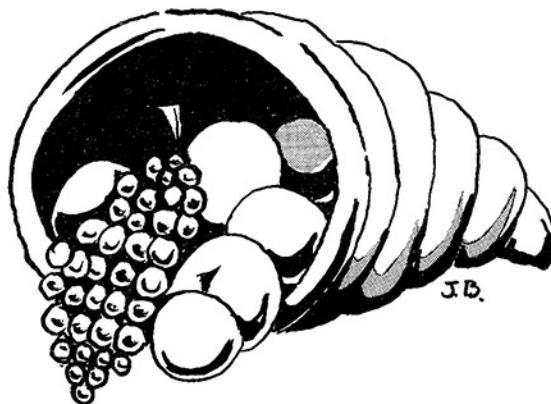
NADAR'S EVERFUL SAFETY LAMP (ME/DS)

150-250

COMMON - Looks like a normal oil lamp, full, engraved 'Nadar Mfg'.

This lamp never runs out of oil, may be adjusted to illuminate any radius from 5' to 60', or to send a beam as narrow as desired (minimum 1' diameter at end for every 10' length of beam).

It has the following safety features: shatterproof (saves as stone), cannot spill in any position, cannot explode, cannot ignite any other object (flame produces no heat).



MULTIVERSAL BOX (ME)

75,000-90,000

SCARCE - A cardboard box bearing the logo of the Multiversal Trading Company

This is a 'knock-down' type corrugated box - usually found folded flat. When it is refolded into the shape of a box, three small printed circles may be noticed on the inside bottom - just the right size for coins.

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

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

These boxes are not available on the open market. They are supplied by Multiversal to preferred customers only.

DMO - Each box will normally (95%) function properly and deliver the correct item in good condition. However, if the box has been damaged, the chances for fumbles will rise.

Once the box got wet and Pietro used it when it was only 85% dry. This gave 20% for a fumble, and it did - Pietro's new blanket arrived soaking wet. This made the box 50% wet again....

SILVER LASSO OF THE FAIRY FOLK (DS)

10,000-15,000

VERY RARE - Silver rope - actually made of hair - DMO 50' long.

Upon command the rope can: stretch up to 4 times its length; tie or untie; move like a snake (rate 12). Anyone bound by it must obey the rope's holder.

DMO - it dislikes ordinary ropes and if tied to one will wait until no one is looking, untie itself and slither off 25-125' to sulk - will not obey again until owner apologizes.

Adventurers' Equipment

"High characters," cries one, and he would see
Things that ne'er were, nor are, nor e'er will be.
Suckling - The Goblins

SNEEZE-BEES-WAX (DS) 50-100 PER OZ

COMMON - Soft yellow wax.

This magic bees wax, when put in the ears, allows no sound to penetrate. The magic of this wax makes the user immune to all charms involving sound (harpies, sirens etc) It also protects his ears from damage from loud noises, sonic weapons etc (but if these weapons hurt the body as a whole, it would not be protected).

This wax is found only in the hives of sneeze bees. Sneeze bees appear as regular honey bees (AC 6 HD 1 HTK each 1 Attk 1 pt by sting). Anyone within 10' of the hive must save vs magic or sneeze helplessly until he moves away.

TAM VOLAN'S GLOBE (TL) 50,000-75,000

RARE - FOR CLERICS AND DRUIDS - Crystal globe, 6" diameter.

This is a crystal globe which will normally appear to be slightly hazy - as if filled with fog. In the hands of a mage or cleric it acts as a globe of clairvoyance.

The device will show a scene which may be another location or may be another time, either past or future. The problem for the user is to determine exactly what is being viewed and whether the view is true. The difficulty with such devices being used to view the future is that the 'future real' is affected by the present actions in response to the 'future seen'. In short, what you see, may not be!

01-33 True present 34-66 True past 66-00 Probable future

TORCH OF INVISIBILITY (MDH) 200-300

RARE TRAP - Torch made of crystal fibers soaked in oil - inscribed 'Invisibility'.

When this torch is lit everything becomes invisible except the party - monsters, walls, floors.... Invisibility is real - monsters cannot see each other either.

Range 60'. Torch and flame are invisible also. DMO - when flame is extinguished, the radius of invisibility shrinks by 1d4 feet per round till all is normal again.

TOUCHTAPE (CB) 10,000-20,000

RARE - Looks like normal American steel measuring tape (coiled in metal case, spring-loaded, retractable)

When the user extends this tape and touches some live creature with it (roll to hit), the creature shrinks to the length of tape extended. IE, if the tape is extended 2', the creature is shrunk to 2' tall.

The creature keeps its same stats (HTK, HD etc), and suffers no system shock. Duration is 1 round per level of the user.

DMO - on its first use on any one creature, the tape has 5% to fumble. This rises 10% per each use on the same creature. (Use GENERAL FUMBLE TABLE or any fumble chart desired)

TWYLA'S BAG OF HOLDING (ME) 30,000-75,000

VERY RARE - Resembles normal bag of holding.

Twyla commissioned a dozen of these bags to be made and placed in high-level dungeons she feared to visit herself. The bags function normally - except that 1 of every 12 magic items placed inside is teleported to her locker at the thieves' guild....

"...about six months before she and our whole clan were exiled from Utтар. The clerk at the Naylor thieves' guild must be getting rich...." - Dion

TWYLA'S LOCKPICKS (MDH) 500-10,000

UNCOMMON - Very shiny lockpicks.

Any thief using these is +5% to pick locks. Anyone else possessing them contracts kleptomania.

Adventurers' Equipment¹¹

CAT BOOTS (DS) 20,000-30,000

RARE - Boots decorated with pictures of mice, milk, cushions, hearths....

Anyone wearing these boots will always land on his feet, whether jumping, falling, turning somersaults or.... But they in no way negate impact damage.

Some varieties of these boots have all the other benefits of boots of elven kind as well.

Each day the boots are worn the wearer has 1% (not cumulative) to be geased to go and look at the nearest queen.

BOOTS OF THE COWARD (DS) 5,000-10,000

UNCOMMON TRAP - Resemble boots of elvenkind

These boots will appear and function as boots of elvenkind... until the wearer runs from a monster. At this time the boots will clamp to the user's legs and will not release until a Remove Curse is cast upon them. When the victim runs from a monster, the boots will leave glowing, greenish-yellow footprints with a strong odor. The prints will last for 1d6+6 turns before they fade, allowing the victim to be followed by even the most incompetent trackers.

BOOTS OF RONDO EARTHSHAKER (DS) 75,000-100,000

UNIQUE - HIGH LEVEL - Heavy boots caked with mud.

The caked mud cannot be removed from these boots. They attract dirt rather than drop it, and if someone walks across a dusty floor in them, they will leave a trail of clean footprints!

However, trying to remove the mud can have interesting results. If one boot is stamped on the ground it will cause a minor earthquake (2-10 rounds - all combat during the quake is at -2). Pointing at an intended victim before stamping will cause a fissure to open beneath him - depth 20+1d100 feet, will close again in 1+1d4 rounds or DMO.

Landing hard on both boots will cause a volcano to erupt directly under the wearer's feet. He must roll dexterity -4 or die at once, then dexterity -2 for each round to stay ahead of the lava, which will spread at the rate of 20' per round for 2d20 rounds.

A kick from these boots does 3d6 damage to any creature, or can knock down a 10' square section of normal stone wall (two feet thick). However, if the wearer kicks cold iron, he will take 3d4 damage from a stubbed toe.

BOOTS OF SAFETY (ME) 30,000-50,000

UNCOMMON - FOR FIGHTERS ONLY - Well-padded boots.

If a melee battle brings the wearer below 2 HTK per his level, he will immediately be teleported to the safest place within 20' per his level.

Has 2d10 charges or DMO.

SOLES OF VALOR (ME/BE) 1,000-2,000

RARE TRAP - Sturdy well-polished boots - DMO decorated with their name.

These boots give the wearer +1 to hit, damage and morale - and will never run from a fight.

CLOAK OF DORIAN GREY (DS) 10,000-30,000

VERY RARE TRAP - Very old tattered cloak, radiates magic.

This is usually found with other clothes in similar condition. It is impossible to find out what the cloak does without putting it on.

When the cloak is put on it grows younger (less worn, fewer patches, cleaner) by 10 years per round - and each round the wearer grows 10 years older.

The process stops automatically after 1d8 rounds, after which the cloak can be removed normally. During the process it is impossible (DMO) to remove it without totally destroying it.

When a second person puts the cloak on the reverse happens: the cloak ages while the wearer grows younger.

The cloak will not work a second time on the same person. Its age when found is 50-150 years or DMO. If its age ever exceeds 240 years it falls apart and loses its magic. If it becomes younger than 0 it unravels into a pile of non-magical thread.

Clothing

"...every time he'd come to a low tunnel he'd use the touchtape on himself to make himself fit. Finally it fumbled on the 10% cumulative - abuse of tanstaaf, you know - and came up crooked, fumble same way, 100%. So every time they tried to use the tape it shrank itself. till they were holding it with tweezers...." - Twyla von Lippmanova

CLOAK OF DRY CLEAR (BE) 10,000-15,000

UNCOMMON - Cloak of very fine watered silk.

This waterproof cloak makes the wearer completely invisible, even to truesight - but only in the rain, in fog, or underwater...

"...took a sprinkling can and kept wetting himself down with it. He was invisible all right, but you should have seen those orcs chasing that dancing water can...." - Graf DZGN Posvalski

CLOAK OF EMPTINESS (BE) 10,000-15,000

RARE TRAP - Dark blue embroidered robe.

Embroidery is so intricate that close studying of it will cause severe headache. Wearer wraps himself tightly in robe, thinks of where he wants to be, and he is there... however, the robe falls to the ground where he used to be.

DMO - percentage of accuracy depends on condition of the cloak.

CLOAK OF QUICK CHANGE (DS/BE) 10,000-15,000

RARE - Reversible cloak (usually red and black).

Very popular with thieves and assassins, this is a reversible cloak of any two colors desired. When the cloak is worn with one color out, a set of clothing is visible, when the cloak is reversed, a second form of dress appears.

When the cloak is donned over a set of clothing and the clasp is turned, the inner side of the cloak is attuned to that set of clothes. When the cloak is removed, the clothes vanish with it. A second choice of costume may then be selected and the process repeated with the cloak reversed.

After this, when the cloak is reversed, the appropriate set of clothing appears.

"Y' mought o' 'eard 'bout t' absent minded thief who forgot the second step... an became the life o' t' party." - M. Humphrey Tappercroom

DISGUISE KIT (DS) 10,000 - 20,000

RARE - A small suitcase smudged with greasepaint.

This is actually a variety of Multiversal teleporation box, tied directly to the theatrical supplies department. It will always* contain enough make-up, costumes, etc to outfit a theatrical troupe (of 30 members or DMO). There is a 95% chance that any disguise wanted can be found here. All materials are enchanted so that once put on, they will appear to be real in all respects (ergo: a false beard, if pulled, would feel real to the person pulling it). This kit is limited to the sort of changes that could really be made by make-up and costuming: i.e. height and weight could be increased considerably but only decreased slightly, etc.

Each kit contains 4d10 (DMO) small vials of solvent, which is the only means by which the disguise can be removed. Once opened, each small vial of solvent will evaporate immediately if not used.

*Reasonable withdrawals from this box will be billed to Ringling Bros (from whom it was stolen) and automatically replenished - except for the solvent, which requires a special import license.... But any unreasonable use of the box will draw the attention of Multiversal's security department.... Normally it has no communication feature. Any weapons supplied as part of a costume will be props only...

"Once, an assassin was down to one dose of solvent when he disguised himself as an orc to try to assassinate the orcs' king. The one dose was stolen by an orc thief (who said it tasted fine) and the assassin is still looking for some more... Trouble is, he doesn't have an import license for more solvent and other supply houses don't like dealing with orcs..." - Graf DZGN Posvalsky

Clothing

GREYLOCK'S FALCONER GLOVE (DS) 20,000-50,000

RARE - A falconer's glove decorated with pictures, excellent condition.

The glove appears totally unmarked by birds' claws, dirt etc. (Cannot be dirtied or scratched in normal use) The pictures are drawn in colored ink, show landscapes from an aerial view.

Any bird which perches on this glove while it is being worn will be in mental contact with the wearer for as long as the glove is worn. The wearer can use the bird's senses and direct it by mental command.

If the bird is killed while the link exists the wearer takes 1-10 psychic damage per his level. Other damage or distress to the bird will also affect the wearer - details DMO.

THIEF'S MASK (DS) 10,000-15,000

RARE - Bandana of invisible cloth.

When this mask is tied across the face, the wearer's whole head becomes invisible.

"I tried one once but some strange little schoolmaster kept asking me if I had a pumpkin under my arm. It helped get the medusa through the crowd, though...." - Twyla von Lippmanova



TOUPE' OF TRAVOLTA (DJ) DMO

RARE - Old toupe'.

The toupe' will alter the appearance of anyone wearing it as well as giving them a dexterity of 20 - also allowing them to dance, walk tight ropes, climb walls, etc.

EXAMPLE: Mandorn is a fighter dressed in battered, rusty chain armour. On doffing the toupe', he immediately appears in very fancy dress (resembling a musketeer in lace and silks), weapons polished, hat with a long plume, etc. Alternately, if the wearer were well dressed, the toupe' would provide the appearance of rags and tatters. The toupe' also changes in color, length and style to fit the appearance presented (all alterations - except dexterity - are illusion).

TRAVOLTA'S CLOAK (DJ) DMO

RARE - Cloak of changeable color and texture.

The fabric of this cloak cannot be identified, changes as examined. The cloak acts in a similar manner to the Toupe' of Travolta in altering appearances from rags to riches and riches to rags. This does not alter dexterity, etc.

The cloak does work to change anything which is rich to poor and anything which is poor to rich. EXAMPLE: A party found themselves blocked by an energy field. By spreading the cloak against the field, the energy field became poor and the party was able to pass. In another case, a meal of hardtack and jerkey was spread using the cloak for a tablecloth. The rations were then altered to become a veritable banquet.

Armour

THE BEAST-HELM (DS) 60,000-75,000

RARE - Adamandite helm shaped like a dragon's head.

This is a beautifully-made helm with eyes made of onyx. Its wearer can mentally control any one animal within a 1 mile radius and can use all the animal's senses.

DMO: On 25% of these helms, if a dragon comes within 1 mile of the wearer, the wearer must save on wisdom -6 or the dragon will control him!

BROTHER SAMUEL'S CONFLAGRATION CONTROL (ME) 60,000-80,000

UNCOMMON - Steel helm / flint-inlaid bracelet

The helm allows wearer to control any fire elemental that is wearing the bracelet (fire elementals are notoriously stupid).

"Real handy for starting a fire - if you're only a Boy Scout...."
- Graf DZGND Posvalski

CHEESECAKE ARMOUR (ME) 10,000-20,000

ALL TOO COMMON - FOR FEMALES ONLY - Fancy revealing costume like a burlesque dancer's.

This comes in a variety of styles, often made of metal (looks like one of the impractical costumes worn by female adventurers on book covers and in miniatures).

Acts as +4 armour - all male humanoid (DM's decision) opponents must save vs magic or fight at -4 from distraction - also they will attempt to capture, not kill.

Gives +4 charisma vs male humanoids (-4 vs both male and female clerics, paladins etc of disapproving faiths - DM's decision). Does not impede movement (even if made with a long skirt etc) - never gets torn or dirty.

80% of all monsters (intelligent or not) will attempt to capture and enslave or sacrifice the wearer. However, she will be safe from sexual attack by anyone for 6 months after wearing the armour - captors may lust but will keep delaying.

HARPIES' REVENGE (DS) 5,000-7,000

RARE TRAP - Resembles very good armour of any type.

The armour detects as magic and is +1. But when it is put on it locks so that it cannot be removed by normal means, and the victim feels thousands of feathers tickling him all over.

To keep from being incapacitated by laughter, the victim must save on constitution the first round, constitution -1 the second round, etc. When he fails he will roll helplessly until freed, whooping loudly.

Cutting off the armour will take 5 rounds per AC below 10 if the victim is cooperating, 7 rounds per AC if he is rolling.

HELMETS OF TRANSFERENCE (DS) PAIR: 50,000-70,000

VERY RARE TRAP - Identical jeweled helmets, radiate magic.

Each helmet improves the wearer's AC by 1.

As soon as both the helmets are worn at once (by different people, of course), the souls of the wearers are exchanged. (Intelligence, wisdom and personal memories go with the soul - all other stats and skills remain with the body).

The helmets work only once for any given combination of victims. However, a person who was part of one pair could become a partner in a new swap.

HELM OF CIRCULAR VISION (DS) 30,000-50,000

RARE - Helm with gems set in moveable frames over the eyes.

Positioning the gems over the eyes allows 360 degree vision.

"Which is nae muckle 'elp 'f y' be tryin' t' trap a basilisk."
- M. Humphrey Tappercoom

For he who fights and runs away
May live to fight another day;
But he who is in battle slain
Can never rise and fight again.
Goldsmith - Art of Poetry on a New Plan

Armour

HELM OF THE COWARDLY PORCUPINE (DS/ME) 50,000-75,000

RARE - Helmet with spikes pointed aft.

The helmet is covered with 100 spikes. On the center front of the helmet is an engraved design of a porcupine. When the design is pressed, 1d20 of the spikes shoot out behind the wearer (the spikes fly in a 60 degree arc, range 100'. Treat each to hit as 3HD monster - 1d3 damage each).

Once the spikes have been used, the helmet is normal. Spikes cannot be replaced or reused.

HELM OF THOUGHT (ME) 25,000-40,000

UNCOMMON - FOR FIGHTERS ONLY - Helm inscribed with geometrical figures.

Improves wisdom and AC by 2 - absorbs any criticals to head, neck or face.

The wearer will always be aware of the strength (HD) of any monster he hits. If HD exceeds average level of party by 4 or more, he will be compelled to retreat and try to think of a better solution than fighting.

HOT SUIT (BE) DMO

UNCOMMON TRAP - Resembles normal cloth armour.

This cloth armour is +2 vs fire because it is made of asbestos. However, if worn for more than one hour at a time, it will cause intolerable itching, making the wearer -2 to hit and damage until he soaks in a nice hot bath with soap.

LEGGINGS OF DEFENSE (ME) 30,000-50,000

UNCOMMON - FOR FIGHTERS ONLY - Tooled leather leggings.

These improve the wearer's AC by 2, and absorb any critical hits to the legs.

Any time the wearer is brought below 1/4 of his normal HTK in battle, the leggings will cause him to flee for 4 rounds at Move 24".

RALF'S ALL-ENCOMPASSING SHIELD (MDH) DMO

RARE MUNDANE PRODUCT - brightly painted metal-covered barrel - 180 lbs.

Inside is fitted with cushions, handles to hold lids on from inside. (Lids can be removed and used as shields)

Gives AC 0 to person inside. While inside attempting to roll the barrel he must save on strength and dexterity each round or veer in a random direction. Movement rate on level is 2, downhill is DMO, no uphill movement possible.

SHIELD OF PROTECTION (ME) 75,000-100,000

UNCOMMON - FOR FIGHTERS ONLY - Fancy jeweled shield - 30 lbs.

While charges last, the user is protected against death in battle - what would be the deathblow will always miss. (Attacker rolls to hit and damage - if that would put user below 0 it misses)

Has 2d10 charges or DMO.

TESS' ARMOUR (ME) 10,000-70,000

VERY RARE TRAP - Bright red plate armour decorated with yellow flames.

Functions as +3 to AC, no encumbrance, any heat or fire attack does half damage.

Whenever the wearer has cause for anger he must save on wisdom -7 or the suit will burst into flame for 1d4 rounds. During this time any person touching it will take 1d6 damage and any weapon must save vs magic or melt.

The wearer and his own weapons etc are not affected, and the wearer will not see the flames or be aware that anything unusual is happening. And at DMO he may never believe or remember his friends' accounts....

Arrows

Bows

ARROWS OF THE MAGI TYPE 1 (DS)

*

UNCOMMON - Arrows with tips made of folded parchment. Each arrow has a spell sealed in its parchment. When an arrow hits, the spell is released on the target. They do no damage other than the spell. Effects are immediate as per level of original spellcaster.

If anyone tampers with the parchment the spell is released on him.

*Price is 100 gp plus the cost of a scroll spell.

ARROWS OF THE MAGI TYPE 2 (DS)

50-100

COMMON - FOR MAGES ONLY - Arrows with hollow metal heads.

Spell materials may be placed in the cavities in the head and the spell cast on the arrow. When the arrows strikes, the spell is released on the target (save vs magic as per spell).

Impact damage is 1d4 - they hit all targets as AC 9.

ARROWS OF SLEEP (BE/DS)

40,000-60,000

VERY RARE - Arrows of Moonlight.

Anyone hit by an arrow of sleep must save on constitution or fall asleep (elves etc included). The only way to waken him is by a kiss from a person of the opposite sex with a charisma of 18 or greater or by a wish. Arrow does no damage.

*The arrows appear to be formed of moonbeams but will vanish when the moon sets (and reappear at moonrise). These are made only by the Moon Lords.

ARROW OF TELEPORTATION (DL)

20,000-40,000

UNCOMMON - Arrow well-fashioned of laen or adamantite.

5 times per day this arrow may be used for teleportation. When the person who fired the arrow speaks a suitable command word, he and anything he holds is instantly teleported to wherever the arrow is at that moment - even if it is still in flight. (Shooting the arrow where he wants it requires a roll to hit)

Teleportation may only be done the same round the arrow is fired, or within the next 4 rounds.

In combat the arrow is +3 to damage.

DMO - During combat, when a hit is scored on an opponent there is 5% that the teleportation function will occur spontaneously: 01-50 the Bowman is teleported to the arrow, 51-00 the opponent is teleported to the Bowman.

CLERICAL ARROWS TYPE 1 (DS)

.2-.4

COMMON - Arrows with blunt lead tips instead of points.

Each lead tip is about 1 inch diameter and weighs about ten ounces. Each hit does 1d4 damage and stuns for 1 round.

They may be used by clerics for they are not edged weapons.

CLERICAL ARROWS TYPE 2 (DS)

1-2

COMMON - Arrows with glass balls instead of points.

The glass balls are about two inches in diameter. They may be unscrewed and filled with dust or liquid. Any high-impact blow will shatter them, releasing their contents in a 10' diameter area. They do no other damage. They have a 30% chance to break if the user falls, is struck by a weapon, etc.

MAGNETIC ARROWS (DS)

.2-.4

COMMON - Arrows with metal tips.

These arrows are +5 to hit anyone or anything in metal armour but are -1 to damage since they tend to stick to the metal instead of penetrating the body.

DMO - If more than one metal target is within a 10' radius, the to-hit bonus decreases by 1 per extra target. DMO - If brought within 6+1d12 of any metal will stick to it with 1d4 lbs of pressure.

arrows of outrageous fortune
Shakespeare - Hamlet

BOW OF SECOND SIGHT (BE)

60,000-80,000

RARE - Bow of dark wood carved with eyes.

If hit is made, the user will know the exact nature of the target - as legend lore or similar spell, DMO. Does no damage.

"Is nae always gud t' ken tae mickle - I be minded o' the archer who placed his shaft dead center o' the Deathangel. Aye, 'e ken all..." - M. Humpurey Tappercoom

BEAU BOW (BE)

20,000-30,000

RARE - Red mahogany or lacquer bow, intricate carvings.

Only the closest examination will find that the carvings include hearts and cupids.

01-50% whatever is shot with an arrow from this bow falls in love with user, 51-00%, user falls in love with target. No damage.

WERE BOW (ME)

2,500-3,500

RARE - Crossbow decorated with pictures of lycanthropes.

This crossbow was made by a werewolf. When fired at any lycanthrope it always jams. It is +1 vs normal humans, elves etc.

BAROQUE'S CRISSCROSSBOW (BE)

3,000-5,000

RARE - Appears warped and grotesquely misconstructed.

This crossbow is, in appearance, a most improbable weapon. The stock is carved from a twisted and warped wood, the bow lopsided and uneven, the bowstring knotted and discoloured. Despite appearances, the bow functions as a +1 crossbow with this advantage: any shaft or quarrel fired appears to travel in an erratic corkscrew path. The nature of the flight path negates any dexterity bonuses or avoidance attempts by the target.

CRAGNAR'S CROSSBOW (BE)

1,500-2,500

RARE - Stock of dark grained wood, bow of carved bone

The bow is covered with very fine carvings of animal and monster faces with expressions of ferocity. This crossbow will fire any arrow or quarrel and is +2 to hit any target. There is one other effect however, any victim struck has a 25% chance to bezerk. If the victim does not bezerk, he will be enraged and +1 to hit and +1 to damage.

"As y'moight say, a ver' finely balanced weapon." - M. Humphrey Tappercoom

EBENEZER'S CROSSBOW (BE)

2,500-4,500

RARE - Stock is worm-eaten wood, bow is badly tarnished metal.

Ebenezer's Crossbow functions as a normal weapon except in the presence of precious metals, gems or other valuables. There is a chance of 5% (cumulative) for each 100 GP value within arrow flight that the arrow or quarrel fired will strike these rather than the target.

CROSSBOW OF CRITICALS (SB/ME)

75,000-90,000

RARE - Crossbow decorated with bullseyes and its name.

This comes with a special arrow, similarly decorated.

When the user receives a critical hit, if he can hit an opponent with the special arrow within 2d4 rounds, the critical is transferred from him to the opponent. The critical will not affect anyone until the 2d4 rounds are finished.

CROSSBOW OF HEALING (MS)

20,000-30,000

RARE - Red crossbow - radiates CG magic.

A hit by this bow heals 1d6 points of damage. (On a natural 1 to hit it hits the target for 1d6 damage) Only against undead does it function normally as a +1 bow.

Miscellaneous Weapons

A smell of burning fills the startled air --
The Electrician is no longer there!
Belloc - Newdigate Poem



CABAZIAN'S BAT STICKS (DS)

DMO

UNCOMMON - Looks like a torch soaked in oil but not lit.

Usually found with a heavy cloth wrapped around the small end. In fact these torches are saturated with contact poison - effects DMO.

DMO - if the poison involved cannot penetrate clothing, fur etc, then batsticks are -2 to hit.

CAGLISTRO'S CALTROPS (DS)

25-35

UNCOMMON - Looks like normal caltrop.

A caltrop is an iron ball with four spikes. However it lands, three will form a stand and the fourth will point up.

These appear to be normal caltrops but there are two forms: explosive and flash. The explosive caltrops will do 1d6 damage each when stepped on, the flash types do 1d8 burn damage the first round, 1d6 the second, and 1d4 the fourth, plus igniting clothing.

DAGGER OF WARNING (DL)

200-500

RARE TRAP - A +2 dagger - DMO with a Lawful symbol inscribed.

This dagger is +2 vs evil opponents only.

When the user attempts to hide in shadows, backstab or do anything sneaky, the dagger will flash brilliant colors and shout an appropriate warning such as "Watch out! He's trying to rob you!" - can be heard/seen 30".

"...heard the philosopher-king of that republic hates thieves. He had the same enchantment put on some boots, cloaks and such too...." - Graf DZGN Posvalski

THE ELECTRIC NET (DS)

60,000-75,000

RARE - A net of fine woven metal threads with a small black box attached.

This net is permanently electrified (batteries in black box). If user rolls a hit, victim will be entangled for at least 1 round (plus another 1d20 rounds minus his dexterity). Victim takes 1d6 damage each round he is entangled.

The net comes with an insulated glove for handling. If the net ever gets wet, anyone touching the same liquid within 20' takes 1d6 damage per round.

Miscellaneous Weapons

ELECTRO WHIP (DS)

60,000-75,000

RARE - Looks like normal whip with gem set in handle.

Each time this whip hits as a whip, it builds a 1d6 cumulative electrical charge. When the gem is pushed, this charge is thrown from the tip of the whip as a lightning bolt (roll to hit, range 18'+10'/level of user).

If the user is in contact with grounded liquid when the whip is discharged, the charge will go through him instead, doing double damage.

THE ENFORCER (DS)

75,000-100,000

VERY RARE - Two-handed battle axe.

The Enforcer is a +6 to hit, +3 to damage two-handed battle axe (IQ 12 and EGO 12, neutral alignment). It grants the user the power of telepathy. However, its major power is granting its wielder total invulnerability from all physical attacks, psionics, magic items etc. Only spoken spells will affect the enforcer (wands, rods, and staves will not affect - this includes wands of healing, resurrection etc).

The ax shares the same immunities it gives its master.

FLAME NET (DS)

50,000-65,000

RARE - Fine-spun golden-orange net.

To entangle an opponent in this net the user must roll to hit. On command, the net will burst into flame - it is not consumed and will burn until commanded to stop, giving anyone in contact with it 2d6 fire damage per round.

It also has 95% to burst into flame if exposed to heat (as oiled parchment), or if any person in contact with it goes berserk.

GREYLOCK'S DARTS OF TREE SAP (DS)

1-2

UNCOMMON HOAX - Wooden dart oozing sickly green sap

The darts do 1 point of damage each. If a dart hits, the sap will cause momentary dizziness. However, it looks like poison and, if someone just happens to offer an antidote....

"Rumors claim that one chap, Greylock de la Morte, used to charge 50 GP for his antidote (which really was poison). Knowing him personally, I will state that he has never charged so low...." - Graf DZGN Posvalski

HILT OF THE WEAPONS MASTER (DS)

10,000-15,000

RARE - Plain dull-black hilt with no blade

Close inspection reveals that this hilt has never had a sword attached. On the base are several different jewels (1d6). When a jewel is pressed, a different weapon appears on the hilt. When all are pressed together, the hilt is empty again.

The weapons themselves are normal: 1) dagger 2) sword 3) mace 4) crossbow 5) staff 6) javelin

SUNBURST SHURKINS (DS)

10-15

COMMON - Looks like normal shurkin (throwing star).

This appears to be a normal shurkin. But when thrown, it travels 10'-40' and, on contact, bursts into a blinding flare which lasts for one melee round. The light is similar to that of an arc lamp. All creatures in the 15' radius must save on dexterity or be blinded for 1d4 melee rounds.

UGLY STICK (DS)

15,000-20,000

RARE - Appears: Black wooden cane with nubs.

This cane (Irish Blackthorn with short nubs spiraling along length) does 1d6 damage and is +4 to hit. If a non-friendly being sees this cane in the user's hands, he must save on wisdom or feel sure that the user can defeat him in battle (+30% on reaction, -20% on morale). However, as soon as an enemy takes damage from it, all intimidation effects are lost.

Swords

BROTHER SAMUEL'S SWORD (ME)

50-5,000

VERY RARE - Silver-white sword, very clean, inscribed "For the pure of heart".

When carried by a character whose soul is pure (LG or DMO), it gives him strength 10.



DRAGONSWORD (DS)

50,000-75,000

RARE - FIGHTERS ONLY - Sword with dragon's head pommel.

The sword has a special attack mode: when it is pointed at any target and commanded "Slay him!", the sword flies through the air and attempts to pierce the victim's heart. The victim must save on dexterity each melee round at -2 or the sword succeeds (regardless of AC) - if it misses, it will continue to attack until it is destroyed or succeeds. The sword will attack only one victim per command.

If the owner commands it "Cease" it drops to the ground inactive until he picks it up again. Range on the initial flight and on the "Cease" command is 10' per level of its owner - but at DMO it can follow a fleeing victim indefinitely....

"...ken of a chap wot ad a 'abit o' swearing terrible oaths. 'E was admirin' un o' these swords wen 'e uttered 'is last words, Slay me if she ain't a beaut! The first cut took 'em in t' throat an...." - M. Humphrey Tappercoom



GRAF POSVALSKY'S SWORDS (ME/BE)

50-80

RARE HOAX - Jeweled sword and scabbard, fancy.

These swords are custom made for the Graf Dino Zemzavich Gordonavich Nostravich Delabavich Posvalski. They are extremely gaudy - the scabbards and hilts being covered with brilliant jewels and tracery. When the sword is drawn from the scabbard, the blades will burst into flame. The flame is a soft blue (occasionally other colors) which will last 4+1d4 rounds.

The blades are constructed from a soft mossy steel (very cheap, -1 to damage and a 5% chance to break when used) and the jewels are cheap zircons and colored garnets. The traceries are plated brass as are the hilts. Inside the scabbard is a small flint & steel mechanism which provides a spark when the sword is drawn. The lining of the scabbard is soaked with a flammable oil. Occasionally, chemicals may be added to change the color of the flame.

*The Graf Posvalski declines comment on the purpose of these but rumor reports that, to date, several hundred orcs have traded their 'souls' and their 'services' to the Graf in return for one of his swords (an equal number are reported to have fled in terror for other unspecified reasons). The Graf is a high-level cleric who holds objections to killing any creature. - editor -

"I would like to put an end to the rumors that I dislike paladins - particularly those who slay dragons. I have presented each and every dragon-seeking paladin of my acquaintance with one of my special swords - and have done so without charge." - Graf DZGND Posvalski

Chase brave employment with a naked sword
Throughout the world
Herbert - The Church Porch

GRAMMERCY'S SWORD (ME/BE)

5,000-30,000

VERY RARE TRAP - Pure gold sword, magically strengthened.

The sword is +3. Fine engraved lines run across the blade, and very close examination shows they are numbered from 1 at the point to 24 at the hilt. (In fact it is marked like a ruler)

Whenever the sword damages an opponent, the user will receive the same amount of damage from that opponent next round.

Swords

JIREEN'S SWORD (ME)

20,000-30,000

RARE - A fancy jeweled sword.

To all except illusionists this sword is non-solid - hands go right through it as through a hologram. Only an illusionist can pick it up and swing it.

It does double damage to illusory monsters and normal damage to normal illusionists. To all other creatures and objects it is non-solid even when wielded by an illusionist.

MOON SWORD (BE/DS)

75,000-100,000

VERY RARE - Longsword with moonbeam blade.

This sword is +5 to hit. If hit, the target must save vs magic at -10 or cease fighting immediately (effect lasts 1d10 turns unless attacked). The sword does no other damage.

*The blade appears to be formed of moonbeams and will vanish when the moon sets (and reappear at moonrise). The handle is formed from a grey porous stone (pumice stone).



STUN SWORD (MDH)

3,000-4,000

UNIQUE TECHNO - Green hilt - compressible material - not magic.

When compressed (strength roll required) a beam of green light shoots from end - 2' long, 1 inch diameter. On a roll to hit, this beam gives its target ld8 subdual damage and stuns him for 1-4 rounds.

If user touches beam he will be paralyzed/stunned until rescued.

DMO - Effect can be conducted as electricity. If beam touches liquid or metal, all creatures touching it in 2d20 radius take full effects.



SWORD BODYGUARD (ME/MDH)

90,000-100,000

RARE TRAP - Fancy sword inscribed 'Wild Card Bodyguard' - radiates magic.

This sword has 1 magic power per its owner's level (maximum 5). The owner can choose from any class of powers or spells (must be a level that he could use at his experience level if he were the proper class - each choice is permanent).

Each time the user of this sword speaks quarrelsomely (DM's decision) to another player or character, the sword has 10% cumulative to dance out of its scabbard and attack the other character. It will go on attacking until the victim is dead or until its owner succeeds in stopping it.

The only way to stop the attack is for the owner to show great friendship and amity toward the victim - each such demonstration has 20% cumulative to stop it.

The sword has 50 HTK and AC 1. It strikes as a monster the same level as its owner, and does ld4 damage per its owner's level. If it loses all HTK it loses all magic permanently (otherwise all HTK are restored as soon as it stops attacking).

DMO - a devil lives in the sword. If the sword's HTK are exhausted or the owner gets rid of the sword the devil will move to his next weapon (giving it same stats but no powers except the dancing). Also at DMO, each time the sword attacks as above there is 10% cumulative that another similar devil will be attracted to live in another magic weapon in the party (giving it same stats but no powers except the dancing). No such devil can come into any weapon unless it has had its original personality suppressed fully (DM's decision - see CONSTRUCTION OF MAGICAL OBJECTS, STEP 7).

Swords

SWORD OF COWARDICE (JR)

3,000-4,000

RARE TRAP - Jeweled sword and scabbard.

This is an extremely beautiful sword with an Ego of 12 and Intelligence of 17. It speaks Common, Elven, Dwarven, Dragon, Pixie, Orc and Gnome. It also has the ability to find secret doors.

However, the sword is a terrible coward, especially afraid of undead. When undead are near it will scream in fear and try to talk the wielder out of fighting - if unsuccessful it will try to control him.

As long as the user controls, the sword will fight at -1, constantly pleading "Don't stick me in that! It's messy!" If the sword gains control it will force the user to flee for 2d4 rounds, striking his own party members (at +3) if they are in the way. Only when the 2d4 rounds are finished can he let go of the sword.



"First sword I've heard of as has the good sense the gods gave a mule." - Graf DZGND Posvalski

SWORD FIGHTFINDER (BE/ME)

3,000-4,000

RARE TRAP - Jeweled sword and scabbard - DMO inscribed 'Fightfinder'.

This beautifully jeweled sword has an Ego of 18, Intelligence of 4 and speaks Common, Battle, Goblin, Orc and Chaotic. Its scabbard speaks Common and will claim that the sword's name is "Mighty Drinker of Demon Blood", that it is the most powerful sword in the Multiverse and it is always anxious to find a fight. The scabbard will also warn the user not to draw the sword until he is ready to fight because "...it's terrible when aroused and might not be able to control itself."

When the sword is drawn from its scabbard, it will point toward the nearest potential fight and also will begin shouting "Let's go get 'em! Don't let the \$%&*@ get away! Let me at 'em."

The sword has no special abilities (aside from being a loud mouth).



SWORD OF OVERWEANING EGO (JS)

2,000-3,000

RARE HOAX - Jeweled sword and scabbard.

This very beautiful sword has an Ego of 15, an Intelligence of 6 and speaks Common, Lawful Good and Dragon. It can be used by anyone and will brag about its wonderful fighting abilities but will claim that it can only be used effectively by a Paladin.

If handled by a Paladin it will become very shy and stammering, saying things like "Gee, a Paladin. I'm so-o-o-o lucky!" The sword has no special abilities.

"Do no be tellin 'im I said this but I've al'ays suspected wot the Graf Posvalski 'ad a hand o' the makin o' these.... Y' ken 'ow 'e feels 'bout paladins an' all." - M. Humphrey Tappercoom



He has observ'd the golden rule,
Till he's become the golden fool.
Blake - Miscellaneous Epigrams ii

Swords

SWORD OF PERCIVAL IRONHEART (SB)

90,000-100,000

UNIQUE - Iron sword inscribed 'Ironheart' - radiates LG magic.

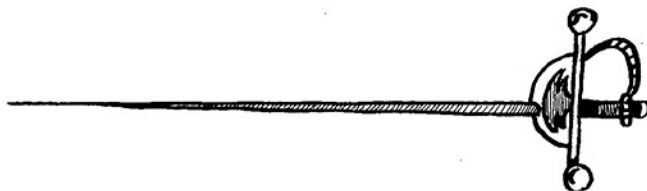
This sword is +2 vs evil opponents. It can speak Common and LG and can detect gold within 60'.

In a pitched battle when its owner's life is seriously threatened (DM's decision) by an evil opponent, on a natural 20 to hit this sword turns the opponent to solid gold (save vs stoning).

Any attempt to exploit the sword for the sake of producing gold has 15% cumulative for a punitive fumble: user or exploiter turns to gold, exploiter's gold treasure turns to monster or simply animates and attacks him, etc...

*5% abuse of tanstaafi + 10% personal abuse. See TEMPORARY PENALTIES, Page 3.

"...heard as how it has old Ironheart's soul 'n it.....Well, whatever - anyhow, it preached all the time at me 'bout how whatever gold it found for me I should be giv'n t' sweet charity f' the good o' my soul.....Oh, y' ken Charity too? Aye, a fine gei, ain't she? Well, tain't the point - seems as how it had 'nother power but nary a word 'bout it, mind y', till I was in a flamin' melee with this sea serpent wot were wrapped 'bout me ship. I smote 'er a good un, I did and the flamin' sword changed 'er, then an there.....Well, I 'ung on tae the blade till we'd washed ashore an' I taxed him w' it he said he never mentioned that little matter 'cause it might encourage greed.....Now, way I figure it, there's 'bout eight tons of golden serpent at the bottom or that bay an' all we need tae do is...." - overheard in a tavern near the Maideoro Coast



SWORD SOUL-KEEPER (ME)

170,000-200,000

W 5B

UNCOMMON - FOR FIGHTERS ONLY - Fancy jeweled sword inscribed with its name - LG.

Sword can dance 3 times per day (10 rounds each time), and can speak Common, Dragon, and Lawful Good.

If this sword's owner is killed in battle, his soul goes into the sword. From there he can exercise all his normal powers (within reason): to hit, detect traps, any spells he knows, etc. All stats remain the same. While in this form he can learn new skills and earn experience.

For resurrection, sword must touch his body - but there is no system shock roll required for resurrection (going in and out of the sword causes less shock than ordinary dying).

If a second owner dies while the soul of the first is still in the sword, the one with the highest wisdom will control the sword. A total of 100 character-levels may be stored in it at once.

If a new owner tries to command the sword against the will of the soul stored in it, the soul may attempt to control the new owner - sword's ego = soul's wisdom.



"Considering most of the fighters I've known, I don't know as I'd notice the difference." - Graf DZGND Posvalski

Every puny whipster gets my sword.
Shakespeare — OTHELLO

Drugs & Potions

DRUGS AND POTIONS - KEY TO ABBREVIATIONS (DS)

STA - SAVING THROW ADJUSTMENT. When the drug is first taken the user saves (on constitution or DMO) - if successful all effects are halved (round fractions down), including those below...

AD - ADDICTION FACTOR - percent chance of addiction per dose ('AD 0%' means the drug is non-addictive).

C - CUMULATIVE - eg 10% for first dose, 20% for second, 30% for third....

NC - NON-CUMULATIVE - chance remains same for each dose no matter how many doses are taken.

FB - FLASHBACK FACTOR - percent chance of all original effects recurring in later stress situation (no time limit - roll once per melee etc for the rest of his life).

DM - DANGEROUS MIXER - percent chance to be fatal if mixed with any other drug.

ADT - ADDITIVE - effects of extra pills taken before the first wear off are added to the effects of the first. (Duration included - count from when first dose was taken - eg 3 pills have 3 times the effect for 3 times as long as 1).

N/ADT - effects remain same no matter how many taken.

MULT - effects multiplied by number of extras taken.

OD - percent chance of overdose per extra pill (cumulative) - OD effects vary with different drugs.

NOTES ON ADDICTION:

Withdrawal symptoms begin 1-7 days after initial effects wear off, continue for 10-30 days.

Unless otherwise specified, withdrawal symptoms will be:

The victim feels strong craving for another dose. When the effects of the last dose end, he will begin to feel so bad that he will fight at -4 and is easily angered (-25% on reaction rolls).

3d6 hours after effects of last dose end, he will become totally incapacitated (weak) for the duration of the 10-30 days.

A pill taken at any time during withdrawal will relieve the ill effects but will re-establish the addiction.

If the pills have been taken for ten or more days, the user will suffer severe addiction: when the effects of any dose wear off, he will be totally incapacitated (weak) for 1d4 days and has 10% each day (non-cumulative) to contract insanity (duration DMO - see Insanity Tables - HANDBOOK OF TRAPS AND TRICKS from DRAGON TREE).

Prices given are per dose unless stated otherwise.

ANGEL DUST (DS)

150-600

RARE - Small white capsules, white powder - not magic.

This powder must be used by inhalation. Use multiplies strength by 100 for 1d6 minutes, after which the user is delirious for 1d8 hours.

During the first round he takes 3d10 damage because his muscles are so strong that they snap his own bones. From then until the 1d8 hours are up he takes another 1d4 each 10 minutes (or each round if in melee) unless restrained from all movement - because the broken bones are poking into internal organs. However, he will not be aware of any damage until all effects wear off.

A second dose taken before the first has worn off causes death (save DMO). Each later dose taken after the last has worn off has 10% cumulative to cause death (save DMO) - lapse of time does not help.

-- STA -6 / AD 0% / FB 10% / DM 0% / N/ADT / OD SPECIAL --

AUNT BETTY'S BREAD OF RESTORATION (DS)

200-350

UNCOMMON - Small loaves of a very dark bread - magic.

Eating one loaf of this bread is the equivalent of a full night's sleep and a full meal as far as renewing spells, mana, once-a-day powers etc are concerned. It keeps 8+1d12 days if dry - if it gets wet it spoils in 2 hours.

Each loaf also has 15% to include one or more of Aunt Betty's Condiments.

AUNT BETTY'S CONDIMENTS (ME)

10-50

UNCOMMON - Dried fruits, spices etc - always mislabeled.

For 1d4 hours after eating any amount of these, whenever the user casts a spell he will get a benign fumble effect in addition to the regular effect. (EG a heal spell will work - and a giant bowl of chicken soup will also appear....)

Drugs & Potions

BLUE HEAVENS (DS)

250-600

COMMON - Small blue pills - not magic.

Basically a pain killer - two pills are sufficient to kill any pain for four hours. Anyone under the influence of these pills is surprised on a roll of 1-4 (1d6) and cannot surprise any other creature. All dexterity bonuses are cancelled and all attacks are made at -2.

-- STA -3 / AD 10% (C) / FB 0% / DM 10% / OD 10% --

BREATH MINTS (DS)

1,000-2,000

RARE - Small colored mint-candies.

These candies come in the same colors that dragons do - and the person who eats the mint can use the same breath weapon as the corresponding dragon.

Damage is 2-12, range 10', duration DMO - weapon may be used 1-2 times only. User is immune to effects of that sort of breath weapon during duration.

These mints do not keep well. If spoiled, water-damaged etc they make the user's mouth feel as though a dragon has been nesting in it for the last decade or so - and have only 75% or less (DMO) to work at all.

BROTHER SAMUEL'S SUMMONING POTION (ME)

10-200

VERY RARE TRAP - Vial with torn label which says "...summoning... extra power... "

Contains 1d4 doses. For 2d6 hours after drinking it, whenever the user calls anyone his voice will be extremely loud (lowest whisper carries 50").

CIBOLA'S POWDER (DS/BE)

1300-2000

RARE - Sort gold powder - magic.

A dose of 1/4 teaspoon per 100-lbs body-weight will cause the user to rejuvenate 10 years (effects permanent) Those contemplating usage should be cautioned against overdose - extreme rejuvenation is possible.

-- STA +2 / AD 0% / FB 0% / DM 0% / ADT / OD 0% --

DARTAGNAI'S DOWNERS (DS/ME)

400-450

COMMON - Small capsules - green and white - magic.

Each of these pills will bring down (1d20") a person who is high on Dartagnai's Uppers. If it brings him down further than he was high in the first place, see below.

Given to a person who is not high in the first place, these pills cause a feeling of depression. The user will be -1 on all attacks and saves. The effects will last 10+1d10 rounds. Each round there is a 10% chance cumulative that the user will begin sinking into the ground - 1' per round down to a total of 1d20'.

-- STA 0 / AD 10% (NC) / FB 10% / DM 0% / ADT / OD 0% --

DARTAGNAI'S UPPERS (DS)

400-550

COMMON - Small pink and blue capsules - magic.

Dartagnai's Uppers produce a euphoric sensation in the user - he will feel as though he were walking on air - which is probably true.

Each round after taking a pill there is 10% cumulative that the user will suddenly be walking 1-100' above the ground - and stay that high for 10+1d10 rounds. Then he suddenly comes down - with normal impact.

Overdose effect is uncontrollable craving for food for the duration.

These can also counteract the effects of Dartagnai's Downers - details DMO.

DMO - rate of rise and fall may be gradual if the DM feels kind.

-- STA 0 / AD 10% (NC) / FB 10% / DM 0% / ADT / OD 20% --

Drugs & Potions

DEEP PURPLE BLUES (BE/ME)

300-400

RARE - Dark purple-blue pills.

3+1d3 turns after taking one of these pills, the user is polymorphed into a 7' tall winged purple creature with one big eye in the center of his head and, above that, a single horn. He is possessed by an irresistible desire to hunt purple people for his dinner (save on wisdom -5 or DMO to do/think about anything else each round or turn). Effects last 1d6 turns per pill taken.

Creature has: AC 3, HD 7, 3 Attk: 1d4/1d4/1d8 (claw/claw/bite), Move 18. He keeps his own attributes and memories but loses all skills, spells etc for the duration.

-- STA -1 / AD 0% / FB 5% / DM 0% / N/ADT / OD 0% --

"...bit of a disappointment actually. Thought I had a really unusual specimen for my zoo until the drug wore off. Of course, it would have been something of a problem to feed properly...." - Graf DZGN Posvalski

DIAMOND DRAUGHT (DS)

600-700

RARE - A clear shimmering wine, always cold - magic.

This is the favorite drink of the frost giants. It is so powerful that 1 cupful will cause a grown man to sleep for 6d12 hours (or 1d3 days). During this time all natural healing will progress at 10 times normal speed.

Only the frost giants know how to make Diamond Draught and the secret is carefully guarded.

-- NO SAVE / AD 0% / FB 0% / DM 0% / N/ADT / OD 0% --

DUST OF DISILLUSION (DS)

1-10

COMMON - Small glass vial of colored dust - magic.

This is a small vial of bright sparkling colored dust. If inhaled, the victim will sneeze once and feel momentarily light-headed. This is the only effect (although smart players and smarter DMs may wish the recipients to think otherwise and act accordingly). Available in a variety of colors.

-- STA 0 / AD 0% / FB 0% / DM 0% / N/ADT / OD 0% --

I said it very loud and clear
I went and shouted in his ear.
Carroll - Through the Looking Glass



Drugs & Potions

DUST OF TRANQUILITY (BE)

1050-1400

UNCOMMON - A soft grey dust.

All breathing this dust must save on constitution at -5 or immediately lose all hostile intentions towards everyone for 6d6 rounds. Save negates but must be repeated each melee round.

Rumors indicate that this dust is imported, by a high-level mage (said to be named de Bergerac) who obtains it from a certain area of the moon.

-- STA -5 / AD 0% / FB 10% / DM 0% / N/ADT / OD 0% --

"I wouldn't be one to call Cyrano a liar - unless I had his sword away from him and plenty of the dust - but I have trouble swallowing that bit about the eagles. You know that carpet he's always pacing...?" - Graf DZGN Posvalski

HASIPOTOR'S PILLS (MDH)

5-500

UNCOMMON - Pills in box labeled "Efreet Control".

The effects of these pills last for 6+1d6 turns. They allow any efreeti within 60" to assume 100% control of anyone who has taken one of these pills.

-- NO SAVE / AD% DMO (NC) / FB% DMO / DM 0% / N/ADT / OD DMO --

IAGO'S DRUG OF VERACITY (DS)

400-550

COMMON - Small capsules - blue and white - not magic.

These capsules impel the user to answer any and all questions, fully and truthfully. The effects will last 1d6 turns (a save may be allowed each turn - save on wisdom -3). After this the victim sleeps for 1d10 hours.

-- STA -3 / AD 0% / FB 0% / DM 0% / ADT / OD 0% --

INSOMNIA DUST (DS)

500-750

UNCOMMON - Bitter dark-brown powder (coffee).

1/2 teaspoon will make the taker immune to 1d6 sleep spells, sleep potions etc - cannot sleep at all until this immunity has been used up.

JIREEN'S SPEAKING POTION (ME)

200-300

RARE - DRUIDS ONLY - Vial decorated with pictures of serpents' tongues, inscribed "Speak with Animals".

Contains 2d4 doses. For one hour after taking a dose, the druid can speak all animal languages - and no humanoid ones. (Cannot write nor understand any normal or monster's language - only those used by normal 'unintelligent' animals)

MADAM LOU'S SPECIAL POTION (ME)

50-250

UNCOMMON - Smells like turpentine, looks like India ink.

To take a drink of this the person must hold his nose and close his eyes (or at DMO he must roll his constitution -8). Effects: user doesn't know if it is day or night, he starts kissing everything in sight. As soon as he succeeds in kissing some uniformed official (roll to hit), the bottle will break and he will be back to normal.

If the bottle is examined closely, there will be found on it the embossed number '9'. DMO - if anyone under 30 years old (player's age, not character's) can predict the number, he deserves 100 EP....

-- STA 0 / AD 0% / FB 20% / DM 0% / N/ADT / OD 0% --

MORAN'S MORALE ENHANCER (DS)

20-100 QUART

(aka White Lightning)

COMMON - Clear liquid, pungent odor - not magic.

This potion tastes very good to those drinking it. For each sip, add 5% to morale for the next 6d6 turns - also gives +1 to defence and -1 to attack.

Overdose effects -- the drinker will pass out for 1d8 hours, after which he will fight at -1 and be +1 for defence for 1d20 hours.

This is 180 proof grain alcohol -- extremely flammable.

-- STA 0 / AD 0% / FB 0% / DM 10% / ADT / OD 20% --

Drugs & Potions

NOTTINGHAM'S NOSTRUM (ME)

1-100

COMMON - Metal box decorated with pictures of red roses - full of snow that smells like roses - radiates LG magic. This is real snow - frozen water. Will not melt until 5 rounds after being taken out of box.

Dose is 1/2 teaspoon - effects last 2d4 days. Any round when the user (character or player - DMO) says anything cross, rude or quarrelsome, a toad comes out of his mouth and attempts to bite his lips. (Initiative and to hit required - toad's level and AC are same as user's - damage is poison, 1 pt per level)

When he says something especially nice (DM's decision), out comes a pearl worth 1d4 silver pieces per his level. When he succeeds in settling or preventing a quarrel among other party members, out comes a diamond worth 10-40 gp per his level.

-- STA 0 / AD 10% / FB 20% / DM 0% / N/ADT / OD 0% --

ORCISH POTION OF EXTRA HIT POINTS (ME)

5-10

COMMON* - Flask or liquid that smells like pigswill.

*This potion was invented by orcs and has never been successfully analyzed by humanoids. It is only available in lands where the orcs and their allies are so well supplied with it that humanoids have been able to steal some.

Less than 1 cup has no effect. A one cup dose gives the user an additional 5 hit points and lasts for one day (DMO - effects usually cease each night at midnight regardless of how many cups were drunk or at what time). In some worlds, up to six (6) cups may safely be drunk at once - in other worlds, a second cup before the first has worn off causes both to be vomited up and the effects lost.

-- NO SAVE / AD 0% / FB 0% / DM 0% / ADT DMO / OD DMO --

PEGARD'S PRODIGIOUS PILLS OF POWER (DS)

200-1000

UNCOMMON - Small red pills - not magic.

Effects begin 1d3 rounds after the pill is taken and last for 1d4 days. Taker is +2 to attack and damage, will neither sleep nor eat during this time.

After the 1d4 days are up, taker becomes desperate for food (will kill people for it if necessary) until he has eaten 3 days rations. Then he will sleep for twice as long as the effects lasted.

-- STA -2 / AD 10% C / FB 0% / DM 10% / N/ADT / OD 0% --

RACUNDRA'S BERRIES (ME)

FREE

COMMON - Red berries on evergreen vine.

This vine was planted by the Goddess Racundra, who hates arithmetic. It grows in all climates. It always has berries (some ripe and some green) growing along with white flowers. It is impossible by any means to count or measure how many berries on the vine, how many petals on flowers, how many leaves, or how many anything else about this vine - or to measure its length or weight (any amount of it presents no encumbrance). Berries smell sweet and taste like strawberries. No matter how many berries are eaten, the effects are the same.

Effects are permanent or DMO. Anyone eating even one berry becomes +1 on the following while in the world where the vine grew: all attributes, to hit, all saves, armour class, spell percentage, thieving abilities, bending bars and other such abilities.

This negates all other adjustments to these factors which the player would normally look up in rule books: racial adjustments, adjustments for high strength or dexterity, Arduin special abilities that give plusses or minuses, etc. (Does not affect Arduin abilities such as Detect Poison etc)

At DMO it may also negate plusses and minuses from that character's magical weapons, armour etc.

It does not effect plusses or minuses the DM may assign arbitrarily during play to reflect conditions in his world, such as dexterity minus for a slippery climb, save minus for a powerful poison, strength minus for a character who has taken poison or caught disease, etc. Nor does it affect strength drains, level drains etc.

Note: these berries are normally found and eaten by beginning characters, which saves their players having to look up adjustments in the first place. Effects on a character who has already taken some adjustments are DMO, but will always tend toward simplifying arithmetic, shortening character preparation time, and minimizing the effect of super-high attributes. (And for the same reason they do not make the user +1 to damage, which would increase arithmetic....)

Drugs & Potions

ROGET'S REALITY PILLS (BE)

1200-1600

VERY RARE - Small blue pills.

The immediate effect of a 'Reality Pill' is a euphoric sensation by which the user has a +1 to morale and +1 all saves. The effects last for 4+1d6 turns per pill. These effects are additive.

There is a secondary effect which is less obvious. For each pill taken and in effect at the time, there is a percentage chance that anything the character says or thinks will happen, appear or be created. The percentage for a single pill is 10%, 2 = 19%, 3 = 27%, 4 = 34%, 5 = 40%, 6 = 45%, 7 = 49%, 8 = 52%, 9 = 54%, 10 = 55% (there is no additional effect for dosages over ten pills). The conjured effects or objects normally disappear when the effects of the pill wear off - they have only a temporary existence but are not illusion. While they exist, they have every effect or reality.

-- NO SAVE / AD 0% / FB 0% / DM 0% / ADT SPECIAL / OD 0% --

"Well, Arbiter Ganzer popped a couple and decided that they were emporics but didn't notice anything else. A while later Ganzer was trying to break open a door - he wasn't having much luck. He'd seen a chimera recently - sleeping luckily, he always was the lucky type - and made a sarcastic remark about using the chimera to burn the door down. Maybe you've seen him around? He's the chap with the white hair.

"One of his buddies popped a couple also. He spent the next few hours trying to slink through the caverns accompanied by a uniformed band playing bagpipes, drums and fifes. Wouldn't have been so bad except that they were all off-key, even the drums." - Graf DZGN Posvalski

ST. SIMON'S STRENGTH (DS)

300-400

COMMON - Small white pills - not magic.

These tablets give a person extraordinary dexterity (18+) strength (18/01) and movement (18) - effects last 1 melee round per point of constitution. After the effects of the pill end, the victim must save on constitution or fight at -4 until he has had a night's rest.

If a second pill is taken before the effects of the first wear off, the victim must save at -2 or be incapacitated by weakness for 1d4 melee rounds. A third pill requires a save at -5 vs incapacity for 1d6 turns. A fourth pill requires a save at -10 vs death. A fifth pill is fatal - no save.

These pills drain all of the body's reserves of energy. Only extended rest and food can restore normal functions - one day rest per pill taken after the first.

-- NO SAVE / AD 40% (NC) / FB 0% / DM 50% / OD SPECIAL --



J.B.

STARDUST (DS)

250-400

RARE - A white sparkling powder, tasteless - not magic.

This is a hallucinogenic prepared from rare plants. The user becomes ineffective and incoherent within 20-60 minutes of taking it and remains in this state for 4d6 hours minus 1 hour for each point of constitution above 12.

There is a 50% chance per dose (-5% for each point of intelligence above 9) of having a bad trip. In this event, the victim will go berserk, see friends as monsters and attack all within reach. This condition will last until he is subdued, killed or cured. (A 'cure poison' or 'neutralize poison' will be effective)

-- STA -5 / AD 0% / FB 50% / DM 60% / ADT MULT / OD 30% --

Drugs & Potions

ATTRIBUTE POTIONS (DS)

EVERY INORDINATE CUP IS UNBLESS'D
AND THE INGREDIENT IS A DEVIL
Shakespeare - OTHELLO

In the evaluation of Drugs and Potions we strongly suggest that a mage or alchemist be consulted to determine the exact age of the preparation and, therefore, its exact effect.

The following potions were originally compounded to temporarily raise various attributes (i.e. Strength, Intelligence, Wisdom, Constitution, Dexterity and Charisma). All have a wine base with various active ingredients. If the containers are properly sealed (magically), the potion has a shelf life approximating fifty years. As originally compounded, they are referred to as Type One - Regular Potion.

If the container remains properly sealed for 50 years, the potion will increase in efficiency and become a Type Two - Improved Potion. However, this form has a relatively brief shelf life (approximately 5 years).

The third transformation results in a Type Three - Poison Potion which lasts for about forty-five years.

After this, normally the potion becomes flat, tasteless and of no effect. But, in some circumstances, a fourth transformation occurs. In tests of samples known to have passed the century mark since their original compounding, 90% of the samples were of no effect. The remaining ten percent had undergone a transformation to become Type Four Potions. Of these Type Four Potions, 99% cause the unwary imbiber to die instantly, his body crumbling to a dust which can neither be healed nor resurrected. The other 1% of these Type Four's (i.e. 0.1% of the total) have become Type Five's, which permanently raise the imbiber's relevant attribute to the racial maximum. There is no way to distinguish Type Five from Type Four except by taking them.

Since the Type Four Potions can be tested only by actual ingestion, investigation has been hampered as much by a lack of volunteers as by the time lapse required between preparation and testing.

(If other considerations do not apply, roll Percentage Dice to determine the age of a given potion:

01-30% = Type One 51-55% = Type Two
55-99% = Type Three 00% = Type Four
00% twice = Type Five

TYPE ONE

200-400

Each potion increases one attribute 1d6 points - the effect lasts 4+1d6 turns unless otherwise stated. There are 1d3 doses per bottle but, if another dose is taken before the first dose has worn off, there is a 10% chance per extra dose of an overdose (see Type 3 - Poison). No matter how many doses are taken, the attribute may not be raised above the racial maximum.

TYPE TWO

200-400

The effects are the same as Type One (above) except that the duration is permanent. The whole bottlefull must be consumed before there is any effect - acts as one dose. The use of this potion renders the user permanently immune to both the regular and improved potions of this type but confers no immunity to Type Three (Poison) or to Type Four or Type Fives.

TYPE THREE

200-400

The initial effects of Type Three (Poison) are the same as Type One (Regular). When the initial effects have dissipated, the poison effects begin. Details are covered under the individual headings for the type of potion.

Neutralize Poison and Cure Poison will halt the loss of characteristic points at the time when the spell is cast but they will not restore lost points. A Slow Poison will slow the rate of loss but will not alter the end result. A save vs poison may be allowed (DMO) - if successful, the loss will be reduced to 1/2 damage (permanent).

TYPES FOUR AND FIVE

DMO

No market prices are established due to the extremely hazardous method required to distinguish these types.

Drugs & Potions

"....well. you can, of course, but Racundra doesn't take well to abuse of her berries. I knew a paladin who used a helmetful a week polishing all his armour and weapons to rid them of weight and encumbrance.... yes, he's the one who tried to pick the king's pocket while he was being knighted.... worst case of light-fingeredness I ever heard of...." - Twyla von Lippmanova

NOTE ON INTELLIGENCE POTIONS

Appears: A clear green fluid with a faint apple taste and odor.

Increases due to this potion will allow new spells to be learned and retained for the duration of the effects. For each point of increase, one first level spell may be learned; or, for every two points, one second level spell; or for every three points, one third level spell; etc.

Overdosage may at DMO act as a Type Three Poison; cause 1d10 points of damage from brain fever; or cause insanity - see Insanity Tables, HANDBOOK OF TRAPS AND TRICKS from DRAGON TREE.

NOTE ON WISDOM POTIONS

Appears: A thick almost fluid fog, no odor or taste.

Beneficial Effects: Duration is 1d4 days. This will temporarily increase magic resistance to certain spells (i.e. Illusions, etc) and allows clerics to learn additional spells and retain them while effects last (see Type One Intelligence Potion above).

Poison Effects: If the victim's wisdom reaches zero, he will die. Raise Dead and similar spells will revive him but he will die again immediately unless at least 1 point of wisdom can be restored (by a wish, Type One potion etc).

NOTE ON STRENGTH POTIONS

Appears: Red fluid with amber highlights, no odor or taste.

Poison Effect: The victim will lose 1 point of strength per turn for 1d6 turns. This loss is permanent. If the victim's strength reaches zero, he will die. Raise Dead and similar spells will work - however, the victim will simply die again unless some way is found to give him at least one point of strength.

NOTE ON CONSTITUTION POTIONS

Appears: A clear gold fluid with a sour mint taste, faint odor.

Beneficial Effects: Effects of this potion continue even if the imbiber has died (he thus gains an improved resurrection survival effect).

Poison Effects: If the victim's constitution reaches zero, he will die. If resurrected he cannot possibly make his system shock survival roll unless at least one point of constitution is somehow restored.

NOTE ON DEXTERITY POTIONS

Appears: A murky red liquid with a pungent odor and the taste of peppers

Poison Effects: A victim reaching zero dexterity presents a special hazard to himself and those around him. Think about it!

NOTE ON CHARISMA POTIONS

Appears: A murky orange fluid, lemon flavor and odor.

Beneficial Effects: Effects last 1d4 days, during which all reaction adjustments are altered and increased number of hiring and henchmen are permitted.

Poison Effects: If the victim's charisma is reduced to zero (or less) any and all living creatures with animal intelligence or greater will attack and attempt to kill him as long as this condition lasts. Please Note: Disguises will not work!

ALL TYPES OF ATTRIBUTE POTION HAVE:

-- STA 0 / AD 0% / FB 0% / DM 0% / N/ADT / OD 0% --

Furnishings

Can Wisdom be put in a silver rod,
Or Love in a golden bowl?
Blake - Book of Thel

BAR-DANZINI'S DEVICE (ME)

20,000-50,000

COMMON - Large techno machine with cables leading to helmet - radiates LG magic.

This is a machine for teaching techno knowledge. Any character putting on the helmet falls into trance for 1d6 rounds. When the character wakes he has exactly the same techno knowledge as the player has in 'real' life concerning technological mechanisms, physics, math, chemistry and biology.

At DMO history, literature or other subjects may be included as well.

Upon waking a save vs confusion is required - if failed, he may at DMO either be helplessly confused for 1d6 turns or suffer a random insanity (duration permanent or DMO - we recommend Panzaism - see Insanity Tables, HANDBOOK OF TRAPS AND TRICKS by DRAGON TREE).

BOOK OF KNOWLEDGE (GT/ME)

2,000-3,000

COMMON - Giant book - 6' x 3' - cover decorated with wood-grain design and its name.

Each page in this book shows the name and the door of a different library, somewhere in the Multiverse. Given an hour of unbroken concentration, a character may achieve a trance state which allows him to astrally project himself through the door (wisdom roll required). Once inside, he will appear solid to the librarian and other patrons, and can handle books, make notes etc. When he leaves the library by whatever exit, his astral self will rejoin his own body.

He can carry nothing out of the library save what he took in. To bring back notes he must make them with pen and ink he took in himself.

Time in the library is normal game time. To spend 3 hours in research requires a total of 4 hours undisturbed - the first hour spent achieving the trance, the other 3 in the library. To change libraries requires coming back to his body and starting over. If his body is disturbed (even a loud noise may serve - DM's decision), he returns immediately and must save vs confusion. If failed he is confused for 1d6 rounds or at DMO may contract a random insanity for 1d6 turns.

In some worlds he will automatically be able to read or speak the language used in the library - DMO.

BROTHER SAMUEL'S FOLDING DOOR (ME)

20,000-30,000

COMMON - Looks like a crumpled piece of magical parchment.

This paper unfolds, and unfolds...and unfolds.... Finally it is seen to be a full-size door and door-frame, just stiff enough to stand up (with someone holding each side and no wind). On the door is written, "Job to do, please go through, job undone, stay till won".

Only a person who has an important and dangerous mission can go through the door. When he does, a loud "PINGGG!" is heard and he vanishes into a special subspace stasis named Akron. 1d6 rounds (or DMO) later he reappears - usually much nearer the location of his mission. (This is often used for 'teleporting' adventurers into dungeons)

When the job is done he may knock on thin air and if the door is unfolded and held up at that time it will open and he can step back through. Any number of people may go through as long as it is held open.

Once a person has been through this door he is permanently attuned to subspace Akron, and is liable to PING back into it at any random moment of relaxation. (This happens whenever a player must leave the game while his character is deep in a dungeon) Normally one cannot PING out of melee or other stressful situations.

People who have been in Akron together always meet again. If the party moves on while one member is PINGED, the site of his return is DMO or: 01-75) 1-100' from other Akronites (random direction) | 76-90 same place he PINGED out | 91-00 random location in dungeon.

For each American week (DMO) that the character stays in Akron there is 10% cumulative that he will PING out of the dungeon altogether, to a random location, with all unhealed damage doubled.

Although no one ever remembers what happens in Akron, people usually (DMO) come back with side effects: 01-50 bad | 51-65 neutral | 65-75 good | 76-00 none. Consult any random effects tables or see Page 30.

Furnishings



GREYLOCK'S FRIGHT LIGHT (DS)

3,000-4,000

UNCOMMON - Horned skull with interior light.

These appear to be human skulls with curling horns. The top section of the skull has been removed and flames appear in the cavity (DMO: real or illusion). The skulls float about 6' above ground; either stationary or following a preset pattern. The pattern may be altered by taking the skull firmly by the horns and giving verbal instruction. Movement will not exceed a speed of 6.

GREYLOCK'S MIRROR PROTECTOR (DS)

5,000-7,500

RARE PUZZLE - Large mirror in a very heavy, thick, ornate frame.

Greylock made this to protect his mirror of life trapping. The frame holds two mirrors, a normal mirror hinged in front of a magic one. Hinges, catches etc are concealed DMO.

In some versions, when the catch is released the front mirror swings out rapidly, doing 1d6 damage to anyone in front of it (save on dexterity).

"....fell in love with the librarian in Promé. but when he took the book out of Delos to Darcon, the Promé door wouldn't open no matter how long he tried. So he tore out the Promé page and pasted it on Brother Samuel's Folding door.... I knew at once something was dreadfully wrong, for it shouldn't have worked.... Came back 3 years later, bone tired in the brain.... That's the trouble, he did have a job waiting for him in Promé.... put him to building new shelves in the library till the book was paid for, and of course Sam's folding door wouldn't open for him till the job was done.... well, it was a library book he had damaged...." - Twyla von Lippmanova

".....Twyla shrunk herself down and ran in a mousehole. Greylock set his fright lights on guard, but she'd seen 'em before.....Y'know those bells she carries in her purse?.....and the catnip?" - overheard in the thieves' guild at Upton

Furnishings

KEYS OF KNOWLEDGE (ME)

20,000-30,000

UNCOMMON - Ring of platinum keys - all different sizes - inscribed with mathematical and other symbols.

Some key on this ring will fit and unlock any door - if the user can state to the DM's satisfaction the contents of the room behind the door.

General guesses are not good enough - this is meant to add a riddle / puzzle element to any dungeon, and the DM may require a very specific description.... Also any door may have a save - % is DMO.

LOTUS BED (ME)

DMO

RARE - May be found either as a large four-poster bed or as a pendant much the size and shape of an avocado pit.

The pendant is made of green jade, carved intricately with pictures of lotus flowers and four-poster beds. When the pendant is opened out or it springs a giant fourposter bed, curtained in satin, decorated with lotuses on the cloth and carved in the posts. A sweet and compelling odor comes from the bed as well.

When the curtains are opened, inside is found a lotus bed - a box or soil with lotus plants growing in it. (These are lotuses of the dark and need no light to grow).

When several people sleep in the bed they will have the same dream. (If they like, they can even decide beforehand what sort of dream to have) In the dream, they and all their normal henchmen and equipment etc will go on an adventure. No matter what happens in the dream, all will wake up safe and whole next morning - no real harm can come to them or their equipment etc.

DM options: Whether any experience or treasure can come back into the real world with them; how long the dream will last; and whether any can wake before it is over. Also in some worlds if the lotus petals are picked and dried, any who eats the powder will dream in the same way.

"I Jireen the druid illusionist have bred these flowers to help in the exploration of the shadow-worlds, and Camilla the mage of the red tower in the Black Castle helped me...."

LYSENKO'S PLASTER (ME)

GALLON 20,000-30,000

COMMON - Wall plaster with tiny colored specks in it.

The colored specks are magically-shrunken tiles, each inscribed with a Symbol of Effect (death, insanity etc). Anyone looking for secret doors or otherwise examining the wall closely has 10% cumulative per 10 square feet of wall examined to be affected by the symbol, whether they are examining by sight or by touch. Normal saves apply.

DMO - Normally, 'actively searching' for secret doors requires close examination of only 1 square foot of wall (at eye level) per each running foot of wall 'searched'. Thus each 10' length 'searched' gives 10% cumulative to be affected.

Price is 20,000-30,000 per gallon (covers 2000 sq feet)

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

"I'll never forget the time a band of thieves broke into Lysenko's house and tried a dispell magic on the walls. Because of course it was the shrink spell that was dispelled...." - Tywla von Lippmanova

MAGIC LANTERN (ME)

20,000-30,000

VERY RARE - Candle-lantern with panes of stained glass - each pane shows a different scene.

When a candle is lit inside, the lantern will cast a different illusion through each pane.

Note - this is not like a techno movie projector - it casts real magic illusions (spectral force or similar spell), complete with sound, smell etc depending on the level of its maker.

Example - a 4-paned lantern sits on a table in the center of an empty room. The DM should draw lines on his map from each corner of the room to the center, forming 4 triangles. To everyone in the north triangle the whole room will seem to be full of snow and polar bears; to everyone in the south triangle it will seem full of jungle plants and animals; etc.

DMO - when lit, the lantern itself may become invisible.

Furnishings

RAINBOW TAPESTRIES (ME)

EACH 50,000

VERY RARE - Large tapestries, each a different color.

To anyone of evil alignment these will appear to be simply excellent tapestries - museum quality. Others who examine them closely will find that the pictures move and that they can reach or step into the pictures. From within, the room and the rest of the party look like insubstantial clouds and vanish in 1d6 rounds, leaving the appearance of a normal sky.

In each tapestry is a world in which everything is the same color as the tapestry. Each world is a training device for a single attribute. To leave the tapestry a person must perform a feat which requires rolling against the attribute being trained. This may be tried only once per 'day' - if failed, that attribute will be raised 1 point before the next attempt. Each 'day' in the tapestry is only a short time outside (1 round or DMO).

Duration of increase is DMO. Any increase that puts a character over his racial maximum etc will revert to the allowable maximum 1d10 hours after he leaves the tapestry.

BLUE TAPESTRY

This is the flying island of Laputa. It is made of solidified cloud and everything is different shades of blue and white; food is blue meat and white bread, all shaped as musical instruments or geometrical solids. The entire island is covered with classrooms and laboratories.

To leave, one must fly the whole island up to the next cloud layer. Flight is controlled by a rube goldberg mechanism containing a giant lodestone in 'Astronomer's Cave'. An intelligence roll is required to fly it correctly - if failed, the flight is so bumpy that the Laputans are alerted and send him back to school.

DARK GREEN TAPESTRY

A world of swampy rainforest, all vine-festooned trees and dark green monkeys. The only dry places are the wide lower limbs of the trees, and the only way to move about is climbing and swinging.

The trees reach to the cloud cover but climbing requires all day and a dexterity roll (morning winds whip the upper branches and make camping impossible).

At DMO there may also be a shipwrecked circus with tents and trapezes - Britishers who resolutely dress for dinner....

EMERALD TAPESTRY

This is the Emerald City of Oz, where all visitors must have free clean-ups and beauty treatments first thing. Food is salads, lime sherbert, creme de menthe....

Once a day the character is inspected by a green-whiskered guard - if he succeeds on a charisma roll he is allowed to fly away by balloon.

GOLD/BROWN TAPESTRY

This is a farming world at harvest time: ripe grain, autumn leaves, brown earth. Food is yellow vegetables, goats' milk, whole wheat bread.

To leave requires climbing a steep granite mountain which reaches so high that the air grows thin - roll constitution to continue or pass out, to be rescued by goat-herds....

ORANGE TAPESTRY

This is a world of museums, temples, libraries etc - everything colored orange. The food is mangoes, oranges, rice and complicated curries in saffron sauce.

There is one open-air temple where legend says meditators sometimes levitate themselves into the clouds - requires all day and one wisdom roll.

RED TAPESTRY

Everything in this land is red or pink, and the food is rare meat, cherries, red wine etc. Wherever the character goes he will encounter athletic contests or heavy work.

Once daily a giant red cobra appears and says, "Would you return? Then you must climb me" - and enlongates itself into the sky. If strength roll is made, the character climbs high enough to return - if not he slides down and the cobra vanishes.

Furnishings



VOICE LOCKS (DS)

1,000-2,000

RARE - Resembles a padlock with no keyhole or dial.

These special locks only open to a command word. If any other word is spoken to them, a loud click is heard. For 1d6 rounds afterwards, anyone touching the lock must save vs magic or be teleported (to a holding area or DMO). Only the victim is teleported - he arrives naked and his equipment stays with the party.

At DMO each lock may be decorated with some design or phrase which hints at the command word that will open it.

".....drew his pentagram in a rented room above the Merry Shillelagh Inn, and drank much on their brew during the fortnight as well, so you may guess what sort of a spirit came in.....I painted the lock green as a reminder.....seldom can get the brogue right myself.....very convenient though on those occasions when one wants to be teleported straight to the winecellar....." - Fr. Samuel



All that we see or seem
Is but a dream within a dream.
Pope — A Dream within a Dream

WADDINGTON'S DROP CLOTHS (BE)

60,000-80,000

RARE - Paint-stained drop-cloths, many stains look like drops of wet cement had dried on the cloth (resistant to Rock Paint).

These drop-cloths are used to protect things from Rock Paint while work is being done. They are especially interesting in their effects on organic matter. This is best illustrated by example: A party entered a room and found five chairs covered with drop-cloths and a large table, not covered. Also in the room were cans of Rock Paint, brushes and a ladder. On the floor was a sixth drop-cloth in a crumpled heap. The covered chairs appeared to be empty.

When the party decided to pull a drop-cloth off of one of the chairs, they found an orc officer sitting in the chair and were immediately attacked by him. (The painter had interrupted a conference and covered the conferees with the cloths - which put them in subspace stasis until the clothes were lifted. The painter was under the drop-cloth at the end of the table - he'd slipped!)

To date, no-one has tried to keep one of the drop-cloths.

Furnishings

WANLICH ORB OF THE WITCH QUEEN (DS)

250,000-300,000

RARE - FOR MAGICAL CLASSES ONLY - 6" crystal orb kept in black wood box.

The box is carved from heavily-grained black oak - if observed closely, the grain and carving combine to form distorted faces in the wood. Inside the box, the Orb is held in a carved dragon's claw which serves as the handle. All seeing the Orb for the first time must save vs fear or flee in panic. Those remaining will feel uneasy (Alignment NN).

The Orb is used to capture particular spirits and transfer them to magical items. When the Orb is touched to the body of any creature dead three days or less, his soul or spirit will be drawn into the Orb where it is visible and capable of converse but lacks any other powers or abilities.

Before transfer, the recipient object must be suitably prepared: see CONSTRUCTION OF MAGIC ITEMS, Step Two, Page Two - or, in some worlds, enchant object or other spells may be required (DMO). When the Orb is touched to the prepared object, the spirit will be infused into it.

The level of the user of the Orb determines the maximum number of powers or abilities which the spirit can retain within the magical item - for each level of the user, the spirit is able to retain one ability. (EG: if the spirit is that of a dead fighter who, in life, was +1 to hit and +1 to damage, the user of the Orb would have to be 2nd level for the spirit to retain both of these plusses.) DMO - normally the spirit may use these retained abilities as often as he could when he was alive. If the user knew the spirit during his lifetime, the user may choose which abilities will be kept - if not, choice of abilities is DMO. All other abilities are lost and any other powers the user desires in the object must be instilled in the normal way.

If the object is ever demagicked (see Page 2), the spirit proceeds to the normal fate of dead characters. If an attempt is made to resurrect the original body, treat as if reincarnated as per reincarnate spell.

DMO - in some worlds when the Orb is used the spirit can gain experience, skills etc while in the object - in so far as the nature of the object permits.

...how much art thou shrunk!
When that body did contain a spirit,
A kingdom for it was too small a bound;
Wm. Shakespeare - Henry IV



WEATHERBY'S EVERCLEAR (BE)

GALLON 10,000-20,000

RARE - Paint cans with blank labels.

This paint produces a very fine degree of transparency wherever it is applied. The paint itself is not visible, either in the can or when applied (the can appears empty even when full). Drying time is 2d10 minutes. One gallon covers 10 square feet and produces transparency to a depth of 10'.

A nice application is an opening or doorway which is produced by this paint - or a hole in the floor.

Once emptied, the can makes an excellent mask for hobbits, being transparent from the inside only....

DMO - technically this is transparency, not invisibility - true sight and see invisible do not affect.



An' by 'is tools th' workman may be ken,
As by 'is work th' worker's tithe intend,
But i' 'is works ha'e come not end,
One wonders 'ere t' workman's been?
Colmer - Th' Worker's Lament

ZIMBAVICH'S ROCK PAINT (BE)

GALLON 10,000-15,000

UNCOMMON - Paint cans labeled 'Rock Paint'.

These cans of paint are often found where repair work is being done. The paint is the same color as the natural rock in the dungeon. When the cans are opened, the paint will turn to stone in 10-30 minutes. Any object painted with this will turn to stone in 2 rounds. (Save vs stoning applies - but must be repeated each round until the paint is washed off)

This paint is used extensively in dungeons to repair damaged stonework and rock walls. There is a 25% chance that brushes, ladders and other equipment will be found in the vicinity.

(The AFL-CIOrc Workers know how to delay drying but refuse to reveal the method).

Amulets

AMULET OF AURAL AMPLIFICATION (BE)

80,000-90,000

RARE - Bell-shaped amulet, no clapper.

If this amulet is held to a person's ear, he will be able to hear clearly all sound within a radius of 300' or DMO. This effect is not diminished or effected by any intervening material.

AMULET OF E'NEZBIT (ME)

10,000-75,000

LR 11

RARE TRAP - 1" crystal jar - on gold chain to be worn as amulet - gives off continual light - DMO inscribed 'E'Nezbit'.

This is a jar of endless honey. When the crystal stopper is removed and the jar inverted, it will drip excellent honey at the rate of 1d8 quarts per hour (approximately 1d4 oz per minute).

When worn as an amulet it cures the wearer's worst fault (party must vote on which fault is worst) - sending him to such excess in the opposite direction that all will want him back as he was. (IE a drunkard becomes a prohibitionist etc)

The only way to remove the amulet is for all who voted on the worst fault to lift it at once - or by a wish or a remove blessing cast by someone twice the level of the wearer (DMO).



The pursuit of the perfect, then, is the pursuit of sweetness and light.
Matthew Arnold - Culture & Anarchy

AMULET OF INSANITY (DS)

10,000-40,000

RARE - FOR MAGE ONLY - Amulet shaped as an eye.

This amulet appears similar to the 'Ancient Eye of Ammagoto'. It is useable only by a mage. When it is worn, the mage will be compelled to face his party (no save) and command the Eye to open. Anyone looking (save on dexterity) must then save on intelligence (at -4) or go insane (see Insanity Tables - HANDBOOK OF TRAPS AND TRICKS).

When the amulet has been used once, it will vanish and then be found in another treasure somewhere else.

THE ANCIENT EYE OF AMMAGOTO (DS)

40,000-60,000

VERY RARE - FOR GOOD MAGE ONLY - Amulet resembling a closed eye.

This amulet is bronze with silver inlay and resembles a closed eye. The eye is able to open and cast a beam of light which will dispell illusion.

It can also boost the power of its wearer's spells. 5 times per day it can cause any spell to perform at four times normal strength (or duration if the user prefers). The mage must perform these spells himself - they cannot be cast by a scroll or object in his possession.

My heart is turned to stone;
I strike it and it hurts my hand.
Wm. Shakespeare - Othello



BALAAAN'S AMULET (BE)

2,000-3,000

VERY RARE - Silver amulet in the shape of a tuning fork, inscribed 'Protection from Charm'.

This protects the wearer from any charm that depends on sound (such as harpies' or sirens' or runesingers') by singing very loudly and flatly any bawdy song of the DM's choice.

It has no effect on any other type of charm.

BROOCH OF ALCHEMY (BE/ME)

10,000-15,000

UNCOMMON - Amethyst, carved alembic pattern.

This brooch gives the wearer a percentage (his wisdom + 15) of identifying any potion correctly.

10% of the brooches have inscribed the letters Tanstaaf1. With these, each time the brooch is used there is a 10% chance that the user will feel an irresistible desire (save vs magic at -5) to drink the potion immediately, whether he knows what it is or not.

Jewelry



He holds them with his glittering eye -
Coleridge - The Ancient Mariner

CHAIN OF SUBSPACE (DL)

75,000-100,000

RARE - Chain of mithril/laen links with clasp on each end - size varies.

This may appear either as a large chain (20' long, each link 3" diameter) or as a bracelet. The large chain will always be unclasped, the bracelet will always be clasped.

When the large chain is laid in a circle and clasped it will change to the bracelet size, and any objects or people inside the circle (and up to 40' above) will be teleported to subspace and placed in partial time stasis. For them no objective time will pass in relation to aging, spell duration, bleeding to death etc. When the bracelet is unclasped the full-sized chain and its contents will reappear.

DMO - Although intelligent creatures in the subspace may not cast spells etc, they do experience subjective time and feel very bored. There is a chance that they will at DMO either develop a hatred for their captors or become insane (see Insanity Tables, HANDBOOK OF TRAPS AND TRICKS from DRAGON TREE). The chance per each 2 days' imprisonment is 15% minus 1% for each intelligence point above 12.



A most changeable chain of circumstance,
By which enfolds us here,
And in this far and foreign place,
Each must face his secret fear.
Towper - The Secret Places

DEMON OCULAR (DS)

50,000-70,000

RARE TRAP - FOR ONE-EYED ONLY - Glass eye with silver eyelid -

The silver eyelid is spring-loaded. On it is engraved the symbol of a pyramid with a single eye. It will graft itself into any empty eye socket and stay there until the user desires to remove it.

When the lid is released (mechanical), the eye will shoot out a cone of light that blinds (save on dexterity at -2) and does 5d10 heat damage (a cone 100' long, 80' diameter at end). The blindness lasts 10 rounds (less 1 round per 10' distance).

Each time the ocular is used, the user loses 1 life level - the eye feeds on his life force.

EARRING OF LIFE ASSURANCE (ME)

30,000-100,000

COMMON - Earring - DMO resembling cross of Lorraine

Example - Eiken wears the earring, then takes it off and gives it to his wife Frieda. Eiken goes on an adventure and is killed. By virtue of the earring his spirit may visit her and share with her all his memories of events since they parted, and put her under geas to retrieve his body and/or complete his quest.

DMO - Frieda may also be teleported to 1-100 feet from Eiken's body, 1-100 minutes after he died. The earring is not teleported with her - it remains at her home. If Frieda dies too, her spirit may visit/geas the next person who puts on the earring, etc, etc.

Be sure of it; give me the ocular proof.
Wm. Shakespeare - Othello



ELVEN BRACELETS (ME/BE)

3,000-6,000

COMMON - Bracelet woven from green vine.

These bracelets are woven from a vine possessing natural magic, the ability to located thin cracks and breaks. The wearer is able to locate secret doors by placing his hands against the wall, floor etc. The range is 20' in all directions.

Percentage of success will be the same as for an elf actively searching.

Jewelry

Rings

GLINDA'S PEARL OF WHITE TRUTH (ME)

*

RARE - Large white pearl on a gold chain.

This is usually kept in a small gold casket (6" square), beautifully carved with pictures of peacock feathers and magic wands, and lined with scarlet silk monogrammed GG. The Pearl is 1" diameter, and the chain will grow or shrink so that when it is worn, the Pearl rests over the heart.

The Pearl will stay white as long as no lies are spoken within the hearing of the wearer. When a lie is spoken it turns to some appropriate color. The color will last until another statement is spoken.

*No one will be able to offer or take money for this. Such pearls are without price.

The green gae in, the green gae out,
I' ken t' way around, about,
Above, below,
I' ken t' secret ways t' go,
T' naught but green may show,
T' ways above, t' ways below.

Tappercoom - The Secret Ways



HEAD BAND OF MIND CONTROL (DS)

DMO

VERY RARE TRAP - Gold headband DMO - may be inscribed 'Mind Control'.

Anyone putting on this headband will have a permanent charm person spell placed on him, making him the servant of the band's creator (save vs magic at -5). If save is failed, the victim will never willingly remove the band.

The band's creator is any suitable NPC of 15th level or higher.

THE JEWEL OF LIVING SHADOWS (DS/ME)

30,000-90,000

VERY RARE TRAP - A large jewel radiating a very bright light.

This is likely to be found on an altar with a cloth over it. When uncovered, the light cast will animate the shadows formed, giving each the exact same abilities, weapons, armour and magical items as the people casting the shadow. Otherwise, they are normal hostile shadows and will try to destroy all within the area.

When a shadow is killed, all its equipment vanishes. A person who succeeds in killing his shadow will never cast a shadow in any light except the jewel's. Covering the jewel (and blocking the light) will return all shadows to normal... 4+1d4 rounds after the light is covered - during which time the shadows will be fighting very hard to uncover it again.

"Friend of mine brought this to me, a Professor of Multiversal Literature on holiday. He had recalled something from an old story and calmly sat down and rubbed soap on his shoes, then stepped on his shadow's feet. It worked - the shadow was then under his control with its full powers intact. Had a bit of trouble not falling of course. Worked fine until he encountered a hydro-elemental." - Graf DZGN Posvalski



Or substance might be call'd that shadow seem'd,
For each seem'd either
Milton - PARADISE LOST.

NECKLACE OF RUDDIGORE (ME)

10,000-15,000

VERY RARE TRAP - Red-gold necklace studded with rubies. DMO - may have its name inscribed.

The necklace is very beautiful and, obviously, very magical. It has the aura of Lawful Evil (it is inhabited by the demon Ruddigore).

Once put on, the necklace cannot be removed, and will immediately begin to grow tighter (victim will be strangled by midnight unless it is stopped). The necklace will fill the victim's mind with temptations to sin and he will realize that the only thing that can stop the necklace tightening is for him to commit some serious crime.

If he commits such a crime the necklace will go back to its normal length and the process will start over next day.

Only once to our knowledge has anyone escaped the necklace. This was a paladin who said, "I will commit no crime. Go ahead and choke me." Since by the paladin's religion suicide was a serious crime, this confused Ruddigore so badly that the necklace flew apart from the strain.

ACME RING OF INVISIBILITY (BE)

5-10

COMMON HOAX - A plain bronze ring.

This ring is inscribed with "Ring of Invisibility" and "Acme Ring Co." When it is worn, the ring becomes invisible - it has no other function.

For such a pearl be beyond his price -
Whither would he sell or pay -
Some be bought with sweat and tears,
And some be got another way . . .
E.S. - The Bargain at the Bazaar



BROTHER SAMUEL'S WISHING RING (ME)

5,000-30,000

RARE - Ring half of gold, half of lead, inscribed 'Wishes'.

This ring grants wishes, but you only get half of what you wish for. (How many, how many per day, etc is DMO).

BROTHER TOMAS' GOLDEN CURSE RING (ME)

30,000-50,000

RARE TRAP - MAGES ONLY - Ornate gold ring inscribed 'Power to Curse'.

At first glance this looks simply ornate. A closer look shows two gold rings entwined around each other. Closer yet, and the two are shown to be a single band, looped twice.

The wearer may cast a curse spell once a day, but the curse will affect him as well as his target. (Ring cannot cast the reverse)



What is your substance, whereof are you made,
That millions of strange shadows on you tend?
Wm. Shakespeare - Sonnets

THE DE SADE RING (TL)

40,000-60,000

UNCOMMON TRAP - Platinum ring set with a blue diamond - often found near a mutilated body!

The ring detects as magic but does not reveal other details. While wearing the ring, the user takes no effect whatsoever from anything (weapons, spells, poisons, etc). Any effect or damage is stored within the ring (no limits).

When the ring is removed (or falls off), all damage, spells, etc are released on the former wearer. The ring can be removed without releasing damage only by casting a 'Dispel Magic' and a 'Remove Curse' at the same time that the ring is removed (and even if this is done, all damage, etc still remains stored in the ring).

In stress situations the ring has a tendency to slip off the finger of the wearer (will fall off on 1 on 1d12 - how often to roll is DMO). The ring cannot be fixed in place by any means! If a glove is worn over the ring, the glove will fall off also, even if the glove is sewn or tied to a shirt sleeve, etc. Also, the ring will be highly coveted by thieves for its obvious value.

RING OF BEGONE AND FORGOTTEN (DS)

10,000-40,000

UNCOMMON TRAP - A small silver ring - DMO inscribed 'Begone and Forgotten'.

This ring is always found with other treasure. When it is put on, the wearer must save vs spell or be transferred somewhere very far away indeed (DMO: may be another planet or plane.... or another DM's world). The victim also loses his memory and the other party members forget the victim. (He loses specific memories only - his level, spells, skills etc remain)

Only the stark naked victim is transferred: all clothes and equipment stay.

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

Rings

RING OF E'NEZBIT (ME)

NONE ESTABLISHED

VERY RARE TRAP - A plain gold ring (not polished) inscribed "E'Nezbit".

This ring grants wishes - but only those made accidentally.

Seen and not seen,
Be it here or where,
A treasure great,
A prize so rare.

For this would men,
Great hazards share,
Great wealth to line,
Their purses bare.

Goulder - The Adventure



RING OF FIGHTER POWER (DS)

60,000-75,000

RARE - FOR MAGES ONLY - Small silver ring, very battered.

Any round when the mage chooses to activate this ring, he can fight as well as a fighter of the same level, using any weapon. The limit is ten rounds per day, but they need not all be used at once.

Even if the user is under haste etc, he cannot cast spells or use any object not usable by fighters during any round the ring is activated.



Wae 'arm t' cup 'e ken i' nae,
T'will sit tae sip an' sup an' stay,
An' w'an t'lees be drain'd away,
'Is ring remove 'is due tae pay,
T' darken' couch w' 'old i' sway.

Tappercoom - The Dark Feast

THE RING OF BRIGHTFIND (ME)

10,000-15,000

COMMON - Silver ring inscribed "Ring of Brightfind"

This ring gives the wearer a sense of the direction where a bright object may be found (similar to Detect Magic). Will sometimes reveal color (DMO). It does not matter whether the object is in darkness light, or even if it is buried, etc. (Such items include jewels, gold, burning coals, brass doorknobs, mica, broken glass, eyes of some animals....)

Range varies with local circumstances. Normally it will not detect objects further than 500' feet away or pinpoint location closer than 50'. (I.E. once the ring has led them to the general area of a bright object, they are on their own to find it)

"Always good for a wild goose chase - wild geese eyes shine very brightly indeed...." - Graf DZGN Posvalski

RING OF FIMBULFUMBLE (ME)

5,000-7,500

UNCOMMON TRAP - Ring - composition unknown.

This ring appears to have no fixed composition or appearance. It has a strong attraction for all mages or spellcasters (save on wisdom or put it on). It is very difficult to pick up - or to remove once it is put on (dex -8). Any spells cast on or at the ring (such as Detect Magic) will automatically fumble.

If any weapon is aimed at the ring (or wearer), there is a 75% chance that the weapon will be dropped. Any spellcasters (wearer included) or magic items within 30' will have an extra 15% to fumble. Use any fumble table desired or see GENERAL FUMBLE TABLE, Page 3.

"Loki commissioned these originally as guest-gifts for the Frost Giants, hoping to postpone Ragnarock. For some reason, a large number were found buried under Cheop's pyramid. They make nice gifts for 'friends'...." - Graf DZGN Posvalski



The untented Kosmos my abode,
I pass, a wilful stranger;
My mistress still the open road
And the bright eyes of danger.

Stevenson - Youth and Love

Rings

RING OF KNOWLEDGE (DL)

20,000-34,000

RARE - Ring carved from a single gemstone (always feels warm).

This is a Ring of Telepathic Communication whose mate is worn by a djinn on the elemental plane of fire. He will answer 1-4 yes-or-no questions per day. Questions must pertain to past or present fact - no prophecies or advice (DMO he may attempt these but only has 10% to be right). On easy general knowledge questions he has 90% to be right; medium difficult questions, 60%; hard specific questions, 25%.

DMO - each time the ring is used, 10% or DMO that the djinn will have a question the wearer must answer on penalty of the ring becoming too hot for him, permanently (details DMO)....

What the way and where the path
Through the fiery gates of wrath?
Answer now or in the fire
You must find your heart's desire.

anon - The Inquisition



RING OF PERMANENT X-RAY (DS)

10,000-30,000

RARE TRAP - Silver ring with gold inlay.

This ring has 1d10+1 charges. On all but the last charge it functions as a normal ring of x-ray vision. On the last charge it makes all the soft tissues of the user's body invisible (I.E. everything except bones and teeth). The user still functions normally, he just looks like a skeleton. Effect is permanent or DMO.

R 11

"I thought it was the ideal present for a certain paladiness who complained about being treated like cheesecake...." - Graf DZGN Posvalski

No mask like open truth to cover lies,
As to go naked is the best disguise.

Congreve - The Double Dealer

Beauty unadorn'd.
Behn - The Rover



RINGS OF TELEPATHIC COMMUNICATION (DL)

30,000-40,000

RARE - 2 finely-wrought rings carved from a single gemstone.

These rings are attuned to each other so that their wearers can hold telepathic conversations - from any plane, any distance.... If the wearers share no common language they may still communicate simple ideas and feelings. If one ring is not being worn, the wearer of the other will receive a general idea of where the empty ring is: direction, distance etc.



"...put both rings on at once, went into a blissful trance and died! Couldn't be resurrected or reincarnated either.... Sam said it was called satori, brought on by an excess of self-knowledge...." - Twlya von Lippmanova

RINGS OF TRANSLATION (BE)

SEE BELOW - AS TYPE

RARE (MAY BE TRAP) - Plain silver band, all surfaces covered by microscopic symbols and runes

TYPE ONE - LIMITED LANGUAGES

5,000

This ring has 90% accuracy but knows only two languages (DMO which two). (DMO: may roll once for the whole manuscript being translated, for each word, or anything in between)

TYPE TWO - UNLIMITED LANGUAGES

7,500-10,000

This ring has 75% accuracy and knows all languages.

TYPE THREE - CROCKED

1,000-15,000

A) Translates 100% information from any language to any other language - however - it always adds insults.

B) Will only translate speeches phrased in verse (DMO: translation will be in verse too).

C) Will never translate correctly, produces only gibberish or misinformation (DMO).

The one Ring and Lesser Rings

In all there are 19 Lesser Rings plus the 'One Ring'. Whoever possess the 'One Ring' can command the bearers of the Lesser Rings to do his will (save on wisdom as described below). In addition, he can know their thoughts (no save). -- see THE ONE RING --

Any person of any race may use - and be used by - the One Ring. But each of the 19 Lesser Rings effects one race only - to members of other races it is both useless and harmless.

Any person wearing or carrying any of the 20 rings will become very attached to it. Before he will let it leave his finger, pocket, backpack, etc, he must save on wisdom minus the number of weeks (game time) that he has carried the ring. Failure to save means that he will not give up the ring for any reason and will view any person attempting to take it from him as a mortal enemy.

If he saves and gives up the ring, he must save again each day for one month (game time) before being free of its influence. If he once fails this save, he will seek out the ring and attempt to regain possession (as if under a 'Quest' or 'Geas'). If he does regain the ring, to let it go again he will have to save on wisdom minus both the number of weeks he had it before and the number since he regained it. If he had more than one ring he must save for each ring separately each day.

After a person of the proper race has carried a Lesser Ring on his person for a number of months (game time) equal to the bearer's constitution, the wearer becomes totally subject to the power of the One Ring - IE the bearer of the One Ring may command him with no save. (If no one has the One Ring, the bearer's of the Lesser Rings are not under command)

At the end of that time he will also be transformed in all stats: a human becomes a nazgul (see below), an elf becomes an orc, a dwarf becomes a troll. (Transformation rate is DMO)

Nazgul

AC -2 HD 8 LE Num app: 1-9 1 attk: by weapon or by magic
Plane: Negative Material, 6th Hell, Prime Material Int: GENIUS
Appears: Wears a white cloak, silver helm, grey chainmail (gives AC -2) and black clothing - body is invisible.

Rarely is a nazgul seen with his hood back, but then his eyes appear as burning coals suspended in midair. No power can penetrate his invisibility except that of the One Ring - its holder can see that they have dead white skin and grey hair.

A nazgul retains at full level the abilities he had before transformation. In addition he gains the following abilities: 70% magic resistant, function as 10th level mage, track as 7th level ranger (by smell alone), control undead as 20th level evil cleric, fight as 10th level fighter, +3 with all weapons, cause weapon to shoot flame (cf 'Burning Hands') for 2-20 damage. He can also cause his weapon to initiate an energy drain on any living creature hit: victim must save vs magic or will lose 1 pt strength, dexterity and constitution per day till dead (victim can be saved only by restoration spell - dies when any attribute reaches 0 - spirit must be retrieved from 6th plane of hell to resurrect).

The nazgul can see perfectly in the dark but only 30' in daylight. He can generate thick fog 100' radius and usually does, as he dislikes light (fog is useless if he or the wind moves faster than 9). Anyone 5th level or less who comes within 10' of him must save on wisdom or flee in panic.

He cannot be harmed or hindered by any living man, naturally or magically. (However, he may be harmed by females or by other races).

He can be turned as 'Undead Special'. If his body is killed, body and armour go to the 6th plane of hell, but his clothes and ring remain.

A cleric who becomes a nazgul may use only evil spells - a paladin becomes a fighter - a druid becomes a cleric.

A nazgul cannot use any power of the One Ring or any of the Lesser Rings.

Nazguls are a cross between devils and undead, produced only by the Nine Rings for Mortal Men. If no one holds the One Ring, they are free - otherwise they are ruthlessly loyal to its holder.

Because of their connection to the negative material plane, their 10' radius of fear is felt as a chill and their life drain is felt as numbing cold that slowly progresses from the wound toward the heart.

Only 9 nazguls may be on the prime material plane at once. The oldest of the 9 is the Nazgul Prince. He wears black robes, black chainmail (AC -2) and a black iron crown, hellishly glowing. If a 10th nazgul is created the former nazgul prince is transferred to the 6th plane of hell.

A nazgul may summon a familiar at any time, but may have only one at a time. The familiar may be a black pegasus (see below) or a hell stallion or pterydracon (see DEMON FILE #1 from DRAGON TREE).

Rings for Man

Possession of one of these rings will turn the bearer into a nazgul (see below). He can no longer use any of the powers of the ring. He is now compelled to slip the ring to some other human - so as to propagate nazguls. (He must do this regardless of whether anyone holds the One Ring or what the holder of the One Ring might say)

(1) THE MAGE'S RING (DS)

This ring gives any human mage unlimited mana (in a non-mana system he may cast his spells without fumble or limit). In addition, any non-mage who carries the ring gains the powers of a 5th level mage.

(2) THE CLERIC'S RING (DS)

Gives any human cleric unlimited mana (see above) - any non-cleric gains powers of a 5th level cleric.

(3) THE FIGHTER'S RING (DS)

This ring negates the need for food, sleep, air or water. The bearer will never be surprised and gains 60' infravision & ultravision. Additionally, if a non-fighter carries the ring, he will gain the abilities of a 5th level fighter.

(4) THE THIEF'S RING (DS)

This ring adds 25% to all thieving abilities. Also, there is a 50% chance that the bearer will be believed whatever story he tells. Should a non-thief carry this ring, he will gain the abilities of a 5th level thief.

(5) THE ZOMBIE MASTER'S RING (DS)

Bearer of this ring will never be attacked by any undead, and he has 50% to control any undead creature in line of sight.

He can also summon and control 1-6 zombies per round (maximum 1000 in any one 24 hour period).

Zombies will continue to arrive each round until he commands the ring to stop, rising up through the ground (even if stone etc).

(6) THE ALCHEMIST'S RING (DS)

The bearer has a 75% chance to create any type of potion (assuming ingredients available). Should the bearer be an alchemist, the chance rises to 95% and he may substitute 1d3 common ingredients for the same number of rare or expensive ones.

(9) THE RULER'S RING (DS)

The bearer will, within one game year, come to rule an area of land of at least 10,000 square miles. His charisma is immediately raised to 18 and he will within 6 months gain as henchmen 2 1st-8th level mages, 1d4 1st-4th level clerics and 4+1d4 1st-10th level fighters (total will not exceed ten).

Additionally, if the bearer gives a public 1-hour speech, anyone hearing all of it must save on wisdom at -4 or fall under his charm and do as the speech directed for 1d4 days.

A second 1-hour speech requires a second save. If both saves are failed the hearer must obey both speeches.

(6) THE TRADER'S RING (DS)

The person carrying this ring will pay a maximum of 50% of the base price for anything purchased. Conversely, he will receive a minimum of 150% of the base price for anything he sells.

(7) THE PLAGUE-BEARER'S RING (DS)

Anyone carrying this ring is 100% immune to all types of disease or plague. In addition, if he chooses he may cause 1d6 diseases in any one person per day (victim saves on constitution at -10).

Black Pegasi

AC -2 Attk: 1 for 4-24 or 1 for 2-20 or 3 for 1-10/1-10/1-6
LE HD 8 (breathe fire) (backkick) (hoof/hoof/bite)
Plane: 2nd Hell Int: 13-14 Move: 15/36 Manoeuver Class: C
Appears: Jet-black stallion with bat-wings and burning green eyes

A black pegasus is a devil who serves a nazgul as a mount and a familiar. He can see as a hawk day or night and has excellent hearing (surprised only on 1 in 12).

He can breathe fire in a straight line 1' wide and 50' long for 4-24 damage (no other attacks same round). Or he may kick with his back legs for 2-20 (no other attacks same round). Or he may attack 3 times, 2 hooves and 1 bite (carnivores' teeth).



The one Ring and Lesser Rings

29

Rings for Dwarfs

Possession of one or more of these rings will, eventually, turn the bearer into a troll under the command of the 'One Ring'. After this occurs, the ring will be given to another dwarf in hopes that he too will become a troll.

(1) THE RING OF THE MIDAS TOUCH (DS)

The bearer can turn up to 100 lbs (1000 GP) of any material into solid gold each day.

(2) THE JEWELER'S RING (DS)

The bearer may change 1d20 common stones into 10-1000 GP worth of jewels each day.

(3) THE SEEKER'S RING (DS)

This ring allows the distance and direction of any large (1000 GP+) amount of wealth to be known (may be anything from a rich vein of ore to a dragon's treasure). The treasure must be within or in contact with the earth and the ring also in contact. (Of course, this could be a local bank or treasure vault....)

(4) THE ARMOURER'S RING (DS)

Each day, the bearer is able to produce one or more weapons or pieces of armour with up to five plusses (IE five +1 weapons or one +5 weapon etc).

(5) THE STONEMASTER'S RING OF LORE (DS)

The bearer may use any and all spells dealing with stone (at no cost in mana, etc). Additionally, he can use his hands to shape 1 cubic foot of stone per minute to any shape desired. Thus he might create an entire castle and furnishings, given time.

(6) THE RING OF THE EARTH (DS)

The bearer is able to summon and command 1d3 16HD earth elementals. This may be done 1d6 times per day.

When in contact with the earth he may question it concerning the location of any item in contact with the earth or any significant event taking place in contact with or within the earth.

(7) THE RING OF REASSURANCE (DS)

This gives the bearer powers to protect his goods against being stolen.

The user may place one permanent wall of force. This must be around land that he owns (maximum 1000' long - can surround approximately 10 acres). Only he can dispell it - he alone can also walk through it without dispelling it. (Should the ring change owners, the previous wall will be dissolved).

If any item is stolen, the ring will cry "Ware Thief, Ware Thief" and will state the item stolen and the name of the person stealing it. On command, it will teleport the stolen item to the bearer's presence along with the thief or person possessing the stolen item.



Rings for Elves

Originally the elves had more than three Lesser Rings. However, all but three fell into the hands of Sauron and have vanished from the Multiverse (circa 382,597 Multiversal Central Dating). The three remaining rings are the most powerful which the elves possessed and are felt by many to be the most powerful of all the 19 Lesser Rings.

These 3 elven rings are the only remaining rings which have an extra power when combined. While carrying all three at once, an elf can neither age nor die of old age. However, he can still die of violence, disease etc - and he will still be transformed into an orc - who can die of anything!

(1) THE RING OF FIRE (DS)

The bearer is able to summon and control 1d3 16HD Fire Elementals 1d6 times per day. Also, at will the bearer can listen to any conversation taking place within 20' (line of sight) of any type of flame.

The One Ring

The One Ring will have the following effects regardless of the race of the person carrying it.

LIABILITIES:

To let the One Ring go out of his possession the bearer must save as described for the Lesser Rings - but if he does give it up he must continue to save daily for one year (game time) or attempt to regain it.

As long as the ring is carried the bearer's alignment will be moving toward Lawful Evil. Each alignment step requires a number of months equal to 1/3 of his wisdom.

When the ring has been carried for a number of months equal to the bearer's constitution, he will have become a gollum whose sole purpose in life is to keep the ring for himself - see below for stats for gollum. Rate of transformation is DMO.

POWERS:

The bearer of the ring will know automatically who holds which ring and what their thoughts and intentions are, and once each week he can attempt to gain control of each of them (save on wisdom minus number of weeks victim has carried the ring). If the Save is failed, the bearer of the Lesser ring must follow all his commands until the One Ring's bearer gives up the One Ring or becomes a gollum.

This ring confers the following powers:

(1) Invisibility: the bearer may attack in this state, any weapon used is also invisible (+8 to attack and defense).

(2) He may use the power of any of the Lesser rings for 1 hour per day (only one power at a time).

(3) The bearer has complete control over all orcs, trolls and nazguls created by the powers of the Lesser rings. Should he summon them, 1d100 orcs, 1d20 trolls, and 1d10-1 nazguls will appear within 10-60 turns. They will address the ring bearer as 'Dark Lord'. They remain till the bearer dismisses them or till he changes to a gollum. If dismissed, they are free until called again (IE they can continue as player characters between summonings).

(4) If threatened with damage the ring will teleport to somewhere else on the bearer's person.

The Ring's teleport power can only be nullified if it is exposed to heat radiating from the lava pits in the heart of Mount Doom - and even then it has 50% or DMO to plane shift away from destruction therein.

Gollum

AC 7 HD 2 2nd level thief 3 Attk: 1pt/1pt/1-2pts
Align: LE All stats 6-9 (claw/claw/bite)

Appears: Hunched green hairless slimy humanoid

The gollum can use no power of the One Ring except invisibility. He may use no armour, and no weapon but a dagger.

For each game month that the gollum does not possess the One Ring he loses 1 point from each attribute - when any attribute reaches 0 he dies. If he regains the ring, attributes restore at 1 point per game month (cannot rise higher than when ring was lost).

The gollum lives as a hermit in some cave or swamp, obsessed with guarding the ring. He is cowardly and uses violence only as a last resort, preferring to cringe, plead and lie.

A player-character gollum gains no experience and can never advance. He loses all abilities and skills he had before the change.

(2) THE RING OF AIR (DS)

The bearer is able to summon and control 1d3 16HD Air Elementals 1d6 times per day.

Whenever he is in contact with the air he may question the air about any object in contact with air (including objects in caves if air is around them). Also he may question the air about events taking place above the ground (eg, a battle between flying creatures - the air could tell him only locations of objects or creatures supported by the earth or other solid objects, not their actions).

(3) THE RING OF WATER (DS)

The bearer is able to summon and control 1d3 16 HD Water Elementals 1d6 times per day.

When in contact with water he may question it about the location of any object in water or any significant events on or in the water.

Random Akronian Effects

INSTANT RANDOM EFFECTS

BAD EFFECTS

- 1 1 Smells like random food - all monsters 80% to notice
- 2 2 All doors close and lock behind victim (including secret doors)
- 3 3 Anyone touching victim gets 1d4 electrical damage per victim's level
- 4 4 Tends to fall asleep under stress (save on Cons -5 once per melee)
- 5 5 Selective blindness - cannot see monsters
- 6 6 Forgets existence of magic - cannot use any
- 7 7 All metal carried becomes soft as rubber (lasts till dispelled)
- 8 8 Cannot tell truth - thinks he does but lies are spoken
- 9 9 All clothes, belongings disappear permanently (except magical ones)
- 10 10 Cannot tell lies - thinks he does but truth is spoken
- 11 11 Glows in the dark - treat as torch - clothes and armour glow too
- 12 12 Forgets how to write (for 1d10 days)
- 13 13 Immediately cast highest spell on party leader
- 14 14 Constantly hungry - must eat full meal every hour or -2 on everything
- 15 15 Smells bad - friends roll Cons each round to stay in 10' of him
- 16 16 Must cast 1 spell per round for next 2d4 rounds (renew normally)
- 17 17 Gets drunk on water - -2 on everything for 1 hour per cup drunk
- 18 18 Cannot remember his name - never answers when called
- 19 19 -1d4 on 1 random attribute (6 months or DMO)
- 20 20 Slowed to half speed (as per spell) - does not know it
- 21-25 Has delusion of a good effect (roll for which)
- 26-30 Has delusion of a neutral effect (roll for which)
- 31-32 Roll again twice on Bad Effects Table
- 33 Roll again once on Bad Effects Table - effect is permanent

NEUTRAL EFFECTS

- 34 1 Eyes glow random color
- 35 2 Skin changes color
- 36 3 Canteen wine becomes vodka (cons -8 or drunk 1 hour per cup)
- 37 4 Grows leaves all over skin
- 38 5 Knows all monster, animal languages - forgets all others
- 39 6 Shape-change to winged monkey (all stats stay same but can fly)
- 40 7 Grows 1d20 inches (clothes remain same)
- 41 8 Colored ray shoots from hand at will (does nothing)
- 42 9 Falls in love with first person seen of suitable race and sex
- 43 10 Acquires sense of smell like collie dog (and nose to match)
- 44 11 Grows bushy prehensile tail (same strength as a hand)
- 45 12 Loses all hair (6 months to regrow)
- 46 13 Shrinks to 1/10 of normal size (clothes and belongings do too)
- 47 14 Invisible (as improved invisibility - till dispelled)
- 48 15 Next lie told becomes truth (stays true for 3 days or DMO)
- 49 16 Hear any noise in 1000' - save on Cons vs damage if loud and close
- 50 17 Geased to take a gift to nearest queen (she will be +20% on reaction)
- 51 18 Allergic to gold - sneezes loudly if in 60', cannot go closer to it
- 52 19 All metal carried becomes gold - very soft
- 53 20 Must cast 1 spell per round for next 2d4 rounds - no renewal needed
- 54-58 Next spell he casts becomes permanent
- 59-61 Next spell cast on him becomes permanent
- 62-65 Roll once on Bad Effects Table and once on Good Effects Table
- 66 Roll again once on Neutral Effects Table - effect is permanent

GOOD EFFECTS

- 67 1 Leaves neither tracks nor scent
- 68 2 Poison immune (75% - if failed take normal save)
- 69 3 Can walk on water
- 70 4 Detect poison 95%
- 71 5 Any lead touched turns to gold
- 72 6 Any lie told will be believed (95%)
- 73 7 Detect lies (95%)
- 74 8 Can emit light from hand at will (as a bullseye lantern)
- 75 9 Speaks 1d4 new languages (random)
- 76 10 Can untie any knot or dispell any knot spell
- 77 11 Canteen water becomes fine normal wine
- 78 12 Canteen water becomes healing potion (dosage DMO)
- 79 13 Can jump 40' horizontal, 10' vertical
- 80 14 Can go without food or water 4d4 days
- 81 15 Eidetic counting (count anything instantly)
- 82 16 Ability to cast 1 spell suitable to level (any class - DM's choice)
- 83 17 Polymorph self once/day (requires second polymorph to return to normal)
- 84 18 Can walk on air (1' above any horizontal surface)
- 85 19 Immune to electric damage (75%)
- 86 20 Itches when danger is near (75% - within 2d100' or 2d4 rounds)
- 87-90 Roll again twice on Good Effects Table
- 91-95 Roll again once on Good Effects Table - effect is permanent
- 96-00 Next beneficial spell cast on victim becomes permanent

Death loves a shining mark, a signal blow.
Young - Night Thoughts

RANDOM AKRONIAN EFFECTS

Unless noted, both Instant and Custom Random Effects will last for 1d20 'turns'. How long the 'turn' lasts is up to the DM and depends on the situation and the pace of his campaign. May be a segment or an hour or a year.... effects tend to last longer when the victim is not under stress. (At DMO any effect may be permanent)

Effects gotten by PINGGING (see Br. Samuel's Folding Door, Page 22) do not end when the person pings again. Someone who pings a lot can have several effects going at once.

If the effect is a side-effect of a magic item, how often it occurs is DMO.

CUSTOM RANDOM EFFECTS

Roll once on VERB COLUMN, once on NOUN COLUMN, and 1d20 for how many 'turns' the effect lasts. If the duration is an even number, the victim will love the NOUN (or hate it, fear it etc). If the duration is an odd number, the NOUN will love the victim (or hate him etc). (At DMO duration may be permanent)

Results may be taken metaphorically or poetically as necessary - eg, 'Map(s) love victim' could mean he becomes very good at mapping. Where a physical meaning is unlikely - eg 'Victim cannot harm map(s)' - count as a psychological block; victim will take no action that might result in harm to a map. Details on the play of psychological effects are DMO, or consult Insanity Tables, HANDBOOK OF TRAPS AND TRICKS from DRAGON TREE.

Whether the effect refers to the nearest NOUN, the next one encountered, or all such NOUNS encountered for the duration, is up to the DM.

When using this table with Br. Samuel's Folding Door, roll as directed on Page 22 for whether the effect is bad, good, or neutral - then roll on this table, discarding unsuitable results or slanting the interpretation accordingly.

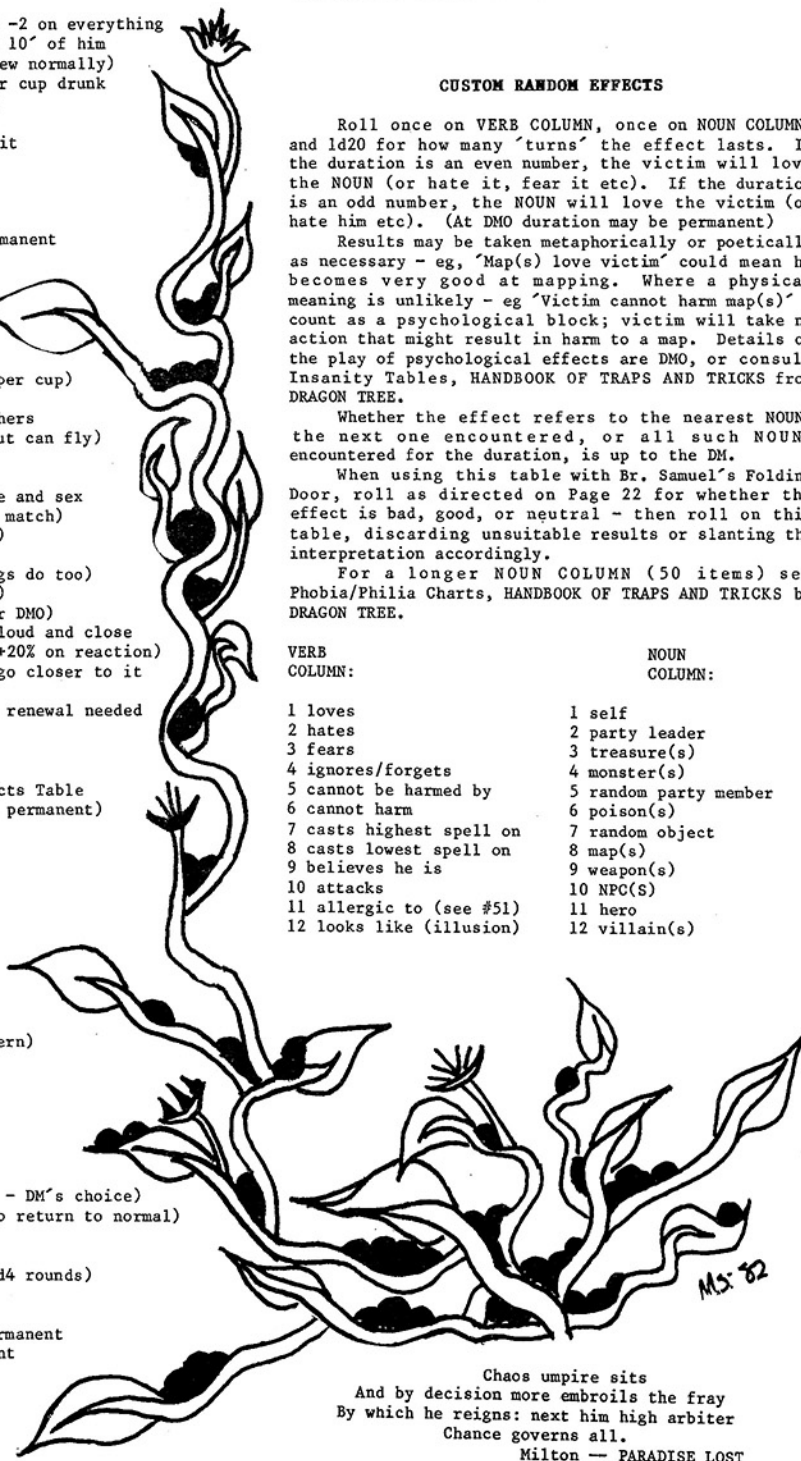
For a longer NOUN COLUMN (50 items) see Phobia/Philia Charts, HANDBOOK OF TRAPS AND TRICKS by DRAGON TREE.

VERB
COLUMN:

NOUN
COLUMN:

- | | |
|--------------------------|-----------------------|
| 1 loves | 1 self |
| 2 hates | 2 party leader |
| 3 fears | 3 treasure(s) |
| 4 ignores/forgets | 4 monster(s) |
| 5 cannot be harmed by | 5 random party member |
| 6 cannot harm | 6 poison(s) |
| 7 casts highest spell on | 7 random object |
| 8 casts lowest spell on | 8 map(s) |
| 9 believes he is | 9 weapon(s) |
| 10 attacks | 10 NPC(S) |
| 11 allergic to (see #51) | 11 hero |
| 12 looks like (illusion) | 12 villain(s) |

Chaos umpire sits
And by decision more embroils the fray
By which he reigns: next him high arbiter
Chance governs all.
Milton - PARADISE LOST



Generation Tables

31



"....Multiversal Box doesn't weigh much, but it is awkward unless folded.... yes, the new sword arrived folded, and Multiversal wouldn't take it back damaged.... tried waxing the box with wax from Racundra's berries to eliminate the encumbrance, of course the wax soaked through.... kept rejecting every coin they put in it as counterfeit. till they had to pile up 4 or 5 to get the weight of one...." - Tywla von Lippmanova



"....in Delos Racundra's berries help people if eaten, but the wax never has any good effects at all....waxed a sword and it became too light to damage anything....tried to sell by weight....yes, those scales where anything weighed changes weight at random....abacus grew roots and leaves....made some candles....yes, that's the city where the only words for numbers now are 'one' and 'more'...." - Fiia of Azure Sea



MAGICAL ITEM GENERATION WITH IMAGINATION

STRENGTH 1) Strong 2) Moderate 3) Weak 4) Exhausted

ALIGNMENT 1) LG 2) LN 3) LE 4) NN 5) CE 6) CN 7) CG 8) Chaotic

OPERATION

01-04 Alters/changes effect	53-56 Increases effects/results
05-08 Backfires/misdirected effects	57-60 Invokes causes/effects
09-12 Causes/allows	61-64 Identifies causes/effects
13-16 Causes fumbles related to	65-68 Information on causes/effects/objects
17-20 Confers/has ability	69-72 Locates objects/sources/places
21-24 Confers vulnerability to	73-76 Permits effects/actions
25-28 Cures/heals	77-80 Protects from effects/actions
29-32 Decreases ability/effect	81-84 Prevents effects/actions
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37-40 Disables effects/abilities	89-92 Revokes and dissipates
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18 Concealment	38 Etherial	58 Mind	78 Sleep	98 Woodcraft
19 Constitution	39 Evil	59 Mirrors	79 Souls	99 X-Ray
20 Courage	40 Fire	60 Missiles	80 Speed	00 SPECIAL

TYPE OF ARTIFACT / WEAPON

1 CLOTHING	2 JEWELRY	3 WEAPONS	4 LARGE	5 SMALL	6 RELIGIOUS	
1 Armour*	Anklet	Arbalest	Barrel	Bag	Amulet	1
2 Belt	Belt	Arrow	Book	Casque	Bell	2
3 Boots	Bracelet	Axe	Chest	Cup (bowl)	Book	3
4 Cloak	Brooch	Bow	Furniture	Horn	Candle	4
5 Gauntlets	Earring	Crossbow	Machine	Instrument	Censer	5
6 Gloves	Epaulet	Dagger	Mirror	Lantern	Prayer beads	6
7 Girdle	Helm	Hammer	Picture	Map	Relic	7
8 Hat (Cap)	Locket	Mace	Rug	Pouch	Scroll	8
9 Helmet	Necklace	Spear	Shield	Stone (Gem)	Statue	9
10 Robe	Pin	Staff	Statue	Tool	Symbol	10
11 Sandals	Ring	Sword**	Tapestry	Vial	Wand	11
12 Special	Special	Special	Special	Special	Special	12

*ARMOUR 1) Cloth 2) Leather 3) Chain 4) Splint 5) Plate 6) Special

**SWORDS 1) Longsword 2) Broadsword 3) Shortsword 4) Bastard
5) Two-handed 6) Rapier 7) Scimitar 8) Special

COLOR 1) Red 2) Orange 3) Yellow 4) Green 5) Blue 6) Indigo
7) Purple 8) Brown 9) Black 10) White 11) Silver 12) Gold

CONDITION 1) 71-80% Cursed 2) 01-50% Normal 3) 51-60% Reversed 4) 61-70% Crooked
5) 81-90% Trap 6) 91-95% Broken 7) 96-00% Random Function

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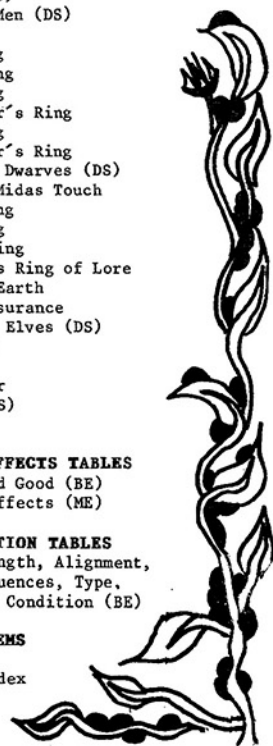
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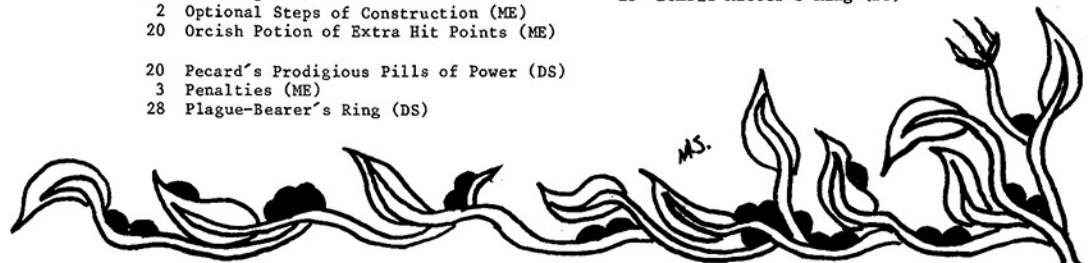
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