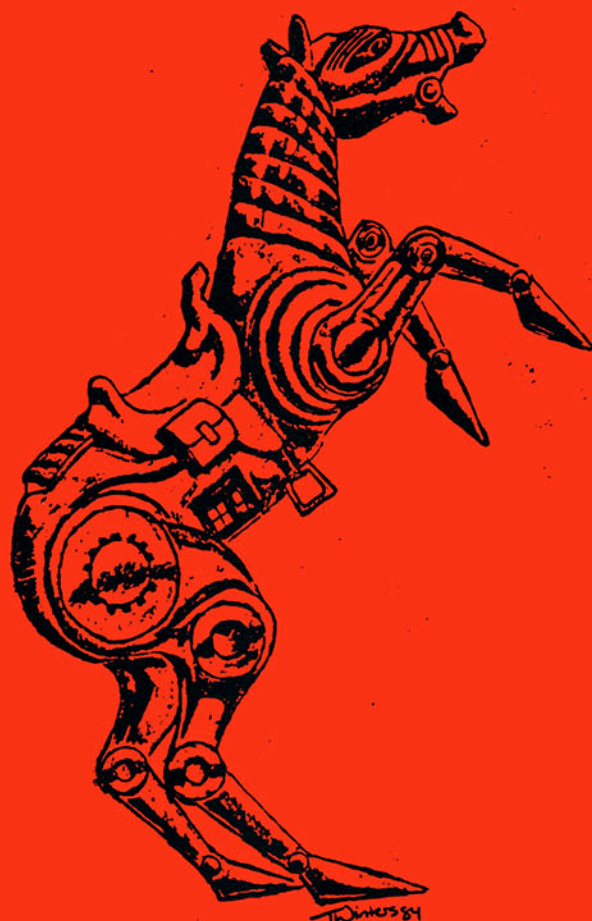


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and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

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THE DISK OF NIVEN

HISTORY: The true and exact origin of the name for the Disk of Niven is unknown and lost in the mists of time. Some scholars say that Niven was an ancient scholar who studied magic and wrote many books about it. Some even say that Niven was the first true Archmage and is responsible for the creation of magic as we know it today. Whatever its source the Disk of Niven is probably the most sought after of all artifacts as well as being the most hated and despised by all magic users. The first known use of one of these Disks is in the ancient battles between the Empire of the East and the Remusan Empire to the south. After several years of war between the two nations The Empire of the East seemed to be about to overthrow the Remusan Empire when overnight it seemed that the Eastern armies started losing every encounter with the Remusan troops. When reports came back from the battlefield it was learned that the magical support that the troops had traditionally relied upon was no longer effective. The Remusans had discovered a way to make magic ineffective or not work at all. The leaders and sages went to work immediately to discover and counter the new weapon the Remusans had discovered. After much intensive research and much undercover information gathering it was learned that the mages from the Remusan armies were throwing into battle what appeared to be small copper coins.



After the battles were over the fields were searched for these coins but none were ever found. At this time the wars were going very hard against the Empire of the East so an all out effort was mounted to get one of these coins. A little known sage discovered in an ancient tome of magic, most of which could not be understood, a drawing of a copper disk that seemed to resemble the disks that the Remusans were using. Although unable to translate the entire explanation, the sages were able to determine that this copper disk, when properly enchanted and marked with the proper runes and cast in the proper manner with the correct words, did indeed interfere with the action of magic. The disks appeared to be simple to manufacture and simple to use, so large scale use by both sides evened up the war again.

DESCRIPTION: The disk is a plain circle of copper about one inch in diameter. On one side is the profile of a man and on the other is several runes. On some of the drawings in the old books it shows that the runes were stamped on the metal with dies, but research has shown that the runes can be written in with ink or other medium that is permanent. The runes spell out the word "nixniv", among others, and this is the word that is used to activate the powers of the disk. There are larger disks that appear to work over a larger area but little is known of these disks because no one has been successful in activating one and living to describe how it was done.

MAGICAL POWERS: The main power of the disk is to suppress magical energy. The disk is activated by saying the magical word while throwing the disk in the direction desired. The maximum range is 20 feet. The disk begins to spin faster and faster as it uses up the magical energy. When the energy is depleted, the disk simply disintegrates from the kinetic energy it has absorbed. The 10' area of effect is then completely magically null and no magic of any kind will work here due to the lack of magical energy to power the spell. If an item of magical nature is caught in the area of effect, that item is permanently drained of magic and becomes a non-magical item. If a magical item is taken into an area after the disk has disintegrated then it does not lose its powers, it just can't function in that area. No magical energy can be cast or transmitted through a magical null area (I.E. teleporting, scrying, magic missile, etc.). Obviously these disks are important in protecting castles from magical intrusion. The use of these disks as protective barriers is obvious. Once a disk is found and the magic understood, any first level magic user can duplicate it easily and cheaply.

THE AMULET OF THE IVORY DRAGON

HISTORY: Long before mankind ever had recorded history, the dragons and the elder races lived in harmony, more or less. The Elves and Dwarves had no quarrel with the dragons, good or evil and, the dragons considered them to be beneath their notice or concern. The wise ones among the dragons watched the newer races appear and watched as they spread over the lands that had been uninhabited for millineum. They knew that these new races were not as long lived as the other races and therefore reproduced much more rapidly and they knew soon their peace and supremacy would be challenged. The Elder dragons called a council of all dragon kind to anticipate the effect that these new people would have on dragonkind. The council decided that the humans, orcs, and others would soon be seeking out the hiding places of the dragons and attempting to steal their treasures. The council also decided that it was likely that they would be pestered and bothered to participate in the puny wars of the new races and to aid in all kinds of silly and ridiculous enterprises, and lots of misunderstandings would arise between the new races and the dragons. The dragons knew that they would never be able to understand the laws and mores of the new races and deal with them in a competent manner, so they decided to have a representative among these races to act in their behalf. They selected the best elven craftsman to fashion a pendant of ivory carved in the shape of a dragon with precious gems for eyes.



They then cast many potent spells and magics into the pendant and then concealed and protected them well so that the could neither be detected nor tampered with. They then selected the person to represent them and to wear the pendant for them and their interests. The first person to have this honor was a Dwarf named Rhollo Mountdelve. He represented the dragons for his lifetime in a very honorable fashion to the satisfaction of the dragons and humans alike. He then passed the pendant on to his first son who likewise passed it on to his first son thus establishing a family tradition. The last holder of the pendant was a descendent of the original holder although he was a cousin and not a direct son. His name was Rufio Thornbeard and he was a professional thief. He inherited the pendant because the prior holder had no sons and it came as a surprise to him. He felt that because the situation had become much more complex than the dragons had originally thought and because of his lack of ability to do what was necessary, he passed the amulet on to one of his best friends. He gave the pendant to the half Elven magic user Maelord of Ulmsdale who was the leader of the college of magic at Paranor.

DESCRIPTION: The pendant is about three inches in diameter and is a flat carving of a dragon. Exactly what kind of dragon is impossible to determine. The craftsmanship of the item is incredible beyond any attempt to imagine. The apparent worth is beyond calculation.

MAGICAL POWERS: The pendant is a true artifact and as such does not radiate magic, ever, and its powers cannot be determined by the spell "identify". The primary power of the artifact is to compel whoever wears it to like dragons and to think of what is best for them. The wearer cannot attack any intelligent reptile creature while wearing the amulet but all reptiles will view the wearer as a friend and will communicate freely with him. Any intelligent reptile will recognize the amulet and will obey one command of the wielder. This is voluntary and not compelled so any unfriendly commands may be ignored. Even the great dragons Tiamat and Bahamut will obey the wearer at least once. The wearer is completely immune to any reptile poison or poison based on reptile venom. The wearer is also immune to attack by dragons breath as long as he is wearing the amulet. The wearer must spend part of his time in helping dragons so this will cut down on his dungeoning time. In times of great emergency the wearer can contact either Tiamat or Bahamut or their representatives for aid or advice.

THE WAND OF ESCAPE

HISTORY: The Wand of Escape was created in response to the various demands of adventurers who were having a very difficult time getting out of tight situations when they were almost at the end of their hit points. The Alchemists Guild of the Grand Duchy of Alkazar researched and discovered that several types of spells could be stored in a wand and not just one kind. These spells would all be released at once if the wand was broken, just as all the spell energy would be released when any rod, staff, or wand was broken. The problem was getting the spells to go off in the correct order. After much research and expense it was discovered that the sequence of casting the spells in determined the order in which they went off. Normally the spells would go off so fast that they would seem to go off all at once, so a method to slow this down slightly had to be found. The magic in the delayed blast fireball was the final answer to the problem. This delayed each spell long enough for the ones before it to take effect. Now the only problem was the choice of which spells to use. Not all spells could be used together and some combinations seemed to be more useful than others, but some combinations left out spells that some researchers felt were necessary. The final product was finally decided on and production began. Because of the difficulty in producing the wands and the vast amount of research time and money that had been spent, the price had to be high. In spite of the cost the first production run was quickly sold out and another started. It seemed that most adventurers held the opinion that if you are dead then the money was worthless, so they didn't mind the expense. The cost of one wand, that can only be used once, is one hundred thousand gold pieces and can be purchased only from the Alchemists Guild of Alkazar.

DESCRIPTION: The Wands appear to be a normal sized wand with a jewel at one end and writing along one side. The writing says "BREAK IN CASE OF EMERGENCY". This refers, of course, to the last resort in a dangerous situation. No command word is necessary and the wands can be used by anyone of any class.

MAGICAL POWERS: The wands are intended to be the ultimate escape device. The magics that are placed in the wands is a closely guarded secret but the effects of using the wands is fairly well known. What happens is when the wand is broken all the magic is released. The first spell to go off is disintegrate to remove any walls of force surrounding the person. If fact it is believed that several disintegrate spells are used. Then the spell protection from normal missiles goes off as well as shield, mirror image, protection from evil, protection from magic, protection from undead, heal, remove curse, cure poison, cure light wounds, cure serious wounds, cure critical wounds, cure blindness, cure disease, cure insanity, and preserve. This should enable the user to live long enough after any type of encounter to get help. Then the wand does plane travel several times and teleports randomly to evade pursuit and then teleports the user to a chapel of healing in a safe location. The wand normally has to be broken to activate but some are known to have a word to activate, and then the wands function normally. Some wands have been customized to the point of having the user delivered to a special spot or leaving behind several high level delayed blast fireball spells. Because of the demand for these wands and the small production facility in which they are built, they may be hard for the low level adventurer to get, even if he could afford it. Only high level adventurers with a lot of prestige and bribe money can hope to acquire one.

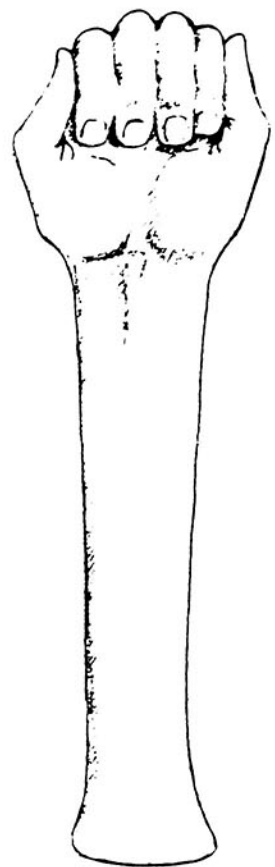


THE HAND OF ODIN

HISTORY: The Hand of Odin was created by the ancient race of Dwarves known as the Modsogner. They were called the craftsmen of the Gods because of their great work in creating the magical items of a non-violent nature. The Hand of Odin was designed to be used as a mace by a cleric in spite of the non-violent nature of its creators. The Hand acts more as a stunning and pacifying weapon rather than a bludgeoning and crushing weapon. The original purpose of the mace was to reward a very powerful and popular high cleric of Odin named Agravail Shortbeard. He was named Shortbeard because his face was smooth and fair with much less hair than a normal man of his age. Shortly after its completion the mace was stolen by a group of marauding giants and ogres from the plane of Jotunheim. For years the clerics struggled to get it back and the tales of valor and heroism in these struggles are many. The greatest hero of all was Agravall. He led every expedition to retrieve the hand. He was killed in the last expedition and the other people didn't have enough spirit to mount another attempt. The Hand was later traded to a group of giants on the prime material plane and was lost when a band of adventurers defeated the giants in battle and destroyed their stronghold.

DESCRIPTION: The Hand appears to be a fist with two thumbs, one on each side of the fist so that the Hand appears to be neither a right hand or a left hand. The hand is the size of a giants hand and has an arm of fifty inches. The Hand appears to be made from a dull blueish gray metal and gives the appearance of being very heavy while in actuality it is very light. The word "ODIN" is very lightly carved or engraved across the palm and is almost invisible unless examined with great care. Saying the word "ODIN" has no effect on the magical functions of the Hand.

MAGICAL FUNCTIONS: The Hand attacks as a +4 mace when wielded by a chaotic neutral cleric which is the same alignment as Odin. When it is wielded by any cleric other than chaotic neutral it functions as a +3 mace. For anyone else it is only a normal mace and a non-cleric cannot use any of the magical functions. The wielder can converse with a wolf, bat, or horse and can cast animal friendship on them (but only if he really has friendly intentions). If the Wielder takes any action that would be considered unfriendly, then the charmed animal will turn on the wielder and attack in a very fierce manner. Any horse that he rides will run at double speed and will never tire. In combat situations the Hand can be made to suddenly extend to a length of ten feet. If a successful to hit is made the mace does a double damage blow. On a roll of a natural 10 or 20 the target is knocked unconscious for 1 to 6 turns and cannot be revived unless he is healed for 75% of his normal hit points. The wielder gets one extra attack per round against giants and does double damage. If the wielder ever shows cowardice in any form the mace will remove from 1 to 6 experience levels and then disappear.



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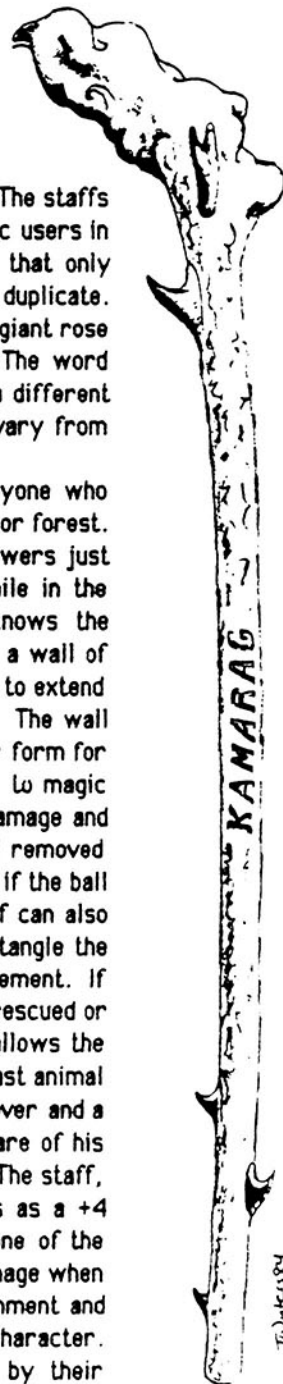
THE STAFF OF THE WOODLANDS

HISTORY: The Staff of the Woodlands was created by the secret guild of rangers known as the Kamarag. Because of the fact that rangers can never have a permanent home and can never accumulate more wealth than they can carry without donating it to a charitable organization, they held a meeting and decided to create their own charitable organization and home for rangers. They called this the rangers guild of the Kamarag or just Kamarag for short. The exact location of the guild is known only to its members and is very difficult to get to without considerable skills of the woodlands. The members decided that membership should be open to druids and bards of appropriate alignment. The members also decided that the membership should not be limited to high level rangers and that low level members may have a difficult time getting to the guild, so they created the staff of the woodlands to aid any members who have no or low level woodlands skills. The staff was also designed to be an aid to anyone

who carried it by functioning as a weapon and a booster for their powers. The staffs are fairly difficult to produce but the Kamarag has several high level magic users in their employ who do nothing else. The staffs are made of a special wood that only grows within the controlled areas of the Kamarag, so they are impossible to duplicate.

DESCRIPTION: The staff appears to have been cut from a stem off of a giant rose bush. It has giant thorns on it as well as a gnarly root on one end. The word "Kamarag" is carved into the staff and is its only marking. Each staff is a different length and is custom cut for the person who is to be carrying it. The lengths vary from four feet up to seven feet according to the size of the wielder.

MAGICAL POWERS: The primary power of the staff is to give to anyone who carries it the power to pass without trace if they are in any kind of woods or forest. The staff also gives ranger abilities of eighth level to any non ranger. The powers just described are available to anyone who carries the staff in their hand while in the forest. The following powers are available only to a person who knows the appropriate command words. If the carrier is being pursued he can cause a wall of thorns to spring up instantly. This wall will be ten feet high and will appear to extend out of sight in both directions so that the pursuers will give up the chase. The wall will appear only in times of pursuit, but the wall can be called in a circular form for protection while camped at night. The staff will fire thorn balls (similar to magic missiles) at the rate of five per round. Each thornball does 1-6 points of damage and if contacts flesh will stick and do an additional 1-6 points each round until removed which does another 1-6 points of damage. The dungeon master should decide if the ball hits flesh according to the amount of flesh exposed on the target. The staff can also fire one large ball which does 3-18 points of damage and has a chance to entangle the target. The target must save versus paralyzation at -4 to prevent entanglement. If entanglement occurs the target takes 1-6 points of damage each round until rescued or frees himself which does another 1-6 points of damage. The staff also allows the carrier to talk to any normal animal (not giant animal or monster) and to cast animal friendship on it. The staff forces anyone who uses it to become an animal lover and a stout conservationist and he will not miss a chance to make everyone aware of his feelings (I.E. care with camp fires and leaving behind refuse in the forest). The staff, if used as a weapon, will do 2-12 points of damage normally and strikes as a +4 weapon to hit and to damage. On the roll of a natural 20 it means that one of the thorns has imbedded in the target and does an additional 2-12 points of damage when jerked out by the wielder. The staff will not function for anyone of evil alignment and will attempt to entangle an evil character with thorns if touched by that character. Although these staffs are fairly numerous, they are carefully guarded by their owners.



THE RING OF BLUE MAGIC

HISTORY: The Ring of Blue Magic is a product of the college of magic at Castle Paranor in the Grand Duchy of Thornwood. The college is a famous place for research as well as learning and one of the most famous for delving into the mysteries of magic was Allodar Akestrian. He was a member of the council of fifteen and a wearer of the Amulet of the Archmage. He was qualified to be a sage, alchemist, thaumaturge, illusionist, and archmage. During one of his experiments he stumbled onto the fact that some magics seem to be affected by the presence of a certain type of blue gem. Using his psionic powers with his magic he determined that the color blue could enhance and focus his mental and magical powers simultaneously. He discovered that such things as telekinesis would work better if there was a blue illusion to indicate what was happening. For example instead of just using telekinesis to move an object, he would visualize a giant hand grasping the object. The hand would be completely blue and would be created by an illusionist spell. The use of the telekinesis in conjunction with the blue illusion allowed him to move heavier objects and to move them farther and faster. He discovered that the gem was the focusing point for this combined magics and that it could be made into a spell storage device

that would allow the wearer to utilize these spells in a manner never before imagined. After much research Allodar used the ring in an attack upon a chaotic evil magic user. The only problem was that the evil archmage had the wand of the dark crystal in his possession at the time of the attack. The wand of the dark crystal is capable of shooting small spheres of annihilation. These spheres do only a small amount of damage each but several can be devastating. What Allodar had failed to learn was that the ring of blue magic had one weak point and that was that it had no power against anything that was black or white. He used the ring to put up a shield of blue but the spheres went right through and killed him. His son who was also named Allodar retrieved the ring and carried on the research in his fathers name.

DESCRIPTION: The ring is a plain gold band with a large blue gem in the center. The gem has a single rune engraved into it. The ring doesn't radiate magic so the spell identify will not work on it. When it is first examined the ring appears to be much too large to be worn by a human. When it is put on it will adjust to the size of the finger, so it can be worn by anyone on any finger. In order for the ring to work the wearer must be either psionic or must be a magic user capable of casting the spell ESP. No one can use the ring when he has first put it on because it requires practice to concentrate and do the multiple things necessary to utilize the ring fully.

MAGICAL POWERS: The rings powers are similar to telekinesis in that objects are manipulated with the powers of the ring. The limitations are only the limitations of the imagination of the user. For example if the user wanted to fly all he would have to do is create a blue pegasus and mount it and fly away. When he stops concentrating the pegasus would disappear. The ring can be used to create a blue bridge to cross a chasm. It can be used to make a blue boat to float down a river, etc. The only drawback is that the ring has no power over anything that is either black or white. For example a large black rock in the river could sink the blue boat by tearing out its bottom.



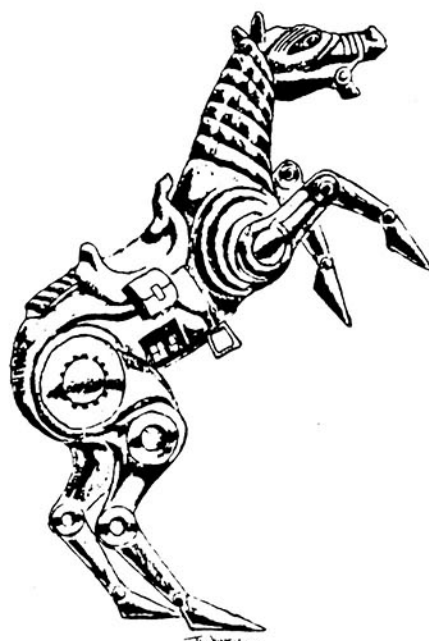
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THE STEED OF TALUS

HISTORY: The Steed of Talus was created by Hephaestus who was the son of Zeus and Hera. Hephaestus was a renowned blacksmith and was so good with his hands that some times his creations took on the appearance of life. He made a bronze man to act as a guard for a special island and he called this man Talus. Talus would heat himself red hot and clasp in his embrace any strangers who landed on the island. Hephaestus made Talus totally indestructable. His only weakness was that he had a vein that ran from his head to his feet where it was plugged by a nail. If the nail was removed then he would bleed to death. Hephaestus also created a horse like creature of bronze. He intended that Talus have a rapid means of transportation from one side of the island to the other. He made several improvements in the horse because of the things that he had learned when he built Talus. He made the horse larger than a normal horse and without the vulnerable vein. The steed was built to be almost indestructable and cannot be harmed by any form of magic. The steed existed on the island for centuries until the island was finally overrun by the enemies of Hephaestus. After this the whereabouts of the steed is lost in history. There are always rumors that someone saw him running with a normal herd of horses, but none have ever caught the bronze steed and ridden him into civilization.

DESCRIPTION: The Steed appears to be a mechanical horse that is made of shiny bronze. The shape is the same as a normal horse except that there is no tail. The gears, levers, and pulleys that activate the steed are visible at some of the joints. The eyes appear to be red gems that glow with a peculiar intelligence. The steed can only be used by a fighter, ranger, or paladin that is lawful good. The steed will give its loyalty to only one person at a time and no one else can ride or approach it without the masters consent. The horse can literally run forever and never get tired. It never needs to be fed or watered. It is intelligent and will follow its masters directions and will travel on its own to the destination that the master chooses. The master can then sleep on the mounts back and trust it to go to the proper place. The steed can jump over obstacles that are three hundred feet high and three hundred feet wide. It can swim and carry its master across any water. It can climb and never slip over the most treacherous icy mountain trail. It can carry up to two thousand pounds and never suffer any speed penalty. If more weight than that is loaded on its back it will simply not move. The horse is totally immune to attacks of any sort, either magical or physical. The horse can hear its master call from any where in the world and will come to him at its fastest speed which is twice as fast as a normal horse.

The horse will fight for its master with its hooves and teeth doing the same damage as a normal horse. The horse can communicate with its master by telepathy and will understand any command that the master gives it. The horse will gladly act as a pack animal and enter any dungeon with its master. It will not allow itself to be ridden inside a dungeon unless it is to carry out a wounded comrade. The horse will stand watch while its master is asleep or unconscious and will never need sleep itself. The horse hates cats and will not tolerate a feline of any sort in its presence. The only possible exception is if the feline is intelligent and is lawful good.



THE WAND OF THE DARK CRYSTAL

HISTORY: The Wand of the Dark Crystal was created by the evil archmage Kelmarg to be used by the anti paladin Zorn, in his planned take over of the world. The secret hidden city of Zorn was accidentally discovered by a band of good adventurers and even though they didn't know about Zorn's plans they were able to prevent Zorn from completing his preparations for conquest. Zorn teleported away but left behind all his possessions including the Wand of the Dark Crystal. The party seized all of the wealth of Zorn and transported it to their home. Kelmarg was not killed in the confrontation and he and Zorn plotted to recover the wand into which they had put much work. Zorn recruited a new army and many new helpers. Among these was a chaotic neutral fighter/magic user named Random D'sar who Zorn came to trust highly. Zorn made plans that if he should ever again be defeated that the wand and all its powers would fall to Random. Shortly after this the forces of Zorn was attacked and Zorn was dispelled to the outer planes. This left Random in charge of the forces of Zorn, a situation in which he felt very uncomfortable. Random felt that the forces that he held and the forces that the other side were bringing to bear should not be held in the hands of mortals. He, therefore, made a deal with the other side to cease hostilities and reach a disarmament agreement. Part of this agreement was to give to the neutral god, Lugh the long handed, the wand and the major artifact of the opponents known as the Eye of Issek.

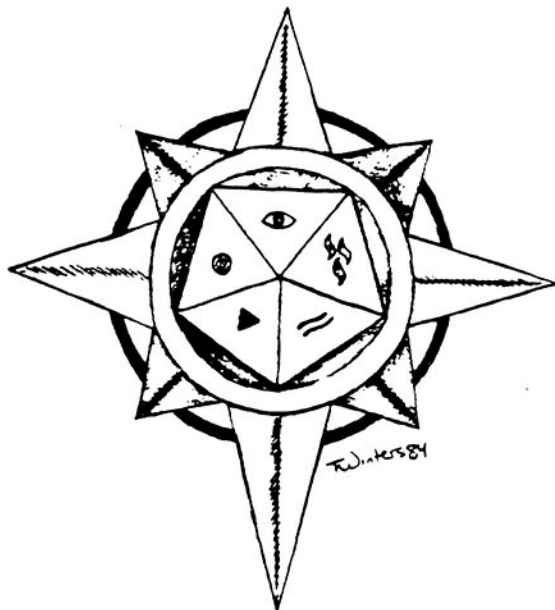
DESCRIPTION: The exact components of the Wand are know only to Kelmarg and Zorn but the wand part seems to be the arm and hand of some scaley demon. The hand part is clutching a large purple gem stone the like of which has never been seen before. The other end is a foot or claw of the same demon. The wand itself is a sickly yellowish green color with scales from one end to the other. The wand radiates a strong aura of evil and the gem glows with a evil purplish light.

MAGICAL POWERS: Each new owner of the Wand receives 10 skeleton warriors to be his personal guard. If killed or dispelled these warriors are not replaced. The Wand can command all forms of undead with the same chance that an 18th level cleric has of turning the undead. The Wand can cast a 30' radius darkness spell that can only be dispelled by an artifact of equivalent strength or by a cleric of high enough level. The Wand is constantly casting protection from good 15' radius. The Wand gives the wielder 25% magic resistance. The major attack power of the Wand is the small spheres of annihilation. It can fire 8 of these per round with a range of up to 120' and a maximum of 48 per day. Each of these spheres will annihilate a volume of matter the size of a sphere with a diameter of 3 inches doing 1 to 10 points of damage each. These balls resemble magic missiles in that they always hit their target. The Wand can also fire a beam of blackness that will extinguish any normal light source it contacts within a range of 120'. The wielder can also create a normal sphere of annihilation once per day and can control it with an 80% chance of success. If the sphere should get out of control then the wielder can dispell the sphere with an 80% chance of success. If the wielder fails to dispell it then the sphere will seek to reunite with the Wand and if it is successful it will destroy the Wand and the wielder. The Wand can also cast flame similar to the spell burning hands. A stream of purplish fire spurts from the gem and anything that it hits will burn from 6 to 12 turns doing 1 to 10 hit points per round. The fire cannot be extinguished normally and only remove curse will stop its burning. The range is 60'. The Wand can also cast disintegrate once per day. There is a 5% cumulative chance per year that Zorn will reappear and demand the return of the Wand. The Wand itself is very fragile and cannot be used as a weapon. If the Wand ever receives a severe blow then there is a 60% chance that it will break and discharge all of its remaining charges at once. Only evil clerics and antipaladins may use this wand.



THE AMULET OF THE ARCHMAGE

HISTORY: The Amulet of the Archmage was created by the magical college of Paranor in the Grand Duchy of Thornwood during the reign of the Emperor Henrius Servarius. The Amulet was created to be worn by the high council of fifteen, which was the governing body of the college. The amulet was a symbol of authority as well as a symbol of personal achievement on the part of the wearer. The Amulet also acted as a key to allow the wearer access to the secret parts of the castle where the magical and financial wealth was stored. Each wearer could use these keys only by his or her psionic powers or by casting the magical spell ESP. The magic in the Amulet then determined if the wearer was in fact intitled to access and then unlocked the locks and removed the safeguards and traps. The Amulet allowed the wearer to contact any other wearer of a similar amulet by telepathy and to teleport within the boundaries of the Duchy with no error. Most of the Amulets were of the Lawful Good alignment but there were some that were of other alignments that were made for special people. One of the exceptions was the amulet that was made for the great Druid Vilgar. Obviously this amulet had to be of a neutral alignment. Another exception was made for the famous Elven warrior and tri-mage Random D'sar whose alignment was chaotic neutral. This may seem to be unusual because of the extremes of alignment, but Random D'sar was actually elected by the other lawful good members to be the head of the local magic users guild. He served in this post faithfully for many years and during his tenure he greatly added to the knowledge and wealth of the Guild. Although his alignment was chaotic neutral he was a very honorable person and took his responsibilities seriously and worked for the good of the guild. Even allowing for these exceptions only seventeen of these amulets were known to have been created.



DESCRIPTION: The Amulet appears to be a golden star about three inches across with a pentagram in the center divided into five triangles, each representing one of the five magics. Attached to the star is a golden chain to allow it to be worn around the neck. On the back is engraved in microscopic letters the words "Created by the Archmages of Paranor". The chain cannot be removed from the amulet without removing all magical powers as well. The powers of the amulet are accessed by psionics or by casting the spell ESP. If a magic user has psionics and touches the amulet he will know how to use it immediately. If he has cast the spell ESP cast he will also know how to use it immediately. Casting identify on this item will not reveal any of the functions or purposes due to the conceal magic spell. The conceal magic spell is impossible to dispell except by an archmage of 25th level or higher.

MAGICAL POWERS: In addition to the powers that were already mentioned the amulet acted as a spell storage device. It would store up to nine levels of spells at a time. (I.E. three third level spells or one fourth and one fifth, etc.). If anyone put on the amulet and was of the wrong alignment the golden chain would act as a necklace of strangulation. If a low level magic user attempts to use the amulet and is of the correct alignment he has a five percent chance per level of experience to succeed. If the attempt is unsuccessful then the user must make a saving throw versus spells at minus five or go insane permanently. Once it has been used successfully all the functions can be comprehended. The unlocking function of course can only be used by the amulets original wearer. The amulet gives the wearer twenty five percent magic resistance. As a safeguard for the amulet and the wearer, if the wearer is killed anytime his body is teleported with all possessions back to his home base. All the Amulets have the spell "conceal magic" cast on them so they will not radiate magic. All amulets function at the twentyfifth level.

THE EYE OF ISSEK

HISTORY: Issek, the man, became a Demi-god because he was tortured on a rack for his religious beliefs. During his torture he was given the chance to recant his beliefs and save himself from torture and death, but he held fast to his faith. His tormenters had a very hard time torturing him on the rack. Every rack they put him on broke from the strain. They had a special rack constructed and had him placed on it. When the wheels began to tighten the ropes the pressure was so great that his eyes popped from his head. The Great God Forseti was watching this and upon the death of Issek, Forseti raised him to demi-godhood. Forseti took one of Issek's eyes and cast petrification on it to make it hard. He then imbedded some of his magical powers and some of the powers of Issek in the eye. The eye was then made into a religious symbol and placed on the prime material plane. Forseti intended that it was to be used by some powerful cleric to fight the injustice of the cruel and evil. The Eye was discovered by the lawful good cleric Petronius Augustus while he was helping the Archmage, Thrymebane of Krelthman, to recover his ancestral lands which had been taken from his Grand father almost one hundred years earlier. Although Petronius did not know all the powers of the Eye at that time, it proved to be very helpful in routing some major demons from the Isle of Krelthman. Later Petronius placed the Eye on the tip of a staff and used it in the campaign against the evil anti-paladin Zorn. Zorn possessed the antithesis of the Eye, known as the Wand of the Dark Crystal. The forces of good were successful in their combat with the forces of Zorn and Zorn was banished. The Wand of the Dark Crystal fell into the hands of a fighter/magic user known as Random D'sar. Random in his wisdom knew that two such artifacts should not be allowed to remain in the hands of mortals so he made a bargain with the forces of law. He would give up the Wand if they would give up the Eye. The forces of good agreed and both artifacts were given to the neutral god Lugh the Long Handed.

DESCRIPTION: The Eye of Issek is a five pointed star with a rainbow over it with an eye imbedded in the center of the star. The star itself is twelve inches across and silver in color. The eye changes colors according to which magic is being used.

MAGICAL POWERS: The powers of the Eye are usable only by a lawful good cleric of ninth level or higher. A blessing from the Eye will always remove all pain and fear. The Eye can cast a very powerful continual light spell that is very hard to disrupt. Only an artifact of equal level (I.E. the Wand of the Dark Crystal) can cause the light to dim. The Eye can turn undead as an eighteenth level cleric. The wielder of the Eye can detect lies one hundred percent of the time if he is concentrating on it. In combat with chaotic evil the wielder gains strength equal to that of his opponent and can attack the number of times his opponent can. When used on the end of a staff as a mace the Eye does 3-18 points of damage and is +4 to hit and damage. The Eye can also do each of the following once a day: Heal, resurrect, restore, raise dead, and reincarnate. The Eye can also do the following twice a day: heal light wounds, heal serious wounds, heal critical wounds, cure blindness, cure insanity, cure disease, and remove curse. The wielder also has protection from evil 90' radius and detect evil 90' radius. If a non lawful good character touches the eye, it will first try to convert the person to lawful good (save versus spells at -4), and if that fails the Eye will not function. If a character of chaotic evil alignment touches the Eye and fails to convert, the Eye will do 2d20 of damage to the holder each round until dropped. No magic from a chaotic evil source can manipulate the Eye (I.E. telekinesis, magical spells, psionics, etc.) and the wielder is immune to scrying from evil sources. Only human clerics can wield the Eye and get all the powers from it. If Issek decides that the wielder is unfit he will remove the eye from the prime material plane for a period of time.



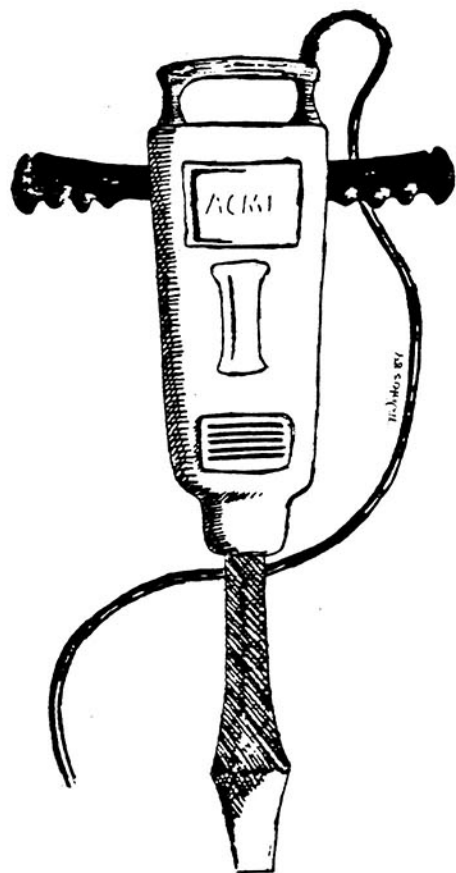
James 81

THE DWARVEN DIGGING TOOL

HISTORY: The Dwarven digging tools were first discovered by a human adventurer who lived with the Dwarves for many years and came to know their legends and their customs better than any non-Dwarf ever did before. As is commonly known, the Dwarves are miners of great skill and are famous for their rock cutting in quarries and mines. The extensive underground passages that they have constructed over the centuries are larger than most non-Dwarves can imagine. The corridors stretch for miles and are interlocked in the most ingenious fashions. They branch and fork in a seemingly meaningless manner, but to one who knows their ways, they are logical and symmetrical. Most people would guess that the caves of the Dwarves are dark and gloomy. They couldn't be more wrong. The Dwarves dig large, airy caves and caverns and keep them well ventilated and well lit. The vast underground corridors interconnect with their homes and places of work and business. After living in the underground cities for a while in a climate free and crime free atmosphere, you will never want to go above ground again. In order for the Dwarves to have done so much rock moving and boring, they obviously must have had some magical help. The answer is of course the magical digging tool of the Dwarves. The tools and their magics are so old that even the Dwarves themselves can't tell you from where they first came. Almost any good Dwarven smith can make one, although it takes a very long time to make just one. The reason that they are seldom seen in the above ground cities is that the Dwarves covet them highly and almost never allow one to be sold to a non-Dwarf.

DESCRIPTION: The Dwarven Digging Tool appears to be a metal rod about fifty inches in length and two inches in diameter with a four inch ball on each end. On one end of the rod there are several buttons with symbols on them. Upon very close examination with a magnifying glass, it looks like these symbols are pictures of tools. The entire tool is covered with writing and runes in a very small script. This is ancient Dwarven and is impossible to read unless the character is Dwarven and a sage.

MAGICAL POWERS: The primary powers of the tool are to be formed into any type of digging or stoneworking tool. If the buttons are pressed a tool to match the button appears on the end. The tool can be rotated by turning the knob on the other end. Anyone who touches the rod must save versus spells at -5 or be slowly turned into a Dwarf. This conversion will take from one to four weeks. If a character fails his saving throw he must make a second saving throw versus spells or have his sex changed permanently. Since this is a major artifact, these changes should be considered to be non-reversible. The tool when used to dig will remove ten times as much rock and dirt as would normally be the case. The tool can also be used as a weapon in all its forms or just as a rod. In any form the rod does 3-18 points of damage and strikes as a +4 weapon.

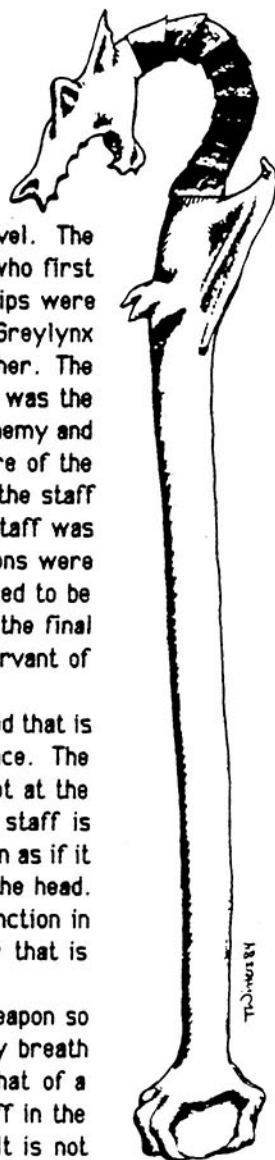


THE STAFF OF DRAGONLAW

HISTORY: The Staff of Dragon Law was created by the Supreme Archmage Kerovan of Silverthorn. It was requested by the Grand Overlord, Alex Darkwolf, to be used in the battle against the forces of darkness that were then threatening to overrun the Empire. The invaders had new and dreadful magics and spells against which Alex's forces had no defense or counter attack. In any engagement the enemy easily won because of the size of their forces and the magic at their disposal. Alex then called upon all of his advisors for guidance and advice. Among these advisors was Kerovan, who was a wearer of the Amulet of the Archmage and a member of the council of fifteen at the college of Paranor. Because of this he knew of the pendant of the Ivory Dragon and that through it Alex could possibly gain the aid of the dragons in fighting the menace. The dragons refused to fight for either side but did decide to aid Paranor in creating an artifact that would give them an additional attack weapon that should nullify the magics of the enemy. Dragons of every type, alignment, and color were seen visiting Paranor for several years after this and much magical aura was seen around the castle. The final product could only be used by a person who liked dragons and was of a fairly high level. The original wielder in battle was an Elven magic user named Oscar Greylynx who first used it on the fleets of the enemy with devastating affect. Most of the ships were sunk or burned to the water line and their cargoes and troops lost at sea. Greylynx was severely wounded in these battles and had to turn the staff over to another. The second wielder was the Tri-mage named Meagarn of Kalimar, who in fact was the Grand Duke of Kalimar. He was relentless and energetic in seeking out the enemy and annihilating them with the staff. It is believed that he alone destroyed more of the enemy than all the other sources combined. This was a very strong drain on the staff and after the enemy had been driven from the shores it was noted that the staff was not nearly as powerful as it once was. It appeared that some of the functions were gone for good and others had their powers greatly reduced. No one appeared to be concerned because the staff had done its job and routed the enemy. During the final days of the conflict the staff was lost due to carelessness on the part of a servant of Meagarn's and has not been discovered since.

DESCRIPTION: The staff appears to be carved of a very close grained wood that is very dense and very hard. No wood has ever been seen like it before or since. The staff appears to be a carving of a dragons head at the top and a dragons foot at the bottom. The foot appears to be grasping a smooth stone of some sort. The staff is about six feet long with dragonlike wings at the top. The dragons mouth is open as if it were using its breath weapon. The word "fallimari" is carved in the back of the head. This is believed to be the artisan that crafted the staff because it has no function in the operation of the staff. The overall color of the staff is a cream color that is almost the color of Ivory.

MAGICAL POWERS: The staff was created to be primarily an attack weapon so the most potent of the powers are offensive in nature. The staff can use any breath weapon of any dragon six times per day. The range of effect is double that of a normal dragon. The breath weapon shoots forth from the mouth of the staff in the direction in which it is pointed. Sometimes these weapons will not work. It is not known exactly why but is considered to be just over use by the earlier wielders and it is feared that the staff gets weaker with use. The staff allows the wielder to fly while grasping the staff. While in flight the wielder appears to be a large ivory colored Dragon. Invisibility in this mode is impossible. The staff also permits the wielder to become invisible at will but like some of the other functions this is likely to fail at the most awkward of times. The staff also allows the wielder to communicate with any dragon within range. The staff does 2-12 points of damage when used as a melee weapon.

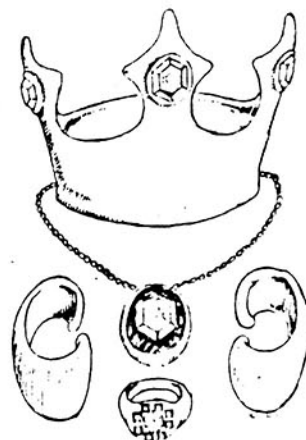


JEWELRY OF THE OGRELORD

HISTORY: Legends say that once upon a time the ogres were not as mentally deficient as they are now, nor were they as ugly. It is believed by some that the ogres are one of the original decedents from the elder races and that they originally were one of the favored races. The ogres were originally known by the name "Kabirimu" which meant "mighty ones" in the languages of the elder races for the ogres were given fantastic strength and stamina. The ogres place in the original plan was to be the peace keepers and law enforcers. The ogres had to answer to their deity which was called the "three faced god". This god was named "Axeros, Axekeros, and Axekerosa" for the three sexes (masculine, neuter, and feminine). The gods alignment was lawful with tendencies both toward good and evil depending on which face you worshipped. The ogres did their jobs and were respected by the other races. There came to power a very ambitious leader of the ogres who was named "Cabiri". He was very greedy and he decided that the ogres weren't getting their fair share of the wealth of the world. He lead the ogres in a take over of the seats of power and claimed all the wealth for the ogres. Because of their strength the ogres had little trouble holding what they had taken. During his reign Cabiri became very afraid that the other races would revolt and destroy him and his people so he had a powerful ogre mage create for him some very potent magical items. These items were a magical ring, a pair of magical bracelets, a magical pendant, and a magical crown. The other races found out about the order to create the magical jewelry and before it could be completed they decided to revolt. Because the ogres had become essentially cowards and bullies, the revolt succeeded quickly and without great loss. The other races prayed to their deities and received the power to curse the ogres forever. They took away all the attributes from the ogres except their strength. This left the ogres as we know them today. During the revolt the magical items were lost.

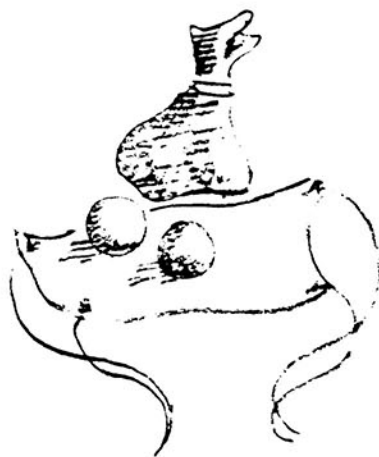
DESCRIPTION: The ogre ring was designed for an ogre finger and is much to large for a human to wear comfortably. The ring will only function if on a finger. The ring allows the wearer to determine the correct alignment of any person or creature within one hundred feet. The ring will also allow the wearer to determine if any person has any suspicious thoughts or plans about the wearer. The ring is a white gold band with several diamonds in a cluster around a large diamond.

The crown is also of white gold encrusted with diamonds. The crown gives the wearer the power to speak, read, and comprehend any language regardless of how remote or foreign it may be. The crown also has the power to compel loyalty in any creature, human, or demi-human that the wearer desires. This requires that the wearer concentrate on the target creature for one turn and compel him to swear allegiance to the wearer. When this is done the creature will be loyal forever unless the wearer does something that is against the safety of the creature, for example, commanding him to go on a suicide mission. The bracelets are of white mithril and are large bands similar to arm bands or bracers. They give the wearer an armor class base of "0". The bands will impose themselves in front of any blow aimed at the wearer and will block the blow. The bands are totally indestructable. The bands are much to large to be comfortably worn by any normal sized human. The pendant is white gold with one huge diamond in the center. The pendant provides totally immunity from any missile attack whether normal or magical in nature. It also functions as a gem of true seeing with unlimited charges and it allows the wearer to have x-ray vision. The pendant is affixed to a chain of white mithril is not removable nor can the chain be shortened and it is much to large for a human. If any human or demi-human wears any of these items for longer than an hour he will not willingly remove them and he will become more and more like an ogre. That is he will loose intelligence, dexterity, wisdom, and charisma while he gains strength and constitution and his appearance will become more and more ogrish as time passes. These changes are totally nonreversible. The degree of the changes is left up to the dungeon master



THE STONES OF DESTRUCTION

HISTORY: The Stones of Destruction were created for the Gnomish God Garl Glittergold. They were to be used by the expedition that he chose to free his temple and monastery at Taranduin from the influences of the evil beings that had taken over the area. Garl knew that the evil was lead by some powerful being and that being was almost assuredly a demi-god or greater. Therefore he knew that any mortals that went against these forces would need a powerfully destructive weapon to combat them. Garl called upon all his friends among the great magi and smiths of the gods and asked them for help and advice. They responded with the idea that Garl should give up his attempts to help the mortals and go do the job himself. Garl knew that he could succeed in cleansing his temple of evil with only a little help from the other gods, but he wanted his earthly followers to help themselves and to show loyalty and bravery in the face of their problems. Therefore he encouraged several of his priests who had escaped from Taranduin to organize a party of adventurers to retake the temple from the evil. The priests advertised far and wide and finally raised a party of the best fighters, thieves, magic users, clerics, and druids that could be found. The priests of Garl promised that if they got into trouble that Garl himself would step in and aid them if they were deserving. Actually the aid took the form of special weapons such as these stones, with the stones by far being the most powerful in terms of destruction. The stones were created by a mortal priest of Garl for use in this quest. The priest was also learned as a Thaumaturg and an alchemist and used his combined knowledge of these arcane arts to produce five bright red jewels like none other in existence. He also created a small, light, leather pouch in which to store them. He also created a special sling to throw them with. It was made from the same leather and had cords of a specially woven magical silk. It is believed that one or more of the stones were used in clearing the evil gods from the temple because of the masive damage done to the temple.

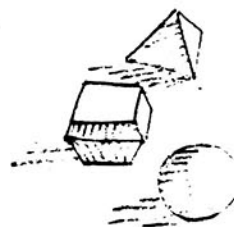


DESCRIPTION: At first glance the stones appear to be very large rubies. If you take a closer look then you realize that the color is wrong. Rubies are red but the stones have a red color that goes beyond red. It is very dark and deep and has a sinister inner glow. Also the stones are hot to the touch and appear to be glowing coals from some fire. The stones are round in shape and are about two inches in diameter. All of the stones are identical. If the stones are stored in any other container than the special pouch they will burn through in a few hours and will fall and possible break. If they are broken then they lose their magic. When they fall there is a chance that they will be set off. The chance is five percent for every ten feet they fall. If the stones are thrown by hand, by an ordinary sling, or any other method except the special sling, they are fifty percent likely to go off while being thrown. If the stones are launched in any manner but the special sling they will not go off on impact. They will only function properly if thrown by the special sling after the magic word to activate them has been spoken. When the stones do go off they totally annihilate all matter for a radius of fifty feet in all directions. There is no saving throw or magical resistance capable of stopping their effect. They will completely destroy all forms of magical protection. For example, a wall of force is disintegrated, a cube of force is totally overloaded and stops functioning, and all magical energy directed at the stones is totally ineffective in controlling them. The destruction within the area of effect is total and complete and cannot be prevented. Even gods cannot stop the effects because the stones were created to be used against gods. There is no explosion when the stones work. There is only an intense red glow and all matter within the area of effect simply ceases to exist. If the thrower is within fifty feet of the point of impact then he is destroyed also. If the stones are detected for magic they will of course register negative. The sling and pouch will register positive to magic detection but the exact type and form will forever be beyond the determination of anyone. The sling and pouch have no magical bonuses to hit or damage except that when the stones are in the pouch they are completely safe and will not go off no matter what happens. When the last stone is used the sling and pouch will totally disappear.

THE ANACREONS

HISTORY: The Anacreons were first discovered by traders who traded with the Gnomes from the lost city of Qualmar. The traders brought several Anacreons back with them and they immediately became the hit of the high society. The gems were totally lusterless unless held in a tightly closed fist for a short time. The body heat seemed to activate their inner radiance for when the gems were then exposed they glowed and twinkled brightly. Several attempts were made to detect for magic on the gems but no magic was ever detected. It was assumed that the glow was natural. The fact that some of the gems had magical properties was not discovered until one accidentally fell into the hands of a very skilled magic user. After that the price of an Anacreon was more than many monarchs could afford although only a few actually had magical powers. Several attempts have been made to find out where the Gnomes acquired the gems but all have failed. The Gnomes claim that they discovered a few in the very bottom of one of their deepest shafts and that the shaft collapsed before they explore further. Several attempts were made to reopen the shaft but the heat and pressure always caused the walls to collapse in spite of buttressing and bracing. The city of Qualmar has since been hit with a plague and has been abandoned by everyone except a few hardy souls. This is why the city is called the lost city.

DESCRIPTION: Anacreons are gems that come in a wide variety of shapes, colors, and sizes. They are created by the mutated giant mushrooms that are grown by the Gnomes of the city of Qualmar. The mushrooms were mutated by the Gnomes because they were searching for a food source. The mushrooms took on the appearance of an adult Gnome and if they were cut open the insides even resembled those of a Gnome. The Anacreons are formed in an unusual gland near the base of the spine of the mushroom. The gem is formed in much the same way as a pearl is formed by deposits in layers to build up a crystal. The gland and its location close to the spine allowed the crystal to become a powerful receiver for magical and psionic energy. This caused the gems to acquire some magical and psionic powers which vary according to their size, shape, and color. The mushrooms eventually mutated into carnivorous mushrooms and wiped out the Gnomes. The mushrooms were in turn destroyed by a party of adventurers who discovered what the mushrooms had done to the Gnomes. Today there are fewer than two hundred Anacreons known to exist. There are only



eleven of the giant class and only forty four of the large class. To determine the shape roll an eight sided die and consult the table on the next page. The color is determined in the same manner. The eleven giant class are already rolled and are listed on the next page. The giant class have an unusual psionic power in addition to their magical powers. The gems do not have any alignment until they are used by someone and then they take on the alignment of the initial user. This alignment can never be changed and the gem will not function for anyone not of the correct alignment. No two Anacreons can function in the same area. If two gems are closer than one hundred feet neither will function if they are the same size. If one is larger then only it will function. If a person uses an Anacreon then he becomes attuned to that gem and he can never use another unless it is a larger gem that has never been used or has the proper alignment. If a psionic person touches an Anacreon then he immediately becomes aware of its properties if the gem has not been used magically by someone else. If the gem has been used then the psionic will be aware of the gems properties if he is of the appropriate alignment. Any psionic can use the psionic ability "object reading" to determine the gems properties (if he has that psionic discipline). Bards can use their legend lore to identify the gems. The magical spell "identify" absolutely will not work because the gems do not radiate magic in any form. The gems are very fragile and are easily destroyed. If they become heated beyond two hundred degrees they shatter and are worthless. They can be broken in a fall or by a hard blow from a weapon. Certainly if they are dropped they will immediately shatter.

ANACREONS (CONTINUED)

EACH STONE HAS THE PERCENTAGE CHANCE LISTED TO HAVE THE POWERS SHOWN.

SMALL - 20% MEDIUM - 40% LARGE - 60% GIANT - 80%

SMALL STONES HAVE ONLY THE POWERS IN THE SMALL COLUMN. THE MEDIUM STONES HAVE THE POWERS OF THE SMALL AND MEDIUM COLUMNS. THE LARGE STONES HAVE POWERS FROM ALL THREE.

SHAPE	SMALL SIZE USE UNLIMITED	MEDIUM SIZE TWO USES PER DAY	LARGE SIZE ONE USE PER DAY
1 - Round	Find traps	Regenerate	Magic resistance 75%
2 - Square	Dispel darkness	Teleport - no error	25 strength for 1 round
3 - Triangular	Doubles hearing ability	Wizard eye	Power word blind
4 - Prism	Color spray	Word of recall	Restoration
5 - Oval	Detect invisibility	Stone to flesh	Ressurrection
6 - Hexagon	Comprehend languages	Passwall	100% heat resistance
7 - Octagon	Immune to missiles	Slow	100% cold resistance
8 - Cylinder	Telescope	Wall of ice	100% elec. resistance
COLOR			
1 - Red	Temp. add 1 to strength	Haste	Disintegrate
2 - Green	Speak with animals	Hold person or monster	12 die lightning bolt
3 - Yellow	Immune to all gases	Temp. add 1 to dex.	12 die fireball
4 - Black	Mind bar and mind blank	Darkness to all opponents	12 die cone of cold
5 - White	Protection from undead	Heal	Limited wish
6 - Clear	Polymorph self, other	True seeing	Legend lore/object read
7 - Blue	Ultravision	X-ray vision	Absorb 20 spell levels
8 - Brown	Animal friendship	Remove curse	Shape change

GIANT ANACREONS - THESE ARE THE ONLY ONES KNOWN TO EXIST.

SHAPE	COLOR	SPECIAL POWERS (in addition to the six powers for large anacreons)
1 - Octagon	Clear	Adds 100 points to psionic attack strength
2 - Triangular	Red	Adds 100 points to psionic defense strength
3 - Round	Black	Complete immunity to psionic disciplines
4 - Oval	Brown	Gives 6th level of mastery to all psionics. Gives psionics to nonpsionics.
5 - Prism	White	Gives all missing attack and defense modes and +25 points to each.
6 - Square	Red	Gives new psionic attack called mind club. Causes unconsciousness that lasts for 1 to 4 rounds if creature attacked is nonpsionic. Only psionic creatures can defend against this attack.
7 - Triangular	Yellow	Psychic reading. This is a sensitivity to traumatic psychic impressions that happened in the past.
8 - Octagon	White	Mind freeze. The target creature has total amnesia for 1 to 6 hours. Psionic creatures get saving throw.
9 - Oval	Green	Permits total telepathy and telempathy with animals.
10 - Cylinder	Blue	Mind shift. Allows the possessor to put his mind into the mind of any other man, creature, or animal. He then has access to the memories of the host creature and can control the creature's actions.
11 - Hexagon	Black	Allows telepathic vision in all directions (360 degrees) at all times. Is not affected by darkness, fog, illusion, etc. Range is 150 feet. No surprise from rear. Vision is blocked by solid objects.

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UNIQUE SWORDS AND WEAPONS
THE DECK OF MANY THINGS
THE SPELL BACKFIRE RESULTS TABLE

SCENARIOS

CITY AND TOWN ADVENTURES
THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
THE VOYAGE TO TYROS
THE PIRATES COVE
THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
THE TOWN OF WODEN-DOR
THE WITCH OF WODEN-DOR
THE CASTLE AT KALIMAR
THE CASTLE OF ALKAZAR
THE CASTLE OF ALHAMBRA
THE QUEST FOR THE GOLDEN EGG

THE SUMMER HOUSE
THE JEWELS IN THE FOREST

OTHER GAMES AND AIDS

NINJA: THE GAME
THE NEW MONOPOLY
STARFLEET BATTLES:
ENERGY ALLOCATION SHEETS
CARRIER OPERATIONS
DRONE, FIGHTER, AND SHUTTLE
MOVEMENT CONTROL SHEETS
SHIPS LOG AND DIARY
FLEET OPERATIONS MANUAL
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