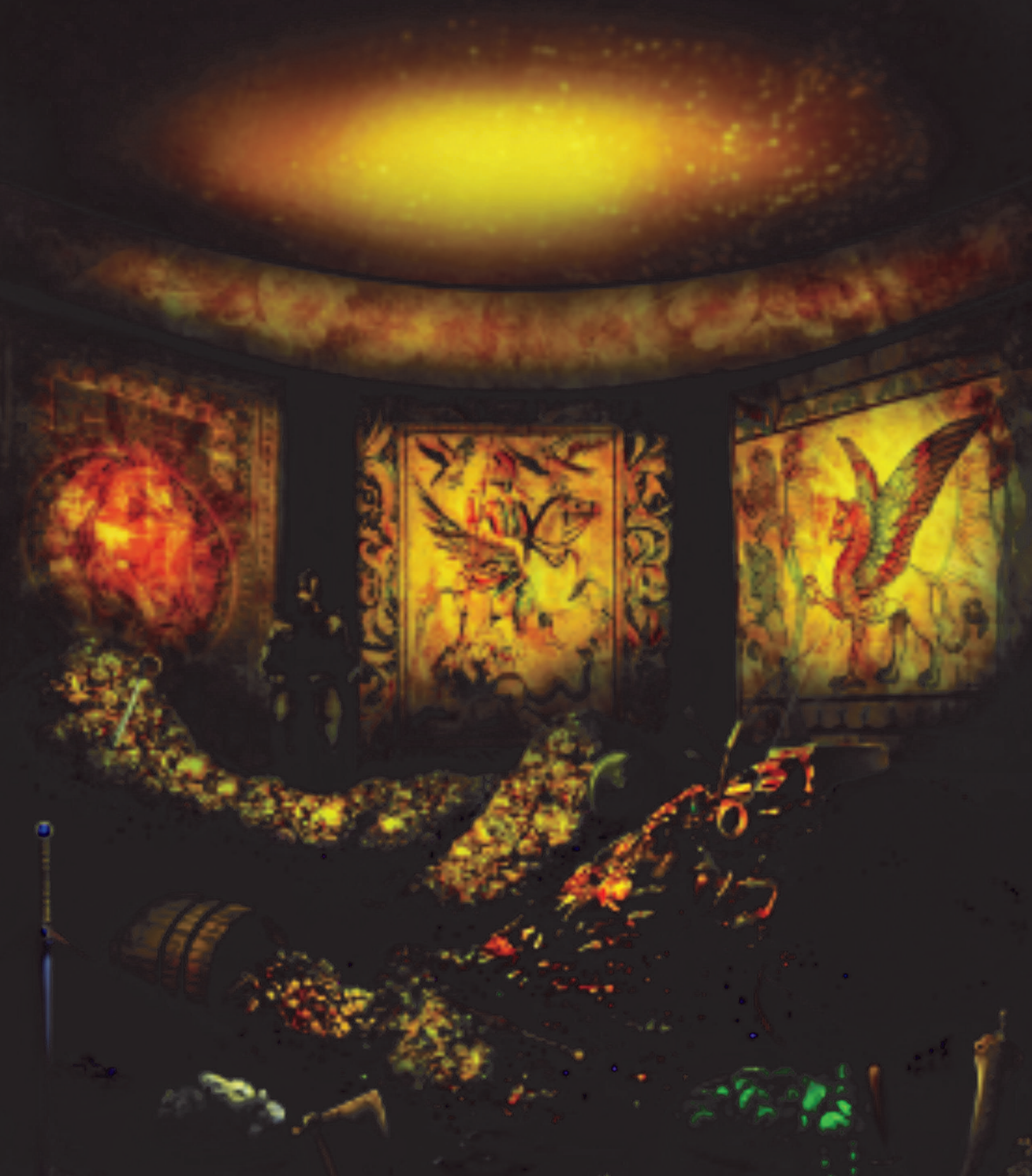




INFERNO: TREASURY

Spellbook Games 2014

Inferno: Treasury

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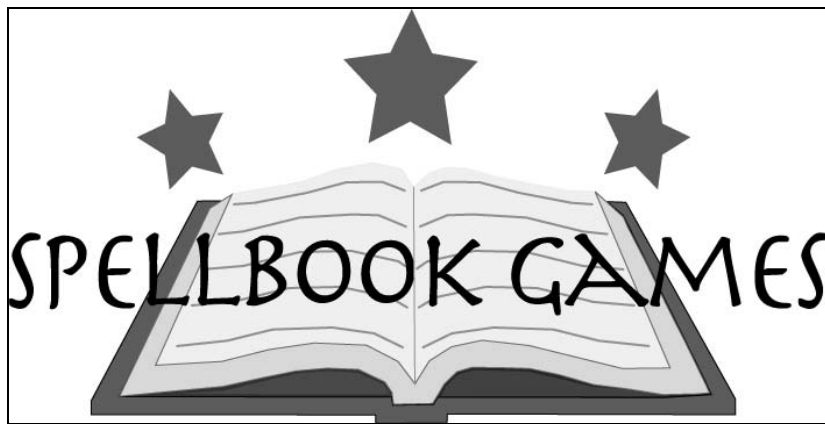
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Introduction

This Treasury describes many of the wondrous items found in *Inferno: Journey through Malebolge*, and is primarily intended as a companion and reference volume for the Inferno module/setting. It may also be very useful to Games Masters independent of the Inferno setting as a source of new, different, and unknown wondrous items, both beneficent and malevolent. Indices are provided at the end of this volume to aid Games Masters in selecting items for use in their campaign, sorting items by type and by power or effect.

This reference is written using Spellbook Game's *Portal to Adventure* RPG rules, but the items described here should be easily usable without significant alteration or change by Games Masters using the versions of the Dungeons and Dragons rules published by TSR, or rules largely compatible with them. Games Masters using the Dungeons and Dragons versions 3 or later rules, or other rules largely compatible with those, will likely need to do more work to integrate the items described here into their campaigns. The Treasury is not intended to describe the Wondrous items found in Inferno that derive from the core *Portal to Adventure* rulebook; a small number of entries in this Treasury may derive from other Spellbook Games products. An index to the wondrous items is provided as an appendix to this Treasury which does includes items from the core rulebook; the index indicates the entries found in this Treasury.

Common Abbreviations

Armor Class – AC; Foot, Feet – FT (distance); Greater than or Equal to – GTET; Health Points – hp; Less than or Equal to – LTET; Special Power Modifier – SPM; To Damage – TD; To Hit – TH

Detecting and Identifying Wondrous Items

When an object is Wondrous, Shaman, Wizards, and Warlocks succeed in identifying auras of enchantment on 1d20 rolls GTET [50-Level-Intelligence-Will-SPM]; this success does not provide any details about the specific enchantment (e.g. does not identify the Wondrous item). If the item is divine in nature, that is, it's marvelous and exception properties derive from prayers rather than from spells, Priests and Crusaders succeed in identifying the Blessed nature of the item on the same roll; again, this success does not provide any details about the item or its properties. Priests and Crusaders succeed in detecting auras of enchantment on an item on 1d20 rolls GTET [53-Level-Intelligence-Will-SPM]; Shaman, Wizards, and Warlocks apply the same roll to succeed in detecting that an item is blessed. Warriors and Rascals succeed in identifying either enchantment or blessing on 1d20 rolls GTET [56-Level-Intelligence-Will-SPM]. The result of a failure to roll GTET these critical values is that the detecting Adventurer believes the object NOT to be Wondrous or blessed; an Adventurer attempting to detect enchantment is never 'not sure' about the question. If a particular Adventurer's attributes (Level, Will, Intelligence, SPM) together total to more than the critical value, that is, success is automatic, then failure still occurs on a 1d20 roll of 1. Each individual gets one chance to detect enchantment on an item, they either succeed or fail on the first attempt; any subsequent reexamination of the item does not change their opinion about its enchantment.

When an object is not Wondrous or Blessed a Shaman, Wizard, or Warlock incorrectly identifies it as being Wondrous on 1d20 rolls of [Level+Intelligence+Will+ SPM-28]; a Priest and Crusader incorrectly identifies an item as blessed on the same roll. Warriors and Rascals identify ordinary items as Wondrous or Blessed on 1d20 rolls GTET [Level+Intelligence+Will+SPM-32]. If the sum of the attributes is greater than the critical value so that an Adventurer cannot incorrectly identify an ordinary item as Wondrous, the wrong identification is still made on a 1d20 roll of 1.

After an item has been identified as having enchantment, Adventurers can attempt to identify the item (or its properties); this applies whether the item is actually Wondrous or is actually ordinary. A successful identification is made on 1d20 rolls GTET [x-Level-Intelligence], where the x-value depends on the Adventurer's class and the item category as shown on the tables on page 2. A Games Master may elect to allow a situational 'lore' roll modifier of between +1 and +5, depending on the amount of information available about an item (or class of item), and the degree of effort made by Adventurers to acquire the lore. A Games Master may also elect to allow a situation 'knowledge' roll modifier of +2 when there is a particular connect between an item and an individual Advneturer; examples could include: Dwarves and Dwarven-made items, Elves and Elven-made items, Gnomes and Gnome-made items, Rings and a Wizard with specialization in lore about Rings, a Priest of a particular Diety or Order and items connected with that Diety or Order, etc.

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Identification of Wondrous (Blessed) Items by Adventurers; Values of X

Class	Weapons	Armor	Wand-Staff	Rings	Jewelry	Clothing	Alchemical
Crusader	34	35	40	41	42	42	39
Priest	36	37	39	40	41	41	36
Rascal	34	36	42	43	44	43	40
Shaman	40	42	35	36	37	38	37
Warlock	34	35	37	38	39	40	38
Warrior	33	34	42	43	44	44	41
Wizard	40	42	33	34	35	37	35

Identification of Wondrous Items by Adventurers

Class	Books	Tools	Other Items
Crusader	42	37	47
Priest	41	39	44
Rascal	44	38	45
Shaman	37	43	42
Warlock	39	36	40
Warrior	46	37	48
Wizard	36	41	38

When an Adventurer does not succeed on their identification roll, the result is determined by 1d20: (01-13) they are unable to identify the item at all, (14-20) they incorrectly identify the item as being a different Wondrous item from the same general class; the specific 'other item' is determined by the Games Master. As a guideline, when an Adventurer misidentifies a beneficial item, they believe it to be an inimical item (that is, one carrying penalties instead of bonuses; it is not necessarily cursed {see page 3}, but could be) on 1d20 rolls GTET 17. An Adventurer who has misidentified an item may reevaluate their identification once daily (every 24 hours), or after attempting to use a power, property or ability they believe the item has, even when it does not. A reevaluation does not prevent the Adventurer from misidentifying the item a second (or more) time.



Using Wondrous Items

In general, a wondrous (enchanted or blessed) item must be worn or held as applicable to the item before the possessor may use any of the item's abilities. When the text states, "...the wielder...", it intends that the item must be worn or in-hand to use (as appropriate to the type of item); a 'wielder' ability cannot be used while the item is stored in a backpack, belt pouch, satchel, or other location on the possessor's body. When the text states, "...the bearer...", it intends that an ability is active or can be used by virtue of simply being on the possessor's body. If the text does not state either 'wielder' or 'bearer' one should assume 'wielder' is intended, unless some other person is specified. Having a wondrous item 'in-hand' may necessarily limit an Adventurer's other options, as some activities require using both hands.

An enchanted weapon generally causes the wielder to have proficiency using the weapon while it is in their hand, even when they do not otherwise possess that proficiency. The proficiency may become permanent after fifty uses of the weapon in combat. Other sorts of items that require proficiency, such as musical instruments, also generally confers the temporary ability to use the item as long as it is held.

Weapons and other items that specifically relate to a particular race generally confer a bonus (racial aura) when the possessor deals with others of their own race. For such weapons/items apply a +4 roll modifier when the possessor attempts to persuade, haggle with persons

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of their own race, negotiate with, obtain information from, obtain a favor or other action or decision, intimidate, impress, or any other action that would benefit from the other party being awed (the affected persons must know of the item or it must be on display to provide the benefit).

Cursed Items

While many wondrous items are beneficent, magic is always unpredictable and may have a darker side. Cursed items are included in this Treasury to encourage Adventurers to approach new and unknown wondrous items with diligence and care, and to be mindful that there may be penalties to its use. Some wondrous items carry a negative attribute, such as a *Long Sword -1*, but these are not ‘cursed’ so long as the wielder is not compelled to their use and can discard them at any time. A true ‘cursed’ Wondrous item always conveys a permanent penalty, and the wearer/wielder/user is *compelled* to continue to use, carry, wear, etc. the cursed item, and cannot voluntarily rid themselves of it. A cursed item may not be assumed to have the aura of evil (e.g. the ability to detect evil does not suffice to reliably identify a cursed item); assume any particular cursed item has the aura of evil only on a 1d20 roll GTET 16.

The cursed nature of an item intended to be worn, such as a Helm, Armor, Belt, Girdle, Ring, Pendant, Chain, Cloak, Boots, Gloves, Gauntlets, etc., cannot be immediately discerned simply by viewing the item, examining the item, or holding the item in one’s hands (examination ‘activates’ the curse on 1d20 roll of 1, checked per item examined). The cursed nature of such an item only manifests when the item is voluntarily donned. When the item is not voluntarily used or donned, the curse manifests only on a 1d20 roll GTET 18. In general, merely carrying or transporting a cursed item is not enough to manifest the curse.

An Adventurer who dons a cursed item detects its cursed nature on 1d20 rolls GTET [X-Level-Will], where x is commonly 28-32; a person who fails to detect the curse is unable to avoid it.

Values of X for Detecting Cursed Items

Weapons	30	Armor	29	Wand-Staff	32	Ring	32	Jewelry	33
Books	34	Tools	28	Clothing	31	Alchemical	29	Other	32

Once the curse is detected the Adventurer must act promptly to doff or discard the item before the curse manifests, succeeding on a 1d20 roll GTET [Y-Agility], where y is commonly 25-30.

Values of Y for Discarding Cursed Items

Weapons	25	Helm	26	Gauntlets	27	Other Armor	32	Wand	26
Staff	27	Ring	28	Necklace	30	Crown/Tiara	28	Pin	31
Jewelry	29	Books	26	Tools	27	Headgear	27	Cloak	28
Gloves	26	Boots	33	Belts	30	Clothing	29	Alchemical	27
Other Cursed Items									28

An Agility roll failure indicates the Adventurer did not doff or discard the item in time and the cursed item remains on their body or their possession. After the initial failure to doff, an Adventurer is permitted one opportunity per week (e.g. every multiple of seven days) to be rid of the item; success is required on a 1d20 roll GTET [z-Level-Will], where z is commonly 30-35. While a person is subject to a curse, they must have the cursed item on their person at all times (while awake), the item cannot be GTET 6 FT away at any time. The affected person has a mental link to ‘their’ cursed item, being able to discern its location within 50 FT (to 100 FT on 1d20 rolls GTET 5, to 200 FT on rolls GTET 10, to 300 FT on rolls GTET 17, and to 400 FT on rolls of 20).

One aspect of a curse is that the affected person cannot have possess or use any other item similar to ‘their’ cursed item. They are compelled to sell, give away, or simply discard, any similar item (save 1d20 GTET [34-Will], checked per item), and cannot pick-up, borrow, use, or acquire a similar item while affected. In the case of weapons, the affected person cannot have another weapon of the same general category, such as Blades, Axes, Blunt Weapons, Long Weapons (Spear, Lance, Pole Arm), Bows, etc. If the affected person is forced to wield another weapon, as against a foe immune to the cursed weapon, the cursed weapon must be wielded again at the earliest opportunity (save 1d20 GTET [36-Will]).

If a cursed item is taken from an affected person, either forcibly, or stolen while they are asleep/unconscious or otherwise unable to prevent the theft, the affected person immediately suffers hp1d12 damage and is *compelled to attempt its recovery*

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(in this case, 'theft' might include being removed by friends or companions in an attempt to break the curse). The compulsion lessens over time, the person being freed from the compulsion on 1d100 rolls GTET (100-Numbers of weeks without the item), checked weekly. The Games Master should not allow an affected person to delay or put off an item's recovery as a ploy to break the curse, regaining the item is always the persons first and most important priority, above all else. Even after the compulsion to seek out the 'lost' item is gone, the affected person will always immediately reclaim the item again should they subsequently come within its range.

If a person under the influence of a curse acquires a second cursed item, they are simultaneously affected by both (or as many as there are owned cursed items), as long as none of the curses conflict (e.g. not two cursed swords). If a person affected by a curse handles another similar cursed item, the two items compete for domination as determined by 1d100: (01-02) the individual is freed from both curses, (03-66) the original item retains domination, (67-99) the new item gains domination, (100) the items share domination and both are retained). When cursed items compete, the 'losing' item must be immediately discarded; a losing Wondrous item is destroyed by the competition on 1d20 rolls of 01, exploding in a 10 FT blast that inflicts hp1d20 to all persons in the blast radius (save 1d20 GTET [33-Agility]).

While many cursed items also have the aura of evil, not all such items are inherently evil. However, when a person capable of detecting the aura of evil examines the aura of a good or neutral person cursed to carry an evil Wondrous item, that person will detect the evil. The detecting person discerns that the evil resides in the (an) item rather than in the person on 1d20 rolls GTET (45-Level-Intelligence-Will). Thereafter, the detecting person identifies which particular item holds the evil on 1d20 rolls GTET (30-Level-Intelligence).

Valuations

One gold piece (GP) has an approximate purchasing power equivalent to \$250 US. Therefore, 10 GP is similar in value to \$2500 US, 100 GP to \$25,000 US, 1000 GP to \$250,000 US, and 10,000 GP to \$2.5 million US. A Games Master may have to scale the listed values for items to fit the valuation of a gold piece in their campaign.

A 90% pure gold piece approximately the size of a US 25 cent piece weighs one-thirty-secondth of a pound (e.g. 32 GP/pound). Therefore, 10 GP weighs one-third of a pound, 100 GP weighs 3.1 pounds, 1000 GP weighs 31 pounds, 10,000 GP weighs 312 pounds, and 100,000 GP weighs 3125 pounds (1.56 English tons).

ITEM DESCRIPTIONS

Acid Protection, Cloak of, Wondrous Clothing, Armor: AC+15; *Attack*: Not Applicable. *Additional Abilities*: While the cloak is worn the wearer is completely protected from all acid-based attacks (does not protect against immersion). *Appearance*: A light green hooded cloak with darker green cuffs, collar, and hem, with six black ebony buttons down the front. *Weight*: 2.8 pounds; *Rarity*: Very Rare; *Value*: 6300 GP.

Addiction, Orange Mushroom of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When ingested the persons eating the mushroom becomes addicted (save 1d20 roll GTET [28-Stamina+{number doses}]); Dwarves +12, , Elves-Half Elves-Gnomes +7), requiring a dose every 1d20+50 hours otherwise becoming catonic for 3d12 days (save 1d20 GTET [34-Stamina], checked daily). *Appearance*: A large shelf-like mushroom with a dark orange skin and streams of brown on the underside, having a pungent spicy aroma which causes hunger (resist on 1d20 GTET [27-Stamina]). *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 740 GP.

Adonis, Talisman of, Wondrous Jewelry; *Armor/Attack*: Not Applicable. *Additional Abilities*: While worn, the wearer is perceived as having extraordinary physical beauty (save 1d20 GTET [35-Will]); they apply a +3 bonus to any attempt to influence others, negotiate, or discover information. They receive 1d3 offers/day for sexual liaisons, often from inappropriate persons of both genders. The wearer has an enhanced libido and weakened self control regarding sexual activity (save 1d20 GTET [32-Will]/offer). *Appearance*: A human figure 3 inches tall carved of white ivory with bloodstone eyes and a thin platinum loop. *Weight*: 0.3 pounds; *Rarity*: Rare; *Value*: 3820 GP.

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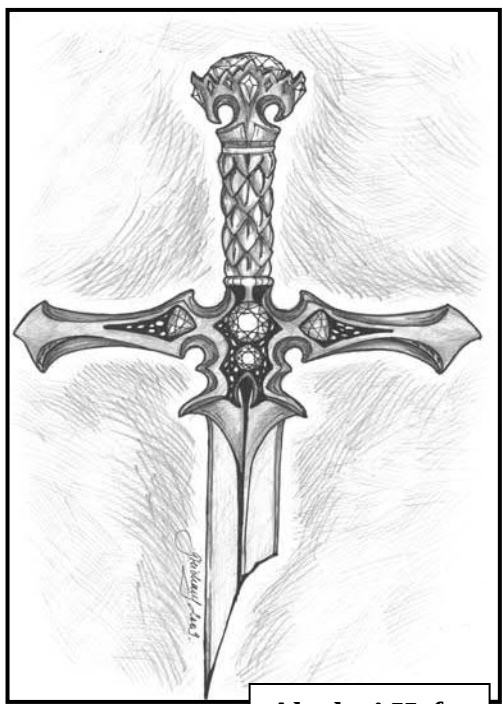
Age, Physic of, Alchemical Concoction; *Armor/Attack:* Not Applicable. *Additional Abilities:* When imbibed, the drinker's physical body immediately ages by $(2d20 \times 0.25) + 12$ years, suffering any detrimental physical effects (loss of Stamina, Agility, Strength) appropriate to their resulting physical age {save 1d20 GTET [36-Stamina]}. The drinker does not gain any of the benefits (Wisdom, etc.) of natural aging. A person who ages beyond their natural life span immediately dies. *Appearance:* A thin white liquid accompanied by the aromas of vinegar and garlic; the liquid is salty to the taste. *Weight:* 0.35 pounds; *Rarity:* Rare; *Value:* 1350 GP.

Ages, Tome of the, Wondrous Book; *Armor/Attack:* Not Applicable. *Additional Abilities:* When this book is read the reader is immediately transported back in time by $1d20 \times 100$ years (no save permitted), the journey taking 1d12 rounds; the affected person appears at approximately the same location as where the book was read. The affected person remains permanently in the past on 1d100 rolls GTET 80, otherwise remains for $1d20 \times 300$ days before spontaneously returning, appearing 2d20 minutes after the time of reading at the same location. Once the book is read it permanently loses all enchantment. Any other persons in direct contact with the affected persons are also transported however such additionally-affected persons 'fall' off and end up in different times unless succeeding on a 1d20 roll GTET [30-Strength]. *Appearance:* A black leather book with black parchment pages written in silver letters, having a white wood spine, the front cover with platinum corners. *Weight:* 1.2 pounds; *Rarity:* Very Rare; *Value:* 66,270 GP.

Aging, Wand of, Wondrous Armor: Not Applicable, *Attack:* +2 TH, hp1d4 damage, plus each touch physically ages the opponent 1d20+5 years (save 1d20 GTET [35-Stamina]); an opponent aged past their life expectancy immediately dies; any age-related penalties are immediately applied. *Additional Abilities:* None. *Appearance:* A hickory wand with a fleck of white quartz on the grip end. *Weight:* 1 pound; *Rarity:* Very Rare; *Value:* 47,050 GP.

Agelessness, Necklace of, Wondrous Jewelry, *Armor:* AC+3; *Attack:* Not Applicable. *Additional Abilities:* While the necklace is worn the wearer does not physically age, however when the necklace is removed one-half of the elapsed time is immediately added to the wearer's physical age and any age-related penalties are immediately applied; a person who ages beyond their natural life span immediately dies. *Appearance:* A 30 inch string of ivory beads, one-third white, one-third black, one-third red, strung on a thick silver cable. *Weight:* 0.93 pounds; *Rarity:* Rare; *Value:* 75,775 GP.

Alchemist's Ring, Wondrous Jewelry, *Armor:* AC+2; *Attack:* Not Applicable, *Additional Abilities:* The wearer detects chemical poisons (50 FT range) and has minimal skill in using alchemical equipment while the ring is worn, identify 2 potion/day without error; transforms 1 pound of lead to gold (once/month); creates one potion/100 days (1d12 Healing, AC+12 Armorskin, Kellern's Tonic {cure blind} or Poison Antidote); *Appearance:* A large gold ring with a center section of lead, with pieces of rose quartz and turquoise, alchemical symbols are written on the inside edge, *Weight:* 0.325 pounds; *Rarity:* Very Rare; *Value:* 7022 GP.



Alculus' Haft

Alchemy, Manual of Skill in, Wondrous Book; *Armor/Attack:* Not Applicable. *Additional Abilities:* When this book is read, the reader immediately and permanently gains the skill of a competent Alchemist; *Appearance:* A book 6 inches wide by 11 inches long by three-quarters inches thick, with a thick green leather cover, with red metal corners, with mystic runes written on the spine in white; *Weight:* 1.7 pounds; *Rarity:* Very Rare; *Value:* 9205 GP.

Alculus' Haft, Wondrous Weapon (Artifact), *Armor:* Not Applicable; *Attack:* +3 weapon, 1d12+4 damage. *Additional Abilities:* The Haft heals its wielder hp 16/day, *disintegrates* HD50 Undead/day (save 1d20 GTET [32-Will]), renders the wielder immune to diseases, the wielder resists Prayers 1d12 GTET 5 and Spells 1d12 GTET 8, (5) *Wall of Fire* [300 rounds, 3/day]. *Appearance:* The carved ivory dirk pommel wrapped in black dragon hide, having a silver cross-guard, a large blue amethyst is set on the bottom of the pommel with a circle of red beryl around it, two diamonds and two spinels are mounted above the grip, the adamantite blade is snapped one-third of the way down the shaft, with a sharp jagged point. *Background:* The sword of Alculus Skullfinder (Air and Fire Wizard, 1483 years) was shattered in combat with Eldsxo, Undead servant of Demonic Princess Befanna. *Weight:* 0.86 pounds; *Rarity:* Unique; *Value:* 100,850 GP. Found in Tantalassus' Cave on the First Circle of Hell.

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Alerting, Bracers of, Wondrous Armor (pair), Armor: AC+12; *Attack*: Not Applicable. *Additional Abilities*: While the bracers are worn the wearer is alerted to monsters/creatures of hostile intent/alignment within 500 FT; the wearer gains a general impression of direction by compass quadrant, impression of distance (“near,” “close,” “not close,” “distant”), an impression of numbers (“one,” “few,” “many”), and an impression of the degree of danger (“very dangerous,” “somewhat dangerous,” “minimum threat,” “no threat”); when the wearer is asleep the bracers cause them to waken when a moderate or greater threat is nearby on 1d20 rolls GTET [27-Will]; the bracers do not react to incorporeal, ethereal, or astral creatures. *Appearance*: A pair of bronze bracers overlaid with silver, each with an embedded polished piece of amber and a leather strap with silver buckle. *Weight*: 0.83 pounds; *Rarity*: Rare; *Value*: 8500 GP.

All Breathing, Ring of, Wondrous Jewelry; Armor: AC+4, *Attack*: Not Applicable. *Additional Abilities*: While the ring is worn the wielder is capable of breathing normally under water, inside clouds of poisonous fumes or dusts, in atmospheres contaminated with disease agents, in atmospheres contaminated with mold spores, in dust storms, in oxygen deficient atmospheres, and in vacuum; the wearer takes no harm from any of these conditions. The ring does not protect the wearer from other environmental agents or effects such as cold temperatures, high pressure (as in ocean depths), low pressure (as in vacuum), etc. *Appearance*: A wide platinum ring set with a pearl, a citrine, and a piece of polished amber, the interior engraved with elvish script. *Weight*: 0.08 pounds; *Rarity*: Rare; *Value*: 31,465 GP.

All Seeing, Helm of, see *True Seeing Helm* in the *Portal to Adventure* rules.

Altruism, Ring of, Wondrous Jewelry, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: While the ring is worn the wearer is *compelled* to act with complete and true altruism unless succeeding on a 1d20 roll GTET [36-Will], checked at every opportunity to be selfish; the wearer loudly preaches the virtues of helping others, becomes completely unselfish, gives away all of their money [including money held in common with companions], gives away most personal goods, refuses to keep treasure, and willingly takes on worthy causes for no reward. *Appearance*: A plain circular ring, half silver, half gold. *Weight*: 0.325 pounds; *Rarity*: Rare; *Value*: 17,332 GP.

Ambidexterity, Gloves of, Wondrous Clothing (pair), Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: While these gloves are worn, the wearer is ambidextrous, performing any action equally well with either hand. *Appearance*: A pair of soft black leather gloves with stiff cuffs 6 inches wide, each having a plain brass button on the cuff; on the inside of the cuff is embroidered two outstretched hands in gold thread. *Weight*: 1.1 pounds; *Rarity*: Uncommon; *Value*: 3070 GP.

Amnesia, Tome of, Wondrous Book, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this book is read the reader immediately loses all short and long term memories unless succeeding on a 1d20 roll GTET [36-Will]. The reader retains the ability to speak their native language, losing all bonus or secondary languages, loses knowledge of their name, the identities and backgrounds of all companions and opponents, and virtually all other self-knowledge (like suddenly waking up in a new and totally unknown world). Although the victim retains racial and class abilities, and their skills, they lose the knowledge that they possess these abilities and skills. A *alter realities* spell is required to reverse the effect. Once used the book loses all enchantment. *Appearance*: A book 6 inches wide by 8 inches long by 1 inch thick with an orange leather cover covered in brown geometric designs, having tan pages, with mystic symbols written on the spine in dark green. *Weight*: 2.1 pounds; *Rarity*: Rare; *Value*: 44,750 GP.

Amplification, Ring of, Wondrous Ring, CURSED ITEM; Armor: AC-6, *Attack*: Not Applicable. *Additional Abilities*: While the ring is worn every involuntary sound (e.g. sneezes sounding as shouts, footsteps like treading armies, swords scraping like cymbals, minor movements of armor pieces that resound and echo) made by the wearer is amplified to become very loud, the wearer cannot attack from ambush, attack with surprise, or successfully hide, due the loud racket that surrounds them, the wearer cannot hear these loud noises and disbelieves (save 1d20 GTET [38-Will]) attempts to convince them about it, the ring turns itself *invisible* when the wearer attempts to remove it (save 1d20 GTET [32-Will]); *Appearance*: A gold ring with a piece of polished amber set in a black ivory socket. *Weight*: 0.325 pounds; *Rarity*: Rare; *Value*: 7275 GP. Found in Minos' Palace on the Second Circle of Hell.

Anchoring Rope, Wondrous Tool; *Armor*: Not Applicable; *Attack*: can also be used as a whip, 1d6+1 damage. *Additional Abilities*: When thrown (range 45 FT) the rope firmly attaches itself to a support, forming an unbreakable anchor (the support structure breaks before the rope) then looses on command; the rope raises and lowers itself (with any burden) like a winch and supports 3200 pounds (breaks on 1d100 rolls GTET 100-[weight above 3200 pounds]), the rope resists ordinary/enchanted fire. *Appearance*: A white hemp rope 50 feet by three-quarter's inch in diameter, fitted with gold rings every 10 inches, and a gold ring spliced into each end. *Weight*: 5.1 pounds; *Rarity*: Uncommon; *Value*: 9205 GP.

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Angelic Harp, Wondrous Instrument, Armor: AC+8 while held (versus evil); *Attack*: Not Applicable. *Additional Abilities*: Evil persons touching the harp are *stunned* 1d20*2 minutes (save 1d20 GTET [33-Stamina]) and suffer 1d10 damage; a mortal must have Will GTET 18 to play the harp; while touching the harp the wielder has skill as a musician and detects evil 100 FT; Songs: *mass cure* (hp2d8, 12 creatures, 100 FT, 3/day), *deep slumber* (100 FT, 2d6*500 rounds, save 1d20 GTET [27-Will], 3/day), *hold creature* (100 FT, save 1d20 GTET [29-Will], 3/day), *dominate person* (100 FT, save 1d20 GTET [32-Will], 3/day), *summon monster* (1d6 minor angelic beings, HD1d6, AC25, 1/day); the harp plays itself on command and becomes invisible/ visible. *Appearance*: A small traveling 12-string Harp made from finest cedar and mahogany woods, carved with various holy runes and symbols, with strings of gold and an electrum tuning board, found in a manticore-leather case with two straps; *Rarity*: Very Rare; *Weight*: 3.7 pounds. *Value*: 55,750 GP.

Angelic Trumpet, Wondrous Instrument, *Armor/Attack*: Not Applicable. *Additional Abilities*: Evil/neutral persons touching this instrument turns permanently to good (save 1d20 GTET [30-Will]); evil/neutral person character attempting to play the trumpet has their mouth and fingers stuck to the metal until a blessing ritual is performed. A good person touching the trumpet has skill as a musician and detects evil 100 FT. Songs (good person only): *sound blast* (75 FT, hp3d8, deafens 1d100*2 hours, save 1d20 GTET [29-Stamina]), *light or flimsy structures collapse*, 4/day), *mesmerize* (save 1d20 GTET [32-Will], 35 FT, 3/day), *paralyze* (save 1d20 GTET [27-Stamina], 3d100 minutes, 3/day), *cause panic* (save 1d20 GTET [34-Will], 1d12+15 minutes, 100 FT, 1/day). *Appearance*: A straight golden flared horn about 50 inches long, with a silver mouthpiece, encrusted with twelve beautiful 8500 GP diamonds. *Weight*: 5.1 pounds; *Rarity*: Very Rare; *Value*: 72,300 GP.

Animation, Chain of, Wondrous Jewelry; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this chain is wrapped around an inanimate object of up to 1200 pounds, the object is animated for 3d10+5 minutes, carrying out very simple verbal commands from the animating person; the chain can be used 5/day (once/day per object); the chain can animate a 1200 pound segment or portion of a much larger object, including natural terrain features, though such portions are incapable of fully independent movement. *Appearance*: A white-gold chain, three-eighths inch thick by 30 inches long, each end having a small S hook. *Weight*: 0.66 pounds; *Rarity*: Rare; *Value*: 45,200 GP.

Animation, Salve of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: Beginning 1d6 rounds after this salve is applied to an object LTET 2000 pounds, the object becomes animated for 1d10+15 minutes per *animate object*; the salve is poisonous to Gnomes (3d10+10 minutes *paralysis*, save 1d20 GTET [29-Stamina]). *Appearance*: A chalky-grey salve of medium consistency, with a musty aroma. *Weight*: 0.32 pounds; *Rarity*: Uncommon; *Value*: 1115 GP.

Anti Magic, Gloves of, see No Magic Gloves in the *Portal to Adventure* rules.

Apollo's Cadeus, Wondrous Object; *Armor*: Not Applicable; *Attack*: -5 melee penalty. *Additional Abilities*: When the staff is held by an evil person it has no apparent wondrous properties; while the staff is held by a neutral or good person; the bearer has the ability to translate written material associated with the medical arts) and has knowledge of medicinal plants/poisons/medicines; Prayers: *1d8 cure light wounds* (5/day), *1d12 cure wounds* (3/day), *cure blindness/deafness* (3/day), *remove disease* (3/day), *2d8 cure wounds* (1/day), *detoxify poison* (1/day), *fully heal* (1/ten days), *raise the dead* (1/year); while the staff is held the wielder is immune to *Infllict Wound* prayers and to natural/magical diseases and cannot inflict wounds.; when the staff is held by a Priest or Crusader all healing prayers have maximum effect. *Appearance*: A white staff, 80 inches long by 1 inch diameter, the grip wrapped in unicorn hide, the upper section decorated by five intertwined white ivory snakes, topped with a disk and globe carved from unicorn horn. *Weight*: 3.7 pounds; *Rarity*: Rare; *Value*: 67,090 GP.

Archer's Bracers, Wondrous Armor (pair), *Armor*: AC+6, *Attack*: any Bow or Crossbow +2, *Additional Abilities*: while the bracers are worn the wearer has proficiency with the Short Bow-Long Bow-Crossbow, +10% to all ranges, +2 to critical hit (2/day); *Appearance*: Red leather cuffs lined with plaid cloth, edged in silver piping, each with three silver arrow charms, two bow symbols are burned into the leather on each, *Weight*: 0.7 pounds; *Rarity*: Uncommon; *Value*: 6,041 GP.

Archer's Talisman, Wondrous Jewelry; *Armor*: AC+4, *Attack*: While the talisman is openly worn, all bows and crossbows are fired with a +3 bonus to hit, the archer's range is increased by 100 yards, and one additional arrow/bolt is fired on alternate rounds. *Additional Abilities*: While the talisman is worn the wearer has skill as a fletcher and bowyer. *Appearance*: An oval platinum pin on which are crossed bows made of onyx beads, with a rim of polished phoenix bone. *Weight*: 0.15 pounds; *Rarity*: Rare; *Value*: 5310 GP.

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Archery Gloves, Wondrous Clothing (pair), Armor: AC+6; *Attack*: Bows +2 (Elf +4); +1 TD with Bows/Crossbows. *Additional Abilities*: While these gloves are worn the wearer has weapon proficiency with bows of all sizes, and with all kinds of crossbows (does not apply to siege weapons); the wearer's range is extended by 300 FT; a +2 modifier is applied to score critical hits (bows and crossbows only); the wearer gains a +3 bonus on rolls to appraise or identify bows, crossbows, arrows, bolts, and similar devices; Powers: *called shot* (3/day), *maximum arrow damage* (3/day; *Appearance*: A thin pair of tan leather gloves with brown silk fingertips, a bow symbol burned into the back of the gloves, four small gold buttons on each cuff. *Weight*: 0.63 pounds; *Rarity*: Very Rare; *Value*: 10,478 GP.



Archery Gloves

Arm Guards of Defense, Wondrous Armor (pair), Armor: AC+10 and +14 against attacks from the rear; *Attack*: +2 TH on first round when attacked with surprise, *Additional Abilities*: wearer applies a +1 bonus against magic/+1 to avoid traps/+2 bonus on parry attempts; 5 charges each: *reflect gaze* *attack/deflect breath weapon*; *Appearance*: human-sized leather bracers lined in red cloth with amber buttons, with four shield symbols burned into the leather, *Weight*: 1.5 pounds; *Rarity*: Uncommon; *Value*: 8127 GP.

Armoire Locket, see Armoire Charm in the *Portal to Adventure* RPG rules.

Armor of the Protector, Wondrous Armor, Armor: AC+8 and +16 when defending an innocent/defenseless person, *Attack*: Not Applicable, *Additional Abilities*: 1d6+1 Strength boost (20 minutes, 1/day), 1d6+1 Agility boost (20 minutes, 1/day), +2 bonus to nullify surprise attack, +1 save versus hostile spell/prayer (+3 while defending an innocent), burst of speed (3 extra attacks in one round, -1 penalty, 1/day), *Appearance*: long Chain Mail shirt with red metal collar and sleeves and blue metal torso (sizes itself to fit Dwarf, Human, Elf, not Gnome), *Weight*: 12 pounds; *Rarity*: Very Rare; *Value*: 14,633 GP.

Aun, Black Book of, Wondrous Book (Artifact); *Armor/Attack*: Not Applicable; *Additional Abilities*: Good or neutral-persons touching the book are *petrified* 1d12 days (save 1d20 roll GTET [36-Stamina]); while the book is carried: *forced shapechange* (touch, human to goblin, save 1d20 GTET [34-Will], 10/day), *swarm of vermin* (**rats**, 1d12*half hour, 3/day), *mass disease* (5 miles, 3d100 persons, fatal unless succeeding on a 1d20 roll GTET [24-Stamina], 1/day), *mass sterility* (2 miles, 3d100 persons, 3d100 days unless succeeding on a 1d20 roll GTET [25-Stamina], 1/month), *putrefy drink* (12 miles, all water to an undrinkable thick red sludge, 3d12 days, 1/month), *summon monster* (1d6 **Greater Wolves**, 3d100 days, 1/ten days), *desolate land* (800 acres of crops to ashes, 1/hundred days); the wielder places his/her unprotected hand on the page which activates an ability, forming a monster's mouth that bites off the hand (avoid 1d20 roll GTET [22-Agility+ (number uses/3)]); *Appearance*: A leather book with a black leather cover made from lizard hide, silver corners on the covers, 6 green gems on the spine, and an oval gold medallion on the cover engraved with the image of a Medusae impaled on a pitchfork over a half-moon whose ends point up; a wide red ribbon holds the book closed; the cover interiors are lined with silver and the many pages are written in blood on tanned human and elf skin. *Background*: The book was written 1265 years ago by Hirsdan Goblinfriend, a deranged Wizard living in the Jarlketrin Wilderness, Hirsdan hated humans and kept a large retinue of goblinoid guards. *Weight*: 8 pounds; *Rarity*: Very Rare; *Value*: 248,440 GP. Found in the Sanctum Luciforus on the Ninth Circle of Hell.

Awesome Helm, Wondrous Armor, Armor: AC+15. *Attack*: Not Applicable. *Additional Abilities*: The wearer is immune to any 'aura' magic; they gain a +5 roll modifier on any attempt to wield influence or negotiate (50 FT, 5/day, affected persons accept the wearer as their natural superior and leader {save 1d20 GTET [32-Will]} for 1d20 days; persons whose Will statistic is LTET 10 swear permanent allegiance to the wearer (save 1d20 GTET 27-Intelligence)); goblinoid creatures of LTET hp10 run from the wearer in fear (50 FT, save 1d20 GTET [34-Will]); the wearer is immune from any special gaze attack and from mental control magic; *dominate person* {1 hour, save 1d20 roll GTET [32-Will], 1/day}, *inflict panic* (50 FT, save 1d20 roll GTET [30-Will], 1/day). *Appearance*: A steel barrel-helm with movable visor, the helm is highly polished and reflective, the top decorated in an inlaid gold-braid pattern, with several diamonds mounted on the helm's rim. The helm has a 12-inch bright (and rare) red bird feather mounted on the top. *Weight*: 3.7 pounds; *Rarity*: Very Rare; *Value*: 45,125 GP.

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Bacchun Stein, Wondrous Object (Artifact); Armor: Not Applicable; *Attack*: +2 TH, hp1d8 (damages opponents requiring silver weapons), holy, *returning*; *Additional Abilities*: When the stein is first grasped it immediately fills with the wielder's favorite drink – after a hearty drink is taken the bearer experiences a *religious transformation* (Diet of merriment, drink/wine/beer, festivals, etc.; save 1d20 roll GTET [32-Will], checked every day with the Stein); the wielder will not release or give the Stein up (1d20 roll GTET [35-Will], checked weekly); the stein is filled at all times with any alcoholic drink ordered by the wielder and pours it out in unlimited volume at a rate of a half-gallon per minute (barrel/2 hours); the wielder never becomes drunk, and is immune to venoms and poisons; the stein's powers cannot be used until after the wielder has drained the stein (daily); Powers: *break down door* (5/day), *instant drunk* (25 FT, 1d6 hours, save 1d20 GTET [32-Will], 3/day), *summon vine* (grape vine, *entangle*, break free 1d20 GTET [30-Strength], 3/day), *sleep* (50 FT, save 1d20 GTET [32-Will], 3/day), *purify drink* (1 barrel, 1/day), *reduce Agility* (one opponent, 30 FT, reduced to 4 for 1 hour, save 1d20 GTET [34-Will], 1/day). *Appearance*: A platinum stein of 3 pint capacity, with a conical silver lid and pivot, the stein engraved with scenes of toga-clad men and women stomping grapes and making wine, the stein's bottom is stamped with a grape cluster (Imperial God of Grapes, Wine, Ecstasy). *Background*: The stein was crafted 781 years ago in the Hellene city of Lamasspont (a major wine-making center) by Bard/Wizard, Ossian Quartos, initially kept in a local Temple but buried in nearby vineyards 230 years later to keep it safe during a failed revolt. *Weight*: 1.06 pounds; *Rarity*: Unique; *Value*: 30,631 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Backstabbing, Armor of, Wondrous Armor, CURSED ITEM; *Attack*: Not Applicable. *Additional Abilities*: This armor is AC+10 against frontal attacks but AC-20 and +4 damage against side/rear attacks; enemies attacking from ambush or with surprise gain a +4 TH attack bonus; the wearer applies a -2 saving roll penalty against poisons and venoms. *Appearance*: per armor type. *Weight*: per armor type; *Rarity*: Uncommon; *Value*: 30,000 GP.

Bad Luck Coin, Wondrous Object, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: While the coin is on a character's person a 50% penalty roll modifier is taken ($\pm$ in the direction most disadvantageous to the bearer) in any situation involving random chance, probability, gambling, or luck; if GTET two coins are carried the second coin causes an additional 10% penalty, the third coin an additional (additive) 5% penalty, the fourth coin another 5% penalty, and the fifth and greater number of coins have no additional effect; the coin reappears in 1d100 hours after being discarded unless an exorcism ritual is performed. *Appearance*: A shiny gold coin of antique design (often minted GTET 500 years ago) showing a broken bridge, cool to cold to the touch in all temperatures; the coin has an aura of neutrality. *Weight*: 0.08 pounds; *Rarity*: Uncommon; *Value*: 3724 GP.

Bag of Thief Biting, Wondrous Object, Armor: Not Applicable, *Attack*: Any Rascal {or any other person with intent to steal from the owner} who puts their hand in the bag suffers hp1d6 electrical damage (save 1d20 GTET [32-Stamina], on a roll of 1 the hand is permanently amputated), *Additional Abilities*: detects falsehoods (25 FT), detects stolen goods (10 FT), *Appearance*: A dark leather sack of 50 pounds capacity with streaks of tan and white, the drawstring is blue with a copper charm shaped like a hand, *Weight*: 1.3 pounds; *Rarity*: Rare; *Value*: 5907 GP.

Balestone, Wondrous Jewelry, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: While this item is carried the bearer is looked upon unfavorably and with suspicion, by every person they meet (25 FT, save 1d20 GTET [32-Will], per person); the bearer applies a -8 roll modifier to any attempt to bluff, persuade, lie, gather information, disguise themselves, or exert leadership over other persons; the bearer applies a -4 modifier to any attempt to haggle, bargain, or otherwise make a favorable deal or transaction. *Appearance*: A hard lustrous red stone typically made into a sphere 5 inches in diameter. *Weight*: 0.22 pounds; *Rarity*: Rare; *Value*: 4391 GP.

Balm of Stoning Reversal, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: A person who has been stoned or petrified by any means is returned to a normal life 1d20 minutes after this balm is applied; persons stoned GTET 30 years require a 1d20 roll GTET [Stamina+{years}-85] to be revived and permanently lose 1 point of Stamina. Two pots are need for creatures 7 FT to 15 FT, etc. *Appearance*: a thick grey paste with streaks of light blue, and an aroma of Sulphur, it has a gritty sandy feel, *Weight*: 0.15 pounds; *Rarity*: Rare; *Value*: 4117 GP.

Barriers, Gauntlets of, Wondrous Armor (pair), Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: The gauntlets have 20 charges each: *wall of fire*, *wall of force*, *wall of ice*, *wall of iron*, *wall of stone*, *wall of thorns*. The wearer passes through another's barrier on 1d20 roll rolls GTET [30-Will]. *Appearance*: A pair of matched leather and steel gauntlets with bands of red, white, orange, and blue on the cuff. *Weight*: 1.85 pounds; *Rarity*: Very Rare; *Value*: 23,050 GP.

Battle Staff, Wondrous Weapon, Armor: AC+4 when used by a good Priest or Wizard, *Attack*: +2 TH, +4 TH versus multiple opponents, hp1d12 damage, +2 damage versus monsters, extra attack every third round, *Additional Abilities*: The

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wielder has proficiency with Staves while holding the Staff, a Priest or Wizard fights with the Staff as a Warrior of the same level; Powers: *Knock-out Blow* (1d20 minutes unconscious, on natural 20 roll, save 1d20 GTET [32-Stamina]), *Broken Skull* (fatal head hit, save 1d20 GTET [34-Agility], once/month), *Appearance*: A 6 FT ironwood staff inlaid with rings of copper, silver, adamantite, with an iron spike on one end and a copper ball on the other, *Weight*: 3.2 pounds; *Rarity*: Rare; *Value*: 15,967 GP.

Bauldron's Sword, Wondrous Weapon, Armor: Not Applicable, *Attack*: +4 TH used by evil, -2 TH used by good/neutral, *Ice Blade*, hp1d12, 3d12 versus fire creatures *Additional Abilities*: Good/neutral persons reduce their effective *Strength* by 4 points (save 1d20 GTET [30-Stamina], checked hourly) while carrying; Powers: *2d8 Cold Ray* (50 FT, 2/day), *summon monster* (Cold Elemental, 1/day), wielder is immune from normal fire and Fire magic, wielder suffers one-quarter damage from fire-based breath weapons; *Appearance*: The sword has a wide white metal basket hilt studded with diamonds and ten large pearls on the grip and pommel, *Weight*: 3.8 pounds; *Rarity*: Unique; *Value*: 21,066 GP.

Beads, Prayer, Wondrous Jewelry, Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: When held by a Priest or Crusader all prayer ranges are increased by 5 FT*Level and duration is increased by 10 rounds/Level, opponents apply a -2 saving roll penalty, bearer gains +1 saving roll bonus versus hostile prayers; Powers: *prayer storing* (add one prayer/day, limit 10 Devotions, 5 Mysteries, 2 Majesties). *Appearance*: A loop of 142 pieces of polished red-yellow stones each shaped into a decahedron strung on a platinum wire. *Weight*: 1.2 pounds; *Rarity*: Uncommon; *Value*: 25,800 GP.

Beauty, Cordial of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: The quaffing person gains a +3 roll bonus to any attempt to seduce, flirt, bargain, haggle, deal, obtain information, lie, or perform any other activity that can be influenced by physical attractiveness; persons of the opposite gender make a sexual offer unless they succeed on a 1d20 roll GTET [28-Will], 50 FT); *Appearance*: A dark yellow liquid of moderate thickness, with small pieces of a blue fruit or berry, accompanied by a perfumery aroma. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 6672 GP.

Beautification, Tunic of, Wondrous Clothing, Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: While the tunic is worn the wearer is perceived as possessing striking physical beauty and/or handsome stature (other persons save 1d20 GTET [32-Will]); the wearer gains a +4 roll bonus to any attempt to seduce, flirt, bargain, haggle, deal, obtain information, lie, or perform any other activity that can be influenced by physical attractiveness; persons of the opposite gender make a sexual offer unless they succeed on a 1d20 roll GTET [28-Will], 50 FT). *Appearance*: An archaic-looking short-sleeve, thigh-length, white linen tunic with a wide collar, gold thread embroider the sleeves and collar, silver piping is along the hem. *Weight*: 1.75 pounds; *Rarity*: Rare; *Value*: 7125 GP.

Bellowing, Helm of, Wondrous Armor, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer can clearly project their voice three times their normal range (Dwarves, five times); the wearer always shouts and must succeed on a 1d20 roll GTET [32-Will] to speak in an ordinary voice, checked hourly; the helm manifests a pair of wide steer's horns (15 minutes, 2d8 gore damage/charging, 3/day); the wearer can speak with bovines; *Appearance*: An open-faced steel helm with a plain bronze nose guard, lined in soft brown leather, the exterior engraved with images of a steer's head. *Weight*: 2.15 pounds; *Rarity*: Very Rare; *Value*: 6610 GP.

Belt, Thin Man's, Wondrous Clothing, CURSED ITEM; Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: The wearer has an extraordinary appetite, needing to eat double their normal portion of rations/day, however only gains one-quarter nourishment, leading to rapid weight loss, they die of starvation in (2*Stamina)+5 days. *Appearance*: A one-inch wide brown leather belt with a silver buckle shaped like a bear with an obsidian eye, the inside scribed with runes written in invisible ink. The belt sizes itself to fit any humanoid from a gnome to an ogre. *Weight*: 1 pound; *Rarity*: Rare; *Value*: 18,250 GP.

Benificence, Sash of, Wondrous Clothing; Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: While the sash is worn the wearer is overcome with a need to continually be humble, self-effacing, and generous to all persons; they are always good and kind (save 1d20 roll GTET [30-Will], checked/opportunity); the wearer does not accept more than one-quarter their due share from treasures, distributing the remainder among the needy, the poor, and other persons where the money can have god effect; they are the last to pick from treasure and first to contribute to a worthy cause. *Appearance*: A royal blue sash with red edges, four rubies sewn into the fabric, with six embroidered silver crowns. *Weight*: 0.72 pounds; *Rarity*: Uncommon; *Value*: 16,533 GP.

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Berserker Blade, Wondrous Weapon, CURSED ITEM, Armor: variable, *Attack*: base +3 TH (can trade an effective AC-10 penalty for one additional +1, limit 3), *Additional Abilities*: the wearer is compelled to fight to the death in every fight (succeed on 1d20 GTET [33-Will] to take a prisoner per person); wearer is compelled to attack/fight Dragons/Wyvern/reptilian species (save 1d20 GTET [35-Will]/encounter); sword heals hp8/day in battle only, the wearer is compelled to abandon all other wearpons (save 1d20 GTET [35-Will], checked daily per weapon); the bearer is compelled to be bellicose, war-like, always ready to fight, headstrong and rash (save 1d20 GTET [32-Will]); *Appearance*: a silver-bladed hand-and-half sword with a hilt wrapped in bear hide, six pieces of amber on the hilt, the blade engraved with six images of a rearing bear, *Weight*: 4.8 pounds; *Rarity*: Rare; *Value*: 8851 GP.

Berserking Club, Wondrous Weapon, CURSED ITEM; Armor: Not Applicable; *Attack*: +3 TH, +2 TD versus giant-class creatures; *Additional Abilities*: The wielder goes *berserk* every round (save 1d20 GTET [32-Will], check/round); the wielder understands/speaks barbarian languages on 1d20 rolls GTET 6, checked per language; the wielder abandons all other weapons (save 1d20 roll GTET [35-Will], per weapon, per day). *Appearance*: An ironwood club, 50 inches long by 9 inches wide at the tip, the haft carved with symbols of Wotan, Tyr, and Thor, and the grip wrapped in leather made from a hill giant's hide. *Weight*: 4.3 pounds; *Rarity*: Rare; *Value*: 12,322 GP.



Black Cloak

Black Cloak, Wondrous Clothing; Armor: AC+4, AC+10 versus rear attack; *Attack*: Not Applicable. *Additional Abilities*: All blunt weapon damage is reduced by 2; the wearer is *invisible* to low-light vision and Infrared vision at night/ underground/in naturally dark areas; the wearer has Infrared vision and Ultraviolet vision; the wearer gains a +6 bonus to move with stealth; wearer gains a +3 bonus to move silently; Powers: *darkness* (75 FT, 20 minutes, 5/day, *summon monster* (1d6 Shadows, night hours only, 15 minutes, 3/day), *blindness/deafness* (30 minutes, 30 FT, save 1d20 GTET [28-Stamina]), *summon monster* (1d6 HD2 Bats/Owls, 15 minutes, 5/day); *Appearance*: A black hooded cloak made from a light soft silk-like material, with gold collar and cuffs, and five gold-and-jade buttons shaped like eyes. *Weight*: 0.75 pounds; *Rarity*: Very Rare; *Value*: 32,700 GP. Found in Minos' Palace on the Second Circle of Hell.

Black Dragon, Claws of, Wondrous Weapon (pair); Armor: AC+20 versus Dragons/Wyverns only. *Attack*: +1 TH, 2d6 damage; *Additional Abilities*: Each hit permanently degrades opponent's AC 1d3 points; wielder immune to acid attacks; wielder is immune to diseases from drinking stagnant water; detect Dragons/Wyverns 2000 FT; Powers: 1d4/round *Acid Fog* (4d20 rounds, 3/day), *purify water* (3 gallons, 3/day), 1d10 *Acid Arrow* (50 FT, 1/day). *Appearance*: Thick black leather gloves made from supple black dragon hide

to which are attached 3 talons taken from a black dragon's foot, the talons are set into adamantine sockets fastened to an adamantine band across the back of the glove. *Weight*: 2.2 pounds; *Rarity*: Very Rare; *Value*: 15,925 GP.

Black Dragon Crop, Wondrous Weapon, Armor: Not Applicable; *Attack*: +3 TH weapon, damage 1d8+2, a Black Dragon is dominated for 1 year (save 1d20 roll GTET 17, checked per hit, limit three simultaneous dragons); *Additional Abilities*: The wielder understand/speaks Draconic, detects Dragons/Wyverns/dragon-like species within one mile; Powers: *Greater Acid Splash* (20 FT cone, 3d8, 5/day), *Daze Monster* (25 FT, 30 minutes, 3/day, save 1d20 roll GTET [20-HD]), *Hypnotism* (25 FT, 50 minutes, save 1d20 GTET [30-Will]), *Invisibility/Undetectable* to dragons only (self only, 45 minutes, 3/day); *Appearance*: A thin black leather riding crop with a wood handle wrapped in black dragon hide 2½ inches in diameter, 20 inches long, and a flexible end 12 inches long tipped with 3 small ebony balls each a quarter-inch across; *Weight*: 0.875 pounds; *Rarity*: Very Rare; *Value*: 136,255 GP. Found in Minos' Palace on the Second Circle of Hell.

Black Dragon Gauntlets, Wondrous Armor (Artifact, pair), CURED ITEM, Armor: AC+10; *Attack*: +1 TH, +3 TH versus Dragons/Wyverns, one additional attack/round against any reptile species; *Additional Abilities*: The wearer speaks/ understand Draconic, *telepathy* with Black Dragons (1 mile), detects Dragons/Wyverns (5 miles), *fly* (total 1 hour/day), immunity to dragon breath weapons (10 minutes, 1/day), *major illusion* (Black Dragon, 10 minutes, 1/day, save 1d20 GTET [32-Will]), *summon monster* (1d3 Black Dragons, one hour, once/10 days), *body transformation* (Black Dragon, once/month, 30 minutes, requires 1d20 roll GTET [24-Will] to return to native shape otherwise permanent); the wearer becomes evil (save 1d20 GTET [32-Will], checked daily), takes on a dragon's love of gold with compulsion to hoard treasure (save 1d20 GTET [35-Will], checked every 5 days), becomes jealous and hateful towards Red and Bronze

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Dragons; every 24 hours wearer must succeed on a 1d20 roll GTET [24-Will] otherwise the gauntlets grow to cover another 2 inches of body (when entire body is encased in leather they lose all memory and transform to an adult Black Dragon, no save); the appropriate prayer to Tiamat (known to the wearer upon donning) said within the first hour allows the Gauntlets to be removed. *Appearance*: A pair of oversized leather gauntlets sized for larger than a human, made of very fine soft black dragon hide leather with blue silk lining, four small ridges on the back side with two small leather flaps resembling black dragon wings, and a black dragon tooth embedded in each finger tip. The gauntlets change size and stretch when donned so that the entire arm below the elbow is covered. *Weight*: 2.1 pounds; *Rarity*: Unique; *Value*: 245,000 GP.

Blades, Bracers of, Wondrous Armor (pair), Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer is proficient with all bladed weapons while worn; the wearer's effective Agility is increased by 2 points (during combat only); Powers: *Wall of Knives* (30 FT by 5 FT, 15 minutes, 3/day). *Appearance*: A matched set of silver wrist bands lined on the inside with blue felt, with a silver clasp shaped like a sword, and engraved on the outside in elvish script which translates as "whirling knives." *Weight*: 0.9 pounds; *Rarity*: Rare; *Value*: 50,500 GP.

Blade of Trichanni, Wondrous Weapon, Armor: Not Applicable, *Attack*: +1 TH, +1 damage, +4 TH, +3 damage when used by a good person, *limb cleaver* (natural roll GTET 17, save 1d20 GTET [32-Agility]), 3d10 damage to evil Dragons and Giants, *Additional Abilities*: absorbs Earth magic, reflects Fire magic, wielder understands [only] all Draconic/Giantoid language, detects evil (250 FT), Powers: *incorporeal blade* (one combat, 3/day), *heal* (wielder 1d12 or companion 1d8, 3/day), *telepathy* (250 FT, 15 minutes, 3/day), *pass through wall* (stone/wood to 2 FT thick, 3/day); wielder permanently gains proficiency with two-handed Swords sword will not fight/attack intelligent creatures of good alignment; *Appearance*: a two-handed sword with a gold blade engraved with dwarven runes (translate "For Clan, For Family, For Good"), with an adamantite hilt, wide basket-style hand guard, ten emeralds around the outside, a grip wrapped with leather from a red dragon's hide, and a pommel shaped like a bear's head with ruby eyes; *Weight*: 5.3 pounds; *Rarity*: Unique; *Value*: 9704 GP.

Blinding, Cloak of, Wondrous Clothing, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is placed in a dangerous or challenging situation (combat, crisis, or situation involving use of a skill under potentially dangerous circumstances) the cloak billows up and wraps itself around the wearer's head, completely covering their eyes and preventing use of any sense, special ability, or supernatural ability related to vision (save 1d20 GTET [30-Agility], checked every 3 minutes; if hands are engaged apply a -4 roll modifier; *Appearance*: A dark black knee-length hooded wool cloak with royal blue satin lining, royal blue cuffs, and six platinum buttons down the front on which are engraved eye symbols. *Weight*: 2.1 pounds; *Rarity*: Uncommon; *Value*: 13,700 GP.

Blinding Helm, see Lightless Helm, see the *Portal to Adventure* RPG rules.

Blindness, Necklace of, Wondrous Jewelry, CURSED ITEM, Armor: AC-2; *Attack*: Not Applicable. *Additional Abilities*: The wearer is blinded after 3d10 minutes, affecting all sensory modes (low light vision, Infrared vision, Ultraviolet vision, echo location), continuing until the necklace is removed. Prayers or spells to remove blindness are ineffective; *Appearance*: A twenty-four inch string of polished jet beads with a single white pearl (with a black spot). *Weight*: 0.725 pounds; *Rarity*: Rare; *Value*: 9300 GP.

Boar's Eye Buckle, Wondrous Jewelry, Armor: AC+5; *Attack*: Not Applicable. *Additional Abilities*: Wearer has extraordinary scent ability and low light vision, the wearer successfully tracks even faint tracks on 1d20 rolls GTET [28-Intelligence], checked hourly, the wearer speaks/understands Boars (pig-like creatures); Power: *Summon Monster* (HD5 Giant Boar, 20 minutes, 3/day). *Appearance*: A gold buckle 7 inches across shaped like a boar with platinum bristles, obsidian hooves, and eyes of garnet. *Weight*: 0.42 pounds; *Rarity*: Uncommon; *Value*: 5024 GP.

Bone Blade, Wondrous Weapon, CURSED ITEM, Armor: Not Applicable; *Attack*: +2 TH, hp1d12 (aura of evil). *Additional Abilities*: The wielder detects corporeal Undead (150 FT), every hit against non-metallic armor permanently reduces it by AC-1, Skeletons will not attack the wielder unless directly controlled; Powers: affects (bar, drive back, control, destroy) Undead as an Evil Priest of the same Level, *Animate Skeleton* (3 each at 4d10+30 minutes, 3/day), *Rot/Decay Object* (3/day, touch, non-living only), *Slay* (first natural attack roll of 20/day, save 1d20 GTET [35-Will]); wielder is compelled to abandon all other weapons (save 1d20 roll GTET [34-Will], checked per weapon per day); *Appearance*: A curved piece of white bone (scimitar) 5 FT to 5 FT 8 inches long, with a basket hilt made from small black bones, a grip wrapped in grave cloth, and a moonstone fastened onto the pommel, one side of the blade is thin and sharp along its length, with many polished teeth and fangs fastened along the other side. *Weight*: 1.1 pounds; *Rarity*: Very Rare; *Value*: 66,125 GP.

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Boots of Stomping, Wondrous Clothing (pair), Armor: AC+6, *Attack*: 2d8 Kick (3/day), *Additional Abilities*: *trapper stomp* (all traps 50 FT range activated, 2/day), *knock out stomp* (one creature *unconscious* 2d100 minutes, 5 FT range, save 1d20 GTET [32-Stamina], 2/day), *door stomp* (kicks in/shatters door (6/day), *hole stomp* (3 FT by 1 FT deep, 6/day); wearer can never move without leaving tracks or move silently; *Appearance*: a pair of high-top black leather boots with iron heel, red leather toe, and three leather straps with with a silver buckle and silver boot charm (adjusts to fit Gnome, Dwarf, Human under 6'3"), *Weight*: 2.4 pounds/pair; *Rarity*: Rare; *Value*: 6978 GP.

Breath Reflection, Armor of, Wondrous Armor, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer takes no damage from breath weapon on 1d20 roll GTET [25-Stamina] (limit hp300/day); 80% of breath weapon damage is reflected/inflicted back to its origin; *Appearance*: per armor type. *Weight*: per armor type; *Rarity*: Very Rare; *Value*: 12,400 GP.

Brooch of Ivnerabna, Wondrous Jewelry (aura of evil), Armor: AC+2 (evil Warlocks AC+10), *Attack*: Not Applicable; *Additional Abilities*: Evil Warlocks gain SPM+2 plus 2 addition free casts/day of Basic and Lesser magic; the brooch absorbs 3 hostile Warlock spells/day; Powers: *encase in pitch* (hp1d8 heat damage, Strength GTET 20 to break free, 50 FT, 2/day); the wearer is *compelled* to an extreme greed related to gold and the need to acquire gold coins (save 1d20 GTET [32-Will], checked daily); the wearer is *permanently transformed* into a HD2 Giant Crow on 1d100 rolls of 1, checked daily/no save; *Appearance*: a platinum brooch with an inlaid gold sun on the cover with emeralds, there is an inner ivory mask of comedy, *Weight*: 0.3 pounds; *Rarity*: Unique; *Value*: 10,057 GP. Found in the Fifth Pit of the Eighth Circle of Hell.

Burning Fiddle, Wondrous Instrument, Armor: Not Applicable; *Attack*: Not Applicable; *Additional Abilities*: Wielder has above-average skill in fiddling while holding the instrument (read music); tongues of red fire dance along the fiddle's neck and bow while it is played; the wielder is protected from ordinary heat/fire; Powers {require playing}: *Call Flames* (at will, 10 FT), *Ignite Dry* (15 FT, 5/day), *Glow Balls* (3/day), *Continual Flames* (1/day), *Flare* (1/day), *Wall of Fire* (one/100 days); *Appearance*: A master-quality fiddle made of burnished red wood with red steel strings, red steel tuning pins, and a bow made from the bones and hair of a red fox. *Weight*: 1.9 pounds; *Rarity*: Rare; *Value*: 23,601 GP.

Burn Healing Salve, Blue, Alchemical Concoction, Armor: Not Applicable; *Attack*: Not Applicable. *Additional Abilities*: When a dose is rubbed on the body the salve immediately numbs all pain from burns, prevents formation of blisters and pus, prevents skin scarring, prevents the patient going into shock, and restores hp1d10. *Appearance*: A thick pasty salve, light blue in color with white flecks. *Weight*: 0.1 pounds; *Rarity*: Uncommon; *Value*: 10,100 GP.

Calm, Pipeweed of, Alchemical Concoction (Plant), Armor: Not Applicable; *Attack*: Not Applicable. *Additional Abilities*: When smoked the user becomes peaceful and calm, losing all strong positive and negative emotions and entering a contented state; this state of unworried bliss lasts 4d20+20 minutes; affecte persons do not initiate or participate in combat, arguments, bickering, disagreements, haggling or any other kind of strong disagreement (save 1d20 GTET [33-Will]); *Appearance*: A light tan rectangular pipe leaf with two semicircular lobes along each long side and a spiked tip, with dark brown veins along the top and a brown-green underside, has a slick or oily surface when dry. *Weight*: 0.75 pounds; *Rarity*: Uncommon; *Value*: 843 GP.

Cancer, Pipes of, Wondrous Object, CURSED ITEM, Armor: Not Applicable, *Attack*: Not Applicable; *Additional Abilities*: This pipe greatly increases the smoking enjoyment of any user, making the pipe weed smoke as one category of quality better than it is; the pipe is addictive (save 1d20 roll GTET [32-Stamina+{number uses}], checked per use, an addict craves the pipe every 1d100+15 minutes, break addiction on 1d20 roll GTET [37-Will], checked daily); the user contracts virulent cancer after 6 months of use (death in Stamina+1d20 days, save 1d20 GTET [34-Stamina] checked per use), a cure requires three consecutive days on which the victim receives two *banish disease prayers* (one additional day is required for every day the victim smokes this pipe during the cure). *Appearance*: A long-stemmed white ivory pipe with oversized bowl carved with flowers, grapes, and intertwined pipe weed leaves. *Weight*: 0.6 pounds; *Rarity*: Rare; *Value*: 2700 GP.

Caprihom's Cloak, Wondrous Clothing, Armor: AC+12, *Attack*: Not Applicable, *Additional Abilities*: The wearer can understand any four-footed animal, the wearer has an extraordinary to track, the wearer's range of hearing is doubled, Powers: *animal transformation* (15 minutes, 3/day; 1d6 for type: [1] Wolf, [2] Wolverine, [3] Bear, [4] Boar, [5] Stag, [6] Panther), *summon animal* (1d8 animals, same type as cloak, 15 minutes, once/month); *Appearance*: A brown leather hooded cloak lined in brown fur, the hood has bear's ears, a gold clasp is shaped in a Bear's head; *Weight*: 4.8 pounds; *Rarity*: Uncommon; *Value*: 3106 GP.

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Captain's Skill, Manual of, Wondrous Book, Armor: Not Applicable; *Attack*: Not Applicable. *Additional Abilities*: The reader permanently gains the abilities to use/pilot small boats, navigate by the stars, swim, and sail; they take no penalty for archery on rolling ships, and gain weapon proficiency with the cutlass, rapier, bill hook, and cudgel; a Water Wizard gains 2000 XP; *Appearance*: A sea-green leather book 6 inches across by 9 inches long by 1 inch thick, with gold hinges on the spine, mystical symbols written on the spine in white, and 5 pearls set on the cover; *Weight*: 1.6 pounds; *Rarity*: Rare; *Value*: 10,560 GP.

Cards, Linked (pair), see Linked Tarot Cards in the *Portal to Adventure* RPG rules.

Centuries, Manual of, Wondrous Book, Armor: Not Applicable; *Attack*: Not Applicable. *Additional Abilities*: The reader immediately increases their natural lifespan by 6d100+75 years; apply a +3 bonus to all Will-based actions, activities, and rolls while the book is held; *Powers*: *time stop* (5 minutes, 3 charges, book must be held); *Appearance*: A book 7 inches across by 9 inches long by 1 inch thick, a pale yellow leather cover with tan parchment pages, written in dark brown ink. The corners on the cover are platinum triangles, mystical symbols are written on the spine in red ink, and a garnet is mounted on the front cover surrounded by a complex pattern of intertwined circles. *Weight*: 2.06 pounds; *Rarity*: Very Rare; *Value*: 40,715 GP.

Chameleon Armor, Wondrous Armor, Armor: AC+10; *Attack*: Not Applicable; *Additional Abilities*: The wearer may command the armor to take on the color and appearance {blend} of whatever objects are around it (10/day, 2d10+5 minutes); melee opponents suffer a -3 penalty, ranged weapons suffer a -6 penalty; the wearer gains a +6 bonus to rolls to move with stealth, opponents apply a -5 penalty to detect the wearer when they move with stealth; the benefits of this armor are negated by *true seeing*. *Appearance*: per armor type. *Weight*: per armor type; *Rarity*: Rare; *Value*: 33,719 GP.

Chameleon Rod, Wondrous Weapon (Artifact, aura of neutrality), CURSED ITEM, Armor: Not Applicable; *Attack*: +2 TH, transforms into any melee weapon on demand (wielder is proficient as transformed); weapon damage by type+1; opponents contract the daily shape-shifting curse (save 1d20 GTET [26-Will] checked per day); *Additional Abilities*: Every day at dawn the wielder transforms their race per 1d20: (1-8) Human, (9-10) Dwarf, (11) Gnome, (12) Elf, (13-14) Goblin, (15-16) Cercopes, (17) Satyr, (18) Leprechaun, (19) Centaur, (20) Minotaur; their gender is randomly male or female; while the rod is held the wielder has *true sight* (100 FT, does not apply to Undead, Devils, Demons, Angels); *Powers*: *shapechange* (humanoid, 45 minutes, 3/day); persons affected with the curse becomes a H4 Zombie 72 hours after their death, capable of transmitting the curse by touch; the wielder is *compelled* to abandon all other weapons (save 1d20 GTET [34-Will], checked daily per weapon), the rod has Intelligence 19, Will 18, SPM+5, is neutral, and *dominates the wielder* (save 1d20 GTET [45-Level-Will], checked daily); the Rod is an Air Wizard L6 (*Basic*: 1d6+4 *Attack (Electricity)*, *Audibles*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, 1d8+4 *Sound Blast*, *Telekinesis*, *Unhearing Ears*, *Vertigo (FREE 10)*; *Lesser*: 2d6+4 *Attack (Electricity)*, 1d6+4 *Attack (Acid, Cold, Fire)*, *Area Deafen 20x20 FT*, *Choke {to unconsciousness}*, *Disperse Magic*, 3d6+4 *Hailstorm 20x20 FT*, *Hold in Place*, *Remove Air 20x20 FT*, *Summon Air Elemental (FREE 5)*); *Appearance*: In its natural state an adamantine rod 2½ inches in diameter by 30 inches long, with a bloodstone on one end and a black pearl on the opposite end. *Background*: The rod was crafted 690 years ago by Hrathimian Master Yuan Fraghee, in Cuor Rang (on the Plane known to Devils as “Domimattil”), was used as a Scepter of Office by the Demoness Surchocha, commander of Prince Merguado’s Seventh Legion, during the Gunguinne Wars, 600 years ago, its purpose is to spread uncertainty and the worship of Natholiadus, Demon of Chance; *Weight*: 2.7 pounds; *Rarity*: Unique; *Value*: 337,000 GP. Found on the Second Floor of Samael’s Tower between the Eighth and Ninth Circles of Hell.

Channeling, Armor of, Wondrous Armor, Armor: AC+8. *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is hit by a weapon, spell, or prayer inflicting hp damage, roll 1d20 and subtract the result from the damage; the wearer only suffers the remaining damage (if any); the subtracted damage is “channeled” into the material at the wearer’s feet; if the wearer is riding, the damage goes into their mount. *Appearance*: per armor type; *Weight*: 8.0 pounds; *Rarity*: Rare; *Value*: 30,050 GP.

Charm versus Efreeti, Wondrous Jewelry, Armor: AC+2, *Attack*: Not Applicable; *Additional Abilities*: The bearer is immune to any spell attack from Efreet (not physical attack), *Power*: *Banish Efreet* (one Efreet, 50 FT, save 1d20 GTET [33-Will], one success/day); *Appearance*: a platinum charm in the shape of tornade with a fleck of ruby in the top opening, *Weight*: 0.2 pounds; *Rarity*: Uncommon; *Value*: 8015 GP.

Charon’s Boat, Wondrous Artifact (aura of evil), Armor: Not Applicable; *Attack*: Not Applicable; *Additional Abilities*: The user must have skill with small boats to command this Boat (good persons cannot command without becoming evil); the boat is immune to sinking/burning/breach by ram; the boat and occupants are *invisible* from above; good persons riding

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this boat GTET 2 hours become permanently neutral (save 1d20 GTET [30-Will], checked hourly) and after 8 additional hours become evil (save 1d20 GTET [32-Will], checked hourly)/neutral persons become evil after 2 hours on the boat (save 1d20 GTET [30-Will], checked hourly); Crusaders riding the boat are infected with a horrible skin rash (hp3/day, save 1d20 GTET [30-Stamina]; lose blessed status after 12 days, requires *Dispel Curse* and three *Bless* prayers); the boat moves itself at 15 miles/hour as commanded, the bow rope acts as a 50 FT *Smee's Hogtie Rope*; Powers: *Sail to Universe* (1/day, this ability cannot be used to escape Inferno); some good creatures (such as the Unicorn) cannot approach this boat closer than 25 FT, 3d12 damage if forced into it.

Appearance: A long and thin black boat in the ancient style, 25 FT long by 6 FT wide, with a curved prow topped carved with a demonic face, and a small raised platform on the stern with a carved seat. The boat holds 30 human-sized persons or 8 human-sized persons with 8 horses (all animals must be blindfolded while in the boat, otherwise they immediately panic and jump out; a random *Wand* is found in a hidden compartment in the stern). **Background:** This boat was constructed by Charon 3780 years ago from myhr-wood from the Garden of a Thousand Delights. **Weight:** 1100 pounds; **Rarity:** Unique; **Value:** 450,000 GP.



Charon's Oar, Wondrous Weapon/Artifact (aura of evil), Armor: Not Applicable; **Attack:** 4d8, stun 1d6*12 rounds (save 2d20 GTET [30-Stamina], drains 1 experience Level from opponent on natural roll of 20 (save 1d20 GTET [36-Will])); **Additional Abilities:** A Strength statistic GTET 18 is required to lift the oar and GTET 20 is required to wield it; moves any boat LTET 50 tons at 75 FT/round (10 hours), can shrink to 5 inches; Powers: *diseased touch* (no save, 2/day); **Appearance:** A long and weathered oaken oar, with an 8 FT handle and 5 FT long blade, 2 FT across; the shaft is tipped with a glossy black gem (which if watched closely pulsates rhythmically). Charon wears the oar as a charm around his neck when not on his boat. **Weight:** 72.5 pounds (natural form); **Rarity:** Unique; **Value:** 300,000 GP.

Charon's Talisman, Devil's Talisman/Wondrous Object (aura of evil); **Attack:** *horrid touch* (hp1d8, touch, pus and blood-oozing wounds immediately form at hp1 point additional damage for 1d12 rounds/touch [cumulative]); **Additional Abilities:** good/neutral Priests and Crusaders detect the aura at 250 FT on 1d20 rolls GTET [26-Intelligence]; bearer becomes evil 3 hours after donning the talisman (save 1d20 GTET [32-Will], checked hourly); bearer's Intelligence and Will statistics are temporarily increased by 3 points while the talisman is worn; apply a +7 bonus to all Will-based saves, no Devil below the rank of Diabolic General attacks the bearer; bearer is immune to Charon's spells/prayers/special abilities; a mortal using any power permanently becomes a Type 1D Devil (save 1d20 GTET [42-Level-Will] per use); Powers: *Inflct Minor Wound* (hp2, touch, unlimited), *Putrefy Food and Drink* (50 FT, unlimited), *Summon Monster* (Charon), *Telepathy* (150 FT, unlimited), *Aura of Awe* (100 FT, save 1d20 GTET [34-Will], 10/day), *Inflct Fear* (3d20 rounds, save 1d20 GTET [30-Will], 10/day), *Inflct Light Wounds* (hp1d8, touch, 10/day), *Power Word Destroy* (1d6 Devils, HD1-12, 75 FT, save 1d20 GTET [32-Will], 5/day), *Summon Monster* (1d8 First Circle Devils, 30 minutes), *X-ray Vision* (15 FT, 5/day), *Hold Person* (30 FT, save 1d20 GTET [30-Strength], 3/day), *Animate Dead* (12x HD3 Zombies for 5d100 days, 2/day), *Contagion* (disease 30 FT, save 1d20 GTET [30-Stamina], 3/day), *Word of Command* (50 FT, save 1d20 GTET [28-Will], 3/day), *Command Monster* (1d6 Undead to the HD12, save 1d20 GTET 18, 1/day), *Summon Giant Vermin* (2d100 Hell Rats, 15 minutes, 3/day), *Shapechange* (aquatic animal, 150 minutes, 3/day), *Geas* (save 1d20 GTET [32-Will], once/10 days); **Appearance:** A solid glass or crystal cylinder 8 inches long by 2 inches thick, two pale blue ozmadine gems are inside (each worth 70,000 gold pieces) connected by a flickering blue flame, spinning about a small red eye; the positions of the gems and flames change periodically in a complex orbit. **Background:** Created by Charon and the Telchine Devils 26,751 years ago. **Weight:** 0.55 pounds; **Rarity:** Unique; **Value:** 450,000 GP.

Chastity, Belt of, Wondrous Clothing, CURSED ITEM, Armor: AC-4; **Attack:** Not Applicable; **Additional Abilities:** The wearer loses all feelings of lust or attraction (save 1d20 GTET [32-Will], checked per occasion), completely loses interest in any physical contact with either gender and becomes incapable of performing sexually. **Appearance:** A belt of interlocked gold rings with an oval gold buckle inset with a white ivory unicorn. **Weight:** 1.625 pounds; **Rarity:** Uncommon; **Value:** 16,000 GP.

Cheshire Cloak, Wondrous Clothing, Armor: AC+4; **Attack:** Not Applicable; **Additional Abilities:** The wearer has a +1 saving roll modifier; the wearer moves silently at all times, the wearer's scent is masked at all times (no scent is left along

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their path of travel, preventing tracking by scenting creatures); Powers: *Limited Invisibility* (only their mouths remains visible, 45 minutes, 3/day, -12 modifier to find), *Induced Laughter* (1d10 rounds incapacitating laughter, touch, 3/day, save 1d20 GTET [28-Will]). *Appearance*: A knee-length dark blue cloak with stiff collar and wide arms, the collar trimmed in ermine, sleeves trimmed in red fox, with brass buttons depicting a fox's face. *Weight*: 4.5 pounds; *Rarity*: Rare; *Value*: 18,300 GP.

Choking Draught, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: The imbiber begins to choke and gasp 1d12 rounds after drinking, lasting 1d100 rounds, they become unconscious for 1d100 minutes unless succeeding on a 1d20 roll GTET [24-Stamina], checked every 10 rounds of choking; an unconscious person chokes to death unless succeeding on a 1d20 roll GTET [28-Stamina]; *Appearance*: A thick light blue liquid with the aroma of apples and persimmon, *Weight*: 0.25 pounds; *Rarity*: Uncommon; *Value*: 822 GP.

Cloak of Constriction, Wondrous Clothing, CURSED ITEM, *Armor* AC-6, *Attack*: Not Applicable, *Additional Abilities*: When an opponent successfully strikes the wearer, the cloak constricts for 1d12 rounds; the wearer suffers hp1d4/round of constriction; leather or chain armor does not reduce the damage; breastplates, backplates, and plate mail armor does reduce constriction to hp1/round – the armor breaks (loses all protective value) on 1d20 rolls of 1, checked per round; *Appearance*: A dark blue hooded cloak with white piping around the hood, a complex purple piping geometrical design along the collar and cuffs, white buttons down the front, and an interior pocket, *Weight*: 1.8 pounds; *Rarity*: Rare; *Value*: 12,088 GP.

Cloak of the Black Sky, Wondrous Clothing, *Armor* AC+8 (+16 on moon-less nights), *Attack*: Not Applicable, *Additional Abilities*: The wearer applies a +2 bonus to moving with stealth (+8 at night or low-light conditions), seekers apply a -4 penalty to find, the wearer suffers damage+2 from Fire magic; an Air Wizard gains SPM+2 while wearing the cloak; Powers: *fly* (15 minutes, 3/day, at night or in the dark only), *summon monster* (1d6 HD2 Wolves or 2d12 HD1 Giant Bats, 2/day, at night or in the dark only), *blindness* (1d20 minutes, save 1d20 GTET [28-Stamina], 1/day, 25 FT); *Appearance*: A black hooded cloak with intricate white piping on the collar and sleeves, having five white gold buttons in the shape of stars, a white eight-pointed star is embroidered on the exterior, *Weight*: 2.0 pounds; *Rarity*: Very Rare; *Value*: 14,207 GP

Cloak of Incorporeal Attraction, Wondrous Clothing, CURSED ITEM, *Armor* AC-6, *Attack*: Not Applicable, *Additional Abilities*: While the cloak is worn, 1d3 incorporeal Undead {e.g. Wraith, Specter, Spirit, Vision, Shade, Ghost, Banshee, etc.} appear to attack the wearer every waking hour unless succeeding on a 1d20 roll GTET [25-Will], *Appearance*: A white hooded cloak with pink lining, having an intricate red piping along the hood and collar, a crow is embroidered in black on the exterior, a gallows is embroidered on the inside of the hood (-8 to find), *Weight*: 2.2 pounds; *Rarity*: Rare; *Value*: 9012 GP.

Cloak of Missile Attraction, Wondrous Clothing, CURSED ITEM, *Armor* AC-6 (AC-12 versus missiles), *Attack*: -2 TH with missile weapons, *Additional Abilities*: While this cloak is worn any missile attack directed against the wearer is at +4 TH and +1 TD; any missile attack directed against persons within 12 FT of the wearer are redirected to the wearer on 1d20 rolls GTET 8 with +2 TH; *Appearance*: A tan hooded cloak with a dark brown lining, green piping is on the sleeve and cuffs, crossed bows are embroidered on the exterior, six brass buttons have arrows, *Weight*: 2.2 pounds; *Rarity*: Uncommon; *Value*: 6843 GP.

Cloud Walking, Sandals of, Wondrous Clothing, *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: When these sandals are worn the wearer walks across clouds as if they were a solid surface (speed 2 mile/hour); the wearer levitates from the ground to clouds or vice/versa at 500 FT/minute (limit 5 minutes, 6/day); the sandals support total weights LTET 425 pounds, sinking one-tenth inch into the cloud for each additional pound; the wearer falls through the cloud when the cloud's thickness underfoot is LTET 4 inches. *Appearance*: A pair of blue bamboo sandals with blue leather straps, and dark blue chevrons across the underside. *Weight*: 0.7 pounds; *Rarity*: Very Rare; *Value*: 18,226 GP.

Cloudkill, Forever Flask of, Wondrous Object. *Armor/Attack*: Not Applicable. *Additional Abilities*: This flask releases 27 cubic FT of light green-colored poisonous gas/round for 1d100 rounds when it is opened, exposed persons die of poison unless succeeding on a 1d20 roll GTET [21+{rounds exposure}-Stamina], checked per round; the flask must be closed 4 hours to recharge between uses; *Appearance*: A copper flask 10 inches high by 3 inches thick by 4 inches wide with an ivory stopper connected by a thin copper cable, a geyser is pictured on the flask; *Weight*: 0.85 pounds; *Rarity*: Rare; *Value*: 15,800 GP.

Clumsiness, Tome of, see Tome of Fumbling in the *Portal to Adventure* RPG rules.

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Codicil of Spell Observation, Wondrous Book, Armor: Not Applicable, *Attack*: Not Applicable, *Additional Abilities*: A Wizard or Shaman gains a +1 saving roll modifier against spells while holding the Codicil, a Wizard or Shaman holding the Codicil immediately learns a Basic Magic spell used against them on 1d20 rolls GTET 4, Lesser Magic spells on rolls GTET 8, and Greater Magic spells on rolls GTET 14 {the spell must be one they do not currently possess and must be in one of their known elements}, *Appearance*: A grey leather book, one inch thick, with brass corners, bound with a purple cord, the cover is embossed with four sets of eyes and two spectacles, *Weight*: 1.2 pounds; *Rarity*: Very Rare; *Value*: 4486 GP.

Cold Protection, Cloak of, Wondrous Clothing, Armor AC+4; *Attack*: Not Applicable. *Additional Abilities*: While this cloak is worn the wearer is unaffected by ordinary temperatures as low as -120°F and gains a +10 saving roll bonus against cold spells; the wearer moves at a normal movement rate through snow (*free movement*); *summon monster* (1d6 of Arctic Fox, Wolves or Giant Snowy Owl, 15 minutes, once/10 days); *Appearance*: A white hooded cloak lined in dark blue, with pale blue stripes along the cuffs and hem, silver embroidery surrounding the collar, and five silver buttons down the front embossed with snow flakes. *Weight*: 3.1 pounds; *Rarity*: Uncommon; *Value*: 12, 603 GP.

Cold Resistance, Potion of, Alchemical Concoction, *Armor/Attack*: Not Applicable. *Additional Abilities*: When consumed the affected person is immune to ordinary cold as low as -120°F, gains a +5 saving roll bonus versus Wondrous cold, and has damage from cold-based spells or breathe weapons reduced by half; the potion is effective for (Stamina+10)*15 rounds. *Appearance*: A thick white liquid tasting of honey and chokeberry, accompanied by the odor of charred moss. *Weight*: 0.35 pounds; *Rarity*: Uncommon; *Value*: 720 GP.

Collar of Sordeesonnes, Wondrous Clothing, CURSED ITEM, Armor AC+4 (evil)/AC-4 (good, neutral), *Attack*: +1 TH (evil using sword), -1 (good or neutral, any weapon), *Additional Abilities*: evil Priest and Crusaders gain SPM+2 and one additional free cast/day of Devotions and Mysteries, absorbs first three hostile Devotions versus wearer/day and first hostile Mystery; good persons reduce SPM by 4 points; Powers: *fireball* (1d12, 50 FT, 3/day); wearer is permanently transformed into a Giant Slug on 1d100 roll of 01 checked daily (save 1d20 GTET [36-Stamina]), *Appearance*: A red leather choker decorated with beads of amber, jade, and gold, with a brass clasp (aura of evil); *Weight*: 0.4 pounds; *Rarity*: Very Rare; *Value*: 9205 GP.

Command, Ring of, Wondrous Ring, Armor AC+10; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a +5 bonus to any attempt to command, negotiate, intimidate, impress, bluff, or in any other activities that depend on an aura of leadership, respect, or command; the wearer is immune to mental domination and applies a +3 saving roll modifier versus command, intimidation, and bluffing by others; orders to animals are always obeyed (50 FT); Powers: *friends* (3/day), *dominate person* (15 minutes, save 1d20 GTET [32-Will], 1/day), *aura of calm* (1/day, 30 FT), *aura of heroism* (100 FT, once/week), *command minor Undead* (once/week); *Appearance*: A ring of narwhale horn whose outer surface is covered by a layer of glossy black lacquer, the inner surface is inscribed with dwarven runes for “leadership”, “confidence”, “wisdom”, and “power”. *Weight*: 0.35 pounds; *Rarity*: Very Rare; *Value*: 23,350 GP.

Confusion, Pipeweed of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When smoked (in a pipe) or persons exposed to its concentrated smoke, affected persons become *confused* for 1d100 minutes (save 1d20 GTET [30-Will], checked every minute exposure); affected persons are unable to perform spells or prayers and apply a -6 penalty to the use of any mental-based skill; *Appearance*: A dark brown aromatic eight-lobed leaf with a fuzzy texture and a sweet aroma. *Weight*: 0.75 pounds; *Rarity*: Uncommon; *Value*: 818 GP.

Constricting Rug, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When persons sit on the rug and *command it to fly* it rolls up tightly for (2d20*5)+20 rounds (escape 1d20 roll GTET [30-Agility]); trapped persons suffer hp2d6+6 crushing damage (half damage 1d20 roll GTET [28-Stamina] or wearing plate mail); any breakable objects on an affected person are destroyed; a trapped affected person is smothered to death in a number of rounds equal to their Stamina statistic unless succeeding on a 1d20 roll GTET [30-Strength] to escape; the rug releases victims after it suffers hp30 damage (total hp60, AC20, double damage from Wondrous Blades); the rug is susceptible to fire however it burns hotly and on the third and subsequent rounds after catching fire trapped persons suffer hp2d20/round as it burns; *Appearance*: A bright multi-colored rug or carpet of excellent craftsmanship depicting winged persons flying above a desert city (generally of Arabic design), 9 FT by 6 FT. *Weight*: 18.5 pounds; *Rarity*: Rare; *Value*: 14,158 GP.

Constriction, Armor of, see Crushing Armor in the *Portal to Adventure* RPG rules.

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Cordial of Mental Restoration, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: The imbiber is immediately released from the effects of confusion, fear, indecision, babel (language alteration), or other mental attacks; the imbiber breaks mental domination on 1d20 rolls GTET 7; a Wizard, Shaman, Warlock, Priest, or Crusader drinking the cordial gains 2 additional free casts at the Basic/Devotion level and 1 free cast at the Lesser/Mystery level; the imbiber applies a +1 saving roll versus mental attack for the potion duration; *Appearance*: A bright pink liquid with the aroma of oranges and mint, *Weight*: 0.35 pounds; *Rarity*: Uncommon; *Value*: 1424 GP.

Crown of Evil, Wondrous Jewelry, *Armor*: AC+10 (evil only)/AC-10 (good only), *Attack*: +2 TH versus good creatures (evil Warriors, Crusaders, Warlocks, Rascals), *Additional Abilities*: The evil wearer gains +4 saving roll versus spells from good opponents, has SPM+4 while wearing the crown, detect good (250 FT, continuous), evil Priests and Crusaders gain +2 on rolls versus Undead; good wearer applies a -4 saving roll versus spells from evil opponents; good persons donning the crown become permanently evil (save 1d20 GTET [32-Will], checked every 10 minutes); *Powers*: *1d8 cause wounds* (touch, 3/day, save 1d20 GTET [28-Stamina]), *cause disease* (touch, 1/day, save 1d20 GTET [30-Stamina]), *blindness* (touch, 1/day versus good only, 1d20 hours, save 1d20 GTET [32-Will]), *muteness* (touch, 1/day versus good only, 1d20 hours, save 1d20 GTET [32-Will]), *summon monster* (1d8 HD5 Harpies, 30 minutes, once/week); *Appearance*: A platinum circlet with ten gold cruciform shapes attached, a 10,000 GP ruby is centered in each cruciform, a winged scorpion figure in white gold sits on the rim, its wings made of ivory and the stinger of black opal (aura of evil), *Weight*: 0.65 pounds; *Rarity*: Very Rare; *Value*: 17,891 GP.

Crushing, Cloak of, Wondrous Clothing, CURSED ITEM, *Armor*: AC-3; *Attack*: Not Applicable. *Additional Abilities*: The cloak suddenly and violently contracts 2d10 minutes after donning for 3d12 rounds at hp1d8 damage/round (save 1d20 GTET [28-Stamina] checked per round; breastplate-backplate-plate mail reduces damage to hp1/round); scale or plate armor is permanently destroyed on 1d20 rolls GTET 8; *Appearance*: A dark brown hooded woolen cloak with orange around the collar and hem, and five brass buttons down the front, lined on the inside in tan velour. *Weight*: 1.2 pounds; *Rarity*: Rare; *Value*: 7760 GP.

Curelessness, Jeweled Belt of, Wondrous Clothing, CURSED ITEM; *Armor*: AC-8; *Attack*: Not Applicable. *Additional Abilities*: While the belt is worn no curative prayer or spell functions to heal the wearer (including wounds, disease, poison, paralysis, blindness, deafness, stoning, etc.; must be related to the wearer's physical body), the laying-on of hands by Priests and Crusaders is reduced to hp1 healing, no additional healing bonus is given for use of first-aid kits; persons undergoing surgery die on 1d20 rolls of 1; the wearer regains health points from rest at half the normal rate; *Appearance*: A platinum chain link belt with a platinum buckle shaped like a pointed shield, every alternate link fitted with a pale amethyst, *Weight*: 3.1 pounds; *Rarity*: Very Rare; *Value*: 22,450 GP.

Curse Handling, Gloves of (pair), see Faoron's Gloves in the *Portal to Adventure* RPG rules.

Curses, Shield versus, Wondrous Armor, *Armor*: AC+6; *Attack*: Not Applicable. *Additional Abilities*: When the shield is held between the wielder and an opponent, the wielder is completely protected from curses of all kinds, including *bane*, *banishment*, *bestow curse*, *geas*, *blasphemy*; the wielder applies a +5 modifier to avoid harmful glyphs; the wielder applies a +2 modifier against death spells/prayers; when the shield is on the wielder's body it gives alarm if a cursed item of armor or clothing is donned (+2 to rolls to avoid curses); *Appearance*: per shield type; always with a red backing marked in yellow runes and five amethysts on the front face. *Weight*: 2.35 pounds; *Rarity*: Rare; *Value*: 26,000 GP.

Damage Absorbing Cloak, Wondrous Clothing, *Armor* AC+4; *Attack*: Not Applicable. *Additional Abilities*: While worn, the cloak completely absorbs an amount of damage/day as determined by hp1d10*5 (the first damage/day is always absorbed {not under user's control}); the same amount of damage is absorbed/day) so the wearer is not hurt; the cloak permanently loses its enchantment if the wearer suffers GTET 175 total hp damage in any one day; the cloak is destroyed by any breath attack on a 1d20 roll GTET 15; *Appearance*: A dark grey hooded cloak with black piping around the sleeves and hem, with six black onyx buttons down the front, with an embroidered badge of a shield on the front. *Weight*: 3.05 pounds; *Rarity*: Uncommon; *Value*: 22,125 GP.

Deafness, Helm of, see the Soundless Helm in the *Portal to Adventure* RPG rules.

Death, Gem of (also called Barbrumza), Wondrous Jewelry, *Armor*: Not Applicable; *Attack/Additional Abilities*: 1d100 minutes after a living person begins to carry the gem, it transforms into a small enchanted armored creature (HD4, AC60, hp30, bite 1d10, 2x claws 1d8;); the monster eats the heart of the creature carrying it, killing them in 1d8 rounds; victims throw off the gem on a 1d20 roll GTET [30-Agility] and survive the attack on a 1d20 roll GTET [35-

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Stamina], +5 modifier if the gem is thrown off; after each death the monster returns to its gem form; a person with *true sight* sees the creature within the gem; the creature is killed by three *banish curse* prayers. *Appearance*: a large pear-cut sapphire (aura of evil). *Weight*: 0.4 pounds; *Rarity*: Rare; *Value*: 17,500 GP.

Death Mask, Bronze, Wondrous Artifact, Armor: AC+4 (AC+8 for Wizards, Warlocks, Shaman); *Attack*: Not Applicable. *Additional Abilities*: The wearer has low light vision and Infrared vision (125 FT), applies a +3 saving roll modifier versus Fire Magic, x-ray sight (10 minutes, 3/day). When the mask is worn by a Wizard, Warlock, Shaman they gain three free casts of Basic Magic and Lesser Magic and one free cast of Greater Magic, apply a +8 saving roll versus Fire Magic and +3 against other magic elements; Powers: *wall of bronze* (50 FT long, 50 minutes, 3/day), *2d6 fireball* (25 FT, 3/day); persons who view the mask are repulsed (save 1d20 GTET [28-Will]); the wearer is immediately killed when the mask is donned unless succeeding on a 1d20 roll GTET [25-Stamina] checked on the first wearing, eleventh wearing, and every subsequent number of wearings ending in 1; *Appearance*: A bronze mask of a human face which covers the entire face except for around the mouth, a nose opening, and eye slits; when the mask is worn it fits tightly to the face and moves with the wearer's face. *Weight*: 1.6 pounds; *Rarity*: Very Rare; *Value*: 28,420 GP. Found in the Ezrabah Funerary Temple on the Eighth Circle of Hell.

Death Mask, Gold (Frowning Mouth), Wondrous Artifact, Armor: AC+4 (+8 for Warrior, Crusader, Rascal); *Attack*: Not Applicable. *Additional Abilities*: The wearer has low light vision and Infrared vision (50 FT), continually detects good/evil (25 FT), applies a +2 saving roll against Shaman spells, and ignores requirements for silver weapons against Undead; when the mask is worn by a Warrior, Crusader, Rascal: increase effective hp by 6/day (continuous), increase effective Agility and Stamina statistics each +1 (continuous), *improved weapon attack* +1 (1d20 rounds, 3/day), *know enemy* (3/day), *improve armor* AC+10 (one combat, 1/day); when the mask is worn by a Dwarf: *know coins* (determines exact number of coins in any treasure by inspection (continuous), +2 TH versus goblinoid opponents, detects gems and jewelry (25 FT, continuous), always detects secret doors (15 FT), *mesmerize* (giant or dragon, 1d20 rounds, no save, 25 FT, 3/lifetime); good Warriors have their effective Strength statistic reduced by 1d3 (25 FT, save 1d20 GTET [32-Stamina], checked hourly), their weapon breaks on natural 1d20 rolls LTET 4; when the wearer strikes a good opponent the opponent's weapon breaks on natural rolls GTET 12; persons seeing the mask are repulsed (save 1d20 GTET [30-Will]); the wearer is immediately killed when the mask is donned unless succeeding on a 1d20 roll GTET [25-Stamina] checked on the first wearing, eleventh wearing, and every subsequent number of wearings ending in 1; *Appearance*: A featureless gold mask covering the entire face with a down-turned mouth; the mask fits tightly to the wearer's face and the mask moves with their facial movements (area of evil). *Weight*: 1.75 pounds; *Rarity*: Very Rare; *Value*: 25,825 GP. Found in the Ezrabah Funerary Temple on the Eighth Circle of Hell.

Death Mask, Gold (Laughing Mouth), Wondrous Artifact, Armor: +6 (+10 when worn by an Elf or Half-Elf); *Attack*: Not Applicable. *Additional Abilities*: The wearer has low light vision and Infrared vision, opens ordinary locks by touch (continuous), reflects Earth Magic (Basic, Lesser) on 1d20 rolls GTET 12, is immune to ordinary fires; Power: *midas touch* (touch, turns to gold, save 1d20 GTET [30-Stamina], one/week); when worn by an Elf or Half-Elf: hp increased 6/day (continuous), wearer has skill at tracking, *invisibility* (10 minutes, 3/day), fearful gaze (1d100 minutes panic, 25 FT, save 1d20 GTET [32-Will], 3/day); the wearer has strong *permanent antipathy* towards the lower social classes, the poor, and the helpless, refusing to provide charity and will not associate with the lower classes of people (save 1d20 GTET [33-Will]); persons within 50 FT are affected by the antipathy; viewers are repulsed by the mask (save 1d20 GTET [30-Will]); the wearer is immediately killed when the mask is donned unless succeeding on a 1d20 roll GTET [25-Stamina] checked on the first wearing, eleventh wearing, and every subsequent number of wearings ending in 1. *Appearance*: A featureless gold mask covering the entire face with an upturned mouth and triangular eye and nostril holes; the mask fits tightly to the face and moves with the wearer (aura of evil). *Weight*: 1.9 pounds; *Rarity*: Very Rare; *Value*: 33,100 GP. Found in the Ezrabah Funerary Temple on the Eighth Circle of Hell.

Death Mask, Silver (Upturned Mouth), Wondrous Artifact, Armor: AC+4 (+8 when worn by a Priest, Crusader); *Attack*: Not Applicable. *Additional Abilities*: The wearer gains the ability to see invisible (50 FT), reflects Air Magic (Basic, Lesser) on 1d20 rolls GTET 14, summon light (25 FT), *burning hands* (hp1d8 versus good, save 1d20 GTET [28-Stamina], 5/day), *1d12 lightning bolt* (15 FT, 3/day); when the mask is worn by a Priest, Crusader: SPM+2, three additional free casts (Devotions, Mysteries) and one additional cast (Majesty); +3 bonus versus Undead, resists Undead special attacks on 1d20 rolls GTET 15; prayers performed by good persons fail on 1d20 rolls GTET 6; the wearer is unable to perform any healing (lay-on hands, prayers – all are cause wounds); persons viewing the mask are repulsed (save 1d20 GTET [30-Will]); the wearer is immediately killed when the mask is donned unless succeeding on a 1d20 roll GTET [25-Stamina] checked on the first wearing, eleventh wearing, and every subsequent number of wearings ending in 1. *Appearance*: A smooth silver mask covering all of the face with an upturned laughing mouth, with small eye circles and nostrils; when the mask is worn it fits

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tightly to the face and moves with the wearer's face (aura of evil). *Weight*: 1.5 pounds; *Rarity*: Very Rare; *Value*: 29,610 GP. Found in the Ezrabah Funerary Temple on the Eighth Circle of Hell.

Death Powder, Dwarven, Alchemical Concoction. *Armor/Attack*: a Dwarf inhaling the powder dies in 1d8 rounds, save 1d20 roll GTET [35-Stamina], checked every 2 rounds; *Additional Abilities*: acts as *sneezing powder* against other races, (2d20 rounds, save 1d20 GTET [30-Stamina]; *Appearance*: A fine light tan powder, often found in a vial of carved brown ivory resembling a dwarf's face. *Weight*: 0.25 pounds; *Rarity*: Rare; *Value*: 875 GP.

Death Scythe, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +3 TH, hp1d12, damage +2 against elves, damage -2 versus Undead. *Additional Abilities*: While the scythe is held the wielder has weapon proficiency with scythes; a hit kills an opponent (save 1d20 GTET [28-Will], checked per hit); a killed person is reborn as a HD3 Ghoul after 1d20*100 minutes (save 1d20 roll GTET [32-Will], controlled by the Scythe's wielder); the wielder detect corporeal undead (250 FT), *command undead* (100 FT, Skeletons, Zombies, Ghouls, 20 minutes, 1/day), *death ray* (50 FT, save 1d20 GTET [32-Stamina], once/two weeks; *Appearance*: A black metal scythe with a 4½ FT blade, attached to an ironwood 5 FT haft; the blade is engraved on both sides with a skull and crossed bones. *Weight*: 4.32 pounds; *Rarity*: Very Rare; *Value*: 25,888 GP.

Deck Shoes of Slipperiness, Wondrous Clothing, CURSED ITEM, *Armor*: AC+2, *Attack*: Not Applicable, *Additional Abilities*: While the shoes are worn the wearer's effective Agility is reduced by 6 points (8 points on a boat or over water); the wearer falls on any natural attack roll of 1 checked every 15 minutes, *Appearance*: A pair of dark brown leather slip-on shoes with white leather soles, a silver anchor charm on flap, *Weight*: 0.75 pounds; *Rarity*: Uncommon; *Value*: 4073 GP.

Deck of Wondrous Cards, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: per card as described below, each new owner of the deck is permitted 3 pulls from the Deck before it disappears without replacement; each effect is immediate, permanent, and does not allow a saving roll; *Appearance*: A deck of 50 cards, numbered 1 through 10, in Clubs, Hearts, Diamonds, Spades; each card is 5 inches by 3 inches; *Weight*: 0.35 pounds; *Rarity*: Very Rare; *Value*: 11, 397 GP.

Ace Clubs Receive <i>Ring Spell Store</i> 6	Ace Hearts Scroll: 10x <i>Teleportation</i>	Ace Diamonds 5000 GP Gem	Ace Spades Reduce all Statistics by 2
2 Clubs Receive <i>Magic Hole</i>	2 Hearts Scroll: 10x <i>2d8 Fire Ball</i>	2 Diamonds 10,000 GP Gem	2 Spades Reduce Agility by 1
3 Clubs Receive <i>Cauldron of Plenty</i>	3 Hearts Scroll: 3x <i>Restore Life</i>	3 Diamonds 20,000 GP Gem	3 Spades Reduce Intelligence by 1
4 Clubs Receive <i>Healing Wand</i> 100	4 Hearts Scroll: 2x <i>Alter Reality</i>	4 Diamonds 50,000 GP Gem	4 Spades Reduce Stamina by 1
5 Clubs Receive <i>Opening Wand</i> 200	5 Hearts Scroll: 10x <i>Detoxify Poisons</i>	5 Diamonds +10% Coins for 1 year	5 Spades Reduce Strength by 1
6 Clubs Receive <i>Staff of Fire @</i> 100	6 Hearts Scroll: 10x <i>Banish Blindness</i>	6 Diamonds +25% Coins for 1 year	6 Spades Reduce Will by 1
7 Clubs Receive <i>Weapon Choice</i> +1	7 Hearts Increase Will by 2	7 Diamonds Increase SPM by 2	7 Spades Reduce SPM by 2
8 Clubs Receive <i>Weapon Choice</i> +2	8 Hearts Increase Agility by 2	8 Diamonds Increase total hp by 5	8 Spades Reduce hp by 4
9 Clubs Receive <i>Tent of Marvels</i>	9 Hearts Increase Strength by 2	9 Diamonds Increase all saving rolls by 2	9 Spades Reduce all saving rolls by 2
10 Clubs 2d100 days struck <i>Mute</i>	10 Hearts 2d100 days <i>Blindness</i>	10 Diamonds Lose all treasure one year	10 Spades 3d100 years in <i>Stasis</i>

Demons, Cloak of, Wondrous Clothing (Evil Artifact), *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer reduces damage from Fire Magic by 50%, reduces damage from lightning/electricity by 75%; is immune to cold attacks (breath weapon, special attacks, spells), *detects monsters* (half mile), and is protected from the natural/physical attacks of Class 1 through 3 Demons and Types 1x and 2x Devils; a *magic circle* contains a trapped Demon (see *Demon of the Cloak* in *Inferno: Denizens*) upon which the wearer may call seven times: after the seventh service the wearer must immediately compensate the Demon with either 150,000 GP or 10 liters of fresh (LTET 1 day old) human blood, else the Demon is entitled to immediately claim the wearer's soul {the Demon describes the bargain to the wearer only the first time he is called upon, if the wearer refuses the bargain, they must immediately give up the cloak [the demon not performing the

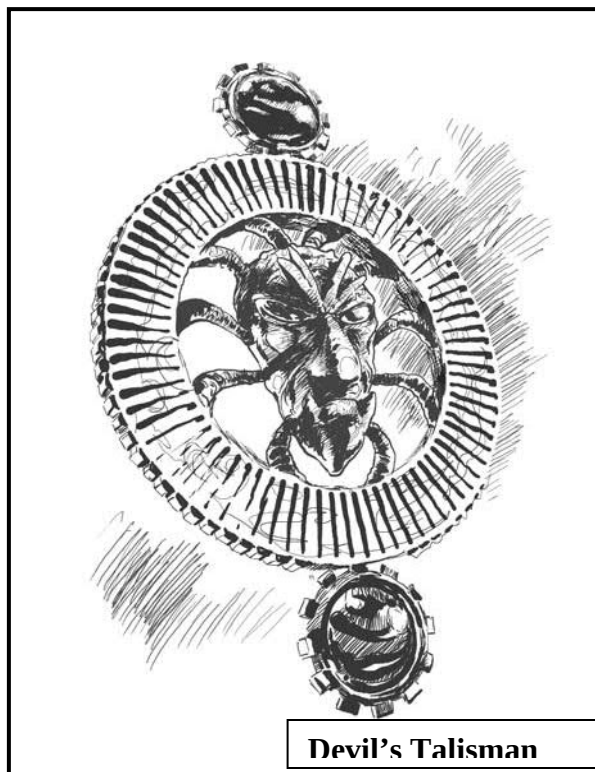
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requested service]); the Demon remains for another 7 tasks on 1d100 rolls GTET 60 (GTET 70 for a third set, 80 for a fourth set, 90 for a fifth set); once the Demon leaves, the cloak becomes powerless until a Demon is either persuaded/forced to serve. *Appearance*: A bright red hooded cloak of no obvious protective or concealment value with a fine silver threaded pentagram inscribed in a circle on the back; the neck clasp is a brooch made of silver, worked in the image of Prince Asmodia (aura of evil); *Background*: This cloak was given to the Thief Kionors Naugost by Demon Prince Mammom 740 years ago to assist her in walking the Zorwratte Maze and stealing the Orb of Eyes; *Weight*: 1.5 pounds; *Rarity*: Unique; *Value*: 260,220 GP. Found in Plutus' False Treasure Hoard on the Fourth Circle of Hell.

Devil's Brooch, Wondrous Jewelry, CURSED ITEM, Armor: AC-8; *Attack*: Not Applicable. *Additional Abilities*: Acts as a homing device so that all Devils of Officer's rank or higher always find the exact location of the wearer (100,000 FT/50 miles); when carried in Inferno double the wearer receives number of encounter checks; a Devil attacking a person wearing/carrying a brooch becomes berserk (+3 TH, defend -2, damage +2, additional attack on alternate rounds) on 1d10 rolls LTET 4, checked per round; the holder cannot drop/release a brooch (save 1d20 roll GTET [30-Will], checked every hour); *Appearance*: An oval platinum brooch, 4 inches long by 1½ inches wide, with a platinum clasp and pin, having alternating pieces of jade and ruby around its rim; *Weight*: 0.2 pounds; *Rarity*: Rare (Uncommon in Gehenna); *Value*: 5000 GP.

Devil's Crown, Wondrous Jewelry, CURSED ITEM, Armor: AC+6; *Attack*: +2 while defending Minos' Talisamn. *Additional Abilities*: Any good or neutral persons donning the Crown are mentally dominated, compelled to protect Minos' talisman (convince companions to ignore it, fight to take or protect it; save 1d20 roll GTET [34-Will]; normal [not Wondrous] missiles are reflected back to their origin, wearer is immune to lightning/electricity attacks; Powers: *chain lightning* (30 FT, 3d10 first creature/2d10 second/1d10 third/1d8 fourth, 3/day), 1d10 *magic arrow* (25 FT, 3/day); the wearer turns invisible 1d8 rounds when hit in combat; *Appearance*: A silver crown sized for humans, having blue silk lining, ten embedded rubies, and two platinum horns each tipped by diamonds. *Weight*: 2.5 pounds; *Rarity*: Very Rare (Uncommon in Gehenna) *Value*: 22,620 GP. Found in Minos' Palace on the Second Circle of Hell.

Devil's Talisman (Generic, for Diabolic Generals, Earls, Dukes, Princes, King), *Wondrous Artifact*; Armor: Not Applicable; *Attack*: *horrid touch* (hp1d8, touch, pus and blood-oozing wounds, hp1 per wound for 1d12 rounds [cumulative]); *Additional Abilities*: Good Priests/Crusaders/Clergy detect the aura at 300 FT {unable to identify location}; bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 bonus to all Will-based saves, no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to the talisman's owner's spells or special abilities, bearer turns permanently evil (save 1d20 GTET [48-Level-Will], checked hourly); wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/ bargaining/intimidation etc.; evil Crusaders/Priests/Wizards/Warlocks/ Shaman apply SPM+3, bearer applies +2 bonus to moving with stealth and to make surprise attacks; Powers: *inflict 1d6 wounds* (touch, unlimited), *putrefy food and drink*, *summon monster* (talisman's owner), *telepathy* (150 FT), *aura of awe* (100 FT, 2d20 rounds, save 1d20 GTET [30-Will], 10/day), *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Devils of the talisman's Circle, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5/day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina]), 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *death ward* (1 hour, 40 FT, save 1d20 GTET [28-Stamina]), *summon giant vermin* (2d100 HD4 Giant Rats, 15 minutes); {other unique abilities related to the specific owner}; *Appearance*: Variable (aura of evil, detect by good Priest/Crusader on 1d20 roll GTET 7, 100 FT); *Weight*: Variable; *Rarity*: Very Rare (Common to Uncommon on Gehenna); *Value*: Variable.



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Diamond Magic, Shield of, Wondrous Armor, Armor: AC+8 while held; *Attack*: Not Applicable. *Additional Abilities*: While this shield is held the wielder is immune to hostile Air Magic at the Basic Magic/Lesser Magic level and resists Greater Magic on 1d20 rolls GTET 8, electricity/lightning spells are reflected back to their origin; ordinary missiles are at -2 TH and reduce damage to hp1; *Appearance*: A small round bronze shield with crystals of polished quartz mounted around the rim and a diamond centered in the front face, the grips are made of adamantium coated in a dark spongy substance (rubber). *Weight*: 4.35 pounds; *Rarity*: Rare; *Value*: 16,500 GP.

Diplomacy, Glasses of, Wondrous Object, Armor: AC+2, *Attack*: Not Applicable. *Additional Abilities*: While these glasses are worn the wearer applies a +4 bonus to any attempt to negotiate, bargain, intimidate, bluff, lie, gain information, or other activities which depend on diplomacy or the force of personality; *Appearance*: A pair of silver rimmed spectacles with blue tinted glass lenses. *Weight*: 0.18 pounds; *Rarity*: Uncommon; *Value*: 14,329 GP.

Discord, Pendant of, Wondrous Jewelry, CURSED ITEM, Armor: AC-2; *Attack*: Not Applicable. *Additional Abilities*: The wearer is continually *compelled* to cause division, strife, conflict, misunderstanding, and dissension among their comrades, companions, allies, and other people they come in contact with, taking pleasure in the petty jealousies and rivalries they cause, taking every opportunity to further a general sense of chaos and conflict (save 1d20 GTET [32-Will], checked hourly); *Appearance*: A 5 inch pendant made of a gold cylinder around which wraps black ivory and platinum snakes. *Weight*: 0.2 pounds; *Rarity*: Uncommon; *Value*: 4376 GP.

Disease Draught, see Draught of Parakell in the *Portal to Adventure* RPG rules.

Disguise, Spectacles of, Wondrous Object, Armor: AC+2; *Attack*: Not Applicable. *Additional Abilities*: While these spectacles are worn the wearer gains a +5 bonus in any attempt to disguise themselves and blend in among other creatures; the wearer is immune from spells that detect or compel truth; *Appearance*: A pair of carved black ivory spectacle frames holding dark blue lenses with a highly reflective outer coating that completely hides the wearer's eyes. *Weight*: 0.15 pounds; *Rarity*: Rare; *Value*: 8360 GP.

Dissent, Ring of, Wondrous Jewelry, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: The wearer is unable to agree with any course of action proposed by or led by any other person (save 1d20 GTET [32-Will], checked per opportunity); the ring *compels* them to always be crabby, highly critical, whiny, and generally disagreeable towards other persons, as well as highly egotistical; the wearer fails at any attempt to persuade, convince, or intimidate, and applies a -3 modifier to attempts to negotiate or bargain; *Appearance*: A thin band of gold set with a 5 GP blue jasper, minute runes of unknown origin written along the inside in silver. *Weight*: 0.35 pounds; *Rarity*: Uncommon to Rare; *Value*: 10,700 GP.

Divine Power, Miter of, Wondrous Clothing, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: This miter exhibits no special properties unless worn by a properly ordained Priest or Crusader of a recognized or established Deity; a Priest or Crusader has SPM+3 while worn and gains 2 additional laying-on-hands (healing) per day; a Priest gains 4 additional free casts of Devotions/3 of Mysteries/2 of Majesties; Powers: *daylight* 30 FT (unlimited), *bless/curse water* (per moral alignment, 20/day), *cure minor wounds* (hp1d6, 12/day), *shield of faith* (touch, AC+12, 1d20 rounds, 12/day), *blessing/curse* (touch, +1 hit-damage or -1 hit-damage, 12/day), *discern lies* (4 rounds, 12/day), *command* (1d20 rounds, 25 FT, save 1d20 GTET [28-Will], 8/day), *speak with the dead* (4 rounds, 3/day), *disperse magic* (3/day); *Appearance*: A 30 inch tall hat which slopes to a pointed top, made of the primary color associated with the deity to which it is consecrated, the lower rim sewn with emeralds, rubies, sapphires, pearls, jet, citrines, and amber, with geometric patterns embroidered in silver and gold threads, with a piece of embroidered satin on the back that covers the wearer's neck. *Weight*: 2.18 pounds; *Rarity*: Very Rare; *Value*: 93,602 GP.

Dopplegard, Wondrous Weapon, Armor: Not Applicable, *Attack*: per 1d10: (01-06) +1, (07-09) +2, (10) +3, *Additional Abilities*: When held by an evil wielder the weapon changes weapon type on command (edged, piercing, blunt only), retaining its attack bonus in all forms; damage +1; *Appearance*: Variable (aura of evil), *Weight*: 2.2 pounds; *Rarity*: Uncommon to Rare; *Value*: 18,018 GP.

Dragon Death Balm, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the entire pot of balm is rubbed into a Dragon's hide, the Dragon dies in 2d20 rounds (save 1d20 GTET 18); the type of dragon that is affected is determined by 1d20: (01-05) generic/all dragons, (06) Wyverns, (07) White, (08) Red, (09) Green, (10) Blue, (11) Black, (12) Orange, (13) Yellow, (14) Violet, (15) Gold, (16) Silver, (17) Copper, (18) Bronze, (19) Platinum, (20)

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mixed/three types; *Appearance*: A thick paste having the color of the dragon it is deadly against, with the aroma of limburger cheese. *Weight*: 0.35 pounds; *Rarity*: Rare; *Value*: 12,450 GP.

Drardethen, Horn of, Wondrous Artifact; *Armor/Attack*: Not Applicable. *Additional Abilities*: The horn exhibits no special abilities when used by a neutral or evil person; a good person has proficiency with the horn when it is held; holder speaks with/understands all flying creatures, reflects ordinary missiles (100 pound limit), loudly projects speaker's voice (5200 FT), bearer is protected against hostile magic (songs/music), bearer is protected against sonic-based attacks; Powers: *command monster* (flying creatures LTET HD8, 250 FT, 15 minutes, save 1d20 GTET 18, 1/day), *fly* (20 minutes, 50 FT/round, 2d20 rounds, 3/day), *summon monster* (HD5 Giant Eagle, 15 minutes, 1/day), *air walk* (1 hour, one/5 days), *cage of force* (15 minutes, 1/day), *shapechange* (Giant Eagle, 30 minutes, 1/day), ventriloquism (1d10 rounds, 3/day); Four songs/day from: – *arrow shield* (2d20+10 rounds, 25 FT, all ordinary arrows blown back to origin), *collapse structure* (wood 500 FT, stone 150 FT [50 tons stone], steel 50 FT [3 tons steel]), *friends assemble* (friends are compelled to come to the horn ready to take orders, enemies are panicked, 1000 FT, both save 1d20 GTET [32-Will]), *hurricane wind* (130 mph straight winds, 1d6+2 rounds, cone 1000 FT), *stun* (500 FT, 1d10+1d6 minutes, save 1d20 GTET [28-Stamina], deafen to 1000 FT for 3d12 minutes with no save; stun power causes wielder heart failure (save 1d20 GTET [24+{# uses}]-Stamina, resets every 10 days), wielder permanently reduces their Stamina 1 point after every five uses of the stun power/no save); *Appearance*: A white ivory flared horn 32 inches long by 7 inches in diameter at the wide end, with a silver mouthpiece and silver bands around its rim; the cap-plate is made of adamantium with a single ruby at its center. *Background*: Made about 1400 years ago by the High Mage Ysic for the Earl of the Pass (Southern Gap) in the years of Nurn's greatest strength. *Weight*: 3.1 pounds; *Rarity*: Unique; *Value*: 285,050 GP.

Drunkenness, Helm of, Wondrous Armor, CURSED ITEM, Armor: AC-4; *Attack*: -2 penalty. *Additional Abilities*: While this helm is worn the wearer shows all the symptoms of inebriation: lack of coordination (reduces effective Agility by 1d4+2 points), unsteady movement, bloodshot eyes, severe headache (reduces Intelligence and Will statistics each 1 point), and bad breath; apply a -4 roll modifier to any attempt to perform a mental skill (appraising, bluffing, puzzle solving, etc.); apply a -3 roll modifier to any attempt to perform a physical skill (climbing, crafting, hiding, jumping/leaping, etc); Priests and Crusaders have SPM-2 {except for Deity of Wine, Merriment, etc.} and must roll 1d20 GTET [37-Will] to perform prayers; Wizards, Warlocks, Shaman have SPM-4 and must succeed on 1d20 GTET [34-Will] to cast a spell {when a spell is cast, it is not the intended spell on 1d20 rolls GTET 12}; *Appearance*: A bronze open-face helm with silver nose guard, with a dark blue crest, finely engraved with bunches of grapes, the interior lined in wine-colored cloth. *Weight*: 1.15 pounds; *Rarity*: Rare; *Value*: 6100 GP.

Drying Oven, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: Objects placed in this oven are completely dehydrated in 1d100 minutes without a heat source; *Appearance*: A aluminum box frame 22 inches tall by 14 inches wide by 16 inches deep, with a red metal plate on the bottom and thin rose quartz side and top, the front connected by silver hinges, with five wire shelves. *Weight*: 1.7 pounds; *Rarity*: Uncommon; *Value*: 4820 GP.

Dust, Scepter of, Wondrous Artifact, Armor: Not Applicable; *Attack*: hp1d10, hp1d12+2 versus reptiles and snakes, +2 TH. *Additional Abilities*: The wielder has the ability to speak with/understand snakes and reptiles and is immune to reptile and snake venoms, Powers: *disintegrates monster* (reptile LTET hp70, 3/day, 50 FT), *summon monster* (1d4 HD4 Giant Snakes, 15 minutes, 3/day), *sandstorm* (volume 30 FT by 30 FT by 50 FT, 3d100 rounds, 1/day), *wall of earth* (50 FT, 30 minutes, 1/day), *shapechange* (Snake, 100 minutes, once/10 days), *disintegrate person* (save 1d20 GTET [30-Stamina], once/10 days); *Appearance*: A cylindrical gold scepter 20 inches long by 3 inches diameter with gold rings or ridges on the top and bottom, a red ruby attached to the bottom, a green emerald mounted on top, with a white ivory dragon figure circling the shaft from bottom to top. *Weight*: 3.8 pounds; *Rarity*: Very Rare to Unique; *Value*: 15,011 GP. Found in the Spinx in the Oasis of Ezrabah on the Seventh Circle of Hell.

Dwarven Dice, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: These have no special abilities except when thrown by a natural Dwarf: the dice take on whatever numbers the thrower commands (telepathic command, 10 FT); observers see the die faces change on a 1d20 roll GTET [33-Intelligence]; *Appearance*: Appears as a pair black ivory six-sided dice with purple pips, each side three-quarters inch. *Weight*: 0.1 pounds; *Rarity*: Uncommon; *Value*: 14,525 GP.

Dwarven Heroes, Hammer of, Wondrous Weapon; Armor: AC+4 when held by a Dwarf; *Attack*: +3 TH and +4 TD only when used by a Dwarf; *Additional Abilities*: The hammer shows no special abilities unless wielded by a Dwarf; goblinoid opponents are killed by a single stroke (save 1d20 GTET [30-Stamina]), detects goblinoid and giantoid species at 1000 FT, wielder gains a +4 bonus to appraise (metal, gems, jewelry, weapons), wielder gains a +2 modifier when dealing with other

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Dwarfs (negotiate, persuade, barter, etc.); Powers: *extra damage* (2d12 versus Ogres, Trolls, Giants, Cyclops, Ettin etc., 5/day), *returning weapon* (when thrown, 50 FT, 5/day); *Appearance*: An adamantine double hammer on a long black wood haft, the grip wrapped in giant badger hide, the head fastened with adamantium spikes, the striking edges are marked with the dwarven rune for “warrior hero”. *Weight*: 4.7 pounds; *Rarity*: Very Rare; *Value*: 75,200 GP.

Earth Parting, Rod of, Wondrous Staff, Armor: Not Applicable; *Attack*: +2 TH, hp1d8. *Additional Abilities*: Powers: *part earth* (50 FT long trench by 8 FT wide by 12 FT deep, 25x), *create quicksand* (25 FT x 25 FT, permanent, 25x), *find in the earth* (ores/gems, 250 FT, 10 minutes, 50x), *land shape* (10 FT x 10 FT, raise/lower 20 FT, 25x), *quench lava* (10 FT x 10 FT, 10x), *great bridge* (75 FT long by 8 FT wide, permanent, 10x). *Appearance*: An ironwood staff, 5 FT long by 2 inches diameter, with a circular brown onyx gem mounted at the top and a brass cup on the bottom, the center wrapped in badger-hide leather. *Weight*: 3.65 pounds; *Rarity*: Uncommon to Rare; *Value*: 22,000 GP.

Eavrilok Goblet, Wondrous Artifact; *Armor/Attack*: Not Applicable. *Additional Abilities*: The goblet has no apparent abilities unless held by a good person; Evil/Neutral persons receive 1d10 electrical damage from touching this cup; good persons are healed hp1d6 plus remove poison plus remove disease by touching the cup (once/lifetime); while the cup is held by a good person the bearer is immune to all Water magic Basic Magic {resist Lesser Magic 1d20 roll GTET 5, resist Greater Magic 1d20 GTET 12} and to diseases, has low-light vision and Infrared vision, regenerates hp3/round, speaks and reads Dwarvish as a native, and is immune to the special attacks/abilities of corporeal undead; Powers: *summon light* (candle equivalent, unlimited), *disintegrate Undead* (ray 30 FT, no save if hp LTET 40, save 1d20 GTET 14 if hp 41 to 70, 5/day), *daylight* (50 FT, 20 minutes, 3/day), *summon monster* (Air Elemental, 15 minutes, 1/day), *shapechange* (Dwarf, 3 hours, once/10 days); a good person carrying the goblet has weapon proficiency with Axes/War Hammers and applies +2 TH and +4 damage versus goblinoid and giant species; persons within 25 FT of the goblet are permanently compelled to the worship of Dergavi, God of Dwarves (save 1d20 GTET [27-Will], Dwarf+4, Priests/Crusaders are unaffected; a Dergavi worshipper also gains a +2 roll bonus versus mental attacks/domination); a Dwarf carrying the goblet also gains a +2 bonus on Stamina and Will saves; mental controls/domination/evil possession are dispelled within 50 FT of the goblet; *Appearance*: A well-crafted rosewood cup with a white ivory rim and foot, six diamonds embedded along the rim, four diamonds embedded in the stem, engraved with scenes of miners (aura of good). *Background*: The Goblet was crafted 912 years ago in the Dwarven fortress Falganorbad by the Master Goldsmith, Haladran, a Knight of Pagonia. *Weight*: 1.37 pounds; *Rarity*: Unique; *Value*: 21,157 GP. Found in the Sanctorum Luciforus on the Ninth Circle of Hell.

Electricity Protection, Cloak of, Wondrous Clothing, Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: While the cloak is worn the wearer is protected from (absorbs) the first 40 points of electrical damage/day, thereafter that day the wearer gains a +4 bonus on Stamina saves against electricity/lightning. *Appearance*: A dark yellow hooded cloak with dark brown fur around the sleeves, a dark brown border around the hem, with six gold buttons each embossed with a jagged lightning symbol. *Weight*: 4.3 pounds; *Rarity*: Uncommon; *Value*: 10,200 GP.

Electricity, Rod of, Wondrous Weapon; Armor: Not Applicable, *Attack*: +2 TH, hp1d6, additional +1d12 damage (electrical discharge, 5/day, save 1d20 GTET [28-Stamina]). *Additional Abilities*: The wielder detects electrically charged objects (25 FT), absorbs hp25/day from natural and wondrous electricity/lightning (including from spells); Powers: *hp2d8 lightning bolt* (30x), *chain lightning* (10x). *Appearance*: a smooth rod of ash wood tipped with a piece of honey-amber, with a gold plate on the grip end. *Weight*: 1.25 pounds; *Rarity*: Rare; *Value*: 21,100 GP.

Electric Spark, Wand of, Wondrous Weapon, Armor: Not Applicable, *Attack*: +1 TH, +1 damage (blue electric spark). *Additional Abilities*: The wielder detects electrically-charged objects (30 FT), man-sized or smaller creatures touched by this wand become paralyzed (60-Stamina) rounds (save 1d20 roll GTET [28-Stamina]), absorbs hp25/day from electricity/lightning spells; *Appearance*: A slender wand of electrum tipped with yellow topaz, with a rubber grip. *Weight*: 0.8 pounds; *Rarity*: Uncommon; *Value*: 11,000GP.

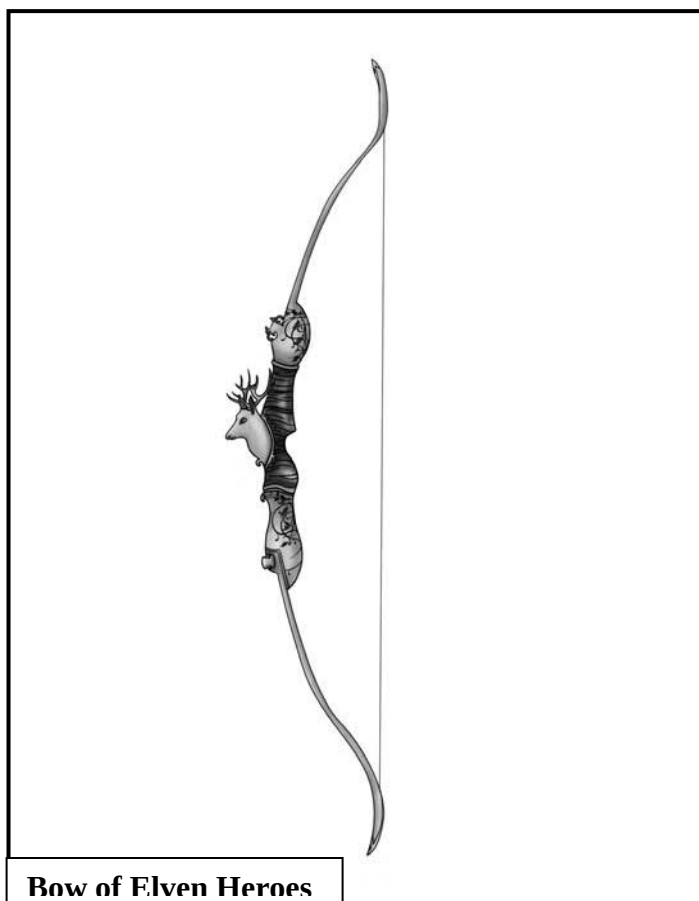
Elemental Armor, Wondrous Armor, Armor: AC+6 (AC+18 versus any elemental creature of the same element); *Attack*: Not Applicable. *Additional Abilities*: Roll 1d10 to determine the element associated with a set of armor: (1,2) air (3,4) earth (5,6) fire (7,8) water, (9) other element, (10) all elements; the wearer is treated as a trusted friend by elemental creatures of the same element as the armor and as an enemies by their enemies (save 1d20 GTET [32-Will]), the wearer is immune to direct attacks by elementals of the same type as their armor, the wearer suffers one-tenth damage from breath weapons of the same element, Powers: *wall* (select from stone/iron/ice/fire/winds/water, 2d10*20 rounds, 1/day), *protect from Plane* (the wearer is protected from the inhospitable physical conditions on the associated Elemental Plane for 24 hours, once/100 days), *enter Plane* (the wearer enters the associated Plane once per month, must exit within 24 hours). *Appearance*: A long shirt of finest masterwork chainmail, colored white for air elementals, red for fire elementals, blue for water elementals,

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brown for earth elementals, black for other kinds of elements, and green for all elementals. *Weight*: 12 pounds; *Rarity*: Rare; *Value*: 26,200 GP.

Elementals, Charm against, Wondrous Jewelry; *Armor*: AC+6, *Attack*: Not Applicable. *Additional Abilities*: While this charm is worn (displayed/visible), Air, Cold, Earth, Fire, Mind, Spirit, and Water Elementals cannot approach within 15 FT, other creatures native to the elemental Planes only approach after succeeding on a 1d20 roll GTET [27-Will] (apply a modifier of +[HD-7]). *Appearance*: A platinum diamond-shaped pendant divided into four areas by a gold line, inscribed in gold with symbols for a whirlwind, stone, flame and wave. *Weight*: 0.15 pounds; *Rarity*: Uncommon to Rare; *Value*: 8840 GP.

Elven Dagger, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +1 TH, +2 TH (Elf/Half-Elf), hp1d8 damage. *Additional Abilities*: The wielder *detects monster* (Elf, Half-Elf, other elfin race, 500 FT), *knows compass direction* (outdoors only), speaks and reads any elvish language; apply a +4 reaction bonus when interacting with Elves/Half-Elves; apply a -3 reaction penalty interacting with Dwarfs and Gnomes; *Powers*: *detects animals or plants* (100 FT, 5/day, 1d20 round), *speak with animals* (5/day), *animal messenger* (limited domination, 1 hour, 3/day, save 1d20 GTET 16), *hp1d6 cure animal's wounds* (3/day), *summon swarm* (stinging gnats, 2d20 rounds, hp1d3/round, 25 FT x 25 FT x 10 FT high); *Appearance*: A masterpiece steel-bladed dagger with a oak handle and crossbar, the grip wrapped in soft black non-slip cloth, the blade etched with the images of hawthorn and pine trees; *Weight*: 1.1 pounds; *Rarity*: Uncommon; *Value*: 830 GP.



Elven Heroes, Bow of, Wondrous Weapon; *Armor*: Not Applicable, *Attack*: +4 TH, +2 TD, one extra arrow on alternate rounds (Elf/Half-Elf only). *Additional Abilities*: The bow has no apparent wondrous properties unless wielded by an Elf or Half-Elf; all shooting ranges are increased by 50%, *detects monsters* 200 FT (black Elf, dark Elf, Orc, Goblin), damage against monsters is doubled in forest environments, arrows fired against Black Elves/Dark Elves do triple damage, the bearer moves silently and without leaving traces in forest environments, the bearer applies a +8 to move with stealth or hide in a forest environments; Gnomes suffer 1d4 damage from touching this bow and Dwarves suffer 1d10 damage. *Appearance*: A well made wooden longbow of yew wood, stained yellow-gold, the hand grip of polished horn wrapped in soft brown leather, and the arrow guide is polished horn carved in the shape of a stag's head. *Weight*: 1.65 pounds; *Rarity*: Rare; *Value*: 15,300 GP.

Enchantment, Glaive of, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +4 TH, 3d6+2 damage, +10 damage versus very large creatures (Giants, Cyclops, Titan, Dragons, etc.); *Additional Abilities*: The wielder ignores 12 points of an opponent's armor class in determining damage, has the necessary weapon proficiency while holding the Glaive (permanent after fifty combats), when the violet gem is rotated the weapon transforms into an ordinary-appearing staff not detectable as enchanted; the wielder commands the

length of the haft between 10 FT and 15 FT; *Powers*: *wall of force* (2d10 minutes, 1/day); *Appearance*: A glaive (large curved blade attached to the end of a long pole), the blade is made from a silver-adamantine alloy and is both highly reflective and glows in the dark with a ghostly pale green light, the shaft is made from black-stained ironwood and a 50 GP value violet gemstone is set on the end of the shaft in a platinum mounting. *Weight*: 9.4 pounds; *Rarity*: Rare to Very Rare; *Value*: 12,454 GP.

Endless Arrows, Bow of, see Hame's Bow in the *Portal to Adventure* RPG rules.

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Enhanced Health, Candle of, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* When the user lights this candle and they remain in direct visual sight they increase their effective hp by 1d20, receives +1 Stamina saving throw bonus, and regenerate hp1/round; a fresh candle burns for 3 hours and cannot be blown out by ordinary winds; *Appearance:* A white candle 12 inches tall by 2 inch diameter with a red wax base one inch thick, decorated along its length by mystical runes in purple wax, the candle having the scent of honey and apples; *Weight:* 0.75 pounds; *Rarity:* Uncommon; *Value:* 5400 GP.

Entropy, Mace of, Wondrous Weapon, *Armor:* Not Applicable; *Attack:* +4 TH, 2d8 damage, on natural rolls GTET 16 the struck opponent dies (save 1d20 roll GTET [30-Stamina]). *Additional Abilities:* A good person touching this mace immediately receives 1d12 damage; a person killed by this mace's death function cannot subsequently be raised from the dead; the wielder can disguise the mace as an ordinary mace (reverts to form in combat); *Powers:* *animate dead* (1d12 Skeletons or Zombies, 6 hours, 3/day), *dominate person* (20 minutes, save 1d20 GTET [32-Will], 2/day), *Gregor's Mage Drain* (30 FT, save 1d20 GTET [30-Will], 1/day), *minor time walk* (once/100 days); an evil alignment, height GTET 6 FT and Strength statistic GTET 20 all are required to use this mace in combat; *Appearance:* An oversized (5 FT) multi-bladed mace, black in color, the head of the mace is shaped like a Gnome's skull mounted with many grey-colored a steel-adamantine alloy blades, the mace weights 60 pounds. *Weight:* 6.35 pounds; *Rarity:* Very Rare; *Value:* 66,200 GP.

Equine Summoning, Ring of, see Ring of Mounts in the *Portal to Adventure* RPG rules.

Esclamonde, Amulet of, Wondrous Jewelry; *Armor:* AC+12 (neutral female), *Attack:* Not Applicable. *Additional Abilities:* When the Amulet is handled by good/evil persons it heats up (as *heat armor*) until it burns the skin, it does not exhibit any special properties when worn by a male; when the Amulet is worn by a neutral woman they are immune to Air and Fire Basic Magic {resist Lesser Magic on 1d20 rolls GTET 10, resist Greater Magic on 1d20 rolls GTET 18}, persons view the wearer as having extraordinary beauty (+5 reaction modifier), the wearer's Will statistic is increased +1 while worn, the wearer's alignment is detected as being the same as the person doing the detecting; *Powers:* *blindness/deafness* (25 FT, 30 minutes, save 1d20 GTET [28-Stamina], 3/day), *glow balls* (30 minutes, 3/day), *detect magic* (20 rounds, 25 FT, 3/day), *open lock* (3/day), *invisibility* (15 minutes, 1/day), *levitate* (10 minutes, 1/day), *silence* (10 minutes, 1/day); *Appearance:* A silver talisman 6 inches long by 1½ inches wide, embedded with 12 flecks of ruby, with a platinum clasp. *Weight:* 0.45 pounds; *Rarity:* Very Rare to Unique; *Value:* 38,168 GP.

Ever-Returning Diamond, Wondrous Jewelry; *Armor/Attack:* Not Applicable. *Additional Abilities:* When this diamond is stolen or taken it reappears in its original location (by teleportation) after 1d20*100 minutes or at the first available opportunity; money must change hands for this diamond to recognize a new owner; the diamond has a range of 500 miles. *Appearance:* A brilliant 3½ inch blue-white diamond, cut in a pear pattern. *Weight:* 0.06 pounds; *Rarity:* Rare; *Value:* apparent value 8500 GP (Appraise); 17,620 GP.

Evil Eye, Charm against, Wondrous Jewelry; *Armor/Attack:* Not Applicable. *Additional Abilities:* The wearer gains a +2 bonus on Will saves against any form of mental domination, curses, or fear, and +1 versus paralysis and stoning. *Appearance:* A 4 inch diameter silver disk with a red peridot in the center, the symbol of an eye engraved on the stone, the disk hanging from a slender silver neck chain. *Weight:* 0.2 pounds; *Rarity:* Uncommon; *Value:* 6315 GP.

Eyes, Journal of, Wondrous Book. *Armor/Attack:* Not Applicable. *Additional Abilities:* The reader immediately gains 1000 XP, and permanently gains low-light vision and Infrared vision (150 FT, if human); the reader is protected against blindness caused by poisons, disease, special attacks or abilities, and spells, for Stamina*50 days; the Journal also contains formula for all potions, elixirs, cordials, physics, draughts, salves, balms, and ointments which affect the eyes. *Appearance:* A yellow leather book bound into a silver spine with a black eye pictured on the front cover. The pages are a light aquamarine color. *Weight:* 5 pounds; *Rarity:* Rare to Very Rare; *Value:* 14,772 GP.

False Warning Stone, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* The person bearing this stone receives telepathic alarms every (1d20*5 minutes) which warns them of approaching monsters, hostile spells, severe weather, or other supposed dangers – none of the warnings being real; the alarms are strong enough to wake them while sleeping; because the stone does not detect anything the warnings are meaningless and only serve to agitate the bearer; *Appearance:* A large square-cut topaz set into a circular platinum disk 5 inches across. *Weight:* 0.2 pounds; *Rarity:* Uncommon; *Value:* 1330 GP.

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Fates, Book of, Wondrous Artifact; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader gains 10,000 XP (first only); the wielder identifies wondrous items on 1d20 roll GTET 5, unlimited *know enemy* (Undead, Devils, Demons), *confusion* (50 FT, 15 minutes, save 1d20 GTET [33-Will], 3/day), *summon soul* (soul is released from Inferno if not bound or captured in 5 minutes, when last soul is released the book loses its power); mortal readers become permanently insane (save 1d20 GTET [31+{hours of possession/100}-Will] every use); *Appearance*: A thick leather-bound red book with thin tan parchment pages, the runic symbol for Fate embossed on the cover and spine in gold, along with a number (the current number is 1046); each book has 1000 pages at 10 names/page; the book is written in a language unique to Devils (different from Infernal Cant; unknown on the Prime Material Plane); *Background*: Each book is prepared by Minos as needed. *Weight*: 5.7 pounds; *Rarity*: Unique (Rare to Very Rare on Gehenna); *Value*: 420,000 GP.

Fear, Locket of, Wondrous Jewelry; *Armor*: AC+2, *Attack*: Not Applicable. *Additional Abilities*: When this locket is displayed all persons directly viewing it (25 FT) become fearful and afraid for 2d20+5 minutes (save 1d20 GTET [28-Will], Dwarf/Gnome at +4, checked every 5 minutes); affected persons withdraw out of sight of the locket (or get as far away as practical); fearful persons engage in combat at a -3 TH penalty; the wearer is unaffected by the locket but their companions are potentially affected; the wearer is protected against any spell, supernatural ability, or special attack related to fear. *Appearance*: A black onyx oval, 5½ inches long, with platinum edging a platinum pin, and a platinum medusae face mounted in the center. *Weight*: 0.4 pounds; *Rarity*: Rare; *Value*: 17,145 GP.

Feathered Cap, Wondrous Clothing; *Armor/Attack*: Not Applicable. *Additional Abilities*: The cap has no effect when worn by a female; when worn by a male he is perceived as having extraordinary physical stature and handsomeness (save 1d20 GTET [30-Will], checked every 5 minutes); he applies a +3 bonus in any attempt to negotiate, bargain, barter, mediate, discover information, intimidate, or other activity affected by physical appearance; *Appearance*: A thick green felt tricolor hat with four blue feathers. *Weight*: 0.85 pounds; *Rarity*: Uncommon; *Value*: 10,420 GP.

Ferocity, Drums of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the drum is played all persons (companions and opponents) within 150 FT fight with greater ferocity – becoming *berserk* while the music continues (save 1d20 GTET [28-Will], checked per round) – affected persons fight at +5 TH and +2 TD, defend at -3, and cannot voluntarily cease fighting; while the music continues all affected persons are capable of fighting with two weapons and using a whirlwind attack (e.g. multiple opponents in a single round); *Appearance*: A set of two connected bongo drums each with a dark brown body and light tan tops and bottoms, the body's each set with ten pices of amber and four bloodstones, swords are painted on the drum tops. *Weight*: 2.21 pounds; *Rarity*: Very Rare; *Value*: 20,147 GP.

Fighting Figurine, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: When a figure is verbally invoked it becomes the creature it depicts, fighting under the direction of the person invoking it for 2d20 rounds or until 'killed;' each figure can be invoked 25 times (limit 2/day) before permanently losing its enchantment; determine the figurine using 1d10: (1) HD2 Giant Rat, (2) HD3 War Dog, (3) HD4 Panther, (4) HD5 Wolf, (5) HD6 Tiger, (6) HD6 Bear, (7) HD4 Wolverine, (8) HD4 Giant Rattlesnake, (9) HD4 Giant Scorpion, (10) HD6 Giant Hawk; *Appearance*: Any of several 6 inch figures carved from pink coral with agate eyes/hoofs, often found in pairs; *Weight*: 0.25 pounds; *Rarity*: Rare to Very Rare; *Value*: 4881 GP.

Fimbulstone, Wondrous Jewelry, *Armor/Attack*: Not Applicable, *Additional Abilities*: When the stone is awakened (ritual) it causes winter-like conditions throughout an area 10 miles in diameter until the deactivating ritual is performed; temperatures range between 25 degrees and -10 degrees, with snow occurring each day on 1d20 rolls GTET 13; persons touching the stone cast: *2d8 cold ray* (30 FT, 3/day, save 1d20 GTET [28-Agility]), *encase in ice* (touch, break free 1d20 GTET [32-Strength], 1/day), *summon fog* (50 FT by 50 FT by 25 FT high, 30 minutes, 3/day); *Appearance*: A pear-cut smoky-white piece of polished quartz set in a platinum egg with a gold base, snowflakes are engraved on the egg, *Weight*: 0.65 pounds; *Rarity*: Very Rare to Unique; *Value*: 33,089 GP.

Fire, Wand of, Wondrous Object; *Armor*: Not Applicable; *Attack*: +1 TH, hp1d10. *Additional Abilities*: Conjures a ball of flame 24 inches in diameter which surrounds a designated object or location within a range of 30 FT for 2d20 rounds; exposed flesh suffers hp1 fire damage/round. *Appearance*: A slender rosewood wand 14 inches long by 1 inch diameter, with a small ruby chip at the end. *Weight*: 0.8 pounds; *Rarity*: Rare; *Value*: 5370 GP.

Fire Arrow, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +2 TH, 1d6+1d4 fire damage (3d6 if vulnerable to fire). *Additional Abilities*: Any highly flammable material worn or carried by the victim immediately bursts into flame, moderately flammable items catch fire on rolls GTET 14, and flame-resistant items catch fire on rolls of 20; 1d4 additional fire damage/round flames are extinguished; an arrow can be used 1d10 times before losing its enchantment; *Appearance*: A

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long arrow with a burnished copper head, and red fletching, typically found in groups of 10 arrows. *Weight:* 0.1 pounds/each; *Rarity:* Uncommon; *Value:* 205 GP.

Fire and Smoke, Wand of, Wondrous Weapon; *Armor:* Not Applicable; *Attack:* +1 wand, hp1d6 damage); *Additional Abilities:* The wand produces a thick oily black smoke at 5 cubic FT/round persisting 20 minutes (on command); *Powers:* *call flames* (20/day), *2d8 fireball* (25 FT, 3/day), *2dd12 fireball* (40 FT, 1/day). *Appearance:* A 15 inch ash wood wand bleached at the grip, tipped with a small chip of ruby, with four inset iron rings. *Weight:* 0.92 pounds; *Rarity:* Uncommon; *Value:* 3800 GP.

Fire Protection, Armor of, Wondrous Armor, *Armor:* AC+10; *Attack:* Not Applicable. *Additional Abilities:* While this armor is worn the wearer is immune to ordinary fire and to Basic Fire Magic, resists Lesser Fire Magic on 1d20 rolls GTET 6, resists Greater Fire Magic on 1d20 rolls GTET 10; the armor absorbs the first hp20 of any fire-based breath weapon then the wearer suffers half damage from any remaining damage; the wearer survives lava on 1d20 rolls GTET 16 checked per round; *Appearance:* per armor type. *Weight:* per armor type; *Rarity:* Uncommon to Rare; *Value:* 26,940 GP.

Firebird Feathers, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* A person carrying this feather reduces damage from ordinary fire by 20% per feather; the bearer has a +1 saving roll modifier against Fire Magic; Basic Magic cast by any Fire Wizard {friend or foe} within 30 FT fail on 1d20 rolls GTET 4, Lesser Magic on rolls GTET 9, Greater Magic on rolls GTET 13 (apply -2 roll per additional feather); *Appearance:* A long red feather, 19 inches long by 3 inches wide, with white tips, yellow bases, and darker red stripes on the underside. *Weight:* 0.02 pounds/each; *Rarity:* Rare to Very Rare; *Value:* 900 GP.

Fire Blanket, Wondrous Object, *Armor:* AC+3; *Attack:* Not Applicable. *Additional Abilities:* Whenever this blanket is thrown over any ordinary flame or fire the fire is completely extinguished in 1 round. *Appearance:* A dark red wool blanket with a yellow hem, with a yellow flame embroidered at each corner. *Weight:* 3 pounds; *Rarity:* Uncommon; *Value:* 3381 GP.



Fire-Tipped Stick, Wondrous Object, *Armor/Attack:* Not Applicable, *Additional Abilities:* A 1-inch tongue of flame appears at the tip when the finger ring is pulled (1000 charges) – any flammable to somewhat flammable object begins to burn in 1d6 seconds; an object of low flammability burns after 1d20 seconds on 1d20 rolls GTET 9, *Appearance:* A 10-inch red-stained wood rod with a red metal tip and a red metal finger loop halfway, engraved with dwarven fire runes, *Weight:* 0.25 pounds; *Rarity:* Uncommon; *Value:* 1015 GP.

Fist Gloves, Wondrous Clothing (pair), CURSED ITEM; *Armor:* AC-4, *Attack:* Not Applicable. *Additional Abilities:* The wearer's hands are immediately forced to curl inward and meet on the palm, becoming rigid in that position, so that the wearer becomes incapable of holding or using any item (save 1d20 GTET [34-Strength], checked every 3 minutes); *Appearance:* A pair of light red leather gloves with black spots on the palms, the left glove having a small silver charm attached to the cuff in the shape of a boxing glove. *Weight:* 1.1 pounds; *Rarity:* Uncommon to Rare; *Value:* 5103 GP.

Flames, Gauntlets of, Wondrous Armor, *Armor:* AC+6; *Attack:* weapon+1d6 flame damage. *Additional Abilities:* The gauntlets are surrounded by bright red flames while they are worn which have no effect on the wearer and extend to any weapon they hold; the wearer reflects Basic Fire Magic spells {reflect Lesser Fire Magic on 1d20 rolls GTET 12, Greater Fire Magic on 1d20 rolls GTET 17}; the wearer is protected from ordinary fire and from heat to 150°F; *Powers:* *2d8 fireball* (30 FT, 3/day), *wall of fire* (50 FT, 30 minutes, 1/day), *summon monster* (HD8 Fire Elemental, 15 minutes, once/100 days); *Appearance:* A pair of red metal gauntlets with long leather cuffs (half forearm), with black fingers and a yellow spot on the palm. *Weight:* 3.05 pounds; *Rarity:* Rare; *Value:* 11,826 GP.

Flame Protection, Cloak of, Wondrous Clothing, *Armor:* AC+4 (AC+20 versus fire-based attack); *Attack:* Not Applicable. *Additional Abilities:* The wearer is completely protected from natural heat/burning; the wearer deflects Basic Fire Magic on 1d20 rolls GTET 8 {Lesser Fire Magic on rolls GTET 15, Greater Fire Magic on rolls GTET 19}; reflects the first hp25 damage from fire-based breath weapons/day and thereafter receives half damage; *Powers:* *extinguish flames* (50 FT,

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unlimited), *summon flame* (50 FT, 3/day), *wall of fire* (50 FT, 1/day); *Appearance*: A well-made hooded red woolen cloak with bronze buttons shaped like flames, with ruby buttons on each sleeve, and throat clasp shaped like a phoenix. *Weight*: 1.7 pounds; *Rarity*: Uncommon to Rare; *Value*: 11,624 GP.

Flaming Arrows, Bow of, Wondrous Weapon, Armor: Not Applicable; *Attack*: +3 TH, all arrows fired from this bow become flaming, +1d4 fire damage; the range of this bow is increased by 20%; *Additional Abilities*: While the bow is held the user is immune to Basic Fire Magic {resists Lesser Fire Magic on 1d20 rolls GTET 14}; *Appearance*: An ironwood long bow with red enamel, the grip made from polished lava stone and wrapped in leather made from a red dragon's hide, a gold drop shaped like a flame on each end, the bowstring made from pyrohydra entrails. *Weight*: 2.6 pounds; *Rarity*: Rare; *Value*: 24,368 GP.

Flaming Fingers Gloves, Wondrous Clothing (pair), Armor AC+4, *Attack*: Not Applicable, *Additional Abilities*: The wearer may cause 2-inch flames to appear at the tip of the second and middle fingers of each hand, these flames immediately ignite very flammable material and ignite somewhat flammable material after 10 seconds, exposed skin suffers hp1/round from the fire {the wearer's hands are not affected by ordinary fire}; *Appearance*: A pair of red cloth gloves with a red leather palm and blood-red leather fingertips, a red gold charm in the shape of a flame is attached to each cuff, a bright red flame is painted on the back of each glove, *Weight*: 0.35 pounds; *Rarity*: Uncommon; *Value*: 2107 GP.

Flatterer's Chain, Wondrous Jewelry, CURSED ITEM, Armor: AC-2; *Attack*: Not Applicable. *Additional Abilities*: The wearer is *compelled* to continuously fawn over and flatter the strongest, most noble, most important, or richest person(s) around them at all times (save 1d20 GTET [30-Will], checked hourly); the compulsion causes the wearer to act as a favor-seeker, boot-licker, yes-man, opportunist, toady, or lackey, changing favorites as the situation changes, regardless of the wearer's desires or alignment; *Appearance*: A thin platinum neck chain with a small clasp shaped like a pair of lips. *Weight*: 0.15 pounds; *Rarity*: Uncommon to Rare; *Value*: 4740 GP.

Flier's Bane Sling, Wondrous Weapon, Armor: Not Applicable; *Attack*: +2 (+4 used by Gnomes), +1 at extreme or longer range; *Additional Abilities*: When the sling is used against a flying creature (the creature does not have to be airborne but must be capable of natural flight), the flier is immediately killed on successful hit (save 1d20 roll GTET 19 for tiny or smaller creatures, roll GTET 17 for small creaturese, roll GTET 15 for medium or large creatures, roll GTET 12 for creatures who are more than large, and a roll GTET 8 for gigantic or huge creatures); the sling is ineffective against creatures whose flight is caused by spells or supernatural abilities different than natural propulsion (wings); *Appearance*: A blue leather sling with a navy-blue shot pocket in the center, a Pegasus is painted on the back of the shot pocket; *Weight*: 0.175 pounds; *Rarity*: Uncommon; *Value*: 4100 GP.

Foolish Hero Sword, Wondrous Weapon, CURSED WEAPON; Armor: AC-4; *Attack*: -3 TH, does not injure Undead. *Additional Abilities*: The wielder is *convinced* they are a heroic and mythic figure and they are *compelled* to take the lead role in all direct fighting/the more powerful the opponent the more they desire to lead/the wielder is convinced they are fighting above their level of ability; apply a -5 modifier to the wielder's effective Intelligence/Will statistics with regards to decisions about fighting (save 1d20 GTET [29-Will], checked per combat); Spellword: *see invisible* (15 minutes, 1/day), *see true location* (15 minutes, 1/day), *see enchantments* (5 minutes, 3/day), *disperse magic* (3/day), *maze trail* (1/day), *illusory appearances* (15 minutes, 1/day); *Appearance*: An extravagantly-decorated long sword, the hilt and guard are sculpted in the shape of a gold phoenix with outstretched wings, 25 rubies are mounted on the guard (initially appearing expensive, close inspection reveals them worth 1 GP each), very close inspection reveals the words "vanity all is vanity" etched on the blade. *Weight*: 2.7 pounds; *Rarity*: Rare; *Value*: 26,805 GP.

Fool's Deck of Cards, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: The possessor must draw five cards (with replacement) during the 30 days subsequent to acquiring this Deck (on the last day card draw themselves to fill out the five picks); the possessor must give away the Deck within 10 days of taking the last card; *Appearance*: A card deck 4½ inches long by 2 inches wide, the backs of each card are embossed with a red pegasus, the cards numbered 1 (ace) through 10 plus the knave, maid, and king cards, divided into the standard suits (clubs/wands, diamonds/pentacles, hearts/cups, spades/swords); the deck is typically found in a worn leather case with a silver buckle on the flap. *Weight*: 0.4 pounds; *Rarity*: Rare to Very Rare; *Value*: 20,532 GP.

Wands Ace Gain 1000 XP	Penacles Ace Gain 1000 GP	Cups Ace Permanently lose 1 Agility	Swords Ace Curse: Permanent -1 TH
Wands 2 Gain 2500 XP	Pentacles 2 Gain 5000 GP	Cups 2 Perm. lose 1 Intelligence	Swords 2 Curse: Permanent -2 TH

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Wands 3 Gain One Class Level	Pentacles 3 Gain 10,000 GP	Cups 3 Permanently lose 1 Stamina	Swords 3 Curse: Permanent -3 TH
Wands 4 Lose 15,000 XP	Pentacles 4 Lose 10,000 GP	Cups 4 Permanently lose 1 Strength	Swords 4 Curse: All attacks do hp1
Wands 5 Lose 30,000 XP	Pentacles 5 Lose 50,000 GP	Cups 5 Permanently lose 1 Will	Swords 5 Attacked by 1d10 Vampires
Wands 6 Lose 100,000 XP	Pentacles 6 Lose 150,000 GP	Cups 6 Permanently lose 1 SPM	Swords 6 Attacked by 1d12 Ogres
Wands 7 Lose 1d3 Class Levels	Pentacles 7 Curse: Lose at all gambling	Cups 7 Permanently gain 1 Agility	Swords 7 Attacked by Red Dragon
Wands 8 Acquire 1 Misc. Magic Item	Pentacles 8 Curse: All coins become CP	Cups 8 Permen. gain 1 Intelligence	Swords 8 Bonus: Permanent +1 TH
Wands 9 Curse: Hideous Face	Pentacles 9 Acquire 500,000 GP Debt	Cups 9 Permanently gain 1 Stamina	Swords 9 Bonus: Permanent +3 TH
Wands 10 Angry folk run out of town	Pentacles 10 All current money disappear	Cups 10 Permanently gain 1 Strength	Swords 10 1d20 Warriors 1d100 days
Wands Knave Arrested for treason	Pentacles Knave Bankrupt, lose all assets	Cups Knave Permanently gain 1 Will	Swords Knave 1d6 Giants @ 1d100 days
Wands Maid Arrested for theft from King	Pentacles Maid Curse: Greedy, Envious	Cups Maid Permanently gain 1 SPM	Swords Maid Curse: AC always = 10
Wands King Arrested for kidnapping	Pentacles King Curse: Vow of Poverty	Cups King Gain 3 free casts Basic/Dev.	Swords King Curse AC always = 1

Fool's Tome, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The person who reads this book permanently loses 1d6+2 points from their Will statistic. *Appearance*: A brown leather book 5 inches wide by 9 inches long by 1 inch thick, with yellow metal corners, two yellow spinels on the cover, with mystic symbols written on the spine in gold. *Weight*: 2.1 pounds; *Rarity*: Very Rare; *Value*: 42,700 GP.

Foolstone, Wondrous Jewelry, CURSED ITEM; *Armor*: AC-6; *Attack*: Not Applicable. *Additional Abilities*: While this stone is carried the bearer is regarded by all persons as a ridiculous, clownish, an immature fool, not to be taken seriously (125 FT, save 1d20 roll GTET [30-Will] by affected persons); the bearer's effective Will statistic is reduced by 1d6 points; the bearer applies a -3 penalty to any attempt to appraise, search an area, find a trap, find a secret door, pick a lock, craft an item, set a rope or snare (or similar), solve a puzzle, translate languages, use lore knowledge, or perform other activities which rely on a combination of life experience and wisdom; a Spell or Prayer performed by the bearer fails on 1d20 rolls GTET 17 Basic Magic/Devotion, GTET 14 Lesser Magic/Mystery, GTET 10 Greater Magic/Majesty; *Appearance*: An oblong orange stone with a polished by gritty surface, 6 inches long by 3 inches thick. *Weight*: 0.15 pounds; *Rarity*: Uncommon to Rare; *Value*: 4488 GP.

Forest Spear, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +2 TH and +4 TD (forests only). *Additional Abilities*: The spear exhibits no special properties except when it is in a forested area (trees LTET 25 FT apart); the wielder is able to speak with/understand forest animals, moves without leaving tracks; the spear returns when thrown; the spear can become *invisible* (1 hour/day); Powers: *shapechange* (Boar/Fox/Bear cub/Badger/Raccoon/Skunk, 10 minutes, once/three days); *Appearance*: A silver-tipped spear, 7½ FT long, with an ash shaft, and a grip wrapped in boar hide, four ivory rings are below the tip. *Weight*: 2.74 pounds; *Rarity*: Rare; *Value*: 19,720 GP.

Forgetfulness, Tome of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader permanently loses all of their long-term memories, retaining only knowledge of their name, their native language (all secondary languages are forgotten), and knowledge of events occurring in the most recent 1d10 minutes (save 1d20 GTET [36-Will]); *Appearance*: A book 7 inches wide by 8 inches long by 2 inches thick, with a leather cover light blue on the front and dark blue on the back, and a piece of turquoise set in silver on the spine along with silver runes. *Weight*: 2.4 pounds; *Rarity*: Very Rare; *Value*: 44,750 GP.

Free Movement Underwater, Suit of, Wondrous Clothing, *Armor*: AC4 (land)/AC40 (immersed); *Attack*: Not Applicable. *Additional Abilities*: The suit does not display any special properties while dry; while immersed in water the wearer is protected from the effects of water temperatures between 0°F and 110°F, is protected from pressure effects to a depth of 300 FT, resists acids, resists puncture by stingers or barbs or spines (absorbs the first hp20/day), resists bites by sharks and other

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large marine predators (save 1d20 roll GTET 6), floats or maintains depth upon command (buoyancy control); the wearer does not apply any movement restrictions or penalties in/under water (e.g. no reduced movement rate, TH penalties, etc.); the suit does not confer water breathing ability; *Appearance*: a body-suit (wrists to neck to ankles) made of a soft spongy substance covered on the outside with many small shimmering multi-colored fish scales, the collar and cuffs are dark blue; a dark blue fish is embroidered on the exterior; the suit adjusts to fit Gnomes, Dwarves, Humans, Elves, and other humanoids to 7 FT tall; *Weight*: 4.65 pounds; *Rarity*: Rare; *Value*: 12,905 GP.

Freezing, Blanket of, Wondrous Clothing, CURSED ITEM, *Armor/Attack*: Not Applicable. *Additional Abilities*: The wearer is initially warmed upon donning the blanket then falls asleep (save 1d20 roll GTET [30-Will], checked every minute), after which the blanket steadily chills the wearer at 1d4 cold damage/round; *Appearance*: A thick white rectangular blanket, 7 FT by 5 FT, with a 4 inch black stripe along all the hems and a diagonal purple stripe. *Weight*: 2 pounds; *Rarity*: Uncommon to Rare; *Value*: 5822 GP.



Frictionless Oil

Frictionless Oil, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this oil is spread it completely takes away friction for (1d12*25) minutes + 3 hours, persons walking/running across the affected surface fall unless (save 1d20 roll GTET [33-Agility]), persons sliding across the affected area suffer hp1d3 from falling at the edge trainition; *Appearance*: A thin brown oil tinged in green which becomes clear when applied, with the odor of burnt walnuts. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 1200 GP.

Frightful Mask, Wondrous Object, *Armor*: AC+5, *Attack*: Not Applicable, *Additional Abilities*: The wearer is immune to any special attack, special ability, spell, or prayer causing fear or panic; incorporeal Undead (Wraith, Specter, Banshee, Vision, Spirit, Ghost, Shade, etc.) must succeed on 1d20 rolls GTET [44-HD-Will] to attack the wearer, checked every 3 minutes; viewers are repulsed by the mask (save 1d20 GTET [30-Will]); *Powers*: *cause fear* (1d20+40 minutes, 25 FT, save 1d20 GTET [44-Level-Will], 6/day); *Appearance*: A curved wood mask with a thin silver snake around the edge, the eye and mouth holes gilded in silver, a 300 GP ruby is embedded in the forehead, a wide red ribbon holds the mask in place, the dwarven rune for 'fear' is written on the inside in gold; the mask form-fits to the wearer; *Weight*: 1.15 pounds; *Rarity*: Uncommon; *Value*: 3172 GP.

Frost Tome, Wondrous Book, *Armor*: AC+4 while carried in snow; *Attack*: +1 TH while carried in the snow, *Additional Abilities*: The temperature within 50 FT is reduced to 10°F while the book is open; the bearer is not affected by cold down to -20°F; the bears speaks/understands arctic animals; the reader may *summon* 1d4 HD10 Frost Giants for 30 minutes (4 times, must be used within 180 days); *Appearance*: A rectangular white leather book with light purple parchment pages, the cover has three adamantine snow-flake-shaped charms, the spine has two small white pearls, *Weight*: 1.8 pounds; *Rarity*: Rare to Very Rare; *Value*: 3010 GP.

Fumbling, Gauntlets of, Wondrous Armor (pair), CURSED ITEM, *Armor*: AC-10; *Attack*: -1 TH, -2 TD. *Additional Abilities*: The wearer's effective overall Agility is reduced by 4 points; the wearer drops their weapon at the start of every combat round (save 1d20 GTET [25-Agility], checked per round); the wearer fails at any attempt to balance, pick a lock, disarm or disable a device or trap, perform sleight of hand, or perform any other activity that depends on having limber or agile hands; the wearer applies a -4 modifier to climbing and throwing (grapple) attempts; a wearer capable of performing more than one attack per round loses that ability; *Appearance*: A pair of articulated leather and steel gauntlets with steel cuff half-way to the elbows, each fingertip is stained black with black palms. *Weight*: 2.1 pounds; *Rarity*: Uncommon to Rare; *Value*: 17,238 GP.

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Gaze Reflection, Helm of, Wondrous Armor, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: While the helm is worn any gaze attack (daze, mesmerize, dominate, stoning, fear, etc.) is reflected back to its origin without any effect on the wearer. *Appearance*: A barrel helm with a triangular visor, polished to a near-mirror finish on the front, with a white plume on top, lined with red velvet. *Weight*: 4.1 pounds; *Rarity*: Rare; *Value*: 23,100 GP.

Geas Breaking, Codicil of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this book is read all geas, quests, missions from a Deity, or long-term compulsions are dispelled, broken or negated, and the reader is protected from any new geas for 6 months; *Appearance*: A white leather book 6 inches across by 6 inches deep by one-and-a-half inches thick, with red metal corners, mystical symbols written on the spine in blood, with a ruby on the cover. *Weight*: 1.4 pounds; *Rarity*: Very Rare; *Value*: 9430 GP.

Geas Tome, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader is immediately affected by the geas, quest, or compulsion described in the Tome (save 1d20 roll GTET [34-Will]; the Games Master may create any task for the affected person; a task requiring GTET 6 months and LTET 2 years is suggested; the affected Adventurer may have to research the task to understand how to complete it (no initial knowledge); *Appearance*: A book 5 inches wide by 9 inches long by a half-inch thick, having a dark green leather cover, silver corners, a silver plate fixed to the cover engraved with a mountain's picture, a small emerald fixed to the spine, and mystic runes written on the spine in blue ink. *Weight*: 1.625 pounds; *Rarity*: Very Rare to Unique; *Value*: 53,750 GP.

Geryon's Talisman, *Evil Artifact*; *Armor*: AC+30 only versus physical attacks by Devils; *Attack*: *horrid touch* (hp1d8, touch, pus and blood-oozing wounds, hp1 per wound for 1d12 rounds [cumulative]); *Additional Abilities*: Good Priests/Crusaders detect the aura at 300 FT {unable to locate}; the bearer has a functional 5 FT span pair of bat's wings and a functional 7 FT scorpion's tail {no venom} while the Talisman is carried (save 1d20 GTET [35-Stamina], checked hourly); bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 saving bonus for all Will-based saves, apply a +3 saving bonus versus stoning, the bearer is immune to snake/reptile venom; the wielder may force Geryon to perform three services (not including release from Inferno; the Talisman must then be returned; evil act); no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to Geryon's spells or special abilities, bearer turns permanently evil (save 1d20 GTET [48-Level-Will], checked hourly); wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/bargaining/intimidation etc.; evil Crusaders/Priests/Wizards/Warlocks/Shaman apply SPM+3, bearer applies +2 bonus to moving with stealth and to make surprise attacks; Powers: aura of fear (50 FT, continuous, save 1d20 GTET [30-Will]), *inflict 1d6 wounds* (touch, unlimited), *putrefy food and drink*, *summon monster* (talisman's owner), *telepathy* (150 FT), *aura of awe* (100 FT, 2d20 rounds, save 1d20 GTET [30-Will], 10/day), *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Types 7A or 8A, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5/day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina], 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *death ward* (1 hour, 40 FT, save 1d20 GTET [28-Stamina]), *summon monster* (2d12 HD6 Gargoyles, 15 minutes, 3/day), *poison touch* (hp4d12, save 1d20 GTET [34-Stamina]), *shapechange* (four-legged reptile, 30 minutes, 1/day); after using any non-power ability the wielder develops a rough reptilian skin and forked tongue that lasts 2d20 hours (save 1d20 GTET [28-Stamina], viewers are repulsed {save 1d20 GTET [32-Will]}); after each use of a Power the wielder is transformed into a Komodo Dragon for 2d100 hours (save 1d20 GTET [30-Will]); *Appearance*: A wide black leather belt with a platinum clasp shaped like a whirlwind confined in a circle of lightning, superimposed on a pair of outstretched bat wings; the belt resizes itself as needed to fit the wearer (Geryon is wearing the belt on 1d100 rolls GTET 50, otherwise it is found in Geryon's Treasure Cave (strong aura of evil); *Background*: Created by the Telchine Devils; *Weight*: 0.85 pounds; *Rarity*: Unique; *Value*: 102,736 GP.

Ghost Knife, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +1 (thrown), hp1d8 damage, 2d10 against incorporeal opponents. *Additional Abilities*: A sliver from the blade detaches and is left any any corporeal wound – it migrates to their brain in a number of days equal to their Stamina (fatal, save versus migration 1d20 GTET [33-Stamina], save versus death 1d20 GTET [32-Stamina]); 3 days after death they become an incorporeal Ghost, bound to a region 25 miles in radius from their death/burial site; a sliver can also be negated by any two of: *disperse magic*, *banish spells*, *detoxify poisons*, *minor prayer*, *banish disease*, *bar infernals*. *Appearance*: A pale white metal dirk with a platinum hilt guard, having an elongated grip wrapped in Hell Hound hide, with an adamantine globe on the pommel. *Weight*: 1.26 pounds; *Rarity*: Rare; *Value*: 1020 GP.

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Gis Globe, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When any spot on the globe is touched, it projects a current view of that location as seen from 2000 FT directly above (30 minutes/day); thumbwheels on the frame are used to move the view. *Appearance*: A mahogany wood globe 3 feet across, engraved with a map of the world, set into a willow wood frame; the frame has 2 thumbwheels made of polished ivory. *Weight*: 88 pounds; *Rarity*: Very Rare; *Value*: 14,900 GP.

Gloves of Great Climbing, Wondrous Clothing (pair), *Armor*: AC+3; *Attack*: Not Applicable. *Additional Abilities*: The wearer increases their Agility by 2 while worn, the wearer applies a +8 bonus to climbing rolls, a +6 bonus to using or throwing ropes, and a +4 bonus to perform activities requiring balance; *Appearance*: A pair of white leather gloves with no finger tips, the interior lined in black satin, with a gold charm on each cuff shaped like a climber's axe. *Weight*: 0.9 pounds; *Rarity*: Uncommon; *Value*: 12,705 GP.

Gloves of Lojotorkas, Wondrous Clothing (pair), CURSED ITEM, *Armor*: AC+5, *Attack*: +1 Dirk/Dagger/Cudgel, *Additional Abilities*: The wearer has an effective Agility+1 while worn, applies a +3 bonus to picking locks; Powers: *invisibility/silence* (15 minutes, 1/day); the wearer is *compelled to steal*/attempt any valuable they see (save 1d20 GTET [34-Will], checked per opportunity); the wearer's Agility is permanently reduced to 7 on 1d100 roll of 1, checked daily. *Appearance*: A pair of platinum mesh gloves with gold cloth fingertips, a palm rune, and a ruby on the back of the hand, *Weight*: 0.5 pounds; *Rarity*: Rare; *Value*: 5129 GP.

Gloves of Melee, Wondrous Clothing (pair), *Armor*: AC+4, *Attack*: TH determined by 1d10: (01-07) +1 (08-09) +2 (10) +3, *Additional Abilities*: The wearer has proficiency with all melee weapons while the gloves are worn, they apply the attack bonus only when using a melee weapon (sword, mace, club, cudgel, hammer, axe, staff, whip); the wearer applies a -2 TH penalty when using a long weapon (javelin, spear, pole arm, lance, etc.), or a missile weapon; *Appearance*: A pair of dark purple cloth gloves with a leather palm and white cloth fingertips, having a longer leather cuff, copper charms of a sword, mace, hammer, and hatchet hang from the cuffs; *Weight*: 0.45 pounds; *Rarity*: Uncommon to Rare; *Value*: 4824 GP.

Gloves of Missiles, Wondrous Clothing (pair), *Armor*: AC+4, *Attack*: TH determined by 1d10: (01-07) +1 (08-09) +2 (10) +3, *Additional Abilities*: The wearer has proficiency with all missile weapons while the gloves are worn, they apply the attack bonus only when using a missile weapon (Long Bow, Short Bow, Cross Bow, Bolt Thrower, Throwing Knife, Throwing Star, Throwing Axe, Dart, Blowgun, etc.); the wearer applies a -2 TH penalty when using a long weapon (javelin, spear, pole arm, lance, etc.) or a melee weapon (sword, mace, club, hammer, axe, etc.); *Appearance*: A pair of dark green cloth gloves with a light green leather palm and yellow cloth fingertips, having a leather cuff, four silver charms of arrows hang from the cuffs, *Weight*: 0.33 pounds; *Rarity*: Uncommon to Rare; *Value*: 5022 GP.

Gloves of Self Punching, Wondrous Clothing (pair), CURSED ITEM, *Armor*: AC-4, *Attack*: +1 TH, hp1d6, *Additional Abilities*: Whenever the wearer attempts to perform an attack (unarmed or using weapons) the gloves compel them to punch their own face, 2 punches/glove per round (save 1d20 roll GTET [32-Will]); *Appearance*: A pair of light red cloth gloves with a dark red leather palm and azure cloth fingertips, a pair of crossed maces are painted on the back of each glove, *Weight*: 0.425 pounds; *Rarity*: Rare; *Value*: 3317 GP.

Gluttony, Belt of, Wondrous Clothing, CURSED ITEM, *Armor*: AC-1; *Attack*: Not Applicable. *Additional Abilities*: The wearer has a very strong urge to eat, requiring triple the usual weight of rations to remain healthy otherwise reduce their effective Stamina, Agility and Strength statistics by 3 points until they are fully fed; whenever the wearer comes across food they are *compelled* to eat at least one-half pound (save 1d20 GTET [32-Will], checked every opportunity); *Appearance*: A red leather belt, 2 inches wide, having a silver buckle shaped like a pie. *Weight*: 0.425 pounds; *Rarity*: Rare; *Value*: 11,200 GP.

Gnome's Pick, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +1 TH, +3 TH underground, *Additional Abilities*: This Pick does not show any extraordinary abilities unless wielded by a Gnome; the wielder has proficiency with Picks while held; Powers: *glow balls* (15 minutes, 3/day), *greater punch* (+3 TD for 1d20 rounds, 2/day), *greater bash* (breaks door or wall up to 10 inches, 1/day), *one-hit tunnel* (25 FT long by 5 FT by 5 FT, once/month); *Appearance*: An adamantite two-sided pick sized for a Gnome mounted on a 3 FT ash wood handle, the grip wrapped in boar's hide, a white piece of tusk is embedded on the bottom, *Weight*: 1.9 pounds; *Rarity*: Uncommon; *Value*: 7011 GP.

Gnome's Short Spear, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +2 TH, *Additional Abilities*: This Spear does not show any extraordinary abilities unless wielded by a Gnome; the wielder has proficiency with Spears while held; Powers: *returns* when thrown (1/day), *massive damage* (4d12, save 1d20 GTET [34-Stamina], 1/day), *called critical hit*

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(apply -2 TH, avoid 1d20 GTET [34-Agility], 3/day), *paralyzing* (3d20 minutes, save 1d20 GTET [28-Stamina], 1/day); *Appearance*: A 4 FT Short Spear sized for a Gnome, with a 5-bladed silver head mounted on a shaft of yew wood, the grip wrapped in cougar hide, two cat's talons are attached by a leather thong, *Weight*: 1.75 pounds; *Rarity*: Uncommon; *Value*: 8204 GP.

Gnomes, Sling of, Wondrous Weapon; Armor: Not Applicable; *Attack*: +4 TH, +4 TD; triple damage versus goblins, hobgoblins, and all lupine (wolf) species. *Additional Abilities*: This Sling does not show any extraordinary abilities unless wielded by a Gnome; the wielder has proficiency with Slings (after 30 combats the proficiency becomes permanent); the wielder is shielded from ordinary missiles; the wielder applies a +5 bonus to moving with stealth, moving silently, and hiding; *Appearance*: A dark grey leather sling with three finger loops at each end and a wide black leather pocket painted with a phosphescent yellow muchroom. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 18,411 GP.

Goblin Bashing Club, Wondrous Weapon; Armor: Not Applicable; *Attack*: +1 TH, +3 Th against goblins and hobgoblins; kills goblins and hobgoblins (and similar species) in a single blow (save 1d20 GTET [28-Stamina]). *Additional Abilities*: While the club is held the wielder detects goblinoid creatures (150 FT), speaks/ understands/reads all goblinoid languages, detects goblinoid markers-symbols (100 FT), has Infrared vision (200 FT), and always knows their true depth and direction of travel underground. *Appearance*: A small wood club with a silver spike driven into the end, two bands of iron are around the haft, and two bands of copper. *Weight*: 2.9 pounds; *Rarity*: Uncommon; *Value*: 12,605 GP.

Goblin Making, Wand of, Wondrous Weapon; Armor: Not Applicable. *Attack*: +1 TH, a hit *permanently transforms* an opponent in to a Goblin, with the associated statistics/size/appearance/language (save 1d20 roll GTET [32-Will]); *Additional Abilities*: The transformation causes 3d12 minutes *confusion* (save 1d20 GTET [32-Will], checked every 5 minutes); Powers: *goblin tongues* (speaks/understands any goblinoid language or dialect, unlimited), *impressive* (apply a +4 modifier to any dealing with a goblinoid persons, save 1d20 GTET [28-Will] by goblin). *Appearance*: A black wand, the grip wrapped in a tattered and smelly piece of black leather, the shaft smeared with grease. *Weight*: 1 pound; *Rarity*: Rare; *Value*: 3485 GP.

Potion of Goblin Strength



Goblin Strength, Potion of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: The drinker's Strength is reduced to 8, lasting 3d10+12 minutes (save 1d20 GTET [33-Stamina]); persons who are allergic to the potion suffer hp1d6 damage, their Strength is permanently reduced on a saving roll of 1. *Appearance*: A thin dark brown liquid with a sour taste and the aroma of curdled milk. *Weight*: 0.3 pounds; *Rarity*: Uncommon to Rare; *Value*: 628 GP.

Golden Ankh of Spirit Repulsion, Wondrous Object, *Armor*: AC+12 (versus Incorporeal), *Attack*: Not Applicable, *Additional Abilities*: The wielder detects incorporeal creatures (150 FT), incorporeal Undead (Banshee, Spirit, Ghost, Wraith, Specter, etc.) cannot approach closer than 75 FT (save 1d20 GTET [38-HD-

Will]), *Appearance*: A 10-inch ankh {cruciform with an oval at the top} made of copper plated with a gold exterior, a moonstone is inlaid at the bottom, the Elven glyph for protection is inscribed on the reverse side, *Weight*: 0.825 pounds; *Rarity*: Very Rare; *Value*: 2077 GP.

Golden Ball of Time, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: Powers: *different time zone* (100 FT radius, time slows down around the wielder who performs 25 rounds before persons in the affected area perform one round, 700 apparent rounds {5 minutes real time}, 1/day), *view the past* (visualize the same area over the previous 24 hours, 50 charges), *minor time walk* (1d100 minutes earlier in time, 50 charges), *major time walk* (1d100 days earlier in time, 3 charges); *Appearance*: A 6-inch diameter gold sphere set into a rectangular piece of amber, two hourglass figures are engraved on the sphere, *Weight*: 1.35 pounds; *Rarity*: Very Rare to Unique; *Value*: 28,821 GP.

Golem Copyist, Wondrous Object, *Armor*: Not Applicable; *Attack*: 1d6 punch (x2, L8, AC30, hp30) only in defense. *Additional Abilities*: The Golem makes an exact copy of any mundane/ordinary book/map/scroll/parchment (no error, scroll 2d8 rounds/page, maps 5 rounds/square inch, books 1d12 rounds/page); the golem copies spell or prayer scrolls at 1d12

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rounds for Basic Magic/Devotion, 2d12 rounds for Lesser Magic/Mystery, 4d12 rounds for Greater Magic/Majesty – a transcription error occurs on 1d100 rolls of 01, per 1d20: (01-12) very minor error of no impact, (13-15) minor error with minimal impact, alters the spell/prayer {save 1d20 GTET [24-Will]}, (16-17) moderate error with some impact, alters spell/prayer {save 1d20 GTET [26-Will]}, (18-19) serious error of major impact, alters spell/prayer {save 1d20 GTET [28-Will]}, (20) grave error of significant impact, alters spell/prayer {save 1d20 GTET [32-Will]}; a user identifies a copy error on 1d20 rolls GTET [42-Level-Intelligence]; the Golem is motionless when it has no materials to work on; a golem works no more than 100,000 rounds for a single user. *Appearance*: Appears as a half-sized gargoyle made from light orange-red clay with glowing blue eyes; its wings are non-functional and it is mute. *Weight*: 125 pounds; *Rarity*: Rare; *Value*: 18,455 GP.

Gomorine Rod, Wondrous Artifact, Armor: Not Applicable, *Attack*: +2 TH, hp1d10, *Additional Abilities*: The wielder is immune to Basic Air Magic {resists Lesser Air Magic on 1d20 rolls GTET 5, resists Greater Air Magic on 1d20 rolls GTET 11} and is immune to stoning; the wielder understand any creature while it is airborne; Minor Powers: *fly* (12 miles/hour, 1000 FT, 15 minutes, 3/day), *levitate* (100 vertical FT, 15 minutes, 3/day), *gust of wind* (10 minutes, 45 miles/hour, 1/day), *foul wings* (300 FT, 1d20 rounds, save 1d20 GTET [32-Stamina], 3/day), *summon monster* (1d12 HD1 Large Birds, 15 minutes, 3/day); Major Powers: *pillar of salt* (1d100 years, save 1d20 GTET [32-Stamina], 1/day), *shapechange* (Sand Dragon, 30 minutes, 1/day), *rain of fire* (1000 FT diameter, 10 minutes hp3/round, structure fire), *remove oxygen* (sphere 50 FT diameter, 15 minutes, 1/day); the wielder permanently becomes a pillar of salt after using a major power on 1d100 rolls of 01; *Appearance*: A white metal rod 27 inches long by 3 inches in diameter (2 inches along the grip), with a clear crystal attached to the top, a rounded ruby attached at the bottom, and nine pearls embedded in the haft, the grip is wrapped with leather made of white dragon skin; Rod is intelligent (Intelligence 19, Will 20, genocidal mission against Elves, does not like being underground or in forests); *Weight*: 1.15 pounds; *Rarity*: Very Rare to Unique; *Value*: 28, 381 GP.

Good Luck Coin, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: The bearer applies a +2 bonus to all non-combat rolls that depend wholly or mostly on fortune, *Appearance*: A 1½ inch diameter coin with the scales of fortune on one side, and sheaves of wheat on the reverse, a small piece of topaz is inlaid, *Weight*: 0.125 pounds; *Rarity*: Uncommon to Rare; *Value*: 2095 GP.

Great Cuttings, Saw of, Wondrous Tool; Armor: Not Applicable; *Attack*: +1 TH, 1d6 as weapon. *Additional Abilities*: The saw cuts ordinary/mundane wood or metal twenty times faster than a common saw; it cuts through stone as if the stone were one-sixth its thickness, it cuts through enchanted material as if it were ordinary; *Appearance*: A thin rough-cut adamantine blade 19 inches long, set into a black curved ironwood handle by four gold rivets. *Weight*: 0.83 pounds; *Rarity*: Uncommon; *Value*: 10,210 GP.

Great Diggings, Spade of, Wondrous Tool, Armor: Not Applicable; *Attack*: +1 TH (+3 versus small/very small creatures), damage hp1d6, +2 TD versus small/very small opponents; *Additional Abilities*: This spade digs through rock/soil at 5 FT by 5 FT by 3 FT per round (8 FT by 8 FT by 5 FT for Dwarf), an opponent becomes unconscious 1d20 rounds on a natural roll of 20 (save 1d20 GTET [34-Stamina]); *Appearance*: A square bladed shovel with adamantine blade, ash shaft, iron handle, wrapped in manticores-hide leather. *Weight*: 2.6 pounds; *Rarity*: Uncommon; *Value*: 5900 GP.

Greater Damage, Gloves of, Wondrous Clothing (pair); Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a +3 damage bonus for any hit with a melee weapon (sword, mace, club, axe, hammer, flail, dirk, etc.; no bonus given for missile weapons) while these are worn; the gloves size themselves to fit humanoids from gnomes to ogres. *Appearance*: A pair of black leather gloves with two orange bands around the cuff, a leather tightening strap with a gold button depicting a leopard's head, and a yellow spot on the palm. *Weight*: 0.5 pounds; *Rarity*: Rare; *Value*: 11,200 GP.

Greater Sleeping, Potion of, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: The imbiber sleeps 1d100 days (save 1d20 GTET [34-Stamina]), a 1d20 GTET [36-Stamina] is made daily, *Appearance*: A pale yellow liquid with foamy head, tasting of lemon with a pepper aftertaste, *Weight*: 0.33 pounds; *Rarity*: Uncommon; *Value*: 902 GP.

Greed, Scepter of, Wondrous Jewelry, CURSED ITEM; Armor: Not Applicable; *Attack*: 1d4 damage, stuns 2d12 rounds (3/day, save 1d20 GTET [28-Stamina]), blindness 2d100 rounds (1 day, save 1d20 GTET [33-Stamina]). *Additional Abilities*: The wielder is *compelled* to act as a penny-pinching avaricious miser (save 1d20 GTET [32-Will] to spend or contribute anything) who demands a greater-than-even share of treasure, and immediately converts all portable assets (including enchanted items) to gold; *Appearance*: A 16-inch crabapple wood wand with a gold bottom cap and a triangular gold head fitted with an emerald, ruby, and diamond. *Weight*: 1.62 pounds; *Rarity*: Rare to Very Rare; *Value*: 15,750 GP.

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Gregor's Pin, Wondrous Jewelry, CURSED ITEM, Armor: AC-4, *Attack*: Not Applicable, *Additional Abilities*: A Wizard, Warlock, or Shaman wearing this pin is unable to cast Greater Magic, must succeed on a 1d20 roll GTET 18 to cast Lesser Magic, and must succeed on a 1d20 roll GTET 13 to cast Basic Magic {not related to the number of available free casts}; *Appearance*: An oval platinum pin with pieces of black coral around the edge, a gold wizard's cap in the center, the Elven glyph for misfortune is etched on the reverse side, *Weight*: 0.325 pounds; *Rarity*: Rare to Very Rare; *Value*: 4196 GP.

Grog, Endless Cask of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: This cask is always full of rich, full-bodied grog; it can dispense one-quarter gallon of grog/round (limit 500 rounds/day); *Appearance*: A quarter-barrel oaken cask with a wood plug on top and a brass spigot attached near the bottom; on the bottom is carved the name "Kerkira". *Weight*: 7.5 pounds; *Rarity*: Uncommon; *Value*: 3715 GP.

Gnome Military Pick, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +3 TH, +1 TD, double damage when thrown (60 FT, *returning*), goblins save versus death (1d20 roll GTET [28-Stamina]). *Additional Abilities*: This Pick displays no special abilities except when wielded by a Gnome; the wielder has weapon proficiency with picks; the wielder has skill at mining; pick mines at six times normal speed; *Appearance*: A small pick with a blade made from adamantite, held onto the shaft by four silver straps, the shaft made from fine oak wood (stained deep brown), the shaft carved with mining scenes and wrapped in soft brown leather, a brown leather wrist thong is attached to the shaft. *Weight*: 2.6 pounds; *Rarity*: Uncommon; *Value*: 17,938 GP.

Ghost Armor, Wondrous Armor, *Armor*: AC+16 (+30 versus incorporeal attackers), *Attack*: Not Applicable, *Additional Abilities*: Incorporeal opponents must succeed on 1d20 rolls GTET [40-HD-Will] to attack the wearer; *Powers*: *incorporeal zone* (become incorporeal 10 minutes, 2/day) *Appearance*: per armor type, made of white metal or leather, *Weight*: one quarter armor type; *Rarity*: Very Rare; *Value*: 10,837 GP.

Gnome Heroes, Short Sword of, Wondrous Weapon, *Armor*: Not Applicable *Attack*: +2 TH, +4 TD. *Additional Abilities*: This sword displays no special abilities except when wielded by a Gnome; the wielder has proficiency with Short Swords; apply +6 TH when protecting non-Adventurer Gnomes, detects Gnomes (1000 FT); Gnomes who see this weapon wielded by non-Gnomes are *compelled* to challenge for ownership (resist 1d20 roll GTET [34-Will]); *Powers*: *aura of confidence* (Gnomes within 250 FT, +25% morale), *command Gnomes* (100 FT, to 20, 1 hour, save 1d20 GTET [32-Will], 1/day); *Spellblade*: *hold person* (25 FT, 1d20 rounds, save 1d20 GTET [32-Stamina]. 50x), *summon monster* (1d8 HD1d3 burrowing animals, 15 minutes, 50x), *minor earthquake* (100 FT, 50x), *tunnel* (15 FT, 6 FT by 5 FT, 50x). *Appearance*: A fine short sword made from adamantium and silver, the blade shines with a bright reflective sheen and is engraved with secret glyphs of the archaic Gnome language, the oversized basket hilt is silver and shaped like the head of a wolf with pearls (200 GP x2) for eyes, the hilt sculpted in silver in the form of a lizard whose claws grip a large topaz (500 GP), the grip is wrapped in soft brown leather. *Weight*: 2.325 pounds; *Rarity*: Uncommon to Rare; *Value*: 26,248 GP.

Hag, Hood of the, Wondrous Clothing, CURSED ITEM; *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer's face is perceived to be that of a repulsive elderly crone or wizened man (depending on gender, viewer saves on 1d20 roll GTET [34-Will], checked per 5 minutes); the affected person is seen to have thin white hair, long crooked nose, mismatched eyes, deeply crinkled skin with discolored patches, facial scars, and missing teeth; *Appearance*: A cloth hood made of double-layered linen, with round eye holes hemmed in black thread, and black piping around the neck. *Weight*: 0.325 pounds; *Rarity*: Rare; *Value*: 5225 GP.

Hag, Potion of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When imbibed the drinker's face becomes mottled, dried and crackled, wrinkled, with a hideous countenance (save 1d20 GTET [38-Stamina]); all viewers are greatly repulsed and want nothing to do with the affected person (save 1d20 GTET [38-Will]); an affected woman also develops a high-pitched cackling voice and a *baleful stare* (25 FT, *fear* 2d100 rounds, save 1d20 GTET [32-Will]); viewers are *stunned* 1d100 rounds (save 1d20 GTET [25-Will]); all animals are panicked 3d100 rounds/no saving roll; the stare cannot be controlled and affects companions; *Appearance*: A dark grey liquid having the taste of bitter ale, and a pungent salve-like aroma. *Weight*: 0.35 pounds; *Rarity*: Uncommon to Rare; *Value*: 525 GP.

Hag's Tome, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: This book has no effect when read by males and is generally unintelligible; when the book is read by a woman her face becomes mottled, dried and crackled, wrinkled, with a hideous countenance and she physically ages 2d12+8 years (save 1d20 GTET [38-Stamina]); all viewers are greatly repulsed by the affected person (save 1d20 GTET [38-Will]); her Intelligence statistic is raised 3 points, she applies a -5 modifier to any attempt to be tactful or diplomatic, negotiate, barter, or haggle; she gains a +3 bonus to

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attempts to Intimidate and to identify motives; *Appearance*: A brown leather book 5 inches wide by 9 inches long by one inch thick with a cracked and flaky appearance, the corners and spine made of brass, with a single moonstone on the cover above a gold-leaf drawing of an elderly woman wearing a bonnet and holding a staff. *Weight*: 1.25 pounds; *Rarity*: Very Rare; *Value*: 30,500 GP.

Hallucination Draught, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: The drinker begins to see vivid colorful hallucinations 2d20 after imbibing, persisting 4d10+5 minutes (save 1d20 roll GTET [34-Stamina]); the affected person cannot tell the hallucinations from reality (1d20 roll GTET [36-Will]); *Appearance*: A sweet pink liquid of moderate thickness, having the aroma of cherries. *Weight*: 0.35 pounds; *Rarity*: Uncommon; *Value*: 375 GP.



Hallucination Draught

Hammerfold War Axe, Wondrous Artifact, CURSED ITEM; *Armor*: AC+8 (Dwarf only); *Attack*: +1 TH, +3 TH (evil wielder), +5 TH (evil Dwarf wielder), +1 TD; *wounds* (bleeds hp1d3 for 1d8 rounds per hit); cleaves opponent's necks on natural rolls GTET 18 (save 1d20 GTET [32-Agility]); cleaves wielder's neck on natural rolls or 01/02 (save 1d20 GTET [34-Agility]); goblinoid species are killed by a single stroke (save 1d20 roll GTET [30-Stamina]); *Additional Abilities*: All persons viewing the axe are overcome with a *compulsion* to possess it (save 1d20 roll GTET [28-Will], checked per day); the wielder is highly distrustful of Elves and Gnomes (save 1d20 roll GTET [28-Will], checked per opportunity); persons touching the axe are permanently afflicted with avarice and envy and are very secretive about their treasures and possessions (save 1d20 roll GTET [30-Will], checked per touch); the possessor permanently gains ability as a Blacksmith and Miner; the wielder is immune to Basic Earth Magic {resists Lesser Earth Magic on 1d20 rolls GTET 7, resists Greater Earth Magic on 1d20 rolls GTET 16; the wielder has *Infrared vision*; Powers: *detect gems/jewelry* (30 FT, continuous), *speak/read language* (Dwarvish, continuous), *door splitter* (destroys any door in a single stroke, 4/day), *hold person/ monster* (30 FT, 100 rounds, save 1d20 roll GTET [30-Will], 3/day), *lightning bolt* (2d8, 30 FT, 3/day), *shapechange* (male Dwarf, 30 minutes, 1/day), *minor illusion* (ordinary steel axe, 30 minutes, save 1d20 GTET [30-Will]); one of the wielder's body parts permanently transforms to that of a goblin's body after each kill made with the axe (save 1d20 GTET [26-Stamina]); *Appearance*: A large double-bladed war axe with gold handle embedded with opals and amethyst, and a platinum blade; a Strength statistic GTET 13 is required to lift the axe, Strength GTET 17 is required to wield it; *Background*: Crafted 410 years ago in the city of Hammerfold by the Dwarf Master Sedmindror, first wielded by Geshtinne the Bandit King who raided the towns Cnygenn and Hirrelcastle, fought the giant chief Jalbrod, and was killed by the Mountain Giant, Arhonn the Large; *Weight*: 3.85 pounds; *Rarity*: Very Rare to Unique; *Value*: 44,330 GP.

Hate, Amulet of (versus specified race, alignment, or character class), Wondrous Jewelry, CURSED ITEM; *Armor*: AC-6, *Attack*: Not Applicable. *Additional Abilities*: The wearer is *compelled* to have an extremely strong hatred of and prejudice against the specified group – acting against members of the group whenever possible (save 1d20 roll GTET [32-Will], checked each opportunity); *Appearance*: A diamond-shaped piece of gold with an onyx disk embedded in its center on which is engraved with interlocked swastika symbols. *Weight*: 0.33 pounds; *Rarity*: Uncommon to Rare; *Value*: 14,000 GP. The specified group may be determined from 1d20: (1) Humans, (2) Elves, (3) Dwarfs, (4) Gnomes, (5) Warriors, (6) Warlocks, (7) Rascals, (8) Priests, (9) Crusaders, (10) Wizards, (11) Shaman, (12) men, (13) women, (14) lower social classes, (15) upper social classes, (16) persons from a specified nation or region in the Games Masters campaign, (17) city folk, (18) rural folk, (19) foreign language speakers, (20) humanoid/intelligent monsters.

Healthful Potions, Codicil of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader immediately gains 2500 XP, is healed hp1d12, and gains a basic knowledge of Alchemy; the book contains alchemical formulas for all potions, ointments, elixirs, balms, salves, physics, tonics, medicines, and cordials having healing properties; the reader is protected against alchemical-based poisons for Stamina*20 days; *Appearance*: A black leather book with a white lily pictured on the front cover, and tan parchment pages. *Weight*: 3.5 pounds; *Rarity*: Rare to Very Rare; *Value*: 30,450 GP.

Heavenly Hosts, Staff of, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +2 TH, hp1d3, one random effect per 1d6: (1) inflicts hp2d20 damage, (2) causes 15 years *aging* {save 1d20 GTET [32-Stamina]}, (3) causes serious life-threatening *disease* {no save, fatal in 1d100 hours – save 1d20 GTET [35-Stamina]}, (4) *fear strike* {1d100 rounds, save 1d20 GTET [28-Will]}, (5) causes 2d8 *holy fire*, (6) 1d100 days *stasis*; *Additional Abilities*: This staff does not exhibit any special

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abilities when held by a neutral or evil person (suffer hp1d12 from touching the staff); Powers: *spell shield* (absorbs 10 points/day, Basic Magic = 1, Lesser Magic = 2, Greater Magic = 3), *self-healing* (hp1d12, 4/day), *insect plague* (1d8*10 minutes, 1/day), *summon monster* (1d8 HD6 lesser Angels, 10 minutes); the Staff delivers 1d12*25 damage to all creatures within 250 FT when broken; *Appearance*: A polished hickory staff 7 FT long with a wolverine fur grip, shod on each end in adamantium, carved along its length in celestial runes (strong aura of good). *Weight*: 2.7 pounds; *Rarity*: Very Rare to Unique; *Value*: 130,800 GP.

Hell Cake(s), Wondrous Food; *Armor/Attack*: Not Applicable. *Additional Abilities*: The aroma causes an irresistible urge to consume these cakes (unwrapped, 25 FT, resist 1d20 roll GTET [28-Stamina]); consuming one cake causes any creature LTET 350 pounds to go to sleep (1d20 rolls GTET [37-Will]), two cakes affects creatures to 10,000 pounds; affected creatures sleep {10 hours - 50*Stamina minutes}; Cerberus, Garms, and other canines are especially susceptible to the soporific effect. *Appearance*: A circular honey cake, light brown in color with a spongy consistency, each 6 inches across by 2 inches thick, with the aroma of butter and walnuts; 1d20 are found together wrapped in fine gold foil. *Weight*: 0.325 pounds; *Rarity*: Rare (Common to Uncommon on Gehenna); *Value*: 1925 GP.

Hell, Crown of, Wondrous Artifact, Armor AC+14; *Attack*: Not Applicable. *Additional Abilities*: A good person touching the Crown suffers hp1d20 fire damage (half damage on 1d20 roll GTET [28-Stamina]) and becomes permanently neutral (save 1d20 roll GTET [32-Will])/neutral persons suffer hp1d12 fire damage and become permanently evil (save 1d20 GTET [34-Will]); the bearer is immune to Basic Fire Magic {resist Lesser Fire Magic on 1d20 rolls GTET 5, resist Greater Fire Magic on 1d20 rolls GTET 12} and is immune to all cold magic; the wearer *regenerates* hp3/round and has *true sight* (100 FT, also sees invisible/astral/displaced/incorporeal) and applies a +4 bonus on Will saves; Powers: *cause 1d8 wounds* (touch, save 1d20 GTET [28-Stamina], 20/day), *cure 1d12 wounds* (touch, 10/day), *summon monster* (one Devil of Types 1A through 4E, 10 minutes, 4/day), *true sight* (250 FT), *no-magic zone* (5 minutes, 25 FT, 3/day), *aura of fear* (100 FT, 1d100 minutes, save 1d20 GTET [30-Will]), death gaze versus good (50 FT, save 1d20 GTET [40-Level-Will], 1/day), *wall of force* (25 FT globe, 30 minutes, 1/day), *raise dead* (evil or allied creature only, once/week, limit 72 hours dead), *regenerate* (1/day), *summon monster* (6 Vampires or 6 Mummies or 6 Fire Elementals, 15 minutes, 1/day); a mortal using any power is banished into the Ethereal Plan without the Crown (save 1d20 roll GTET [3+number uses]); the Crown is detected by any Devil/Demon GTET HD10 (150 miles); the wearer is unaffected by any special/supernatural attack by any Devil LTET HD8; all evil creatures experience *herosim* (range 500 FT); the bearer refuses to give up the Crown after possessing it GTET 12 hours (save 1d20 GTET [36-Will], checked daily) and becomes insane 10d100 days if forced to give it up (save 1d20 GTET [37-Will], checked daily); *Appearance*: A seven point crown of white gold with the image of Lucifer in yellow gold at its apex with glowing 100 carat emeralds on each point, ten pearls and ten bloodstones are embedded in the circlet, it is lined inside with purple silk; the Crown is sized for a giant but fits itself to the wearer. *Background*: Constructed by Lucifer, and Princes Samael, Asmodai, and Belial, between 37,200 and 37,175 years ago in the Telchinne Hall of the city of Glasya-Labolos (strong aura of evil). *Weight*: 4.15 pounds; *Rarity*: Unique; *Value*: 285,000 GP. Found in Samael's Tower on the Eighth Circle of Hell. The Crown is aware (Intelligence 22, Will 21), evil, telepathy 100 FT, speaks/read {Common, Infernal Cant, Elvish, Dwarvish 44% proficiency}, is an Evil Priest L10; its mission is to unite all evil creatures in worship of Lucifer.

When a single individual wears the Ring of Hell, the Crown of Hell, and carries the Scepter of Hell, in addition to the various individual Powers: *Catastrophic Ruin* (45 minute rain of fire/stone that destroys all structures LTET 10 inch thickness across a surface area of 2 square miles, 1/day), *Disfigure Plants* (permanently mutates/disfigures all plants in a 5 mile radius causing them to become poisonous, self-propelling, capable of grasping or enveloping animals, releasing poisonous or hallucinogenic gases or spores or firing pointed projectiles such as giant thorns, 1/day), *Mass Withering* (warps and withers the limbs on all humanoids with a half-mile radius, save 1d20 roll GTET [28-Stamina], *Slay Living* (quarter mile, affects Adventurers/monsters LTET L15, 3d10 damage on 1d20 save roll GTET [35-Stamina], 1/day).

Hell, Ring of, Wondrous Artifact, Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: A good person touching the Crown suffers hp1d20 fire damage (half damage on 1d20 roll GTET [28-Stamina]) and becomes permanently neutral (save 1d20 roll GTET [32-Will])/neutral persons suffer hp1d12 fire damage and become permanently evil (save 1d20 GTET [34-Will]); the wielder is immune to Basic Fire Magic {resists Lesser Fire Magic on 1d20 rolls GTET 6, resists Greater Fire Magic GTET 12} and is immune to cold magic; the wielder regenerates hp3/round and gains a +2 bonus to Stamina and Will saving rolls; the wielder is invisible to low light or Infrared vision; the wielder sees and attacks incorporeal/displaced opponents ignoring their special abilities; the Ring is detected by any Devil/Demon GTET HD8 (150 miles); the wielder is unaffected by any special attack by any Devil of LTET HD8; Powers: *control undead* (as an evil Priest L20), Infrared vision (100 FT), *daylight* (5 minutes, 50 FT, 4/day), *summon flames* (25 FT, unlimited), *summon monster* (one Devil of Types 2A through 5E, 10 minutes, 3/day), *summon monster* (Fire Giant, 15 minutes, once/week), *wall of fire* (50 FT, 15

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minutes, 3/day), *aura of fear* (100 FT, save 1d20 roll GTET [28-Will], 3/day), *disintegrate* (50 FT, 500 pounds, once/week, mortals save 1d20 roll GTET [30-Stamina]), *death ray versus good* (50 FT, save 1d20 GTET [33-Will], once/30 days), *2d8 fireball* (25 FT, 3/day); all evil creatures experience *herosim* (250 FT); a mortal permanently transforms into a Salt Golem after using any power (save 1d20 GTET [28-Stamina]); the bearer refuses to give up the Ring after possessing it GTET 12 hours (save 1d20 GTET [36-Will], checked daily) and becomes insane 10d100 days if forced (save 1d20 GTET [37-Will], checked daily); *Appearance*: A giant-sized gold ring set with a perpetually glowing 130 carat ruby with an inlaid ring of black ivory on both inner and outer surfaces, with the ruby surrounded by the engraved words in Infernal Cant which translate as, "*The Pit, the Whip, and the Flame for Guilt*;" the ring is always warm to the touch. *Background*: Constructed by Lucifer, and Princes Samael, Asmodai, and Belial, between 37,200 and 37,175 years ago in the Telchinne Hall of the city of Glasya-Labolos (strong aura of evil). *Weight*: 0.44 pounds; *Rarity*: Unique; *Value*: 236,660 GP. Found in Samael's Tower between the Eighth and Ninth Circles of Hell.

When a single individual wears the Ring of Hell, the Crown of Hell, and carries the Scepter of Hell, in addition to the various individual Powers: *Catastrophic Ruin* (45 minute rain of fire/stone that destroys all structures LTET 10 inch thickness across a surface area of 2 square miles, 1/day), *Disfigure Plants* (permanently mutates/disfigures all plants in a 5 mile radius causing them to become poisonous, self-propelling, capable of grasping or enveloping animals, releasing poisonous or hallucinogenic gases or spores or firing pointed projectiles such as giant thorns, 1/day), *Mass Withering* (warps and withers the limbs on all humanoids with a half-mile radius, save 1d20 roll GTET [28-Stamina], *Slay Living* (quarter mile, affects Adventurers/monsters LTET L15, 3d10 damage on 1d20 save roll GTET [35-Stamina], 1/day).

Hell, Scepter of, Wondrous Artifact; Armor: Not Applicable; *Attack*: +4 TH, 1d20 damage (4d8 versus good or neutral opponents), the opponent is dominated 2d100 hours (critical hit, save 1d20 roll GTET [30-Will]). *Additional Abilities*: A good person touching the Scepter suffers hp1d20 fire damage (half damage on 1d20 roll GTET [28-Stamina]) and becomes permanently neutral (save 1d20 roll GTET [32-Will])/ neutral persons suffer hp1d12 fire damage and become permanently evil (save 1d20 GTET [34-Will]); the wielder is immune to Basic Air Magic {resist Lesser Air Magic on 1d20 rolls GTET 6, resist Greater Air Magic on 1d20 rolls GTET 12} and is immune to cold magic and regenerates hp2/round; opponents attack at -2 TH {including ambush/surprise, multiple opponents}; the wielder is unaffected by any special attacks by Devils LTET HD8; the Scepter is detected by any Devil/Demon GTET HD8 (range 75 miles); Powers: *command monster* (evil creatures, limit HD8, 250 FT, save 1d20 rolls GTET [30-Will]), *discern lies* (20 FT, continuous), *summon monster* (one Devil Types 3A to 6C, 15 minutes), *summon monster* (adult red dragon, 30 minutes, once/six months), *telepathy* (150 FT, continuous), *aura of fear* (30 FT, save 1d20 roll GTET [30-Will], 3/day), *dominate person/monster* (touch, 15 minutes, save 1d20 roll GTET [40-HD-Will], 1/day), *death ray versus good* (50 FT, save 1d20 GTET [32-Will], once/week); all evil creatures experience *heroism* (250 FT); the bearer refuses to give up the Ring after possessing it GTET 12 hours (save 1d20 GTET [36-Will], checked daily) and becomes insane 10d100 days if forced (save 1d20 GTET [37-Will], checked daily); the wielder permanently loses one-twentieth of their soul each day they use any of the Scepter's powers (save 1d20 roll GTET [32-Will]); *Appearance*: A gold rod 30 inches long with a 6 inch diameter, with a 200 carat diamond on the upper end and a platinum band around the bottom, the grip wrapped in the highest quality Drethish leather, with twenty ever-burning phoenix feathers attached at the bottom of the grip. *Background*: Constructed by Lucifer, and Princes Samael, Asmodai, and Belial, between 37,200 and 37,175 years ago in the Telchinne Hall of the city of Glasya-Labolos. *Weight*: 80 pounds; *Rarity*: Unique; *Value*: 415,662 GP. Found in Samael's Tower between the Eighth and Ninth Circles of Hell. The Scepter is aware (Intelligence 25, Will 19), evil, speaks/reads Common/Infernal Cant/two foreign languages, and acts as a Fire Wizard L10.

When a single individual wears the Ring of Hell, the Crown of Hell, and carries the Scepter of Hell, in addition to the various individual Powers: *Catastrophic Ruin* (45 minute rain of fire/stone that destroys all structures LTET 10 inch thickness across a surface area of 2 square miles, 1/day), *Disfigure Plants* (permanently mutates/disfigures all plants in a 5 mile radius causing them to become poisonous, self-propelling, capable of grasping or enveloping animals, releasing poisonous or hallucinogenic gases or spores or firing pointed projectiles such as giant thorns, 1/day), *Mass Withering* (warps and withers the limbs on all humanoids with a half-mile radius, save 1d20 roll GTET [28-Stamina], *Slay Living* (quarter mile, affects Adventurers/monsters LTET L15, 3d10 damage on 1d20 save roll GTET [35-Stamina], 1/day).

Helm of Animation, Wondrous Armor, Armor: AC+8, *Attack*: Not Applicable, *Additional Abilities*: This helm does not display any special abilities when worn by a good person; Skeletons and Zombies attack the wearer on 1d20 rolls GTET 13; the wearer is unaffected by poisons or diseases from corporeal Undead; corporeal Undead inflict -2 damage; *animate dead* (1d12 Skeletons or 1d10 Zombies, 1d12 hours/undead, 2/day), *dispatch undead* (1d4 Skeletons or Zombies, 25 FT, save 1d20 GTET 17, 1/day); *Appearance*: A steel barrel helm with eye slits filled with pink glass, a hinged mouth guard, three

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purple feather plumes, lined in green silk, four bleached finger bone pieces are embedded in the top, *Weight*: 1.2 pounds; *Rarity*: Rare; *Value*: 7152 GP.



Helm of Command

Helm of Command, Wondrous Armor, Armor: AC+8, *Attack*: Not Applicable, *Additional Abilities*: The wearer is protected from mental commands and compulsions; the wearer applies a +2 bonus when attempting to persuade, direct, and lead other persons; *Power*: *dominate animal* (LTET HD4, 1d12 hours, 3/day), *dominate person* (1d8 hours, save 1d20 GTET [42-Level-Will], 1/day), *dominate monster* (1d12*quarter hour, save 1d20 GTET [40-HD-Will]), *aura of heroism* (+3 TH, 10 minutes, 50 FT, 3/day); *Appearance*: A visored copper helm with triangular eye holes, two blue feather plumes, a ruby embedded in the top, lined in red felt; *Weight*: 1.65 pounds; *Rarity*: Very Rare; *Value*: 10,178 GP.

Helplessness, Armor of, Wondrous Armor, CURSED ITEM, Armor: AC-10; *Attack*: Not Applicable. *Additional Abilities*: This armor can be donned/doffed normally until it is first used in combat – whenever the wearer is directly attacked they are mentally paralyzed by fear (save 1d20 roll GTET [30-Will]) and cannot attack, their effective Agility and Strength is reduced to 8 (save 1d20 roll GTET [29-Will]); once the cursed nature of the armor is expressed it cannot be removed; *Appearance*: per armor type, painted with a leaf and walnut. *Weight*: two-thirds armor type; *Rarity*: Rare to Very Rare; *Value*: 25,000 GP.

Hemopoteaic Ring, Wondrous Artifact, CURSED ITEM; Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: The Ring does not show its

cursed properties until the wearer suffers a wound; the wearer is a hemophiliac while the Ring is worn: all wounds continually bleed hp1/round – only stopped/healed by prayers, potions, balms (save 1d20 roll GTET [28-Stamina], checked per wound); the wearer is seriously asthmatic [reduces their effective Stamina statistic 4 points, a 1d12*5 round coughing spell is induced by any significant physical exertion (save 1d20 roll GTET [28-Stamina], checked at every exertion)]; *Powers*: *death ray* (50 FT, save 1d20 roll GTET [30-Stamina], abates hemophilia 12 hours, 1/day), *full heal* (self only; 1/day, permanently reduces Stamina 1 point), *summon monster* (Vampire, 30 minutes, 1/day, 10 minutes), *vampiric touch* (hp1d12, abates hemophilia 3 hours, 3/day); a wearer who dies while wearing the Ring transforms into a Vampire after then next full moon; *Appearance*: A thick gold ring decorated by a ruby and five bloodstones (aura of evil). *Background*: This ring was crafted 1030 years ago by the Vampire-Mage, Maygryphal, as a way to spread vampirism among the nobles of the land; *Weight*: 0.285 pounds; *Rarity*: Unique; *Value*: 37,766 GP. Found in the Sanctum Luciforus on the Ninth Circle of Hell.

Herakle's Armor, Wondrous Armor, Armor AC+8; *Attack*: Not Applicable. *Additional Abilities*: The wearer's effective Strength statistic is increased 1d10 (new roll every time the armor is donned) and their Agility statistic increased 1d3; the wearer detects monsters (200 FT), speaks/understands monsters (100 FT), and is immune to sonic attacks. *Appearance*: per armor type. *Weight*: one-half armor type; *Rarity*: Rare; *Value*: 16,429 GP.

Herakles, Girdle of, Wondrous Clothing, Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: While the girdle is worn the wearer has their Strength statistic increased by 6 points; the girdle becomes uncomfortable to wear after six hours – must remove it for GTET 4 hours unless succeeding on 1d20 rolls GTET [29-Stamina], checked every 30 minutes;

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Appearance: A white leather belt, 7 inches wide, having four brass buckles each shaped like a standing lion. **Weight:** 1.8 pounds; **Rarity:** Uncommon to Rare; **Value:** 5315 GP.

Herakles, Talisman of, Wondrous Jewelry; **Armor:** AC+4, **Attack:** Not Applicable. **Additional Abilities:** While this talisman is worn the wearer gains an effective +6 Strength bonus, is proficient with the club and net, and speaks/understands lions and other large predatory cats; the wearer immediately grows thick shoulder length hair and a thick curly beard which cannot be cut; **Appearance:** A gold disk 4 inches across blazoned with a forearm making a fist over cross clubs, with a platinum rim, on a black leather lion-hide thong. **Weight:** 0.275 pounds; **Rarity:** Uncommon to Rare; **Value:** 10,388 GP.

Hero's Quarterstaff, Wondrous Weapon, **Armor:** Not Applicable; **Attack:** +1 TH, +3 TH and +2 TD when used by a Warrior/Crusader/Rascal/Warlock, 1d12 damage; **critical smash** (automatic critical hit, 1/day), **knockout blow** (3d12 rounds unconsciousness, save 1d20 roll GTET [28-Stamina]). **Additional Abilities:** While holding the staff the wielder is proficient with the staff (permanent after 30 combats); the bearer applies a +2 bonus to any activity with requires balance; staff sizes itself to the wielder; **Power:** *transformation* (becomes a spear or javelin for 15 minutes, 2/day). **Appearance:** A metal staff of 65 inches long by 2 inch diameter, the metal a grey alloy of steel and silver which is somewhat reflective, each end capped with a 6 inch long gold cap, the grips are wrapped in fine soft brown unicorn-hide leather. **Weight:** 2.35 pounds; **Rarity:** Uncommon to Rare; **Value:** 12,300 GP.

Heroism, Horn of, Wondrous Instrument; **Armor/Attack:** Not Applicable. **Additional Abilities:** The wielder has excellent musical skill with horns while it is held; all of the wielder's companions and allies perform direct combat {sword, mace, club, axe, hammer, flail, dirk, etc.} at +3 TH while the horn is being played (150 FT); after 2*Stamina round of music the wielder must succeed on a 1d20 roll GTET [26-Stamina] to continue playing, checked every round; **Appearance:** A silver three-valve trumpet 28 inches long with a 10 inch flared horn, ebony buttons, and a hickory mouthpiece. **Weight:** 2.6 pounds; **Rarity:** Rare; **Value:** 16,925 GP.

Heroism, Liquor of, Alchemical Concoction; **Armor/Attack:** Not Applicable. **Additional Abilities:** The drinker applies a +3 bonus when engaging in direct combat {sword, mace, club, axe, hammer, flail, dirk, etc.} for 1d20+20 minutes; this potion is poisonous to Elves (save 1d20 roll GTET [30-Stamina]); **Appearance:** A thin orange-colored liquid with the flavors of orange and licorice, and the scent of pines. **Weight:** 0.25 pounds; **Rarity:** Uncommon; **Value:** 500 GP.

Hiding, Daggers of (pair), Wondrous Weapons; **Armor:** Not Applicable; **Attack:** +2 TH, hp1d8. **Additional Abilities:** These dagger generate an illusion preventing them from being seen/found (save 1d20 roll GTET [33-Will]); the bearer applies a +5 bonus to moving stealthily and a +3 bonus to detecting the stealthy and a +3 bonus to disguise; **Powers:** *invisibility* (30 minutes, once/10 days), *minor escape* (250 FT teleportation, 1/day), *major escape* (10 miles teleportation, once/100 days); **Appearance:** A pair of steel daggers having gold cross-guards, the grips wrapped in leather made from a displacer beast's hide, pink pearls mounted on the pommels; **Weight:** 0.7 pounds each; **Rarity:** Rare; **Value:** 8780 GP.

Hiding, Pendant of, Wondrous Jewelry; **Armor:** AC+6, **Attack:** Not Applicable. **Additional Abilities:** The bearer gains a +5 bonus to moving with stealth; **Powers:** *invisibility* (10 minutes, 2/day), *minor escape* (100 FT, 2/day), *major escape* (5 miles, once/100 days). **Appearance:** A 20 inch gold strand strung with crystals of ozmadine alternating with bloodstones. **Weight:** 0.825 pounds; **Rarity:** Uncommon to Rare; **Value:** 19,610 GP.

Horn of Confusion, Wondrous Object, **Armor/Attack:** Not Applicable, **Additional Abilities:** The wielder has musical ability while the horn is held; when the horn is played all persons within 50 FT are *confused* (save 1d20 roll GTET [28-Will], checked every minutes while the music is played), the wielder can play for Stamina*3 rounds then must succeed on 1d20 roll GTET [25+{rounds played}-Stamina] to continued; the wielder is protected against spells or prayers of confusion or mental control; **Appearance:** A flared tube 28 inches long, the mouthpiece is carved from ironwood, the horn 16 inches in diameter, images of wizard's hats are faintly engraved on the horn, a purple knotted cord is tied around the shaft, **Weight:** 1.65 pounds; **Rarity:** Rare; **Value:** 6082 GP.

Hot Foot Slippers, Wondrous Clothing (pair), CURSED ITEM, **Armor:** AC-2, **Attack:** Not Applicable, **Additional Abilities:** When the wearer is attacked the slippers heat up, the wearer suffers hp1 on any round in which they are hit by an opponent's weapon or physical attack (save 1d20 roll GTET [28-Stamina] per round), **Appearance:** A pair of red cloth slippers with dark red soles, lined in black cloth, a 1-inch copper medal is attached engraved with a flame symbol, **Weight:** 0.45 pounds; **Rarity:** Uncommon to Rare; **Value:** 2688 GP.

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Houdini's Bracers, Wondrous Armor (pair), Armor: AC+5; *Attack*: Not Applicable. *Additional Abilities*: The wearer gains a +5 bonus to pick locks and +3 bonus to move stealthily; Powers: *acrobat's guile* (Agility+5, 10 minutes, 25x), *breathe* (underwater, poison fumes, vacuum, 10 minutes, 25x), *fog bank* (20 FT, 50x), *minor escape* (250 FT, 50x), *major escape* (2500 FT, 10x), *break bonds* (shackles etc. disintegrate, 50x); *Appearance*: A pair of black leather wrist bands each 4 inches wide each with four gold key-shaped charms attached. *Weight*: 0.88 pounds; *Rarity*: Rare; *Value*: 23,330 GP.

Hound Summoning, Whistle of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: The wielder speaks to/understands all canines, detects canines at 500 FT (continuous); Powers: *summon canine* (one ordinary untrained dog, 30 minutes, 6/day), *summon canine* (one HD2 trained dog, 20 minutes, 4/day), *summon canine* (one HD4 Bloodhound, one hour, once/30 days), *summon monster* (1d8 HD3 Rabid Dogs, 15 minutes, 4/day), *summon monster* (1d6 HD4 Wolves, 15 minutes, 1/day), *summon monster* (1d6 HD5 Greater Wolves, 10 minutes, once/10 days); all felines attack the bearer with a +3 TH bonus; *Appearance*: A silver slide whistle, engraved with images of canines, on a long leather thong. *Weight*: 0.325 pounds; *Rarity*: Uncommon to Rare; *Value*: 3640 GP.

Huvantius, Sword of, Wondrous Artifact; *Armor*: AC+10 versus evil creatures; *Attack*: +4 TH, +2 TD, +6 damage versus evil creatures, critical hit versus evil creature on 1d20 rolls GTET 16. *Additional Abilities*: The sword animates and attacks neutral/evil persons (Warrior L15, 1d12 damage, hp20, AC50, 3d12 rounds, *dancing*); the Sword only displays special abilities when wielded by a good Warrior/Crusader/Warlock; Strength GTET 16 and Agility GTET 15 are needed to wield this weapon; the wielder is protected against diseases/poisons/venoms and the special attacks of the Undead; Powers: *true sight* (50 FT, continuous), *2d6 cure wounds* (touch, 3/day), *2d8 cure wounds* (touch, 3/day, usable only on another), *drive off undead* (corporeal, 1d10*5 minutes, save 1d20 roll GTET [32-Will]), *remove confusion/fear* (3/day), *remove blindness* (1/day), *restore for stoning* (once/30 days), raise the dead (once/200 days, good person only), alter realities (once/1000 days; cannot be used to locate the golden ball). *Appearance*: A long sword with an irregular curved blade made up of many clefts and points, the blade is adamantium engraved with ancient Dwarven runes which translate as "*The Soul is Justified by Right*," perpetually encased in the white glow of daylight (30 FT0, the haft and guard are made of platinum with pearls on the crosspiece, a diamond on the pommel surrounded by six rubies, and the grip wrapped in leather from a Manticore's hide (aura of good). *Background*: The sword was crafted 1870 years ago by Masters Glossa Dubrovic (Dwarf) and Lynagh Swordstar (Elf) and was kept for 290 years by the Dwequin Mountain Guild before being sold to Duke Cholbror of Lonchan in exchange for Free City status. *Weight*: 3.4 pounds; *Rarity*: Unique; *Value*: 79,553 GP. Found in the Sanctum Luciforus on the Ninth Circle of Hell. The sword is now dedicated to protecting the golden ball houses the prayers holding Lucifer prisoner; the sword gently tugs in the direction of the nearest piece of the broken golden ball regardless of distance with the pull stronger as the blade gets closer.

Hyacinth Robe, Wondrous Artifact, *Armor*: AC+18 (Wizard, Shaman, Warlock only), impervious to edged/piercing weapons; *Attack*: Not Applicable. *Additional Abilities*: The wearer is immune to Basic Earth Magic {resists Lesser Earth Magic on 1d20 rolls GTET 6, resists Greater Earth Magic on 1d20 rolls GTET 14} and is immune to the special abilities of plants or plant-based creatures; when worn by a Wizard or Shaman the wearer gains 4 free casts of Basic magic/3 free casts of Lesser magic/2 free casts of Greater magic; the duration and range of plant-related magic is doubled; the wearer applies a +5 bonus in negotiating/bartering/bargaining with plant-like creatures; any plant the Robe touches *transforms* (save 1d20 roll GTET 17) to a dangerous plant as determined by 1d10: (1) Anger Flowers, (2) Flowers of Forgetfulness, (3) Sleep Daisies, (4) Trance Gourds, (5) Curse Root, (6) Fire Root, (7) Paralysis Flowers, (8) Poison Flowers, (9) Poison Ivy, or (10) Nightshade; a seed from one of the dangerous plants is ejected from the robe hourly when worn outdoors; the robe is so beautiful that persons seeing it do not remember details about the wearer (save 1d20 GTET [30-Will]); the wearer is permanently obsessed with plants, plant-based poisons, and plant-related magic, and develops an intense hatred for animal life except as required to support plants (save 1d20 roll GTET [34-Will], checked daily); the robe is susceptible to fire (-10 penalty to Agility checks to avoid fire); the wearer is transformed into a vine of Flower of Forgetfulness for 2d100 hours (save 1d20 GTET [30-Stamina], checked daily); Powers: *animate plants* (75 FT, 3d12 minutes, 3/day), *poisonous fumes* (35 FT, 2d12 rounds, save 1d20 GTET [32-Stamina]), *summon monster* (Killer Bee Swarm, 200 FT, 30 minutes), *thorn spray*, *wall of thorns*, *summon monster* (1d3 Wood Golems, 15 minutes, 1/day), *Thorn of Death* (create one per 10 days, save 1d20 GTET [42-HD-Stamina]); *Appearance*: An orange long-sleeved hooded ankle-length robe, with gold geometric designs along the cuffs and hem, a gold medallion depicting a flower is sewn over the right breast, gold flower-shaped buttons close the robe's front, and it is lined in red silk embroidered with many gold flowers (aura of evil). *Background*: The robe was woven by Emerdale Greatleaf, an Elven Mage and senior member of the Order of the Gilded Hyacinth, who lived 760 years ago in Lebatas, and was worn by the Grand Vizier of the Order for 310 years, until Vizier Philliphon was killed by the Frost Giant Sigebryth; *Weight*: 3.72 pounds; *Rarity*: Very Rare to Unique; *Value*: 95,770 GP. Found in the Sanctorum Luciforus on the Ninth Circle of Hell.

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Hypnosis, Pendant of, Wondrous Jewelry; *Armor/Attack*: Not Applicable. *Additional Abilities*: The wearer is immune to *domination, confusion, hypnotism, geas, suggestion*; Powers: *hypnotism* (10 minutes, 1/day, save 1d20 roll GTET [34-Will]), *mesmerize* ([32-Will] rounds, 3/day), *dominate person* (1/day, save 1d20 GTET [32-Will]), *implant suggestion* (limit 1d20 days, save 1d20 roll GTET [33-Will], once/5 days); *Appearance*: A gold teardrop-shaped pendant with five small diamonds arranged in a pentagram, attached to a 26 inch thin gold chain. *Weight*: 0.435 pounds; *Rarity*: Uncommon to Rare; *Value*: 17,025 GP.

Ice Arrow, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +1 TH, hp1d12 cold damage, frozen solid for 2d20 rounds (save 1d20 roll GTET [30-Strength]); triple damage against fire-based creatures; *Additional Abilities*: breaking the arrow does 1d20 cold damage in a range of 6 FT; *Appearance*: A white war arrow with light blue metal tip and alternating white and blue stripes on the fletching, the arrow is cool to the touch. *Weight*: 0.1 pounds; *Rarity*: Uncommon; *Value*: 1432 GP.

Identification, Gloves of, Wondrous Clothing, *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer correctly identifies any enchanted or blessed item handled GTET 30 seconds on 1d20 rolls GTET 5 (3/day); *Appearance*: A pair of soft white linen gloves with black cuffs and a blue spot on each fingertip. *Weight*: 0.6 pounds; *Rarity*: Very Rare. *Value*: 20,500 GP.

Idol of Calamity, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: A major natural calamity (tornados, hurricanes, floods, earthquakes, landslides and mudslides, avalanches, sinkholes, volcanoes, insect plagues, droughts, meteor strikes, plague, etc.) occurs within 20 miles of the idol on 1d20 rolls GTET 17, checked weekly; the possessor is always saved from the calamity; *Appearance*: A platinum figure of a mature large-busted woman in robes and a coif, standing on a white ivory sphere mounted on a black obsidian disk, the whole 14 inches tall, the woman has sapphire eyes (aura of evil, aura of enchantment), *Weight*: 5.85 pounds; *Rarity*: Very Rare; *Value*: 19,291 GP.

Idol of Violence, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: All persons within 10 miles become angry on the new moon/full moon/mid-phase nights and act with violence (save 1d20 roll GTET [33-Will]); injuries occur in 20% of cases, fatalities in 5%; a 20,000 GP ruby is inside; if the idol suffers a significant shock it breaks apart explosively on 1d20 rolls GTET 14 {range 12 FT, hp3d8, avoid 1d20 GTET [36-{distance in FT}-Agility]}; *Appearance*: A idol 22 inches tall by 18 inches, and depicts a four-armed winged monkey with horns, fangs, and a scorpion's stinger on the tail; one pair of hands covers the idol's mouth, one pair covers its ear; are hollow, constructed of a layer of gold over a somewhat fragile ceramic base, *Weight*: 8.75 pounds; *Rarity*: Very Rare; *Value*: 18,308 GP.

Illusionary Arrows, Bow of, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +2 TH, opponents see an inexhaustible supply of magically-created arrows (one appears on the bow as each arrow is fired); the opponent takes a normal damage from the illusionary arrow when the arrow is believed (disbelieves on 1d20 roll GTET [33-Will]). *Additional Abilities*: Not Applicable. *Appearance*: A carved wood recurve bow decorated with several small rubies, the grip wrapped in white dragon hide, with pieces of white ivory inlaid above/below the grip, *Weight*: 2.8 pounds; *Rarity*: Rare to Very Rare; *Value*: 18,833 GP.

Immortality, Codicil of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader is *compelled* to become unpredictable and evil, defying and breaking the code of morality of whatever group they are with at every opportunity (resist 1d20 roll GTET [32-Will], checked per opportunity); an evil person gains 10,000 XP from reading the book; *Appearance*: A book 6 inches wide by 8 inches long by three-quarters inch thick, the cover of red leather made from a giant's skin, each cream-colored skin page made from elf skin, the corners on the cover made from black ivory, mystic symbol drawn on the spine in black ink. *Weight*: 1.2 pounds; *Rarity*: Very Rare; *Value*: 9422 GP.

Immortality, Lesser Elixir of, Alchemical Concoction (Artifact); *Armor/Attack*: Not Applicable; *Additional Abilities*: The person consuming this elixir gains an additional lifespan of (2d20*100) +2000 years, regenerates hp3/round (reduced by hp1 every 500 years), has 1000 years of immunity to diseases (thereafter apply a +8 bonus on Stamina rolls against disease with the bonus reduced by 1 every subsequent 100 years), and is immune to paralysis and stoning for 500 years; *Appearance*: A honey-gold viscous liquid with the aromas of apples and cherry, and the flavors of chocolate, red wine, raspberry, and hazelnut. *Weight*: 0.2



Codicil of Immortality

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pounds; **Rarity:** Very Rare to Unique; **Value:** 310,680 GP. Found in Bonifac's Keep on the Eighth Circle of Hell.

Indecision, Tome of, Wondrous Book; **Armor/Attack:** Not Applicable. **Additional Abilities:** The reader is left permanently unable to make any definitive decisions (save 1d20 roll GTET [30-Will], checked per decision); **Appearance:** A black leather book 8 inches wide by 9 inches long by a half-inch thick, with black leather pages written in silver lettering, and a complicated silver rune blazoned on the first page. **Weight:** 2.1 pounds; **Rarity:** Very Rare; **Value:** 15,082 GP.

Inebriation, Charm versus, Wondrous Jewelry; **Armor:** AC+1; **Attack:** Not Applicable. **Additional Abilities:** While displayed, the wearer is immune to any effects associated with drinking alcohol; should the charm be removed the wearer immediately feels the full effect of any alcoholic beverages drunk in the previous 2 hours; **Appearance:** A silver barrel-shaped charm, 3 inches by 2 inches, with a cat's eye gem, and a silver clasp. **Weight:** 0.125 pounds; **Rarity:** Uncommon. **Value:** 3235 GP.

Infernal Creatures, Wand Protecting From, Wondrous Weapon; **Armor:** AC+12 versus Devils; **Attack:** hp1d4 against ordinary creatures, hp1d100 against Devils and Demons and other creatures native to the Planes of Gehenna and the Abyss on the Material Plane, hp3d12 against infernal creatures while on their home Plane. **Additional Abilities:** The wielder is protected against Basic Magics cast by infernal creatures to HD12 on 1d20 rolls GTET 8 (GTET 13 on Gehenna/Abyss; apply a +4 saving roll against spells cast by HD13 and above); resists Lesser Magic on 1d20 rolls GTET 13 (GTET 19 on Gehenna/Abyss); Powers: *banish infernal from the Material Plane* (100x, save 1d20 roll GTET [52-HD-Will]); **Appearance:** A wand of polished poplar wood fitted with platinum caps at each end, engraved with images of fires and flames. **Weight:** 0.85 pounds; **Rarity:** Rare (Material Plane), Very Rare (Gehenna); **Value:** 33,620 GP.

Infirmities, Tome of, Wondrous Book; **Armor/Attack:** Not Applicable. **Additional Abilities:** The reader permanently takes on the infirmities of severe inflamed rheumatism and arthritis, becoming physically weak, their body constantly shaking and trembling (permanently reduce Agility by 1d6+2 points, reduce Strength by 2d3 points, reduce Stamina by 1d3 points); reduce the reader's remaining lifespan by 25 years; the affected person must succeed on a 1d20 roll GTET [28-Stamina] to engage in any vigorous physical activity {e.g. climbing, running, combat, etc.}; **Appearance:** A book 5 inches wide by 9 inches deep by 1 inch thick, having a red leather cover with a black outline, and a picture of an old man with a cane on the inside title page; mystical runes are written on the spine in white ink. **Weight:** 1.7 pounds; **Rarity:** Rare to Very Rare; **Value:** 27,230 GP.

Insanity, Ring of, Wondrous Jewelry, CURSED ITEM, **Armor:** AC-5; **Attack:** Not Applicable. **Additional Abilities:** The wearer is *compelled* to act paranoid, delusional, and generally incoherent (save 1d20 roll GTET [30-Will], checked every 8 hours); they often speak nonsense in the Elvish language; an affected person is unable to cast spells or perform prayers; **Appearance:** A silver ring set with a bloodstone and a black pearl, if closely examined the inner surface is finely engraved in Black Elf script. **Weight:** 0.3 pounds; **Rarity:** Very Rare; **Value:** 16,820 GP.

Invisibility to Undead, Ring of, Wondrous Jewelry; **Armor:** AC+5; **Attack:** Not Applicable. **Additional Abilities:** While worn the wearer is effectively invisible to corporeal undead (1d20 roll GTET [44-HD-Will] to see for 1d20 rounds). **Appearance:** A platinum ring with two small pieces of ivory and a chip of polished black zombie bone embedded in amber. **Weight:** 0.2 pounds; **Rarity:** Rare; **Value:** 26,700 GP.

Iron Will, Helm of, Wondrous Armor; **Armor:** AC+10; **Attack:** Not Applicable. **Additional Abilities:** While this helm is worn the wearer is unaffected by illusions and gains a +6 bonus on all Will-based saving rolls. **Appearance:** A steel barrel helm with eye slits, copper chain mail around the collar, lined in black wool, a skull topped by a crown is inlaid in black ivory. **Weight:** 2.25 pounds; **Rarity:** Very Rare; **Value:** 15,000 GP.

Jayzo, Dagger of, Wondrous Weapon (Artifact), CURSED ITEM (after 2 Stamina points are lost); **Armor:** AC+4 (neutral wielder only); **Attack:** +1 (good, evil wielder), +3 (neutral wielder). **Additional Abilities:** When held by good or evil persons the dagger is a simple +1 weapon of no special abilities, although wielding the knife immediately causes their hair to fall out (no save); when the dagger is wielded by a neutral person it *transforms at will* to any bladed weapon up to a two-handed claymore, the wielder *sees invisible* (50 FT); Powers: {total 5/day, any one power limited to 3/day}: *chain mail ripper* (10 minutes); *silver blade transformation* (10 minutes), *iron mace transformation* (30 minutes); *incorporeal strike* (10 minutes; includes smoke or fog forms); *torchlight blade* (10 minutes), *skeleton key* (+10 open lock); the wielder permanently loses 1 Stamina point at midnight of any day in which a power is used (save 1d20 roll GTET [26-Stamina]); ; after losing 6 Stamina points the wielder's body becomes pale/translucent (viewer are repulsed, save 1d20 GTET [34-Will]); after losing 10 Stamina points they become incorporeal (save 1d20 roll GTET [32-Stamina], checked daily)/when

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the wielder's Stamina statistic is reduced to zero they permanently transform into a Wraith; *Appearance*: A common iron dagger with black leather wrappings and an iron ball on the pommel (aura of enchantment, DC14 Sense Motive).

Background: Crafted by the Gnome Craftmaster Lari Gleinguld 1830 years ago, as ransom to warlord Iudic the Red for his wives Elowen and Quisiterria, and children Annest, Samahaoir, and Leomenes. *Weight*: 1.4 pounds; *Rarity*: Very Rare to Unique; *Value*: 93,063 GP. Found in Samael's Tower on the Eighth Circle of Hell.

Jig Dancing, Boots of, Wondrous Clothing (pair), CURSED ITEM, Armor: AC-2; *Attack*: Not Applicable. *Additional Abilities*: The wearer is *compelled* to dance jigs (taking no other action) whenever in a stressful, dangerous, or combat situation (save 1d20 roll GTET [32-Will], checked every 3 minutes); their effective Stamina is reduced by 1 point every 5 minutes (save 1d20 roll GTET [30-Stamina]) of dancing – when their Stamina is LTET 6 they become unconscious 10d10 minutes (save 1d20 roll GTET [30-Stamina]); the wearer regains effective Stamina at 1 point/10 minutes of substantial rest after the stress is removed; while the boots are worn the wearer has exceptional skill at folk dancing; *Appearance*: A pair of well-kept high-top black leather boots sized for a large dwarf to average human, with two silver buckles and a silver heel plate, the interior lined in satin with a padded insole. *Weight*: 1.4 pounds; *Rarity*: Uncommon to Rare; *Value*: 13,300 GP.

Jyxertfash, Wondrous Weapon {Javelin}, Armor: Not Applicable; *Attack*: +4 TH (good)/-4 TH (evil), +2 TD (good), +1d6 damage when used by Dwarf. *Additional Abilities*: The javelin does not display any special abilities unless wielded by a good person (neutral/evil persons receive hp1d10 electrical damage from touching the javelin); the bearer speaks/understands all Dwarven languages, all Dwarves apply a +5 reaction bonus towards the wielder (save 1d20 GTET [28-Will]), the bearer is *compelled* to favor Dwarves (save 1d20 roll GTET [30-Will], checked per opportunity); Powers: *detect magic* (10 FT, weapon or armor only, continuous), *warn of evil* (500 FT, wakes if sleeping, continuous), *called critical hit* (automatic critical if hit is made, 5/day), *invisibility* (10 minutes, 3/day), *silent movement* (10 minutes, 3/day), *called massive hit* (hp50+weapon damage, save 1d20 roll GTET [34-Stamina], 2/day), *shapechange* (Dwarf, 30 minutes, 1/day); permanent javelin/spear proficiency is gained after 10 uses; *Appearance*: A well-made hunting javelin with a three-lobed adamantine tip on a smooth ash-wood haft, with gold runes on the haft, the grip covered in wolverine hide. *Weight*: 3.8 pounds; *Rarity*: Unique; *Value*: 87,300 GP. Found in Minos' Palace on the Second Circle of Hell.

Kemmelnesses' Harp, Wondrous Object (Evil Artifact); *Armor/Attack*: Not Applicable. *Additional Abilities*: A good person touching the harp is paralyzed 2d100 minutes (save 1d20 roll GTET [28-Stamina]) and the harp will not play; the harpist is immune to sonic or sound-based attacks with 15 FT of the harp; neutral persons gain permanent skill at playing the harp (good proficiency) after 15 minutes and evil persons gain exceptional proficiency; *Songs* (neutral player, 1/day each, 50 FT, save 1d20 roll GTET [30-Stamina], checked every minute): *confusion*, *deafness*, *silence*, *sleep*; *Songs* (evil player, 75 FT, save 1d20 roll GTET [33-Stamina]): *3/day*: *confusion*, *deafness*, *silence*, *sleep*, *1/day* (save 1d20 roll GTET [28-Stamina]): *blindness*, *fear*, *persuasion*, *stunning*, *once/12 days*: *slay* (25 FT, save 1d20 roll GTET [26-Will]); the player becomes exhausted after playing continuously for Stamina minutes (rest 2*Stamina minutes, save 1d20 roll GTET [30-Stamina], checked every subsequent minute); the wielder is permanently transformed into a Mummy after playing 60 minutes (save 1d20 roll GTET [28-Stamina]), checked after each hour; *Appearance*: A gold 12 string standing harp, 5'9" tall, 2 FT across at the base, 5 FT across at the top, the frame is molded with intertwined figures of nude women with small horns and tails. *Background*: This harp was crafted 606 years ago by the evil Craftmaster, Stakadotun. *Weight*: 19 pounds; *Rarity*: Unique; *Value*: 37,113 GP. Found in Kemelnesses' Tomb in the Ezrabah Oasis on the Seventh Circle of Hell.

Kemmelnesses' Talisman, Wondrous Object (Evil Artifact); *Armor*: AC+8; *Attack*: Not Applicable. *Additional Abilities*: Good/neutral persons using the talisman turn permanently evil (save 1d20 roll GTET [32-Will], checked per use); the wielder is protected from Kemmelnesses' special attacks/supernatural abilities and summons Kemmelnesses at will (250 miles); the bearer is immune to the special attacks of all Mummies and detects Undead (250 FT) and speaks to Mummies; Powers: *animate body* (Zombie, Will number of hours, 5/day), *summon giant vermin* (1d100 HD2 Giant Rats, 15 minutes, 5/day), *putrefy food and drink* (5/day), *hide from undead* (save 1d20 roll GTET [44-HD-Will], 3/day), *cause disease* (touch, save 1d20 roll GTET [30-Stamina], 3/day), *insect plague* (2d100 HD1 Giant Stinging Flies, 15 minutes, 3/day), *slay* (touch, save 1d20 roll GTET [44-Level-Stamina], 1/day); Kemmelnesses immediately suffers 10d12 damage if the heart is destroyed (permanently dies if LTET hp0); the wielder permanently transforms into a Mummy under Kemmelnesses' command (save 1d20 roll GTET [30-Will], checked after every 10 uses of talisman powers); *Appearance*: A one tenth-scale human heart of solid gold that beats and pulsates, found in a gold coffer (-10 open lock) inside an *Armoire Charm*. *Background*: The talisman was crafted 648 years ago by Kemmelnesses, the evil Priest Chudar Fajalar, and the Type 7B Devil, Zoarzibellam. *Weight*: 0.16 pounds (charm), 4.8 pounds (heart); *Rarity*: Unique; *Value*: 58,331 GP. Found in Kemelnesses' Tomb in the Ezrabah Oasis on the Seventh Circle of Hell.

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Key, Skeleton, Wondrous Tool; *Armor/Attack:* Not Applicable. *Additional Abilities:* When inserted into a key-type lock the head sizes itself to fit; an ordinary lock opens on 1d100 rolls GTET 85, a dwarf-made lock opens on 1d100 rolls GTET 75, and enchanted locks open on 1d20 rolls GTET 50; once the key opens a lock once it always opens it; if the key does not immediately open a lock it cannot try again for 6 hours; *Appearance:* A white metal key 13 inches long cast to resemble a skeletal forearm with bony fingers forming the key's teeth. *Weight:* 0.425 pounds; *Rarity:* Uncommon; *Value:* 485 GP.

Klutz's Armband, Wondrous Jewellery, CURSED ITEM, *Armor:* AC-4; *Attack:* -4 TH, -2 TD. *Additional Abilities:* The wearer's effective Agility statistic is reduced by 8 points; whenever the wearer attempts to perform any activity requiring Agility (e.g. climb, move with stealth, balance, etc.) they are *compelled* to trip, fall, knock over nearby objects, slip, slide, or otherwise act in as uncoordinated manner as possible with the worst possible consequences (save 1d20 roll GTET [30-Agility], checked every opportunity); other persons apply a -3 reaction penalty due to the wearer's poor physical coordination (save 1d20 roll GTET [32-Will]); *Appearance:* A copper armband, 5 inches wide, worked with a silver edge and enameled in a black geometric pattern, the inside is engraved with four left feet and a shield surrounding two feet extending from a crown {family crest}. *Weight:* 0.4 pounds; *Rarity:* Uncommon to Rare; *Value:* 6877 GP.

Klutz's Blade, Wondrous Weapon, CURSED ITEM, *Armor:* Not Applicable, *Attack:* -4 TH plus all wielders apply the Wizard's TH-table, -2 TD, *Additional Abilities:* The blade is dropped at the start of every combat round (save 1d20 roll GTET [32-Agility]); the blade does hp1d3 to the wielder on any natural roll LTET 4; the wielder is *compelled* to discard {rid themselves of} all other weapons (save 1d20 roll GTET [28-Will], checked daily/weapon); *Appearance:* A silver-bladed Scimitar with a copper basket hand guard inlaid with six topaz, the grip is wrapped in skunk hide (faint odor), the pommel is a bare copper foot, the blade is engraved with a shield surrounding two feet extending from a crown {family crest}, *Weight:* 1.725 pounds; *Rarity:* Rare; *Value:* 5217 GP.

Klutz Gauntlets, Wondrous Armor (pair), CURSED ITEM, *Armor:* AC-4, *Attack:* -2 TH, -1 TD, *Additional Abilities:* The wearer drops any weapon at the start of each combat round (save 1d20 roll GTET [30-Agility]); the wearer is compelled to trip, fall, knock over nearby objects, slip, slide, or otherwise act as uncoordinated as possible with the worst possible consequences (save 1d20 roll GTET [27-Agility], checked very opportunity); other persons apply a -2 reaction penalty due to the wielder's poor physical coordination (save 1d20 roll GTET [28-Will]); *Appearance:* A pair of green studded leather gauntlets with black fingertips, a black leather wrist guard, lined in white satin, the back of each hand is engraved with a shield surrounding two feet extending from a crown {family crest}, *Weight:* 1.65 pounds; *Rarity:* Rare; *Value:* 3188 GP.

Kynitet's Scepter, Wondrous Object (Artifact), CURSED ITEM; *Armor:* Not Applicable; *Attack:* hp1d12. *Additional Abilities:* The wielder has *telepathy* (25 FT, continuous) and *discerns lies* (25 FT, continuous, save 1d20 roll GTET [32-Will]); the bearer becomes expert at crafting complex and devious contracts and expert at law and courtroom skills, applies a +5 modifier when debating, applies a +5 modifier to persuade/bargain/negotiate (save 1d20 roll GTET [30-Will]), applies a +3 modifier to solving puzzles or to any activity requiring logic and deductive skill; Powers: *compel truthfulness* (touch, save 1d20 GTET [30-Will], 10/day), *wall of force* (50 FT, 10 minutes, 5/day), *stunning glyph* (persists 1d12 hours, stuns 1d20 minutes, save 1d20 roll GTET [28-Will], 3/day), *hold person* (25 FT, 3d8 minutes, save 1d20 roll GTET [30-Will]), *geas/quest* (touch, affected person to strictly comply with any oath, promise, or contract they make for 1d20 days, save 1d20 roll GTET [30-Will], 3/day), *dominate person* (touch, 1d12 hours, save 1d20 roll GTET [32-Will], 1/day), *reveal* (touch, forces affected person to reveal their true allegiance/purposes, save 1d20 GTET [32-Will]), *summon monster* (1d3 HD3 Giant Owls, 10 minutes, 3/day), *shapechange* (Giant Owl, 20 minutes, 1/day); the wielder becomes totally uninterested in loot/treasure/goods and donates all treasure to the nearest church of a deity of Judgement (enforces on companions); the wielder is also uninterested in having followers or in any kind of personal honor or recognition; the wielder is permanently transformed into a Giant Owl (save 1d20 roll GTET [25-Will], checked after every five uses of powers); *Appearance:* A silver rod with a plain shaft 28 inches long by 2 inches in diameter, topped by a 7 inch diameter solid adamantium ball, encrusted with a ring of ten pearls on top, a ring of twenty emeralds around the center, and a ring of twelve bloodstones around the shaft, the rod's butt of the rod is capped with electrum, and the grip made of leather from a hydra's hide. *Background:* The scepter was crafted 1720 years ago by the Wizard, Theodulleus, to house the spirit of the Magistrate-King of Geudro, Bretwalda the Just, however the ritual (and his soul) was corrupted by Theodulleus' assistant Lanslot, because of a compulsion by Prince Paimon; *Weight:* 3.42 pounds; *Rarity:* Unique; *Value:* 177,320 GP. The Scepter is intelligent and evil (Intelligence 19, Will 22), is an evil Priest L8, dominates the wielder (save 1d20 roll GTET [30-Will] checked daily, the affected person is *compelled* to be obsessed with enforcing rules, agreements, contracts, promises, oaths, and laws, and is very unconcerned with any negative effects from enforcement; the wielder is also *compelled* to punish any lies they hear or learn of). Found in Samael's Tower on the Eighth Circle of Hell.

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Landlubber's Armor, Wondrous Armor; Armor: Variable; *Attack*: Not Applicable. *Additional Abilities*: When the wearer stands on earth or is underground the armor is AC+18, when the wearer is in the air it has no additional protective value, when the wearer is on water (sea, lakes, rivers, etc.) or is underwater it is AC-20. *Appearance*: per armor type; attached somewhere to the armor is a half-inch diameter gold disk engraved with water runes. *Weight*: one third armor type; *Rarity*: Rare; *Value*: 15,650 GP.

Lava Walking, Sandals of, Wondrous Clothing (pair); Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer safely walks across molten/cooling lava as if it were solid ground, protected from the associated heat and toxic gasses; the wearer is not protected from direct contact with lava (such as geysers or walking into vertical sheets of lava, falls on a 1d20 roll GTET 19, checked every 100 FT); the wearer sinks into the lava by one-half inch for every 30 pounds in excess of 600 pounds (after one-inch the sandals are consumed by contact with the lava in 1d20 rounds). *Appearance*: A pair of black leather, open-foot sandals with soles made of red dragon's hide. *Weight*: 0.5 pounds; *Rarity*: Very Rare; *Value*: 5680 GP.

Liar's Locket, Wondrous Jewelry, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: While this locket is worn the wearer is unable to say, tell, write, or otherwise indicate the truth about anything (save 1d20 roll GTET [26-Will], checked each opportunity, intentionally intending a lie does not produce truth by reverse); when the locket is carried the bearer must succeed on a 1d20 roll GTET [22-Will] to speak the truth, checked at each opportunity; the wearer is unable to cast divination spells and unable to cast spells/perform prayers that discern truth or falsehood; any divination about the wearer is always untrue (though not in a predictable pattern); persons interacting with the wearer apply a cumulative -1 reaction penalty for every four lies they are told {aware of}; *Appearance*: An oval platinum locket, 6 inches long by 2 inches wide with gold edges and hinges, the interior colored in red enamel, a black ivory snake mounted on the interior. *Weight*: 0.36 pounds; *Rarity*: Uncommon to Rare; *Value*: 10,207 GP.

Life Draining Armor, Wondrous Armor, CURSED ITEM; Armor: AC-8; *Attack*: Not Applicable. *Additional Abilities*: The armor reduces the wearer's health by hp2/day (at dawn and dusk, including while sleeping) and reduces the wearer's experience by 10 XP/hour (including while sleeping); Wizards, Shaman, Warlocks lose 1 Greater Magic free cast and 2 Lesser Magic free casts/day {Priests/Crusaders same for Majesties and Mysteriers}; *Appearance*: per armor type. *Weight*: per armor type; *Rarity*: Very Rare; *Value*: 26,500 GP.



Endless Burning Lantern

Lantern, Endless Burning, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the cover is lifted from the wick the lantern immediately lights, shining with the equivalent of ten torches (40 FT); the lantern never needs to be refilled with oil; Powers: *daylight* (5 minutes, 2/day); *Appearance*: A round iron disk 8 inches in diameter, 6 inches thick, with a wick protruding from the center, with an iron cover attached by a thin chain; three handles are attached to the rim. *Weight*: 1.35 pounds; *Rarity*: Uncommon; *Value*: 1043 GP.

Lead, Wristbands of, Wondrous Clothing (pair), CURSED ITEM, Armor: AC-5; *Attack*: Not Applicable. *Additional Abilities*: The wearer's effective Strength and Agility statistics are each reduced 6 points; the wearer is unable to jump/leap or swim (1d20 roll GTET [28-Strength], checked per opportunity); the wearer applies a -4 penalty to climb or throw and a -1 penalty to open locks/disarm traps; the wearer fails at activities requiring strength and agility in the manner having the worst consequences (save 1d20 roll GTET [30-Agility]); *Appearance*: A pair of black wool wrist bands with a central stripe of grey. *Weight*: 0.1 pounds (when carried), 50 pounds/wrist when worn; *Rarity*: Rare; *Value*: 12,732 GP.

Learning, Ring of, Wondrous Jewelry; Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer gains an effective Intelligence+1 and applies a 15% bonus on all earned

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XP; the wearer gains a +2 bonus to identify enchanted items/detect cursed items/appraise and on situational rolls for determining whether they possess specific knowledge; a Wizard/Warlock/Shaman/Priest/Crusader applies a +2 bonus to detect and identify spells and prayers; *Appearance*: A gold ring with a piece of pink quartz onto which is engraved the image of a mortarboard hat and tassel. *Weight*: 0.15 pounds; *Rarity*: Very Rare; *Value*: 14,842 GP.

Lecherousy, Trav's Chain of, Wondrous Jewelry, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: The wearer experiences sexual attraction toward every person they meet of the gender to which they are attracted, regardless of that person's age or beauty (save 1d20 roll GTET [32-Will], checked hourly); the affected person is *compelled* to sexually proposition each person (save 1d20 roll GTET [30-Will], checked at every opportunity); the wearer is avoided by others (they save 1d20 GTET [28-Will]) as the affected person's lecherous reputation grows; an affected male is unable to perform when a proposition is accepted (save 1d20 roll GTET [28-Stamina]); *Appearance*: A 33 inch neck chain of alternating links of gold, silver, and adamantium, having a gold clasp, with three small attached gold disks engraved with the portraits of beautiful nude women. *Weight*: 0.54 pounds; *Rarity*: Rare to Very Rare; *Value*: 13,250 GP.

Lenocha Bolcee, Staff of, Wondrous Weapon (Artifact), *Armor*: Not Applicable; *Attack*: +3 TH, hp 1d12 (1d20 versus followers of *specified Deity/pantheon* in campaign), fatal head wound on natural rolls of 20 (save 1d20 roll GTET [34-Stamina] results in 2d20 rounds unconsciousness). *Additional Abilities*: The staff is engulfed in flames (hp1d10 damage/round) when touched by good/neutral persons; the wielder is protected from all mental controls (including fear) and is immune to ordinary fire and plant-based poisons; the wielder resists Basic Air/Fire Magic on 1d20 rolls GTET 12 {Lesser Air/Fire Magic GTET 17, Greater Air/Fire Magic on 20, double damage on rolls of 1}; persons who see the staff are consumed with envy for 1d12*40 days (save 1d20 roll GTET [30-Will], checked daily, 40 FT); Powers: *call flames* (25 FT, unlimited), *read surface thoughts* (25 FT, save 1d20 roll GTET [27-Will], 3 minutes, 3/day), *control fires* (25 FT, 5/day), *disintegrate* (25 FT, 20 pounds, living creatures unaffected, 5/day), *blindness/deafness* (touch, 1d12*5 minutes, save 1d20 roll GTET [32-Stamina], 3/day), *zone of darkness* (30 FT, 15 minutes, 3/day), *2d8 fireball* (40 FT, 3/day), *fog cloud* (30 FT, 10 minutes, 1/day), *limited invulnerability* (5 minutes, 1/day), *summon monster* (evil Djinn, 10 minutes, 1/day); the user is permanently transformed into a Fire Imp controlled by a Master Djinn (save 1d20 roll GTET [34-Stamina], checked after every twelve uses of blindness, fireball, limited invulnerability or summon monster); *Appearance*: A bronze metal staff 6 FT long by 3½ inches in diameter, with glowing diamonds embedded in each end (aura of evil); *Background*: The staff was crafted 935 years ago by the Fire Demon, Lachka'Droon, for his servant Caelwinne the Small, who primarily used it to torch farms across {campaign region} until he was tracked down and beheaded by the brothers Ulwain and Calliztus, Crusaders of Bres. *Weight*: 6.15 pounds; *Rarity*: Very Rare to Unique; *Value*: 127,000 GP. Found in the Sanctorum Luciforus on the Ninth Circle of Hell. The staff is sentient (Intelligence 16 and Will 15), acts as a Fire Wizard L6, speaks/reads Common/Infernal Cant/3 foreign languages; it has a mission to oppose and kill followers of {*specified religious pantheon*}.

Lesser Ark, Wondrous Object (Artifact); *Armor/Attack*: Not Applicable; *Additional Abilities*: The hair of evil persons stand upright from static electricity with 2 FT; evil persons suffer hp1d10 electrical damage from touching the box (neutral hp1d6); evil persons become permanently good after touching the Ark (save 1d20 roll GTET [34-Will], checked per touch, neutral GTET [30-Will]); good persons heal hp1d10 plus remove diseases (touch, 1/day); good persons gain 5000 XP from a touch (Priest/Crusaders 10,000 XP, once/lifetime) and up to 10,000 lost XP in the previous year is restored (once only); any body part lost in the previous year is regenerated (once); good Priests/Crusaders apply a +5 bonus on rolls against Undead while touching the box; Powers (good only, maximum 10 FT): *free casts* (3/day at Basic Magic/Devotion, 2/day at Lesser Magic/Mystery, 1/day Greater Magic/Majesty); *greater rebuke* (apply +10 bonus against Undead, 1/day), *2d10 cure wounds* (1/day), *banish disease* (3/day), *hold evil creature/person* (25 FT, 15 minutes, save 1d20 roll GTET [45-Level-Will], 2/day), *raise the dead* (1/year); *open the box* (250 FT, all evil creatures suffer 2d20+125 damage, no save, 1/year); a Priest of {*specify good Deity*} touching the Ark also: increases effective SPM by +4, reflects hostile Basic/Lesser spells and Devotion/Mystery prayers, *complete self heal* (1/day), *detoxify poisons* (3/day), *god's hammer* (1/day), *improved open the box* (500 FT, evil creatures 3d20+175 damage), 25,000 XP (once/10 years); *Appearance*: A cedar box 4 FT long by 2½ FT across by 2½ FT tall, with beaten gold along each edge, six golden feet shaped like lion's paws each 3 inches high, and a glyph in gold centered in each of the vertical faces, bound with two long ash wood poles attached through golden loops (strong aura of good); *Background*: This box is said to have been given to the Prophet Moazim by {*specify good Deity*}, 3600 years ago on the sacred mountain, Ziorosses. *Weight*: 85 pounds; *Rarity*: Unique; *Value*: 315,800 GP. Found in the Ruined Well in the Oasis of Ezrabah on the Seventh Circle of Hell.

Lethe, Pin of, Wondrous Jewelry, CURSED ITEM; *Armor*: AC-6; *Attack*: Not Applicable. *Additional Abilities*: The wearer is unable to recall any personal memories (temporarily remember on 1d20 roll GTET [32-Will], checked daily) although they retain knowledge of languages/skills/trades/learning, etc. {forgets name, background, family, history,

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previous activities, companions, etc.}; the effect is permanent on a saving roll of 1; *Appearance*: A pin shaped in a complicated spiral, made of white gold with an opal and moonstone, steel clasp. *Weight*: 0.325 pounds; *Rarity*: Uncommon to Rare; *Value*: 36,740 GP.

Lethe Water, Alchemical Concoction. *Armor/Attack*: Not Applicable. *Additional Abilities*: The drinker loses all personal memories for (30-Intelligence)*10 minutes; they retain knowledge of languages/skills/trades/learning etc., but forget their name, background, family, history, previous activities, companions, etc.; the effect is permanent on a saving roll of 1; *Appearance*: A clear liquid with a faint sulfurous aroma; sometimes found in a silver vial with a counterclockwise rotating seal. *Weight*: 0.25 pounds; *Rarity*: Uncommon; *Value*: 6460 GP.

Life's Experiences, Handbook of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader immediately gains one-half the experience needed to advance to the next class level (minimum 10,000 XP); *Appearance*: A book 5 inches wide by 10 inches long by 2 inches thick bound in white leather with the picture of an elderly man drawn in gold, having light blue pages scribed in black ink, and mystical symbols drawn in gold on the spine. *Weight*: 1.4 pounds; *Rarity*: Very Rare; *Value*: 75,500 GP.

Light, Staff of, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +1 TH, hp1d10. *Additional Abilities*: The staff glows on command with the light of five torches (effective 50 FT radius, twilight 80 FT radius), the light counters a *zone of darkness* on 1d20 rolls GTET 12; the wielder is immune to *blindness*; the wielder has low light vision and Infrared vision when the staff is not glowing (50 FT); Powers: *daylight* (10 minutes, 3/day), *1d12+3 fireball* (25 FT, 1/day); *Appearance*: A spiral-carved hickory staff 6 FT long with a gold cap on the lower end, a golden sun on the upper, the grip is wrapped in yellow-tanned chimera hide. *Weight*: 3.25 pounds; *Rarity*: Uncommon; *Value*: 8725 GP.

Loadstone, Wondrous Jewelry, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: The stone's apparent weight changes to 300 pounds 1d100 minutes after it is placed into a backpack, bag, purse, or pouch; *Appearance*: per gemstone type. *Weight*: 0.325 pounds; *Rarity*: Uncommon; *Value*: 13,000 GP.

Location, Orb of, Wondrous Object, *Armor*: Not Applicable; *Attack*: opponents gain +2 TH against the bearer. *Additional Abilities*: Any scrying or detection attempt made against the bearer is always successful; Wizards/Shaman/Warlocks/Priests/Crusaders detect the orb at 1000 FT, evil creatures of GTET HD10 detect the orb at 150 FT; all spells/prayers of non-detection fail within 25 FT of the orb; *Appearance*: A milky-white orb, 8 inches in diameter, cool to the touch, with a single white swirl that travels across its surface. After the orb has been carried 100 rounds the bearer cannot dispose of it unless succeeding on a Will save DC30, checked daily. *Weight*: 0.64 pounds; *Rarity*: Uncommon to Rare; *Value*: 15,064 GP.

Lockpick's Gloves, Wondrous Clothing (pair); *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a +5 bonus to open locks and applies a +2 bonus to disarming traps; *Appearance*: A pair of thin red linen gloves with pink palms and a pink spot on each finger. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 8025 P.

Lodestone, Wondrous Jewelry, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: The bearer is always unsure/confused about their direction of travel and never able to correctly determine compass directions (save 1d20 roll GTET [28-Will], checked every opportunity); they are unable to follow maps or directions (save 1d20 GTET [32-Will], checked per opportunity); *Appearance*: A twelve-sided soft green stone, highly polished with flecks of a hard red stone embedded in it, 1d3+3 inches in diameter. *Weight*: 0.42 pounds; *Rarity*: Uncommon; *Value*: 5182 GP.

Lord, Trumpet of the, Wondrous Object (Artifact); *Armor*: AC+10 versus evil opponents; *Attack*: Not Applicable. *Additional Abilities*: An evil person suffers hp1d10 damage from touching the trumpet and becomes permanently good by playing (save 1d20 roll GTET [34-Will] per attempt); the trumpet acts as an ordinary musical instrument when played by an evil/neutral person; a good wielder is unaffected by the special attacks or spells of Undead/Demons/Devils LTET HD10; Powers: *area heal* (25 FT, hp12, 3/day), *summon monster* (two Hashmallim Angels {Warrior L8, Air Wizard L5, Priest L8}, 1/day, 10 minutes), *stun infernal* (250 FT, 2d100 rounds, save 1d20 roll GTET [45-HD-Will], 3/day), *damage infernal* (50 FT, hp75 damage, save 1d20 roll GTET 16); *blown open* (250 FT, all doors/gates/shutters/chests etc., also affects hidden doors, 10/day), *spring traps* (150 FT, also affects hidden traps); good persons within 8 FT radius are invisible to/undetected by Demons/Devils (save 1d20 roll GTET [34-Will]); a good person plays the trumpet 10 times after which it moves itself to the nearest good person; when all good persons in a group of Adventurer have used it ten times the trumpet disappears; *Appearance*: A simple fluted silver horn 4½ FT long with a flared end 8 inches across, having a cedar reed mouthpiece and five finger holes. *Background*: This trumpet was created 16,703 years ago by the Celestial Wright,

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Attapol, and carried into battle by the Auphanim Angel, Benomii (strong aura of good). *Weight*: 3.6 pounds; *Rarity*: Very Rare to Unique; *Value*: 138,475 GP. Found on the Fourth Circle of Hell, as directed by Estraius' Shade. If used at the Gates of Dis on the Fifth Circle of Hell, Devils on the wall are stunned long enough for mortals to open and pass through the gGates.

Lucifer's Hymnal, Wondrous Object (Artifact), Armor: AC+12 versus good opponents (evil bearer), *Attack*: +4 TH when bearer is an evil Priest/Crusader, *Additional Abilities*: A good person suffers hp1d20 from touching the book and becomes permanently evil (save 1d20 roll GTET [34-Will], disintegrated on roll of 1)/neutral person suffers hp1d12 (save versus evil alignment 1d20 GTET [29-Will]); an evil Priest/Crusader gains SPM+4 and 4 free Devotion casts/day {3 free casts Mysteries, 2 free casts Majesties} and prayers double range/duration; the wielder is hidden {invisible} from good persons (save 1d20 roll GTET [30-Will]); Powers: *commune with evil spirits* (3 questions, 75% accurate, 1/day), *stun* (1d100 rounds, 100 FT, save 1d20 GTET [32-Will], 3/day), *poisonous fumes* (20 FT by 20 FT by 8 FT tall, 2d20 rounds, save 1d20 roll GTET [28-Stamina], checked every 5 rounds, 3/day), *2d8 lightning bolt* (25 FT, avoid 1d20 roll GTET [28-Agility], 3/day), *shapechange self* (any Type 1, Type 2, Type 3 Devil {form not abilities}, 15 minutes, 1/day), *summon monster* (1d8 Zoybim Devils, 15 minutes, 1/day), *hideous transformation* (touch, 2d12 hours, shapechange to HD6 horned/tentacles mindless humanoid monster, save 1d20 roll GTET [30-Stamina], 1/day), *summon monster* (1d12 Type 3C Devils, 15 minutes, once/10 days); *Appearance*: A black book 14 inches by 9 inches by 2 inches thick, with a crackled musty cover made from Centaur hide, a gold spiral is on the front cover, a six-horned gold skull is drawn on the back cover, the pages are green papyrus with dark blue writing; three turquoise pieces are on the spine (strong aura of evil), *Weight*: 3.1 pounds; *Rarity*: Very Rare to Unique; *Value*: 83,082 GP.

Luck Suppression, Ring of, Wondrous Jewelry, CURSED ITEM, Armor: AC-3; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a ± 4 penalty ($\pm 20\%$) in any non-combat situation requiring luck with the roll affected in the manner most harmful to the wearer or their interests; *Appearance*: A copper ring embedded with three pieces of bloodstone; *Weight*: 0.15 pounds; *Rarity*: Uncommon; *Value*: 3225 GP.

Lust Draught, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: The drinker is *compelled* to have an overpowering sexual lust that greatly increases their sexual capacity and performance; the lust is for a person of opposite gender on 1d100 rolls GTET 05, for a person of the same gender on rolls 02-04, and for other creatures on a roll of 01; the affected person attempts to engage in intense sexual relations with the object of their lust and cannot be dissuaded; the effect lasts (1d20*3)+10 minutes; *Appearance*: A thin aqua-colored liquid with the aromas of apple blossoms and lilac. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 45 GP.

Lycanthropy Reversal, Potion of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When imbibed by a lycanthrope (whether in man or animal shape), the drinker is immediately and permanently cured of the disease (save 1d20 roll GTET [33-Stamina], becoming once again an ordinary person of their base humanoid race; hp1d10 damage is suffered in the transformation; the potion has no effect when imbibed by a normal person (non-lycanthrope); *Appearance*: A moderately-thick brown liquid, tasting of bacon and garlic, and smelling of wolvesbane. *Weight*: 0.25 pounds; *Rarity*: Rare; *Value*: 12,205 GP.

Mace of Betrayal, Wondrous Weapon, CURSED ITEM, Armor: AC-4, *Attack*: -2 TH, -1 TD, *Additional Abilities*: When hostile creatures are within 100 FT the mace makes a loud keening sound that betrays the wielder's location and enrages the opponent (save 1d20 roll GTET [33-Will], opponent +1 TH); the mace does hp1d6 to the wielder on any natural attack roll 2-6; the mace knocks out the wielder for 1d12 rounds on a natural attack roll of 1 (save 1d20 roll GTET [30-Agility]); *Appearance*: A heavy mace with a copper head with six raised steel studs, the handle is oak and is wrapped in beaver hide, a white leather wrist thong is attached, a mistletoe leaf is engraved on an attached 4 inch gold disk (aura of neutrality); *Weight*: 3.1 pounds; *Rarity*: Very Rare; *Value*: 6622 GP.

Mace of the Sun, Wondrous Weapon, Armor: AC+4, *Attack*: +3 TH, +1 TD, +12 TD versus Vampires/Mummies/Lich; *Additional Abilities*: This mace does not display any exceptional abilities except when wielded by a good Warrior/Crusader /Warlock/Priest; a wielding Priest/Crusader applies a +3 bonus against Undead; Powers: *daylight* (30 FT, 10 minutes, 5/day), *light* (as five torches, 15 minutes, 5/day), *call flames* (25 FT, 3/day), *2d8 fireball* (25 FT, 1/day), *blinding flash* (25 FT, 2d20 rounds, save 1d20 roll GTET [28-Stamina], 1/day); *Appearance*: A heavy mace with a yellow



Mace of the Sun

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metal head with twenty raised steel studs, the handle is cherry and is wrapped in iguana hide, a yellow leather wrist thong is attached, a sunburst is engraved on an attached 4 inch gold oval (aura of good); *Weight*: 2.75 pounds; *Rarity*: Very Rare; *Value*: 7128 GP.

Mage Biting, Ring of, Wondrous Jewelry, CURSED ITEM, *Armor*: AC-3; *Attack*: Not Applicable. *Additional Abilities*: This ring has no apparent unusual properties until it is worn by a Wizard/Shaman/Warlock; the effective Intelligence and Will statistics of a spell caster are reduced 1d4 points while worn; the wearer's SPM is temporarily reduced 4 points; a Wizard/Shaman/Warlock experiences hp1 bleeding every 15 minutes while the ring is worn; the wearer must first succeed on a 1d20 roll GTET 12 to cast Basic Magic {GTET 15 for Lesser Magic, GTET 18 for Greater Magic}; *Appearance*: A platinum ring set with three emeralds, elvish glyphs are engraved on the inside; *Weight*: 0.22 pounds; *Rarity*: Uncommon to Rare; *Value*: 9500 GP.

Magic Mirror, Wondrous Object, *Armor/Attack*: Not Applicable; *Additional Abilities*: Powers: *viewpoint* (views a specific location within 100 miles in real time, not auditory, 10 minutes, 5/day), *sights and sounds* (views a specific location within 50 miles in real time, with sound, 10 minutes, 2/day), *view the past* (views events at a specific location within 20 miles as they occurred up to 5 days ago, 15 minutes, 1/day), *view and report* (monitors a specific location within 10 miles in real time and alerts the wielder when it is occupied, up to 6 consecutive hours, once/month); *Appearance*: An oval glass mirror 40 inches by 22 inches wide set in a cherry wood frame inlaid with pearl and ivory, six open eyes are painted on the reverse; a hazy indistinct face appears inside when the mirror is invoked, *Weight*: 11.45 pounds; *Rarity*: Rare; *Value*: 11,299 GP.

Magus Energy, Locket of, Wondrous Jewelry, *Armor*: AC+6; *Attack*: Not Applicable. *Additional Abilities*: This locket has not apparent unusual properties until worn by a Wizard/Shaman/Warlock; determine the type using 1d100: (01-70) Basic Magic, (71-92) Lesser Magic, (93-00) Greater Magic; the wearer gains 6 additional free casts at the specified spell category {Greater Magic converts into 2 Lesser Magic or 4 Basic Magic casts; a Lesser Magic converts into 2 Basic casts; Warlocks always have 4 additional free casts}; the wearer's SPM is increased 1 while the locket is worn; *Appearance*: An oval platinum locket with ivory and moonstones, 5 inches long by 2 inches wide with a platinum clasp. *Weight*: 0.35 pounds; *Rarity*: Very Rare; *Value*: 35,000 GP.

Magus Experience, Manual of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: A Wizard or Shaman reading this manual immediately gains 50,000 XP (once only), a Warlock gains 30,000 XP; no benefit is gained by persons incapable of using magic; *Appearance*: A book 9 inches wide, 12 inches long, three-quarters inch thick, with a blue metal cover studded with turquoise, and a gold spine engraved with mystical symbols; *Weight*: 4.22 pounds; *Rarity*: Very Rare; *Value*: 56,500 GP.

Magus Power, Codicil of, Wondrous Book; *Armor*: AC+10 when held by a Wizard or Shaman; *Attack*: Not Applicable. *Additional Abilities*: This book shows no apparent unusual abilities until opened by a Wizard or Shaman; when the book is wielded {within 5 FT of the open book} by a Wizard/Shaman they temporarily gain SPM+5/spell ranges and durations are doubled/opponents apply a -2 saving roll penalty; the wielder's spell always launch before those of any opposing Wizard/Shaman; the wielder gains a +3 bonus to counterspell or parry an opposing spell; the wielder's offensive spells always deliver the maximum possible damage; the wielder applies a +2 saving bonus against hostile magic and a +1 against hostile prayers; *Appearance*: A black leather book with light green pages, 6 inches wide by 10 inches long by 1½ inches thick, with a stiff metal spine, black metal corners on the cover, and a mystical symbols drawn on the cover in silver, the book has a silver lock on the cover (found locked, -8 open lock); *Weight*: 3.5 pounds; *Rarity*: Very Rare; *Value*: 59,300 GP.

Magus Power Draught, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: A Wizard/Shaman/Warlock drinking this draught gains (regains) eight free {Basic Magic} casts; one Lesser Magic cast may be substituted for two Basic casts, one Greater Magic cast may be substituted for four Basic casts; while the draught is in effect spells have 50% greater range/duration and delivers hp+4 damage; the Wizard/Shaman/Warlock applies a +1 saving roll against hostile magic; *Appearance*: A pulpy blue-green liquid with a salty taste and the aroma of peach blossom. *Weight*: 0.3 pounds; *Rarity*: Uncommon to Rare; *Value*: 725 GP.

Mallet, Dwarven Great, Wondrous Weapon, *Armor*: AC+5 wielded by a Dwarf; *Attack*: +3 TH, hp1d10, +3 TD (Gnome and smaller size), +10 damage versus Vampires; *Additional Abilities*: This mallet drives spikes and other objects as if the user's Strength statistic were doubled, so they go twice as deep for the same effort; wooden doors/objects/furniture are splintered apart by a single stroke on 1d20 rolls GTET 6; metal doors are knocked off their hinges on 1d20 rolls GTET 14; stone doors (walls LTET 2 inch thickness) are shattered on 1d20 rolls GTET 18; creatures up to 8 FT tall are knocked

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unconscious for 2d20 rounds on a natural attack roll of 20 (save 1d20 roll GTET [32-Stamina]); *Appearance*: An oak wood mallet with a 20 inch haft and a dark stained head 16 inches long by 8 inches diameter, with a loop of badger pelt through the handle. *Weight*: 3.7 pounds; *Rarity*: Uncommon to Rare; *Value*: 1440 GP.

Many Hues, Crown of, Wondrous Jewelry, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The crown is surrounded at all times by a yellow nimbus equivalent to the glow of three candles; the wearer has Infrared and Ultraviolet vision (50 FT) and sees invisible (25 FT); the wearer knows when they are being magically observed (continuous); a Fire Wizard has their SPM increased +2 while wearing the crown; Powers: *detection* (10 FT, 4/day), *magnify sight* (4/day), *flare* (blindness 1d12 rounds, 10 FT, save 1d20 roll GTET [30-Stamina], 1/day), *daylight* (10 minutes, 25 FT, 1/day), *1d8 fire ring* (6 FT radius, 20 rounds, 1/day), *shield versus fire* (1d20 rounds, 1/day), *disguise self* (the crown becomes invisible, 30 minutes, 1/day). *Appearance*: A platinum crown with six risers connected to a platinum ball, the crown lined in purple satin, the ball set with ten emeralds and ten sapphires, the rim lined with alternating diamonds, rubies, opals, and turquoise. *Weight*: 3.05 pounds; *Rarity*: Very Rare; *Value*: 78,600 GP.

Many Pockets, Marjee's Vest of, Wondrous Clothing, Armor: AC+4; *Attack*: Not Applicable. *Additional Abilities*: Each pocket acts as a small extradimensional space capable of holding objects up to 18 inches by 10 inches by 6 inches thick, of individual weight LTET 10 pounds; the vest remains flat at all times with no incurred weight penalty, even when each pocket is filled. *Appearance*: A black silk vest with four silver buttons down the front, the collar and hem with silver piping done in overlapping circles, having 1d12+6 pockets sewn on the front (each with a flap and small silver hook), and a single larger pocket sewn into the back; all pockets are found empty; *Weight*: 1.0 pounds; *Rarity*: Uncommon; *Value*: 3110 GP.

Many Pockets, Pouch of, Wondrous Clothing; *Armor/Attack*: Not Applicable. *Additional Abilities*: The inside of the pouch has 1d20+4 pockets sewn in the inner surface, each with a buttoned flap, each pocket accepts objects up to 28 inches long and 20 pound, with the pouch expanding as needed to put the object in and out; the pouch is fire proof, and gains a +5 bonus to save against fire spells; objects stored in the pockets do not add to the pouch's apparent weight; initially found empty; *Appearance*: A dark brown leather pouch, 10 inches across by 14 inches deep, with dark brown leather strings, a green duck is painted on the exterior, a leather shoulder strap is attached with a duck's head engraved on a 2 inch gold disk. *Weight*: 0.42 pounds; *Rarity*: Uncommon; *Value*: 11,375 GP.

Margood's Book, Wondrous Book (Artifact); *Armor/Attack*: Not Applicable. *Additional Abilities*: Neutral/evil persons suffer hp1d8 damage from touching the book; an evil person becomes neutral (save 1d20 roll GTET [28-Will])/a neutral person becomes good (save 1d20 roll GTET [30-Will]); a good person regains 1d8 hp from touching the book (once/week); a good person touching the open book affects Undead as does a Priest L10; the bearer has skill at field first aid and as a herbalist {medicinal and poisonous plants}; Powers: *heal 1d6 wounds* (touch, 5/day), *heal 1d12 wounds* (touch, 3/day), *banish disease* (touch, 1/day), *detoxify poisons* (5 FT, 1/day); a good Priest/Crusader opening the book gains 10,000 XP [once/lifetime], applies a +3 bonus against Undead, their first ten prayers/day have maximum effect; when the book is used by a good Priest of a Healing Deity all healing prayers cure the maximum possible hp (continuous) and they perform an additional 5 laying-on of hands, effect, Additional Powers: *regeneration* (once/10 days), *raise the dead* (immediate, not requiring the ritual, once/100 days); *Appearance*: An aged almost decrepit book with a light tan cover and an elaborately done letter "M" on the cover in silver script surrounded by many flourishes and geometric designs. *Background*: This book was written by the great Healer-Shaman Duald Margood prior to the Fourth Dwarf-Goblin War and was used in the Dwarven city of Calzbetha by the Priest Conueon (aura of good); *Weight*: 2.1 pounds; *Rarity*: Very Rare to Unique; *Value*: 142,800 GP. Found in the Grand Matriarch of Harpy's rooms on the Sixth Circle of Hell.

Martial Artist Gloves, Wondrous Clothing (pair), Armor: AC+4; *Attack*: +3 TH in unarmed combat. *Additional Abilities*: The wearer's effective Agility is increased by 1 during any sort of combat; the wearer has expert-level proficiency at unarmed combat while wearing the gloves (even without prior training); *Appearance*: Very thin black silk gloves with the palm marked by a dark green rune. *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 20,644 GP.

Martial Experience, Manual of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The book has no effect when read by a Wizard/Shaman/Priest/Crusader/Warlock; a Warrior or Rascal gains 25,000 XP (once/book); the reader gains three additional weapon proficiencies; the reader gains a permanent +1 TH bonus with a single weapons of their choice (may be combined with other weapon bonus and is cumulative); the reader may select one weapons and all opponents using that weapon apply a -1 TH in combat against them; *Appearance*: A book 8 inches wide by 9 inches long by one inch deep, with a scarlet leather cover, steel corners, a steel plate on the cover engraved with the picture of a sword, two yellow spinel pieces are on the cover, with mystical runes written on the spine in black ink. *Weight*: 1.85 pounds; *Rarity*: Very Rare; *Value*: 50,500 GP.

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Mask of Bavrawaskis, Wondrous Object, Armor: AC+4, *Attack*: Not Applicable, *Additional Abilities*: The wearer has true sight (25 FT), the wearer's hearing range/sensitivity is increased 50%, the wearer is protected against sonic-based attack; Powers: *speak languages* (10 minutes, 3/day), *illusion* (50 FT, 2d20 rounds, save 1d20 roll GTET [30-Will], 2/day), *shapechange* (10 minutes, 2/day), *breathe poisonous fumes* (15 minutes, 1/day); the wearer contracts incurable leprosy on 1d100 rolls of 1 checked daily; *Appearance*: A round teak wood mask, bloodstones are inlaid in the cheeks, inlaid runes in amber on the reverse, a dark blue ribbon, *Weight*: 1.15 pounds; *Rarity*: Rare to Very Rare; *Value*: 2853 GP.

Mask of Juvenos, Wondrous Object, Armor: AC+6, *Attack*: hp1d10 cold ray (25 FT, avoid 1d20 GTET [30-Agility], once/hour); the wearer is protected against cold; the wearer floats upon command; *Additional Abilities*: *water breathing* (), *underwater speech* (), *summon poison frogs* (1d8 HD3 Frogs, 10 minutes, 120x), *summon sea creatures* (1d12 HD2, 15 minutes, 25x), *ride on water* (30 minutes, 25x), *sleet storm* (20x20 FT, 1d20 rounds, hp1d4/round, 25x), *Appearance*: A stainless steel mask with oval eye holes, high cheeks and foreheads, a black beard, a rubber backing, with a red cord tie, *Weight*: 1.8 pounds; *Rarity*: Rare; *Value*: 4892 GP.

Mask of Quortmas, Wondrous Object, Armor: AC+6, *Attack*: hp1d8 heat ray (25 FT, avoid 1d20 GTET [28-Agility], 3/day); the wearer sees invisible and ethereal creatures (25 FT, continuous); *Additional Abilities*: The wearer is perceived by all as brilliant (save 1d20 GTET [34-Will] daily); the wearer is protected against fear/panic and against gaze attacks on 1d20 roll GTET 7; the wearer is permanently transformed into a Monkey on 1d100 rolls of 1 checked daily; Powers: *dominate animal* (25 FT, 1 day, 100x), *jaco's mesmerize* (10 minutes, save 1d20 GTET [30-Will], 75x), *mind speech* (100 FT, 10 minutes, 50x), *dominate person* (15 minutes, save 1d20 roll GTET [28-Will], 50x); *Appearance*: A pewter face mask with diamonds across the forehead, gold thread hair, pearls in the cheeks, *Weight*: 2.15 pounds; *Rarity*: Very Rare; *Value*: 6671 GP.

Mattock of the Giants, Wondrous Weapon, Armor: Not Applicable, *Attack*: +2 TH, damage 3d6+2, +6 TD versus Dwarves, +12 TD versus Giants; *Additional Abilities*: The wielder has proficiency with mattocks while held; the wielder speaks/understands all Giant languages; Giants will speak and negotiate before fighting the wielder on 1d20 rolls GTET [35-Will], the wielder is protected against Basic Earth Magic {resist Lesser Earth Magic 1d20 roll GTET 8, resist Greater Earth Magic 1d20 GTET 15}, wood doors splinter on a single stroke (stone 1d20 roll GTET 6, metal GTET 9); Powers: *telekinesis* (25 pounds, 50 FT, 10 minutes, once/hour), *summon monster* (1d6 HD10 Mountain Giants, 10 minutes, once/ten days), *summon steed* (HD6 Giant Reindeer, 1 hour, once/ten days), *pulverize* (25 FT by 20 FT by 2 FT deep, 25x), *hole* (15 FT across by 8 FT deep, 25x); wielding the mattock requires Strength GTET 20 and Agility GTET 18 and Stamina GTET 16; *Appearance*: A two-headed adamantine mattock, one head with slicing edges the other head with spikes, both heads have pieces of reindeer horn, the shaft is 6 FT long and made from hickory, the head is held on by a steel spike with a 1000 GP diamond, the grip is wrapped with reindeer hide, *Weight*: 22.4 pounds; *Rarity*: Rare; *Value*: 11,285 GP.

Dwarven Tunneling Maul



Maul, Dwarven Tunneling, Wondrous Tool; Armor: Not Applicable; *Attack*: +2 TH versus goblinoid opponents, +4 TH when wielded by a Dwarf. *Additional Abilities*: The wielder temporarily has skill at mining and tunneling, tunnels at 6 FT by 4 FT by 1FT/round for Stamina*45 minutes without need of rest; the wielder has low-light vision; *Appearance*: A steel maul (hammer) with an ironwood haft wrapped in brown leather, the head etched with dwarven runes. *Weight*: 7 pounds; *Rarity*: Uncommon to Rare; *Value*: 19,310 GP.

Medusae Mask, Wondrous Object, CURSED ITEM, Armor: AC+8, *Attack*: paralysis gaze (30 FT, 3d20 rounds, save 1d20 roll GTET [32-Stamina], 5/day), *Additional Abilities*: The wearer is protected against the bites of Giant Snakes and is immune to snake/reptile venom; the wearer speaks/understands snakes on 1d20 rolls GTET 6; viewers are repulsed by the mask (save 1d20 roll GTET [34-Will]); Powers: *summon monster* (1d10 HD4 Giant Viper, 10 minutes, 2/day); *Appearance*: A snake skin mask with red glass eyes, ten snake heads are attached to the forehead, the ties are black leather, *Weight*: 2.35 pounds; *Rarity*: Rare; *Value*: 9794 GP.

Medusa, Tome of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader immediately turns to stone (save 1d20 roll GTET [32-Stamina]). *Appearance*: A book 6 inches wide by 10 inches long by one-inch thick, with a

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heavy grey leather cover, platinum on the corner covers, grey parchment pages written in white ink, with mystic symbols on the spine written in royal blue ink. *Weight:* 0.66 pounds; *Rarity:* Very Rare; *Value:* 18,174 GP.

Memory Loss, Ring of, Wondrous Jewelry, CURSED ITEM; *Armor:* AC-4, *Attack:* Not Applicable. *Additional Abilities:* The wearer immediately loses all memory of the previous 1d8 hours and ceases to add information to long term memory so that they know only what they knew before the ring was donned (the effect is negated for 24 hours on 1d20 rolls GTET [35-Will], checked daily); *Appearance:* A gold ring mounted with amber, the interior surface inscribed with Drow memory glyphs (DC24 Spot). *Weight:* 0.21 pounds; *Rarity:* Uncommon to Rare; *Value:* 18,644 GP.

Memory Stone, Wondrous Jewelry, *Armor/Attack:* Not Applicable, *Additional Abilities:* The wielder can store 100 memories in the stone (each memory to 5 minutes); the wielder may display any memory in a manner similar to a hologram display; *Appearance:* A 5 inch rose quartz sphere surrounding a moonstone, *Weight:* 0.85 pounds; *Rarity:* Very Rare; *Value:* 7339 GP.

Mental Domination, Silver Circlet against, Wondrous Jewelry; *Armor:* AC+5; *Attack:* Not Applicable. *Additional Abilities:* The wearer is immune to any form of mental domination (compulsion, domination, fear/panic, sleep, paralysis); the wearer cannot cast any spells of domination while the circlet is worn; *Appearance:* A silver circlet crafted in the shape of 2 snakes, a head at each end, the fangs of black ivory and the eyes of blue beryl. *Weight:* 0.6 pounds; *Rarity:* Rare to Very Rare; *Value:* 14,180 GP.

Mental Indecision, Cordial of, Alchemical Concoction; *Attack:* Not Applicable. *Additional Abilities:* When this cordial is imbibed the drinker becomes incapable of making any kind of decision for 2d100 minutes (save 1d20 roll GTET [33-Will], checked every opportunity); *Appearance:* A thin blue liquid with a nutty taste, and the aroma of cloves. *Weight:* 0.35 pounds; *Rarity:* Uncommon; *Value:* 425 GP.

Metal Dowsing Rod, Wondrous Object, *Armor/Attack:* Not Applicable, *Additional Abilities:* The wielder detects any amount of any metal GTET one-half pound at a range of 200 FT (limit 3 hours/day), and metal ores at a range of 100 FT; *Appearance:* A Y-shaped piece of ash wood, 5 FT long, a copper cap on the long end, and adamantine caps on the forked ends, a thin copper chain winds around the shaft; *Weight:* 2.1 pounds; *Rarity:* Uncommon; *Value:* 3903 GP.

Mental Rejuvenation, Pipeweed of, Alchemical Concoction; *Armor/Attack:* Not Applicable. *Additional Abilities:* The consumer is restored to a condition of mental clarity that negates all spells of mental control (confusion, fear, suggestion, domination, etc.); any effects of mental fatigue are removed; a Wizard/Shaman regains three free casts of Basic Magic and one free cast of Lesser Magic; a Warlock regains three free casts; the pipeweed must be smoked GTET 40 rounds to gain its effects; *Appearance:* A broad rectangular leaf 10 inches long by 4 inches wide with 6 parallel ridges, dark blue-green in its natural state, dark blue when dried. *Weight:* 0.325 pounds; *Rarity:* Uncommon to Rare; *Value:* 1310 GP.

Mental Resolve, Pendant of, Wondrous Jewelry; *Armor:* AC+6; *Attack:* Not Applicable. *Additional Abilities:* The wearer applies a +4 bonus on all Will-based saving rolls; Wizards and Shaman apply a +1 SPM bonus when performing any magic related to mental control or Will; *Appearance:* Four rubies strung together on a silver wire attached to a silver ring. *Weight:* 0.3 pounds; *Rarity:* Rare; *Value:* 9900 GP.

Metal Finder, Wondrous, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* When the tubes are aligned with a weight of refined metal the wielder gains knowledge of the kind of metal, its approximate weight ($\pm$ one quarter), and its approximate distance (range 600 FT); *Appearance:* A set of four concentric circular iron tubes, the largest 14 inches in diameter, all mounted to a 50 inch by one inch diameter hickory shaft with a cross-guard, the grip wrapped in black leather; dwarven runes are written on the shaft in black. *Weight:* 3.4 pounds; *Rarity:* Uncommon; *Value:* 4870 GP.

Milk, Full Pitcher of, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* Whenever this pitcher is held it is filled with wholesome sweet milk that pours out at one-tenth gallon/round. *Appearance:* A pewter pitcher 14 inches high by 7 inches across at the base, with a gold rim and handle, the underside marked with the dwarven rune for "cow". *Weight:* 0.88 pounds; *Rarity:* Uncommon; *Value:* 1002 GP.

Minos, Rod of, Wondrous Object (Artifact); *Armor:* Not Applicable; *Attack:* +4 TH, 1d12+3 damage, disintegrates any oath-breaker or declared outlaw (save 1d20 roll GTET [32-Will], 5 charges); *Additional Abilities:* The wielder casts any two Basic/Lesser Fire or Water Magic spells {from the rod, each one charge}; the rod begins with 300 charges and can only be recharged by Minos, Diabolic Earl; breaking the rod (1d20 roll GTET [30-Strength]) causes hp3d100 throughout a half-

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mile radius; *Appearance*: A black wooden rod 28 inches long by 1½ inches thick with a silver foot, capped with a silver ball 3 inches in diameter fitted with delicate silver wings which are always in motion (aura of evil). *Background*: Created by Minos in the Telchine Smithy 16,693 years ago. *Weight*: 1.675 pounds; *Rarity*: Very Rare to Unique; *Value*: 236,140 GP.

Minos' Talisman, Wondrous Object (Artifact); *Armor*: Not Applicable; *Attack*: *horrid touch* (hp1d8, touch, pus and blood-oozing wounds, hp1 per wound for 1d12 rounds [cumulative]); *Additional Abilities*: Good Priests/Crusaders/Clergy detect the aura at 300 FT {unable to identify location}; know guilt/innocence (touch, requires 3 rounds contact); bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 bonus to all Will-based saves, no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to Mino's spells/special abilities, bearer turns permanently evil (save 1d20 GTET [48-Level-Will], checked hourly); the bearer has true sight (150 FT); wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/ bargaining/intimidation etc.; evil Crusaders/Priests/Wizards/Warlocks/Shaman apply SPM+3, bearer applies +2 bonus to moving with stealth and to make surprise attacks; Powers: *inflict 1d6 wounds* (touch, unlimited), *putrefy food and drink*, *summon monster* (Minos), *telepathy* (150 FT), *aura of awe* (100 FT, 2d20 rounds, save 1d20 GTET [30-Will], 10/day), *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Type 2x Devils, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5.day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina]), 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *death ward* (1 hour, 40 FT, save 1d20 GTET [28-Stamina]), *summon giant vermin* (2d100 HD4 Giant Rats, 15 minutes), *dominate person* (50 FT, 10 minutes, save 1d20 GTET [30-Will], 1/day), *hold monster* (50 FT, 15 minutes, save 1d20 roll GTET [32-Will], Angels and Devils HD GTET 10 are immune), *geas* (1d100 days, save 1d20 roll GTET [34-Will], once/100 days); the wielder is permanently transformed to a Type 2A Devil on 1d100 rolls LTET 8 checked every use of a power); *Appearance*: A 9 inch-tall silver statue of Minos in a standing position set on a 4 inches x 2 inches x 2 inches marble pedestal bearing his Arms engraved on a gold plate (aura of evil). *Background*: Created by Minos 22,726 years ago. *Weight*: 1.5 pounds; *Rarity*: Unique; *Value*: 450,190 GP. Found in Minos' Palace on the Second Circle of Hell.

Minotaur's Axe, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +4 TH, +2 TD, cleaves limbs on a natural roll of 19 (save 1d20 roll GTET [30-Agility]), cleaves heads on a natural roll of 20 (save 1d20 roll GTET [32-Agility]); *Additional Abilities*: unholy, parry (opponents attack at -1), reflects electricity/lightning spells back to caster 50; Strength GTET 19 is required to lift the axe and GTET 21 to wield the axe. *Appearance*: An oversized golden two-handed double-bladed battleaxe with a wide oaken shaft and a ruby embedded in the center of each side of each blade (aura of evil); *Weight*: 130 pounds; *Rarity*: Very Rare; *Value*: 7350 GP. Carried by the Infernal Minotaur on the Fifth Circle of Hell.

Miser's Coin, Wondrous Object, CURSED ITEM; *Armor/Attack*: Not Applicable. *Additional Abilities*: The bearer is compelled to act as a most determined and virulent miser who is virtually unable to spend money, sell mundane or valuable objects, or sell/trade enchanted items, obsessed with paying as little as possible for anything they must purchase, haggling excessively for little benefit, and generally being disagreeable over issues of money; the miser allows themselves and their equipment to fall into disrepair rather than pay their upkeep, becoming hoarders of virtually everything regardless of worth; affected persons must succeed on a 1d20 roll GTET [26-Will] to sell/trade mundane items, GTET [28-Will] to sell/trade potentially valuable items, GTET [34-Will] to sell enchanted objects; *Appearance*: per coin type. *Weight*: 0.08 pounds; *Rarity*: Uncommon to Rare; *Value*: 4610 GP.

Missile Attraction, Shield of, Wondrous Armor, CURSED ITEM, *Armor*: AC-6; *Attack*: Not Applicable. *Additional Abilities*: Any missile passing with 25 FT of the bearer is diverted to attack them; missiles fired against the bearer gain an additional +2 attack bonus; all missiles fired by the bearer circle back to attack them; *Appearance*: per shield type. *Weight*: 3.4 pounds; *Rarity*: Uncommon; *Value*: 9640 GP.

Monster Attraction, Shield of, Wondrous Armor, CURSED ITEM, *Armor*: AC-6; *Attack*: Not Applicable. *Additional Abilities*: Any adventuring group of which the wielder is a member experiences a one-third increase in the number of random encounter checks, always finding a monster in its lair; when a monster is encountered it attacks the first wielder (save 1d20 roll GTET [29-Will] if intelligent or a beast GTET 18); the bearer applies a -4 penalty to attempts to intimidate, threaten, bluff, or lie to a monster; concealment spells are ineffective in hiding the wielder from scrying or other magical detection performed by intelligent monsters; *Appearance*: A small round wooden shield with bronze grips on the back covered in jackal fur, a bronze rim, and five amethysts arranged in a pentagram pattern. *Weight*: 3.7 pounds; *Rarity*: Rare; *Value*: 16,020 GP.

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Mummy Balm, Alchemical Concoction; *Attack*: Not Applicable. *Additional Abilities*: When the full pot of balm is applied to a dead body appropriately wrapped in mummy wrappings the body is animated as a true Mummy after 1d6 full moons. *Appearance*: A thick brown paste that becomes clear as it is rubbed onto a body, accompanied by the smells of garlic and lilacs. *Weight*: 0.25 pounds; *Rarity*: Rare; *Value*: 19,656 GP.

Mummy Charm, Wondrous Jewelry; *Attack*: Not Applicable. *Additional Abilities*: When the charm is placed in the mouth of a deceased person it causes them to be animated as an ordinary Mummy 1d12 days after burial. *Appearance*: A piece of carved white ivory 3 inches long, carved to resemble a mummy's wrappings, with flecks of polished obsidian as eyes (aura of evil). *Weight*: 0.075 pounds; *Rarity*: Very Rare; *Value*: 11,405 GP.

Murchdadh, Hammer of, Wondrous Weapon (Artifact), CURSED ITEM, Armor: AC+8 (Dwarf only); *Attack*: +3 TH, 1d12+1 TD {+1d12 versus Giants and Dragons if wielded by evil}. *Additional Abilities*: A good person is repulsed from the hammer (save 1d20 roll GTET [25-Will]) and becomes neutral (save 1d20 roll GTET [30-Will], checked daily); a neutral person becomes evil after touching the hammer (save 1d20 roll GTET [28-Will], checked daily); the hammer displays no special abilities when wielded by a good person; a neutral/evil wielder detects good and enchantments at 50 FT; the hammer returns when thrown (50 FT); the hammer identifies enchanted weapons/armor on 1d20 rolls GTET 8; the wielder hates Dwarfs/Giants/Goblinoid races (save 1d20 roll GTET [30-Will], checked daily) and is consumed by the need to seek them out and destroy them (1d20 roll GTET [33-Will], checked daily); Powers: kills good/neutral dragons on natural rolls GTET 18 (save 1d20 roll GTET [44-HD-Will]), *inflict 1d12 wounds* (touch, save 1d20 roll GTET [28-Stamina], *slay* (touch, save 1d20 roll GTET [30-Stamina], once/10 days); when wielded by an evil person the wielder also has Infrared vision (100 FT, continuous), the wielder speaks/understands Draconic languages, the bearer applies a +3 modifier to appraise; *Additional Powers*: *command monster* (wyvern, dragon lizards, komodo dragon, lesser reptiles, 250 FT, 30 minutes, save 1d20 roll GTET 16, 2/day), *2d8 fireball* (50 FT, 1/day), *shapechange* (15 minutes, dragon to 30 FT, no breath/abilities, 1/day), *summon monster* (2d8 Wyvern, 15 minutes, 1/day), *summon monster* (evil Dragon, 15 minutes, once/30 days); the wielder grows more dragon-like over time, becoming obsessed with gold/silver and gems of the most valuable sort, and wanting to possess a secure underground space to store them; when hammer kills a dragon the wielder permanently transforms into a juvenile Red Dragon (save 1d20 roll GTET [26-Stamina]; the wielder transforms into a Wyvern for 1d100*3 days (save 1d20 roll GTET [30-Will]); *Appearance*: A medium war hammer with an oak handle, bronze head, black dragon-skin leather frapping, an emerald embedded in the top, and a leather loop attached to the handle. *Background*: This hammer was created 1100 years ago by the artificer Kommallogod, one of Tiamat's companion Red Dragons in human form, and given to Stezhir, Black Prince of the Dwarves, who rebelled against his great-uncle Clan-King Obodor III (aura of evil). *Weight*: 3.25 pounds; *Rarity*: Very Rare to Unique; *Value*: 164,370 GP. Found in the Grand Matriarch of Harpy's rooms on the Sixth Circle of Hell.

Myarrathen, Girdle of, Wondrous Clothing (Artifact), Armor: AC+12 (good only; *Attack*: +3 TH (melee weapons), +7 TH versus Demons/Devils with +4 TD {melee only}; *Additional Abilities*: Neutral/evil persons donning the Girdle become permanently good (save 1d20 roll GTET [32-Will], checked daily); the wearer is immune to XP draining while worn; the wearer detects evil creatures at 100 FT and has *true sight* (Demons/Devils/Doppelgangers, 50 FT); the wearer sees Demons and Devils when they are invisible/incorporeal/ethereal at 75 FT; Powers: *triple movement/attack* (20 minutes, once/3 days); mass heal (hp60, 10 FT radius, once/6 days); *disintegrate* (100 FT, Undead LTET hp 60 or Demon/Devil LTET Class/Type 4, save 1d20 roll GTET [44-HD-Will], once/6 days), *geas* (save 1d20 roll GTET [32-Will], once/30 days); the wearer's gender is reversed {male/female, female/male} after using a power (save 1d100 roll GTET {number of uses}); the wearer goes uncontrollably berserk (1½x damage) within 75 FT of Undead/Devils/Demons (save 1d20 roll GTET [32-Will]) and attack companions who restrain them; *Appearance*: A heavy red leather belt with silver colored (platinum) clasp, a red silk lining, 10 inches wide by 50 inches long; a silver image of a Pegasus is inlaid on the back of the belt; *Background*: Myarrathen of Algerhamd was good Warrior who led crusades against Devils & Demons in Mediggo and closed many of their Gates; he was killed by Geryon 338 years ago after being betrayed by his companion Nallergyd the Pious, who administered poison to slow his reflexes and confuse his mind (aura of good); *Weight*: 2.25 pounds; *Rarity*: Unique; *Value*: 115,050 GP. Found in Minos' Palace on the Second Circle of Hell.

Necklace of Coradonian, Wondrous Jewelry, Armor: AC+6, *Attack*: Not Applicable, *Additional Abilities*: The wearer detects gold at 100 FT and detects falsehoods; the wearer is never able to tell the truth (save 1d20 roll GTET [32-Will], checked daily); the wearer permanently transforms to lead on 1d100 rolls of 1 (checked daily); Powers: *lead feet* (50 FT, 2d20 rounds, encased in 50 pounds, break free 1d20 roll GTET [32-Strength], 2/day), *mute* (touch, 2d20 minutes, save 1d20 roll GTET [32-Stamina], 3/day); *Appearance*: A necklace made up of cylindrical gold sections with jade, beads of amber, *Weight*: 1.1 pounds; *Rarity*: Very Rare; *Value*: 8217 GP.

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Necronium Stone, Wondrous Jewelry; Armor: Not Applicable; *Attack*: ghost transformation (touch, save 1d20 roll GTET [30-Will], 100x); *Additional Abilities*: The wielder gains SPM+4 when casting spells related to the Undead (+25% range, +25% duration); the wielder detects Undead/Demons/Devils at 250 FT; the wielder detects good and evil auras (50 FT); the wielder is immune to magically-induced aging or to XP loss/removal effects caused by the Undead creatures; Powers: control undead (100 FT, limit HD10, save 1d20 roll GTET [42-HD-Will]), 5/day), create undead (1 day, limit HD3, 100x); *inflict 2d12 wounds* (touch, save 1d20 roll GTET [26-Stamina], 100x). *Appearance*: A milky white 12-sided stone 6 inches across by 4 inches thick with a reflective surface, it always feels cold and clammy to the skin. *Weight*: 0.65 pounds; Rarities: Rare to Very Rare; *Value*: 23,155 GP.

Needles, Blessed Surgeon's (set), Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When these needles are used to stitch a wound the patient has no risk of infection, the time to complete surgery is decreased 15%, the success rate of surgery is 15%, and the patient's recovery time is decreased 15%; once the needles are used they must be placed in boiling water for GTET 5 minutes; Powers: *cure 1d8 wounds* (touch, 3/day), *cure 1d12 wounds* (touch, 2/day), *banish disease* (touch, 2/day), 1/day – *cure 2d8 wounds* (touch, 1/day), *full cure* (touch, 1/day); *Appearance*: A set of four ivory surgeon's needles, each 3 inches long by one-thirty second inches thick, typically found stuck in a small leather pad wrapped in a white cotton cloth. *Weight*: 0.15 pounds; Rarity: Uncommon; *Value*: 6700 GP.

Needle of Hidden Doors, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the needle is held in the wielder's hand the arrowhead points toward a hidden door (25 FT); only works for doors in walls (not doors hidden in ceilings or floors); if more than one door is present the arrowhead points to each for 30 seconds, continually rotating in the clockwise direction. *Appearance*: A platinum arrowhead 2 inches long mounted in its center on a platinum stud or post, set in a gold circle 3 inches across, all mounted on a gold plate 4 inches square. *Weight*: 0.3 pounds; Rarity: Uncommon; *Value*: 1200 GP.

Needle of Traps, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the needle is held out within 100 FT of an active trap (mechanical or magical), the arrowhead points toward the trap; when multiple traps are present it fixes on each for 30 seconds and rotates to the next; the needle can only point towards traps on the same general plane (e.g. cannot point out traps overhead or underneath); when no trap is present the arrowhead slowly rotates without pointing at anything specific. *Appearance*: A gold ring piece mounted on a square of steel, a gold compass-like pointer fixed in its center, the ring covered by a thin sheet of transparent quartz. *Weight*: 0.22 pounds; Rarity: Uncommon; *Value*: 7925 GP.

Night, Cloak of, Wondrous Clothing, Armor AC+8 (+12 against opposite alignment); *Attack*: Not Applicable. *Additional Abilities*: When the cloak is worn after dusk/underground the wearer has Infrared vision and Ultraviolet vision; the wearer applies a +3 bonus to disguise and hiding and moving with stealth; *detect undead* (500 FT); Powers: *hypnosis* (10 minutes, save 1d20 roll GTET [29-Will], 2/day); *command undead* (50 FT, limit 8 of HD LTET 5, 10 minutes, 2/day), *speak to animals* (5 minutes, nocturnal only, 3/day), *ventriloquism* (5 minutes, 3/day), *zone of darkness* (15 FT by 15 FT, 10 minutes, 2/day), *cause fear* (10 minutes, save 1d20 roll GTET [30-Will], 1/day), *summon monster* (1d6 Zombies, 10 minutes, 1/day), *incorporeal form* (10 minutes, once/10 days); all benefits of this cloak are negated 30 minutes by daylight; the wearer is transformed into a Wraith after wearing the cloak 30 hours (save 1d20 roll GTET [28-Will], checked daily); *Appearance*: A fur-lined ankle-length hooded cloak with a silver clasp shaped like a Nightmare and 10 silver buttons down the front embossed with a half-moon. *Weight*: 3.1 pounds; Rarity: Rare to Very Rare; *Value*: 46,140 GP.

Normal Missiles, Cloak of Protection against, Wondrous Clothing, Armor: AC+10; *Attack*: Not Applicable. *Additional Abilities*: All ordinary missiles LTET 25 pounds bounce harmlessly from the cloak, doing no damage to the wearer, missiles 26 to 50 pounds do half-damage, those GTET 51 pounds do full damage; the wearer applies a +1 saving roll against fire/electricity/acid; *Appearance*: A dark blue hooded cloak with white piping around the collar and hem, having 5 brass buttons each engraved with a shield, and a shield embroidered on the right breast in white. *Weight*: 3 pounds; Rarity: Uncommon; *Value*: 8325 GP.

Numbered Years, Tome of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader's natural life expectancy is immediately reduced to 2d100*20 days (save 1d20 roll GTET [36-Stamina]); if the reader's remaining life is already LTET 10 years it is reduced to one-quarter its previous value; *Appearance*: A white leather book with black parchment pages written in yellow script, mystic symbols written on its spine in dark grey ink, two bloodstones mounted on the front cover. *Weight*: 1.64 pounds; Rarity: Very Rare; *Value*: 18,356 GP.

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Odozor's Bone, Wondrous Object (Evil Artifact), Armor: Not Applicable; *Attack*: Club +4, +2 TD (versus plate mail), natural rolls GTET 18 disintegrates a piece of ordinary armor (enchanted armor saves on 1d20 rolls GTET 8). *Additional Abilities*: Good/neutral-persons are repulsed by the bone (save 1d20 roll GTET [32-Will])/suffers 1d10 damage from touch and permanently turn evil (save 1d20 roll GTET [28-Will]); the wielder understands/speaks Giantoid languages; the wielder is immune to Basic Fire Magic and cold spells (resists Lesser Fire Magic and cold on 1d20 rolls GTET 8); *Infrared vision* (50 FT); Dwarves/ Gnomes/underground races experience strong hatred towards the bearer (save 1d20 roll GTET [30-Will], checked hourly); the wielder experiences strong feelings that all races shorter than Humans are natural subjects/slaves (save 1d20 roll GTET [32-Will], checked daily); Powers: *command monster* (goblins or related species, 200 FT, 20 minutes, 200x), *parry* (opponents attack at -2, 10 minutes, 200x), *giant strength* (+6, 10 minutes, 1/day), *cause fear* (50 FT, nearest HD100, 20 minutes, save 1d20 rolls GTET [30-Will], 1/day), *shapechange* (Frost/Fire Giant, 10 minutes, 1/day), wall of fire/ice (20 FT, 15 minutes, 1/day); the bearer becomes incoherent and insane after $(5 \times \text{Intelligence}) + (10 \times \text{Will}) + 30$ days of possession (save 1d20 roll GTET [30-Will], checked daily) – sanity returns over $350 - (10 \times \text{Will})$ days after the bone is removed; *Appearance*: A polished black humanoid upper arm bone, 30 inches long by 3 inches in diameter, with large knobby ends. The bone houses the malevolent spirit, Odozor; *Background*: The mortal remains of Odozor, a Fire Giant Mage L30, a member of the Geysirgord Clan, known for its extensive use of Dwarf slaves; he was mortally wounded during a slave rebellion and performed the Rite of Chermnoi to infuse his spirit permanently into his bones; *Weight*: 1.05 pounds; *Rarity*: Unique; *Value*: 264,055 GP. **Odozor**: Intelligence 17, Will 19, SPM 9, goal to exterminate the race of Dwarves, Odozor can take control of the wielder any time after insanity begins (save 1d20 roll GTET [32-Will]); *Odozor's abilities (usable only while in control)*: *detects invisible*/displaced creatures (50 FT, continuous), *telepathy* (100 FT, continuous), *call flames* (25 FT, continuous), *deep despair* (25 FT, 1d12 hours, save 1d20 roll GTET [33-Will], 3/day), *zone of darkness* (radius 50 FT, 30 minutes, 1/day), *2d8 fireball* (35 FT, avoid 1d20 roll GTET [28-Agility], 1/day), *2d8 lightning bolt* (35 FT, avoid 1d20 roll GTET [30-Agility], 1/day), *magic arrow volley* (10 missiles independently targeted, 30 FT, hp2/missile, 3/day). Found in the possession of Myrodgar, in the City of Dis, on the Fifth Circle of Hell.

Oil of Invisibility Reversal, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: contact with this material causes any invisible person/creature to become visible for 1d20+10 minutes (save 1d20 roll GTET [33-Stamina]); the oil affects natural abilities and invisibility generated by spells/prayers, potions, and the abilities of enchanted items; *Appearance*: A light yellow-colored liquid with an oily texture, and the aroma of apples, *Weight*: 0.3 pounds; *Rarity*: Uncommon; *Value*: 1053 GP.

Palsy, Bracers of, Wondrous Armor (pair), CURSED ITEM, *Armor*: AC-5; *Attack*: -6 TH (melee weapons), -8 TH (missile weapons); *Additional Abilities*: The wearer experiences violent muscle tremors and shakes (especially in the hands) whenever they are placed in a dangerous situation (including combat); the wearer drops anything in their hands (save 1d20 roll GTET [30-Strength]); the wearer applies a -3 penalty on rolls for climbing, balancing, disarming devices or traps, opening locks, etc. under dangerous conditions; all palsy lasts until the situation is resolved+1d12 minutes; *Appearance*: per bracer type (leather, metal) engraved with the dwarven runes for weakness and shaking (must read Dwarvish); *Weight*: 1.65 pounds; *Rarity*: Rare; *Value*: 12,080 GP.

Panic, Bells of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: All persons/creatures within 150 FT when the bells are rung are overcome with blind panic and flee for $(\text{Will} \times 3 + 30)$ rounds (save 1d20 roll GTET [30-Will], checked every 5 rounds, 8/day for 10 minutes each use); *Appearance*: A group of six bronze bells at the end of a hickory handle wrapped in hippogriff hide, the inside of each bell has the dwarven rune for fear engraved (DC25 Spot). *Weight*: 1.03 pounds; *Rarity*: Rare to Very Rare; *Value*: 19,043 GP.

Paralysis, Bells of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: All persons/creatures within 50 FT when the bells are played are held immobile while the music continues (save 1d20 roll GTET [32-Stamina], checked every half-minute); the bells do not affect persons with deafness; the bells are limited to 3/day for 15 minutes; *Appearance*: A black leather strap 40 inches long with 10 gold bells attached through gold grommets, and a gold buckle at the end. *Weight*: 3.1 pounds; *Rarity*: Very Rare; *Value*: 22,015 GP.

Paralysis Draught, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When consumed the imbiber is completely paralyzed after 1d6 rounds, lasting 3d10+10 minutes; persons with allergies to this draught die from paralyzed lungs after 1d20 rounds (save 1d20 roll GTET [34-Stamina]); *Appearance*: A thin light blue liquid with the aroma of roasted nuts and a vinegar taste. *Weight*: 0.3 pounds; *Rarity*: Uncommon to Rare; *Value*: 340 GP.

Paranoia, Chain of, Wondrous Jewelry, CURSED ITEM; *Armor*: AC-4, *Attack*: Not Applicable. *Additional Abilities*: The wearer is convinced of the worst in every situation, that all persons they encounter hate them, that they are being plotted

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against, and that they are not getting a fair share of loot and glory (save 1d20 rolls GTET [32-Will], checked every twelve hours); eventually the wearer succumbs to permanent deep depression, paranoia, and insanity, cunningly striking out first before their perceived enemies can strike at them; *Appearance*: Five intertwined strands of thin chains of silver (x2), gold, and platinum (x2), all 20 inches long. *Weight*: 0.33 pounds; *Rarity*: Rare; *Value*: 8630 GP.

Parsimony, Red Sash of, Wondrous Clothing, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: While this sash is worn the wearer is dominated by a feeling of miserliness, being unable to spend money, endlessly arguing about prices with merchants, shopping for bargains, and buying the objects of least quality (save 1d20 roll GTET [32-Will], checked every 8 hours); *Appearance*: A red sash with yellow borders, three silve stars embroidered on the field. *Weight*: 0.22 pounds; *Rarity*: Rare; *Value*: 12,701 GP.

Patrowsky's Mask, Wondrous Object (Artifact); Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: The mask shows no special properties when worn by neutral/evil persons; when worn by a good person devils of LTET HD8 are panicked (50 FT, 2d20 rounds, save 1d20 roll GTET [42-HD-Will]); the wearer regenerates hp2/round/sees incorporeal creatures at 50 FT/is immune to blindness; the weare has true sight (Demons/Devils/Undead only, 100 FT); *Appearance*: An ugly rounded full face mask styled with a mane, 6 spikes on the ridge, a nose spike, and a face shaped like that of a gargoyle (aura of good); *Background*: Crafted 470 years ago by the half-elven Wizard Urien Deathbringer for Nwython Greatheart, Champion of Yambindy; after Nwython's retirement the mask was kept for 90 years by the Tarsatian Society, a group of Crusaders; *Weight*: 1.8 pounds; *Rarity*: Very Rare to Unique; *Value*: 48,356 GP.

Pendant of the Philosopher, Wondrous Jewelry, Armor: AC+3, *Attack*: Not Applicable, *Additional Abilities*: The wearer's Intelligence and Will statistics are temporarily increased +2 while worn; the wearer applies a +4 bonus to solving puzzles/riddles, to logic problems, and to activities that require knowledge: the wearer applies a +6 bonus to debating/persuasion/argument; a Wizard/Shaman/Priest gains SPM+2 while worn; Powers: *detoxify poisons* (when dipped into a cup of poisonous liquid, 200x), *clean water* (when dipped into a cup of diseased liquid, 200x), *transform lead* (touch, one pound to gold, 200x), *translate script* (allows reading of unknown written language, 5 minutes, 100x); *Appearance*: A long silver neck chain with a 3 inch gold book on a 4 inch silver disk; *Weight*: 1.05 pounds; *Rarity*: Very Rare; *Value*: 18,308 GP.

Pendant of Siggenouth, Wondrous Jewelry, Armor: AC+4, *Attack*: Not Applicable, *Additional Abilities*: The wearer sees all enchantments (30 FT, not prayers), the wearer identifies all enchanted items on 1d20 roll GTET 12; Powers: *gregor's mage drain* (20 FT, save 1d20 roll GTET [30-Will], 3/day), *cloud the mind* (15 minutes, save 1d20 roll GTET [30-Will], 3/day), *dominate person* (10 minutes, save 1d20 roll GTET [32-Will], 1/day); the wearer is permanently transformed into a HD3 Giant Cobra on 1d100 rolls of 1, checked daily; *Appearance*: A platinum disk with eight-pointed gold sun and rubies, on a platinum chain; *Weight*: 0.85 pounds; *Rarity*: Very Rare; *Value*: 9793 GP.

Phlegyas' Pole, Wondrous Weapon (Artifact), Armor: Not Applicable; *Attack*: +3 TH, 2d6+2 damage, +6 TD versus water creatures, effects Undead as does silver, causes *shapechange* to small water beetle on natural roll of 20 (save 1d20 roll GTET [28-Stamina]); *Additional Abilities*: The bearer *commands monsters* (total HD30 water creatures {limit HD3}, 100 FT, save 1d20 roll GTET [32-Will]); the wielder understands/speaks to all water beasts; the pole becomes invisible on command; Powers: *summon monster* (1d8 HD3 water creatures, 30 minutes, 3/day), *propel ship* (2 hours, vessel to 5 tons, 30 miles/hour, 1/day); *Appearance*: A dark blue metal pole, 1½ inch diameter by 12 FT long, a 2-FT long length in the middle wrapped in a soft black leather; the wielder can adjust the pole to any length between 3 and 15 FT; *Background*: Created by the Telchine devils 13,552 years ago. *Weight*: 5.8 pounds; *Rarity*: Unique; *Value*: 115,840 GP. Found being carried by Phlegyas on the Fifth Circle of Hell.

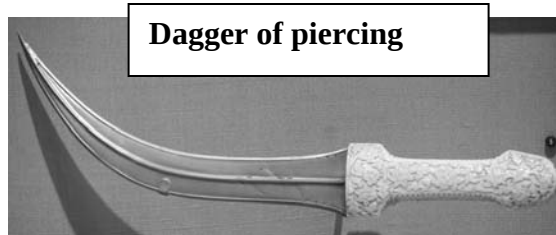
Phlegyas' Talisman, Wondrous Object; Armor: Not Applicable; *Attack*: *horrid touch* (hp1d8, touch, pus and blood-oozing wounds, hp1 per wound for 1d12 rounds [cumulative]); *Additional Abilities*: Good persons handling the talisman suffer hp1d10 mental damage (save 1d20 roll GTET [32-Will]); good Priests/Crusaders/Clergy detect the aura at 300 FT {unable to identify location}; bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 bonus to all Will-based saves, no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to Phlegyas' spells and special abilities; the bearer is immune to Basic Air and Water Magic {resists Lesser Air and Water Magic on 1d20 rolls GTET 12}; the beare suffers double damage from Fire Magic; the wielder speaks/understands all sea creatures; wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/ bargaining/intimidation etc.; evil Crusaders/Priests/Wizards/Warlocks/Shaman apply SPM+3, bearer applies +2 bonus to moving with stealth and to make surprise attacks; Powers: *inflict 1d6 wounds* (touch, unlimited), *telepathy* (125 FT), *discern alignment* (20 FT, save 1d20 roll GTET [28-Will]), *putrefy food and drink*, *summon monster* (Phlegyas), *telepathy* (150 FT), *aura of awe* (100 FT, 2d20 rounds, save

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1d20 GTET [30-Will], 10/day), *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Type 5A Devils, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5/day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina]), 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *summon giant vermin* (2d100 HD4 Giant Rats, 15 minutes), *major feast* (1/day), *wall of water/ice* (10 minutes, 2/day), *2d6/round hurricane blast* (1d12 rounds, 2/day); the bearer turns permanently evil (save 1d20 GTET [48-Level-Will], checked hourly; *Appearance*: A small silver conch shell, about 7 inches long by 3 inches across, in which are mounted three pink pearls, the whole attached to a thin mithril neck chain (aur of evil); *Background*: Each talisman is made by the Telchine (devil) craftsman upon their promotion to greater devil status. *Weight*: 0.65 pounds; *Rarity*: Unique; *Value*: 94,206 GP. Worn by Phlegyas on the Fifth Circle of Hell.

Phylactery of Wavirna Bactra, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: The phylactery does not show any apparent abilities until it is wielded by an evil female; an evil female Shaman applies a SPM+3 and gains one additional free cast/day or Basic Magic and Lesser Magic; the wielder detects evil at 100 FT (continuous); the wearer is permanently transformed into hideous hag on 1d100 roll of 1 checked daily; *Powers*: *dominate person* (2d100 minutes, 35 FT, save 1d20 GTET [32-Will], 1/day); *choke* (1d100 minutes unconscious, save 1d20 GTET [32-Stamina], 1/day); *Appearance*: An 8 inch gold box containing a dark grey finger bone encased in amber resin, *Weight*: 1.25 pounds; *Rarity*: Unique; *Value*: 16,844 GP.

Piercing, Dagger of, Wondrous Weapon, *Armor*: *parry* (opponent's weapon breaks on 1d20 roll GTET 14, if enchanted on two consecutive rolls of 20); *Attack*: +2 TH, +4 TD against leather or chain mail armor, the wielder gains an extra attack every third round; *Additional Abilities*: The dagger cuts wood at 4 FT/minute and steel at 1 FT/minute; *Appearance*: A finely made adamantium-bladed dagger with a unicorn horn handle, the grip wrapped in soft white unicorn-hide leather, with a 500 GP ruby set into the pommel; *Weight*: 0.675 pounds; *Rarity*: Uncommon to Rare; *Value*: 8120 GP.



Pilfering, Cloak of, Wondrous Clothing, *Armor AC*+2; *Attack*: Not Applicable. *Additional Abilities*: The cloak has no apparent abilities unless worn by a Rascal; while the cloak is worn the wearer applies a +3 bonus when balancing/acrobat/climbing/disarming traps and devices/opening locks/jumping/throwing grapples; *Powers*: *Infrared vision* (10 minutes, 5/day), *glow balls* (10 minutes, 5/day), *open/close door* (5/day), 3/day – *disguise face* (10 minutes, 3/day, save 1d20 roll GTET [30-Will]), *hold portal* (door stays closed minimum 30 minutes, 3/day), *force lock* (3/day); *Appearance*: A dark green hooded travel cloak with yellow piping around the sleeves and hem, eight round silver buttons down the front, with an embroidered badge of a multi-armed squid on the front. *Weight*: 2.25 pounds; *Rarity*: Rare; *Value*: 32,450 GP.

Pipe of Peace, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: Any person smoking with this pipe experiences an extraordinary sense of calm and peace and is unable to argue or perform physical combat for 1d100*5 minutes (save 1d20 roll GTET [34-Will]); *Appearance*: A carved smoking pipe with a long redwood stem, cup made from carved shell, with small ivory doves attached to the pipe bowl, *Weight*: 1.7 pounds; *Rarity*: Uncommon; *Value*: 3948 GP.

Pipes of Phorodexes, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: Any person hearing the pipes {50 FT} believes anything they are told by the wielder for the subsequent 30 minutes (save 1d20 GTET [34-Will]); the bearer applies a +2 bonus on persuasion rolls; the bearer applies a +3 bonus to saving rolls against mental attacks; the bearer is compelled to flatter every person they meet (resist 1d20 GTET [32-Will], per person); *Powers*: *blow-darts* (hp2d6, 30 FT, paralysis 1d100 minutes, save 1d20 roll GTET [30-Stamina]), 1/day; *Appearance*: A set of pewter six-note pan-pipes {music} with a connecting gold band, ruby chips are on each tube, *Weight*: 1.4 pounds; *Rarity*: Very Rare; *Value*: 4283 GP.

Pipeweed of Agreement, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: Any person smoking this pipeweed GTET 5 minutes becomes compliant, readily agreeing to any suggestion, request, proposition, deal, wager, trade, or barter for the subsequent 30 minutes (save 1d20 roll GTET [33-Will]); *Appearance*: A generally rectangular leaf, dark red with a bumpy top surface studded with aromatic nodules. The pipeweed has a strong and robust flavor with a touch of mint. *Weight*: 0.35 pounds; *Rarity*: Uncommon; *Value*: 2750 GP.

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Pipeweed of Delusion, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: Any person smoking this pipeweed GTET 5 minutes becomes convinced that what they see around them is illusion and only they see the “true” monstrous and threatening shapes of the things and people around them; affected persons see vivid hallucinations and act with paranoia and confusion for 5d12+15 minutes (save 1d20 roll GTET [32-Stamina]); *Appearance*: A long oval brown leaf with a pattern of chevron ridges in the leaf, and dark blue spots on the underside. *Weight*: 0.375 pounds; *Rarity*: Uncommon; *Value*: 750 GP.

Pipeweed of Vigor, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: Any person smoking this pipeweed as a cigar or in a pipe temporarily increases their Stamina and Strength statistics by 3 points for 2d20+12 minutes; *Appearance*: A long oval brown leaf with a pattern of diagonal ridges in the leaf, and dark green spots on the underside. *Weight*: 0.425 pounds; *Rarity*: Uncommon; *Value*: 1150 GP.

Pitcher of Clear Waters, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: This pitcher is filled with one quart of cool clean sweet water when held, it pours out clean water at a quarter gallon per round; *Appearance*: A 16 inch pewter pitcher with a wooden handle with six silver lion’s feet, *Weight*: 0.5 pounds empty; *Rarity*: Uncommon to Rare; *Value*: 1857 GP.

Plagues, Ring of, Wondrous Jewelry (Evil Artifact), CURSED ITEM (removed in first 30 days by *banish curse* from Priest GTET L20), *Armor*: AC+10; *Attack*: Not Applicable. *Additional Abilities*: The wearer is immune to disease/venoms/poison; the wearer detects good at 100 FT; the wearer becomes evil after wearing the ring 120 hours (save 1d20 roll GTET [32-Will], checked daily); the ring and wearer are detected as having an aura of goodness; the drains 75 XP/day from the wearer and permanently reduces the wearer’s Stamina 1 point every 9 months (when Stamina reaches zero the wearer is permanently transformed into a Wraith with full use of the ring and use of any previous spell abilities; Powers: *putrefy food and drink* (25 FT, 10/day), *cause disease* (touch, save 1d20 roll GTET [32-Stamina], 5/day), *cause poison* (touch, fatal in 1d20 rounds, save 1d20 roll GTET [28-Stamina], 5/day), *blast plants* (100 FT, 3/day), *retreat* (to a designated home base, limit 250 miles {not usable in Inferno}, 1/day), *circle of doom* (20 FT, causes instant death, save 1d20 roll GTET [38-Level(HD)-Stamina], once/10 days), *sapping strength* (touch, reduces Strength 1d10 for 1d100 minutes, save 1d20 roll GTET [30-Stamina]), *insect cloud* (50 FT by 50 FT, 1d8 minutes, hp10/minute, 1/day), *insect plague* (1d12 square miles, 1d100 hours, consumes everything, hp1/exposed minute, once/50 days), *Onus* (affected person appears to have evil aura, 1d100 hours, save 1d20 roll GTET [32-Will], once/50 days), *cause plague* (Black Death, 15 mile radius, once/100 days), *local drought* (4d20+14 days without rain, 15 mile radius, once/200 days), *local inundation* (1d12 days of raining GTET 6 inches/day, 15 mile radius, once/200 days); *When worn by a Priest/Crusader*: The wearer can only perform prayers that cause harm; *Additional Powers*: *inflict 1d6 wounds* (touch, save 1d20 roll GTET [28-Stamina]), 5/day), *paralyzing drink* (dipping the ring in a liquid for 10 seconds causes drinker 2d20 rounds paralysis, save 1d20 roll GTET [32-Stamina], 3/day), *inflict 1d12 wounds* (touch, save 1d20 roll GTET [30-Stamina], 3/day), *ray of exhaustion* (Strength becomes 6 for 1d20 rounds, save 1d20 roll GTET [33-Stamina], 3/day), *killing fumes* (20 FT by 20 FT, 1d12 rounds, fatal unless save 1d20 GTET [26-Stamina] checked per round exposed, 1/day), *inflict 2d8 wounds* (touch, save 1d20 roll GTET 34-Stamina], 1/day), *horrid wilting* (touch, limb withers, save 1d20 roll GTET [32-Stamina], once/30 days), *torture* (once/30 days); *cause disease* (Cholera/Bubonic Plague/Malaria/Typhoid Fever, 50 mile radius, infection rate 1d12+40%, fatal unless save 1d20 roll GTET [33-Stamina], once/year); the rings does not drain XP from Priests/Crusaders but once/3 months must be touched to a blessed object which is totally drained of its holy power; when a Priest is reduced to zero Stamina they become an undead Priest-Liche (hp+2d12, natural armor AC42, Priest L18, Fire Wizard L8, all touch prayers work at 20 FT, attack: *paralysis* (touch, 4d12 minutes, save 1d20 roll GTET [34-Stamina] **plus drain 1 experience level** (save 1d20 roll GTET [28-Will])); *Appearance*: A normal-sized black ring made from a hard polished stone with no essential feature or markings, it is immune to heat and cannot be unmade by any known forge; *Background*: This ring was made by the Demon Mage Vaxterfale and used on the Demonic Plane (Tartarus) for centuries, first reported on the Prime Material Plane about 2200 years ago worn by Gedalyas Dwarfbane (also called Gedo the Traitor), former Priest of Tafbold, when he took over the island nation of Jaelliva; *Weight*: 0.35 pounds; *Rarity*: Unique; *Value*: 420,000 GP. Found in Plutus’ False Treasure Hoard on the Fourth Circle of Hell

Plant Withering Drops, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: One drop of this liquid kills 250 pounds of any living plant/fungus/mushroom/mold and does hp1d10 damage to any plant-based creature (save 1d20 roll GTET 17); found in volumes of 1d100*10 drops; *Appearance*: A thin and watery pale light blue liquid accompanied by the aroma of turpentine. *Weight*: 0.1 pounds; *Rarity*: Uncommon; *Value*: 1352 GP.

Plate Mail Ripper, Wondrous Weapon; *Armor*: Not Applicable, *Attack*: +2 TH, +3 TD versus plate mail. *Additional Abilities*: Every hit made against plate mail permanently reduces its AC by 5 points (damage repaired only by an expert or

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exceptional armor smith); *Appearance*: A standard length adamantite sword with a sawtooth edge on the upper half, an image of a suit of plate mail is engraved on each side of the blade; *Weight*: 3.6 pounds; *Rarity*: Rare; *Value*: 41,230 GP.

Plutus' Talisman, Wondrous Object; *Armor*: AC+20 versus Devils and Demons; *Attack*: *horrid touch* (hp1d8, touch, pus and blood-oozing wounds, hp1 per wound for 1d12 rounds [cumulative]); *Additional Abilities*: Good Priests/Crusaders detect the aura at 300 FT {unable to identify location}; bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 bonus to all Will-based saves, no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to Plutus' spells/special abilities, bearer turns permanently evil (save 1d20 GTET [48-Level-Will], checked hourly); wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/ bargaining/intimidation etc.; evil Crusaders/Priests/Wizards/Warlocks/ Shaman apply SPM+3, bearer applies +2 bonus to moving with stealth and to make surprise attacks; bearer detects precious metal/gems/jewelry/treasure at 400 FT (continuous); *overwhelming greed* (persons seeing the talisman insanely desire {steal, spend all wealth/magic to obtain, threaten/attack owner} (save 1d20 roll GTET [33-Will], checked per view); *Powers*: *inflict 1d6 wounds* (touch, unlimited), *putrefy food and drink* (20 FT, unlimited), collapse enchanted wall (touch, no damage, 5/day), *summon monster* (Plutus), *telepathy* (150 FT), *aura of awe* (100 FT, 2d20 rounds, save 1d20 GTET [30-Will], 10/day), *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Type 4A Devils, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5/day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina], 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *summon monster* (HD8 Giant Bull, hp50, AC26, bite 1d4, gore 1d12+3 [+2d8 when charging], kick 2d6, enchanted weapon to injure, 10 minutes, 3/day), *summon giant vermin* (2d100 HD4 Giant Rats, 15 minutes, 1/day), *shapechange* (giant bull with the talisman as golden collar, 2 hours, once/3 days), *death ward* (1 hour, 40 FT, save 1d20 GTET [28-Stamina], once/5 days), *transmute* (10 pounds stone to pure gold, once/5 days), *midas touch* (touch, transform to solid gold, 2000 pound limit, save 1d20 roll GTET [26-Stamina], once/10 days), *petrify* (touch, save 1d20 roll GTET [32-Stamina], does not reverse, once/20 days); the bearer becomes a solid statue of gold after summoning monsters/shapechanging/using the midas touch (save 1d100 roll GTET ({total # uses/3}+10); *Appearance*: A 16 inch rod of gold, 3 inches diameter, with an obsidian spear tip, pieces of jade, topaz, opal, zircon, amber, pearl, and sapphires along the shaft, and a large ruby attached to the rod's bottom; usually hidden in Plutus' sedan chair (aura of evil). *Background*: Each talisman is made by the Telchine (devil) craftsman upon their promotion to greater devil status. Found on the Fourth Circle of Hell. *Weight*: 9.25 pounds; *Rarity*: Unique; *Value*: 48,383 GP.

Poisons, Forever Flask of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: The flask continually decants a half ounce/round of a bitter dark purple liquid (one ounce fatal in 2d10 rounds, save 1d20 roll GTET [28-Stamina], checked per dose, apply a -2 penalty for each additional ounce ingested); *Appearance*: A brass conical metal flask 9 inches tall with a carved black ivory stopper held by a thin brass chain. *Weight*: 0.85 pounds; *Rarity*: Rare; *Value*: 15,800 GP.

Poison Negation, Stone of, Wondrous Object. *Armor/Attack*: Not Applicable. *Additional Abilities*: When this stone is placed in a liquid and given the command it detects whether the liquid is poisonous to the owner (not necessarily if poisonous to other races, limit one-eighth gallon), detoxify poisons (any poison, one gallon, 200x); the stone does not affect bacteria, microbes, diseases, spores or other non-poisonous hazards; *Appearance*: A tenth-pound pear-cut yellow citrine gemstone. *Weight*: 0.42 pounds; *Rarity*: Uncommon to Rare; *Value*: 5330 GP.

Poison, Robes of, Wondrous Clothing, CURSED ITEM, *Armor*: AC-10; *Attack*: Not Applicable. *Additional Abilities*: The inside surfaces are coated by a powerful and fatal contact poison – the affected person is immediately paralyzed (1d20 roll GTET [32-Stamina], checked per round) and dies after a number of rounds equal to 2*Stamina statistic (save 1d20 roll GTET [30-Stamina], checked per round); *Appearance*: Dark red long-sleeved robes with an open ermine collar, ermine trim on the hem, and ten silver buttons down the front each shaped like foxes. *Weight*: 2.6 pounds; *Rarity*: Rare; *Value*: 11,300 GP.

Portable Boat (folding), Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the brown button on the closed wood rectangle is pressed the wood unfolds itself and transforms into a river boat, complete with rudder and ten oars {does not propel itself}; when the red button on the boat's prow is pressed it folds in on itself and transforms back into a wood rectangle; each transformation takes 2 minutes; the boat has a carrying capacity of 10,000 pounds; *Appearance*: Found as a wood rectangle, 32 inches long by 12 inches wide by 12 inches deep, with hinges on each face and a dark brown button on one end, when expanded it forms a high-sided wood river boat, 22 FT long by 7 FT wide at the middle, having

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pointed prows (realistically painted monster heads) on each end; on the back of one prow is a small red button; *Weight*: 12 pounds; *Rarity*: Rare to Very Rare; *Value*: 7200 GP.

Wonderous Pot



Pot, Wondrous, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the pot is invoked it heats its contents to boiling in 10 minutes without the exterior becoming warm, then keeps the contents comfortably warm; it can also be invoked to give off heat for 6 hours as does a small campfire. *Appearance*: A circular five-legged bronze pot 16 inches in diameter, 9 inches deep, decorated on the outside with etchings of women in a kitchen. *Weight*: 8 pounds; *Rarity*: Uncommon; *Value*: 1165 GP.

Potion of Displacement, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: When this potion is consumed the drinker appears to all viewers (enemies) to be 1d8+2 FT in a random direction from where they actually are (viewer saves 1d20 roll GTET [28-Will]); an affected view applies a -3 TH penalty and a -1 TD penalty; persists 1d20+6 minutes; *Appearance*: A somewhat thick purple liquid with small pieces of a red berry, having the aroma of

peaches, *Weight*: 0.33 pounds; *Rarity*: Uncommon; *Value*: 1804 GP.

Pouch of Disintegration, Wondrous Clothing, *Armor/Attack*: Not Applicable, *Additional Abilities*: The pouch accepts items up to 5 FT long and weighting 30 pounds; any ordinary item placed in the pouch is disintegrated on 1d20 roll GTET 3 checked per use; enchanted items are disintegrated on 1d20 rolls GTET 17 checked per use; generally affects only non-living material (a hand placed in the pouch suffers hp1d6 on 1d20 rolls of 01); pure silver is unaffected by the pouch; *Appearance*: A tan leather pouch 14 inches by 6 inches by 2 inches, with a covering flap with two brass buttons (boar's heads are engraved), an eight-pointed star is burned into the leather on one side, *Weight*: 0.825 pounds; *Rarity*: Uncommon; *Value*: 2285 GP.

Power, Gauntlets of, Wondrous Armor (pair), *Armor*: AC+10; *Attack*: +1 TH (melee weapon), +2 TH (long weapons), +1 TD (melee weapon); *Additional Abilities*: While the gauntlets are worn the wearer gains a +2 bonus to their Strength/Stamina statistics and regenerates hp1 wound damage every 15 minutes; a Wizard/Shaman gains two additional free casts/day of Basic Magic and one free cast of Lesser Magic; a Warlock gains four additional free casts/day; a Priest/Crusader gains three additional free casts/day of Devotions and two casts/day of Mysteries and all healing prayers are at +2; the wearer applies a +2 bonus to opening locks and disarming traps (devices); the wearer applies a +1 bonus to any activity involving the use of tools; *Appearance*: A pair of steel gauntlets with long (half forearm) black leather cuffs, and gold fingers; *Weight*: 2.31 pounds; *Rarity*: Very Rare; *Value*: 26,010 GP.

Power Stealing, Tome of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: A Wizard/Shaman permanently loses 1d4 free casts/day of Lesser and Greater Magic and 2 free casts/day of Basic Magic (save 1d20 roll GTET [33-Will]); a Warlock permanently loses 1d6 free casts/day of magic (save 1d20 roll GTET [33-Will]); a Priest/Crusader permanently loses 1d6 free casts/day of Majesties and Mysteries and 1d4 free casts/day of Devotions (save 1d20 roll GTET [34-Will]); *Appearance*: A book 6 inches wide by 7 inches long by 1 inch thick, having a black leather cover, platinum corners and spine, with 2 black pearls attached to the cover; mystic runes are written on the spine in purple ink. *Weight*: 1.4 pounds; *Rarity*: Very Rare; *Value*: 36,250 GP.

Prayer Stick, Wondrous Object; *Armor*: Not Applicable; *Attack*: +1 TH weapon, damage+1d6 against creatures opposed to the dedicated deity/alignment. *Additional Abilities*: This stick has no apparent abilities until borne by a Priest/Crusader of the same pantheon or Deity [for monotheistic Deities] to which the Stick is dedicated; the bearer applies SPM+2; the bearer applies a +2 bonus to rolls against the Undead; the bearer's prayers are at double the standard range and duration; opponents apply a -1 save against the bearer's prayers; all healing prayers produce the maximum healing, the wielder applies a +3 bonus when influencing {bluff, intimidate, barter, negotiate} persons who worship the same pantheon/Deity and apply a -3 penalty in dealing with persons who worship Deities opposed to the Deity to which the stick is dedicated; Powers: *commune* (2 questions/day, one yes/no), *cure 1d6 wounds* (touch, 5/day), *cure 1d12 wounds* (touch, 3/day), *cure 2d8 wounds* (touch, 1/day), *remove blindness* (touch, 1/day), *remove fear* (touch, 1/day); *Appearance*: A 14 inch wand crafted from cherry wood with silver end caps, inscribed with the holy symbols of its dedicated deity. *Weight*: 1.15 pounds; *Rarity*: Rare; *Value*: 58,325 GP.

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Priestly Experience, Manual of, Wondrous Book; *Armor/Attack:* Not Applicable. *Additional Abilities:* A Priest immediately gains (1d20*1500)+5000 XP, a Crusader gains 1d12*1000 XP, a non-clergy follower of the Deity to which the book is dedicated gains 1d8*250 XP; a Warrior/Rascal/Warlock/Wizard/Shaman gains nothing unless they worship the Deity to whom the book is dedicated; *Appearance:* A book 9 inches across, 10 inches tall, 2 inches thick, bound in thick yellow parchment, the cover having a bronze plate with a symbol of the sun in gold, a yellow beryl at each corner. *Weight:* 4.4 pounds; *Rarity:* Very Rare; *Value:* 51,375 GP.

Priest's Masque, Wondrous Object, *Armor:* AC+4, *Attack:* Not Applicable, *Additional Abilities:* The masque has no abilities except when worn by a Priest; the wearer gains SPM+5; two Devotions can be performed per round two rounds of three; two Mysteries can be performed per round every third round; a Majesty can be performed in only one round every alternate prayer; the wearer's prayers have 50% additional range and have 25% additional duration; the wearer applies a +8 saving rolls against Basic Magic and +3 against Lesser Magic; the wearer applies a +3 saving roll against gaze attacks; *Appearance:* A gold masque molded to a face with diamond-shaped eye holes, and a slit-like mouth, with a red leather strap, *Weight:* 3.75 pounds; *Rarity:* Rare to Very Rare; *Value:* 19,381 GP.

Proofing Scroll, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* When this scroll is touched to any written scroll, book, written spell, or written prayer, any errors in copying, transcribing, or inscribing are immediately revealed; transcription errors are corrected so the resulting spell or prayer functions without chance of failure; *Appearance:* A parchment scroll 16 inches long by three-quarters inch across, tied with a black cord and green ribbon. *Weight:* 0.375 pounds; *Rarity:* Uncommon; *Value:* 11,020 GP.

Purse of Coin Stealing, Wondrous Object, CURSED ITEM, *Armor/Attack:* Not Applicable, *Additional Abilities:* When coins are placed in the purse they are randomly teleported 2d100 FT away in a random direction (other types of items are unaffected); *Appearance:* A green cloth pouch with mauve flowers embroidered on the exterior, 9 inches by 5 inches, with a leather flap and two brass buttons shaped like ram's heads, *Weight:* 0.8 pounds; *Rarity:* Uncommon; *Value:* 1884 GP.

Purse, Poor Man's, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* Whenever this purse is emptied, a single copper coin appears 4 hours later; *Appearance:* A small cloth purse of plaid cloth, held closed by a copper clasp shaped like a horse's head. *Weight:* 0.75 pounds; *Rarity:* Rare; *Value:* 3075 GP.

Rain Coat, Wondrous Clothing, CURSED ITEM, *Armor:* AC-6; *Attack:* Not Applicable. *Additional Abilities:* The cloak interior begins to drip water equivalent to being outside in a moderate drizzle starting 2d10 minutes after it is donned; the wearer applies a -4 penalty to climbing/moving with stealth/opening locks/disarming traps&devices; they apply a -2 penalty to any activity involving balance or acrobatics; *Appearance:* A dark blue hooded wool cloak with a white border along the collar, light blue along the sleeve and hem, and five plain silver buttons down the front. *Weight:* 2.1 pounds; *Rarity:* Rare; *Value:* 10,347 GP.

Ralcul's Ring, Wondrous Jewelry, CURSED ITEM, *Armor:* AC-6, *Attack:* +2 TH versus Vampires, *Additional Abilities:* The ring exhibits no special properties until an *alter realities spell* {wish} is invoked; the wearer becomes a hemophiliac {wounds only stop bleeding from laying-on-hands or prayer} and asthmatic {reduce effective Stamina 4 points with 1d12 minute coughing spells from any significant physical exertion, save 1d20 roll GTET [32-Stamina] per activity} (curative prayers suppress the effect 12 hours); the wearer is immune to diseases; Powers: *alter realities spell* (2x); *summon monster* (HD7 Vampire, 30 minutes, 1/day), *heart squeeze* (kill, 15 FT, save 1d20 roll GTET [30-Stamina], 1/day, abates the diseases 18 hours), *full heal* (1/day, permanently reduces Stamina 1 point), *health steal* (wound/transfer hp8 from another to self, touch, save 1d20 roll GTET [28-Stamina], 1/day, abates disease 3 hours); if fed fresh blood the disease effects are abated 48 hours; *Appearance:* A thick red metal ring with a white ivory face with black ivory fangs, the elvish glyph for vampire is faintly written on the inside surface (aura of evil), *Weight:* 0.625 pounds; *Rarity:* Very Rare to Unique; *Value:* 25,203 GP.

Rat Charming, Pipes of, Wondrous Instrument; *Armor/Attack:* Not Applicable. *Additional Abilities:* When the pipes are played all ordinary rats are dominated (500 FT) and follow the piper's directions (save 1d20 roll of 20, checked every minute; Giant Rats save 1d20 roll GTET 18, Greater Rats GTET 16, and Lycanthropes (Rat) save 1d20 roll GTET 12; the wielder has extraordinary skill at playing pipes; the wielder speaks to/understands the languages of rodents; Lycanthropes (Rat) are vulnerable to ordinary weapons while the pipes are played; the player is capable of playing for Stamina minutes then required 1d20 roll GTET [30-Stamina], checked per minute; the piper loses one effective point of Stamina after every five minutes of piping (10 minutes rest/point to recover; Powers: *summon monster* (1d100 Rats, 5 minutes, 3/day), *summon*

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monster (1d10 HD5 Greater Rats, 10 minutes, 1/day), *shapechange* (Huge Rat, 1 hour, once/10 days); *Appearance*: A set of 14 pan-pipes each constructed of silver, connected by two bronze bands, each pipe engraved with the figure of a biting rat. *Weight*: 0.375 pounds; *Rarity*: Rare; *Value*: 11,662 GP.

Reaching, Bracelets of, Wondrous Jewelry (pair), *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: Powers: *stretching arms* (extend 10 FT, 1 minute, 3/day), *ethereal reach* (through solid objects to the elbows; anything held in the hands can be moved through solid objects, 3 minutes, 1/day); *Appearance*: A set of two matching silver bracelets, each set with eight dark green topaz, the interior surface etched with elven glyphs for the hand; *Weight*: 0.6 pounds each; *Rarity*: Rare to Very Rare; *Value*: 15,420 GP.

Red Crystal Key, Wondrous Object (Artifact), CURSED ITEM, *Armor*: Not Applicable, *Attack*: Not Applicable. *Additional Abilities*: The wielder is immune to abilities/spells/poisons/potions etc. that paralyze/hold in place/stop; any weapon parried by the key flies out the opponent's hand (save 1d20 roll GTET [28-Agility]); the bearer applies a +5 modifier to opening lock rolls and a +2 modifier to disarming traps or devices; the bearer's forehead is marked with a red key – viewers are repulsed (save 1d20 roll GTET [32-Will]); Powers (8/day, no single power GTET x3): *arcane lock*, (all doors immediately close/lock, 100 FT), *detect secret doors* (no fail, 40 FT, 20 minutes), *detect traps* (no fail, 40 FT, 20 minutes), *disperse magic* (paralysis, hold, web, sleep, mesmerization), *open door* (one door, 20 FT), *hold monster* (40 FT, 10 minutes, save 1d20 roll GTET [42-HD-Stamina]), *hold trap* (40 FT, freezes 12 hours), *summon monster* (Crystal Elemental/Crystal Golem, 10 minutes); after a person used the key 3 times they suffer permanent mental damage (insanity) if the key leaves their possession (save 1d20 roll GTET [35-Will]); a one-fiftieth portion of the wielder's body becomes red crystal after each use of a power (save 1d20 roll GTET [26-Stamina], always fail on 1; the wielder eventually transforms into a mindless Crystal Golem; *Appearance*: A five-tooth key, 22 inches long by 7 inches high by 1 inch thick, with a round ball on the butt end, made of a polished red stone which is always cold to the touch. *Background*: The key is made from red malachite mined by the Dwarves of Dareemeskad 1530 years ago, crafted by the elven Wizard, Ceadach Kynnor, kept in his laboratory 179 years until attacked by the Vampire, Demian Lostblood, with his undead minions; *Weight*: 0.81 pounds; *Rarity*: Very Rare; *Value*: 104,437 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Regeneration, Salve of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the salve is applied to a cleaved or missing body part, that part is regenerated and made whole (exception: neck/head); if the part to be regenerated has been gone GTET 1 year a 1d20 roll GTET [{#months}-8] is required for success; minor regeneration (e.g. finger, toe, ear) occurs in 1d100 hours; major regeneration (e.g. arms, hands, legs, feet, eyes) occurs in 12d100+50 hours *Appearance*: A thick purple paste with specks of dark blue, accompanied by the odor of bleach. *Weight*: 0.35 pounds; *Rarity*: Very Rare; *Value*: 18,764 GP.

Regeneration, Scabbard of, Wondrous Armor, *Armor*: AC+4, *Attack*: Not Applicable. *Additional Abilities*: While the scabbard is worn the wearer regenerates wound damage; the regeneration rate is determined by 1d100: (01-55) hp1/round, (56-80) hp2/round, (81-97) hp3/round, (98-100) hp4/round; *Appearance*: A gold scabbard with four pieces of turquoise and two pieces of amber, attached to a leather belt with a gold buckle shaped like a shield. *Weight*: 2.2 pounds; *Rarity*: Very Rare; *Value*: 45,600 GP.

Rejuvenation, Pipe of, Wondrous Object (smoking pipe); *Armor/Attack*: Not Applicable. *Additional Abilities*: After the pipe has been continually smoked GTET 10 minutes (pipeweed must be of good quality or higher) the wielder regains hp1 of wound damage after every additional minute of continuous smoking (maximum hp12, limited to natural total); a rejuvenating person is also cured of the effects of any poisons or diseases on a 1d20 roll GTET [24-Stamina]; a person smoking this pipe continually for 20 minutes also becomes fully rested (no fatigue effects); the wielder's Will statistic is temporarily increased by +1 while smoking the pipe; *Appearance*: A carved black ivory pipe with long curved stem and a bowl shaped like an owl. *Weight*: 0.85 pounds; *Rarity*: Rare; *Value*: 7625 GP.

Religious Transformation, Codicil of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader has an immediate religious experience that permanently transforms them into a fervent and true believer in the Deity to whom the codicil is dedicated, acquiring a basic knowledge of the applicable core beliefs and rituals; Priests/Crusaders forced to change Deities lose their priestly status and associated prayer capability for 1d100 days then become a Priest or Crusader of the new Deity at one class level lower than they were when the codicil was read (save 1d20 roll GTET [35-Will], Priests and Crusaders GTET [29-Will]); *Appearance*: A book 7 inches by 9 inches high by 1½ inches thick, bound in light yellow leather with brown borders, mystical symbols written on the spine in black ink. *Weight*: 3.1 pounds; *Rarity*: Very Rare; *Value*: 80,200 GP.

Repair, Scabbard of, Wondrous Armor, Armor AC+6; *Attack:* Not Applicable. *Additional Abilities:* When damaged (rusted, nicked, dull, cracked, chipped, etc.) ordinary weapons are placed in the scabbard GTET 5 continuous minutes they are completely restored to pristine condition; when the weapon is shattered into multiple pieces it is restored after all pieces have been in the scabbard continuously GTET one hour; when an enchanted weapon is placed in the scabbard it is restored to pristine condition after GTET 15 continuous minutes on 1d20 rolls GTET 12+(enchantment bonus), checked once/day; the wearer has knowledge equivalent to a journeyman armorer; *Appearance:* A bronze scabbard decorated with ten inlaid pieces of black ivory carved in the shape of blacksmith hammers, attached to a black leather belt with a bronze buckle shaped like an anvil. *Weight:* 2.15 pounds; *Rarity:* Rare; *Value:* 28,500 GP.

Ring of Influence, Wondrous Jewelry, Armor: AC+4, *Attack:* Not Applicable, *Additional Abilities:* The wearer applies a +8 bonus to any attempt to influence another, including negotiations/bartering/haggling/obtaining information/obtaining favors/intimidation/threatening etc.; *Appearance:* A thick and wide gold ring with a white gold crown inlaid into a topaz on top, *Weight:* 0.425 pounds; *Rarity:* Rare; *Value:* 4482 GP

Ring of Kings, Wondrous Jewelry, Armor: AC+10, *Attack:* +2 TH (sword, rapier, cutlass, scimitar, dirk), *Additional Abilities:* The wearer appears to all persons as the most noble and important person they have ever met – a naturally superior person who has an innate right to respect and to give orders (save 1d20 roll GTET [30-Will], checked hourly); the wearer is immune to mental domination (including sleep/fear/illusion); Powers: *telepathy* (50 FT, 5 minutes, 4/day), *friends* (20 FT, 1 hour, save 1d20 roll GTET [28-Will], 2/day), *aura of heroism* (200 FT, allies +3 TH, 10 minutes, 2/day), *dominate person* (10 FT, 10 minutes, save 1d20 roll GTET [30-Will], 1/day); *Appearance:* A wide white gold ring around a sapphire core, two ivory crowns are fixed to the sides, two white gold crossed scepters are inlaid in a ruby on top, *Weight:* 0.525 pounds; *Rarity:* Very Rare; *Value:* 14,306 GP

Ring of the Leech, Wondrous Jewelry, CURSED ITEM, Armor: AC+6, *Attack:* Not Applicable, *Additional Abilities:* The wearer performs field first-aid at hp6; the wearer has skill at surgery equal to that of an experienced doctor; Powers: *cure 1d6 wounds* (10/day), *cure 1d12 wounds* (5/day), *cure 2d8 wounds* (2/day), *cure condition* (any of blindness, deafness, muteness, paralysis, poisoning, disease, 3/day), *minor regeneration* (once/10 days); the wearer is unable to cause physical pain or injury (save 1d20 roll GTET [33-Will], checked per combat); when worn by a Priest/Crusader all of their healing prayers always are at maximum effectiveness; *Appearance:* A wide and thick silver ring with a bloodstone core, a rub cruciform shape is inlaid into a moonstone on top, *Weight:* 0.335 pounds; *Rarity:* Rare; *Value:* 8983 GP.

Ring of Plurality, Wondrous Jewelry, CURSED ITEM, Armor: AC+8 when good/AC+0 when neutral/AC-8 when evil, *Attack:* Not Applicable, *Additional Abilities:* Every dawn the wearer rolls 1d6 to determine their {compelled} alignment for the day (01-02 good, 03-04 neutral, 05-06 evil); the wearer is able to lie without detection (confuses 'compel truth'); Powers: *determine alignment* (15 FT, save 1d20 roll GTET [34-Will], 10/day), GOOD *cure 1d12 wounds* (3/day), *banish disease* (2/day), NEUTRAL *2d8 fireball* (2/day), *2d10 lightning* (2/day), *invisibility* (10 minutes, 1/day); EVIL *cause 1d12 wounds* (touch, save 1d20 roll GTET [30-Stamina], 3/day), *cause disease* (touch, save 1d20 roll GTET [28-Stamina], 2/day), *cause paralysis* (touch, 2d20 rounds, save 1d20 roll GTET [30-Stamina], 2/day); the wearer develops a permanently



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split-personality disorder on 1d100 rolls of 01, checked daily; *Appearance*: A gold ring with a diamond, a sapphire, and a piece of polished obsidian; *Weight*: 0.425 pounds; *Rarity*: Very Rare; *Value*: 17,382 GP.

Ring of Sorrows, Wondrous Jewelry, CURSED ITEM, *Armor*: AC-4, *Attack*: -2 TH, *Additional Abilities*: The ring absorbs 1 hp from the wearer every 4 hours (save 1d20 roll GTET [28-Stamina]); the wearer applies a -2 penalty to rolls to move with stealth/detect the stealthy/find doors-traps/open doors-locks/disarm traps-device/avoid traps/climb; the ring absorbs one free cast/day of each category of spells/prayers the wearer is capable of performing (save 1d20 roll GTET [30-Will], checked daily); the wielder is *compelled* to be extremely pessimistic and negative about everything (abated an hour on save 1d20 roll GTET [32-Will], checked hourly); *Powers*: *crying jag* (touch, incapacitate by 1d12 minutes intense weeping, save 1d20 roll GTET [30-Will], 2/day); *Appearance*: A thick and wide silver ring with a core of ebony, pieces of turquoise resembling drops of water are fastened around the exterior, *Weight*: 0.5 pounds; *Rarity*: Rare; *Value*: 13,133 GP.

Rod of Absorption, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +1 TH, hp1d10 (+5 TDD when wielded by a Wizard or Shaman), *Additional Abilities*: The rod begins with 200 charges; the rod absorbs (negates) hostile spells and prayers by expending charges: Basic Magic (Air, Earth, Fire, Water) – 1 charge, Basic Magic Shaman/Devotion – 2 charges, Lesser Magic (Air, Earth, Fire, Water) – 3 charges, Lesser Magic Shaman/Mystery – 4 charges, Greater Magic (Air, Earth, Fire, Water) – 5 charges, Greater Magic Shaman/Majesties – 6 charges; the rod absorbs a gaze attack or breath weapon attack on a 1d20 roll GTET 17 (charge expended); a Wizard or Shaman bearing the rod applies SPM+3; the bearer detects magic-using persons/creatures at 125 FT; *Powers*: *hp1d10 attack* (25 FT, any of fire/ lightning/cold/acid/energy, 2/day); *Appearance*: A 30-inch rod, the two end sections of silver, the center section of cork wood, a 2-inch diameter pink pearl is mounted on one end in a eagle's claw, a 2-inch diameter piece of amber holding an insect is mounted on the other end in a lion's paw; *Weight*: 2.15 pounds; *Rarity*: Very Rare; *Value*: 9093 GP.

Rod of Undead Dust, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +1 TH (+5 TH versus corporeal Undead), hp1d12 (+4 TD versus corporeal Undead), *Additional Abilities*: The rod disintegrates a corporeal Undead on a natural roll GTET 15 – each disintegration uses a number of charges equal to the HD of the slain Undead (save 1d20 roll GTET [48-HD-Will]), the rod begins with 500 charges; a Priest or Crusader bearing the rod applies a +4 bonus to rolls against the Undead; the bearer detects Undead at 200 FT; *Appearance*: An 18 inch redwood rod with a small steel hammer head on one end engraved with a Zombie's image, the grip is wrapped with linen wrapping taken from a Mummy, four flecks of moonstone are in the shaft, and an end cap is made from a piece of a Skeleton's finger bone; *Weight*: 1.2 pounds; *Rarity*: Very Rare; *Value*: 4356 GP.

Rol, Belt of, Wondrous Clothing (Artifact); *Armor*: AC+16 versus evil opponent only; *Attack*: *3d10 hurricane blast* (50 FT, double damage versus giants, 1/day). *Additional Abilities*: The belt shows no special abilities when worn by a neutral/evil; neutral-evil persons becomes permanently good (save 1d20 roll GTET [28-Will], checked whenever donned); when worn by a good person: the wearer speaks with good and neutral Dragons (dragon friend); the wearer speaks/ understands greater raptors (eagles, hawks, owls); the wearer resists hostile Basic Air Magic on 1d20 rolls GTET 8 {resists Lesser Magic 14, resists Greater Magic 18}; the wearer is continually protected from smokes/vapor/poisonous gasses (tiny whirlwinds); Priests/Crusaders gain 4 additional free casts/day of Devotions {2/day of Mysteries, 1/day Majesty}, *Powers*: *control winds* (100 FT, 3 minutes, 4/day), *fly* (30 minutes, 20 miles/hour, 2/day), *summon monster* (1d12 HD5 Giant Owls, 10 minutes), *control weather* (5 miles, 24 hours, once/30 days), *summon monster* (1d3 Silver Dragons, 24 hours, once/year), *shapechange* (Silver Dragon, 6 hours, once/year); *Appearance*: A wide soft blue leather belt, tooled in geometric designs and angelic symbols, with an adamantine clasp shaped like featherly wings (aura of good); *Background*: Rol of the city of Valdabrum was a holy ArchPriest of the Sky God(dess) who after a long and faithful life died naturally and was placed in a large underground tomb; *Weight*: 1.05 pounds; *Rarity*: Unique; *Value*: 200,200 GP.

Romance Avoidance, Stone of, Wondrous Object, CURSED ITEM, *Armor/Attack*: Not Applicable. *Additional Abilities*: Persons of the opposite gender (or the gender/species to whom the bearer is ordinarily attracted) find the bearer repugnant (save 1d20 roll GTET [34-Will], checked daily); all potential romantic partners perceive the bearer as the most foul and unattractive person in existence; the affected person continually fails at any attempt to gather information, negotiate with, barter with, haggle with, bluff, be diplomatic with, hypnotize, intimidate, or threaten persons of the opposite gender; *Appearance*: A pear-cut black obsidian stone, 6 inches long by 1 inch wide. *Weight*: 0.21 pounds; *Rarity*: Uncommon to Rare; *Value*: 13,613 GP.

Romance Stone, Wondrous Jewelry; *Armor/Attack*: Not Applicable. *Additional Abilities*: Persons of the opposite gender (or other potential romantic partners, including compatible species) feel a general physical and emotional attraction toward the bearer (resist 1d20 roll GTET [32-Will], checked daily); the bearer applies a +8 bonus when attempting romance or

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seduction and applies a +4 bonus when attempting to gain information from members of the opposite gender, negotiate with, barter with, haggle with, apply diplomacy, or hypnotize them; *Appearance*: A pear-cut piece of jade, the top surface engraved with four interlocking hearts. *Weight*: 0.25 pounds; *Rarity*: Rare; *Value*: 9025 GP.

Romany, Daggers of, Wondrous Weapons (pair), *Armor*: Not Applicable; *Attack*: +1 TH, hp1d8, unholy; *Additional Abilities*: This dagger always has one enchanted property stolen from another enchanted item – when the blade is touched to an enchanted object, one magical ability is permanently drained (save 1d20 roll GTET 17) from the object and transferred to the dagger {determine randomly if more than one ability is present in the initial object}; the daggers retains the stolen ability until another enchanted item is touched (the dagger then loses its former ability and takes on another magical ability from the new item); the dagger's enchantment is destroyed by contact with intelligent weapons or artifacts, it cannot “steal” divine abilities, and cannot steal the armor class bonuses of enchanted armor (though it could take some additional ability from armor); *Appearance*: A gaudy curved dagger with a gold-steel alloy blade, the hilt typically of bone or horn, having a small hand guard made of gold, the grip is wrapped in a fine silk which may be perfumed (aura of evil). *Weight*: 1.15 pounds with scabbard; *Rarity*: Rare to Very Rare; *Value*: 15,468 GP.

Rope Bridge, Wondrous, Wondrous Tool; *Armor/Attack*: Not Applicable. *Additional Abilities*: When thrown into the air the bridge forms a V-shaped rope bridge which floats in the air above a chasm, river, or other area as directed; it stretches to 225 FT on command and supports 1500 pounds of weight before beginning to slowly sink (breaks at 2250 pounds); the bridge is only usable by humanoids; *Appearance*: A 25 ft set of 3 white ropes each 1 inch thick, connected by black three-eighths inch ropes. *Weight*: 5.5 pounds; *Rarity*: Uncommon; *Value*: 3790 GP.

The Rose of Seduction, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: any humanoid female touching the rose is unable to resist any seduction attempt or sexual advance for the subsequent 24 hours (save 1d20 GTET [34-Will]); a humanoid male holding the rose applies a +5 bonus when using persuasion on a female; any female perceives a male bearer as the most handsome and physically attractive male they have ever seen (save 1d20 roll GTET [30-Will], checked per day); *Appearance*: A 14 inch jeweled flower with a silver stem, gold leaves, and shaved ruby petals, *Weight*: 0.825 pounds; *Rarity*: Very Rare to Unique; *Value*: 11,077 GP.

Royal Crown, Wondrous Jewelry, *Armor*: AC+6, *Attack*: Not Applicable, *Additional Abilities*: The wearer is perceived by all persons as noble, regal, and deserving of respect and command (persons of Intelligence/Will GTET 20 not affected); the wearer detects falsehoods (10 FT, continuous); the wearer has true sight (25 FT) and sees invisible creatures (40 FT); the wearer is immune to mental and sound-based attack; Powers: *compel truthfulness* (10 FT, save 1d20 roll GTET [32-Will], 3/day), *aura of awe* (15 FT, 15 minutes, save 1d20 roll GTET [30-Will], 3/day), *suggestion* (1 creature, 24 hours, save 1d20 roll GTET [30-Will], 1/day), *aura of fear* (25 FT, 2d12 minutes, save 1d20 roll GTET [30-Will], 2/day), *wall of force* (50 FT, 30 minutes, once/5 days); *Appearance*: A circular golden crown with five peaks, pearls and sapphires are mounted around the rim, surmounted with a golden crane, and lined with green felt; *Weight*: 2.35 pounds; *Rarity*: Very Rare; *Value*: 21,045 GP.

Safe Breathing, Mask of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this mask is worn over the nose or face, the wearer is immune to the effects of airborne poisons/diseases/pollens/mists/dusts/mold spores/allergens, and other physical dusts and powders that must be breathed to have effect; the wearer is not protected from the effects of vacuum or an oxygen deficient atmosphere, or protected from effects not related to breathing (for example, damage to skin or eyes due to an acid mist); *Appearance*: A white surgical mask with six black strings, a black cruciform shape is on the front. *Weight*: 0.15 pounds; *Rarity*: Uncommon to Rare; *Value*: 1620 GP.

Sage, Pendant of the, Wondrous Jewellery; *Armor*: AC+2, *Attack*: Not Applicable. *Additional Abilities*: Intelligent opponents recognize the mark of the Sage and do not attack the wearer (melee only, not applicable to missile weapons from GTET 25 FT, save 1d20 roll GTET [32-Will], checked per combat); while the pendant is worn the wielder applies a +3 bonus to knowledge-based rolls and actions (solving ciphers/riddles, translating writing or symbols, logic problems, solving puzzles, identifying enchanted items, identifying and manipulating unknown physical devices, etc.); the wearer applies a +2 bonus to attempts to gather information (including local history/geography/rumors/ personalities, etc.); the wearer applies a +10 bonus to understanding written material (especially legends and myth); a Wizard or Shaman applies SPM+1 while wearing the pendant; a Priest or Crusader applies SPM+2; Powers: *comprehend/ speak languages* (10 minutes, 3/day), *identify object* (1/day), *know thine enemy* (1/day), *locate creature* (1/day), *compel truth* (10 FT, 5 minutes, save 1d20 roll GTET [30-Will], once/5 days), *locate object* (1 mile, 30 minutes, once/10 days), *commune with spirits* (2 questions/one yes-no, once/30 days), *contact other plane* (once/100 days); *Appearance*: A silver disk 3 inches across the front face

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engraved with a book's shape with rubies on each corner, the back face having a black enamel raven with diamond eyes, the disk having a platinum ring attached. *Weight*: 0.15 pounds; *Rarity*: Very Rare; *Value*: 37,250 GP.

Salt Grinder, Hagen's, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the grinder is cranked GTET 20 times the body fills with pure white salt (at ½ GP/pound); the grinder continues to make salt at 1 pound/round for 10d100 rounds; once invoked the grinder cannot be halted and the length of its grinding cannot be predicted or controlled; when the body is filled with salt it pours out through the latched door on the front; *Appearance*: A rectangular wooden box 8 inches wide by 10 inches deep by 12 inches high, with four clawed copper feet, a latched door on the front, and a bronze crank on top, attached through a pyramidal bronze metal housing. *Weight*: 4.5 pounds; *Rarity*: Rare; *Value*: 15,030 GP.

Salve of Sight Restoration, Alchemical Concoction, *Armor/Attack*: Not Applicable, *Additional Abilities*: When this salve is completely applied to a blind person's eyes their sight is permanently restored after (20-Stamina) rounds {applies to any sort of physical trauma, flash-induced or magically-induced blindness}; the salve does not regenerate physically destroyed eyes, *Appearance*: A thin blue paste with streaks of green, having the aroma of oranges mixed with lemon; *Weight*: 0.425 pounds; *Rarity*: Rare; *Value*: 4635 GP.

Samael-Faced Coin, Wondrous Object; *Armor*: Not Applicable; *Attack*: +1 TH (evil only); *Additional Abilities*: The coin does nothing for a good/neutral person; when the bearer is evil they are immune to mineral based poisons; an evil Wizard or Shaman gain two additional free casts/day of Basic Magic; an evil Warlock gains 3 additional free casts/day of magic; the bearer has low light vision and Infrared vision (50 FT); the bearer detects good at 75 FT; the wielder speaks/reads Infernal Cant; a true Devil detects a coin at a half-mile; Powers: *protection against good* (AC+8, saving roll +2, 3/day), *disperse (good) magic* (1/day), *inflict 1d6 wounds* (touch, save 1d20 roll GTET [28-Stamina], 1/day), *summon monster* (2d20 HD3 Greater Rats, 10 minutes, 1/day), *summon monster* (one Zoybim, 15 minutes, 1/day); the wielder transforms into a Giant Goat for 1d100*3 hours after every use of a power (save 1d20 roll GTET [25-Will]); every summoning of a Zoybim costs the bearer 2% of his soul, given to Samael; *Appearance*: A gold coin approximately the size of a US half-dollar, cast with the horned face of Samael on one side and the image of Cerberus on the reverse (aura of evil). *Weight*: 0.08 pounds; *Rarity*: Rare (Uncommon on Gehenna); *Value*: 15,287 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Samael's Lesser Throne, Wondrous Object (Evil Artifact); *Armor*: AC+20 (while sitting), *Attack*: Not Applicable; *Additional Abilities*: A good/neutral person is repulsed by the Throne (save 1d20 roll GTET [34-Will]); a good/neutral person occupying the Throne is wholly disintegrated (save 1d20 roll GTET [42-Level-Will], Priests/Crusaders apply +4 bonus) – survivors become permanently evil (save 1d20 roll GTET [32-Will]); when the Throne is occupied by an evil person all doors within 200 FT open/close/lock as directed; Powers: *poisonous fumes* (50 FT, 1d100 rounds, save 1d20 roll GTET [33-Stamina], checked every 5 rounds, 3/day), *control winds* (100 FT, to tornado strength, 1d20 rounds, 3/day), *zone of darkness* (100 FT, 1d100*2 rounds, affects Infrared and low-light vision, all light spells fail, 3/day), *dominate persons* (40 FT, all persons forced to their knees in front of the Throne 1d20 rounds; save 1d20 roll GTET [28-Will], 5/day), *remove air* (100 FT, 1d100 rounds, suffocation after Stamina rounds without air, save 1d20 roll GTET [32-Stamina] checked every subsequent round, 3/day), *summon monster* (1d20 Common Devils, 15 minutes, 5/day), *wall of fire* (15 FT, 3d12 rounds, 5/day); the wielder's Will must be GTET 19 to use any power; Samael is immediately aware when the Throne is touched by a mortal as long as he is on Gehenna – he dispatches 1d8 Keres followed by 1d8 Type 8C Devils; *Appearance*: A large ruby throne, 12 FT tall by 6½ feet wide by 7 FT deep, with thin layers of black obsidian on the seat and arm rests (aura of evil). *Background*: Crafted 23,660 years ago by the Telchine Devils. *Weight*: 6600 pounds; *Rarity*: Unique; *Value*: 188,502 GP. Located in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Samael's Robe, Wondrous Clothing (Evil Artifact), *Armor*: AC-8 (worn by good), AC-2 (worn by neutral), AC+8 (worn by evil); *Attack*: Not Applicable. *Additional Abilities*: A mortal donning this robe is paralyzed 2d100*5 minutes (save 1d20 roll GTET [36-Stamina], checked every 5 minutes); the robe reflects ordinary missile fire to its origin {enchanted missiles on 1d20 roll GTET 9}, reflects death spells/prayers to their origin; Powers: *summon monster* (any Type 1 to Type 5 Devil, 1/round, unlimited in Gehenna, 5/day otherwise), *confuse languages* (1000 FT, 1 hour, save 1d20 roll GTET [28-Will], 3/day), *create corporeal undead* (to HD6, 3/day), *disintegrate* (100 FT, 250 pounds/spell, 3/day, does not effect living tissue), *transmute* (brass, bronze, copper, iron, lead, or tin to gold, 100 pounds/day); *Appearance*: A scarlet ankle-length robe with purple hems, fine furs around the collar, sleeves, and hem, with a purple hood, satin lining, and 12 large gold buttons down the front sculpted with the image of impaled scales (strong auras of evil/enchantment). *Background*: Woven 14,337 years ago by the weaver, Kluyratimex (Type 7D Devil). *Weight*: 6.425 pounds; *Rarity*: Very Rare to Unique; *Value*: 115,500 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

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Samael's Talisman, Wondrous Object (Evil Artifact), CURSED ITEM; Armor: AC+15; *Attack*: horrid touch (hp1d12, touch, pus and blood-oozing wounds, hp1 per wound for 1d20 rounds [cumulative]); *Additional Abilities*: Good Priests/Crusaders/Clergy detect the aura at 500 FT {unable to identify location}; bearer's Intelligence and Will statistics are temporarily increased by 3 points, apply a +5 bonus to all Will-based saves, no Devil LTET the rank of Diabolic General attacks the bearer, bearer is immune to Samael's spells/special abilities, bearer turns permanently evil (save 1d20 GTET [52-Level-Will], checked hourly); wearer applies a +4 bonus to all attempts at persuasion/bluffing/negotiation/bargaining/intimidation etc.; evil Crusaders/Priests/ Wizards/Warlocks/Shaman apply SPM+6; evil Priests and Crusaders perform prayers as if they were 2 levels higher than their actual level; bearer applies +2 bonus to moving with stealth and to make surprise attacks; the bearer speaks/reads Infernal Cant; the bearer applies a +8 bonus when negotiating/bartering/ haggling/ bluffing/using diplomacy/intimidating/ threatening; the bearer can command two actions from Samael and from each Diabolic Prince {must immediately return the talisman}; Powers: *inflict 1d6 wounds* (touch, unlimited), *putrefy food and drink* (unlimited), aura of heroism (evil creatures only, 1200 FT, unlimited), *know infernal locations* (all Devils in 5 miles), *know thine enemy* (100 FT, save 1d20 roll GTET [35-Will], 10/day), *heal* (evil only, hp2d20, once-creature/day, 10/day), *summon monster* (Samael), *telepathy* (150 FT mortals, 10/day; 50 miles with Devils, 20/day), *aura of awe* (100 FT, 2d20 rounds, save 1d20 GTET [30-Will], 10/day), *slay Devil* (touch, save 1d20 roll GTET [52-HD-Will], 10/day) *cause fear* (2d20 minutes, 50 FT, save 1d20 GTET [30-Will], 10/day), *inflict 1d10 wounds* (touch, save 1d20 GTET [34-Stamina], 10/day), *diabolic power word* (destroys 1d6 Devils of LTET 12 HD, 75 FT, save 1d20 GTET 17, 10/day), *summon monster* (1d8 Type 9A Devils, 30 minutes, 10/day), *mesmerize* (1d20 minutes, 30 FT, save 1d20 GTET 28-Will], Dwarf save+4, 5/day), *hold person* (1d20 rounds, 25 FT, save 1d20 GTET [30-Will], 5/day), *dominate person* (30 minutes, save 1d20 roll GTET [33-Will], 3/day), *greater animate dead* (20 HD animated 5d100 days, 3/day), *slay mortal* (touch, save 1d20 roll GTET [48-Level-Will], 3/day), *cause disease* (touch, save 1d20 GTET [32-Stamina]), 3/day), *word of command* (50 FT, save 1d20 GTET [32-Will], 3/day), *death ward* (1 hour, 40 FT, save 1d20 GTET [28-Stamina]), *summon giant vermin* (2d100 HD4 Giant Rats, 15 minutes); the bearer permanently takes on once physical feature {horns, barbed tail, large red bat's wings, clawed reptilian feet, taloned hands, leathery skin, skin lesions and warts, etc.} of Devils at midnight each day (save 1d20 roll GTET [23+{number of days in possession}-Will], checked daily) – after they exhibit the powers of a Diabolic Sergeant then Officer then Diabolic Earl they are transported to the Harpodrome on the Sixth Circle (Wood of Suicides) for a challenge by battle – the winner gaining the position of Diabolic Prince and the loser permanently confined on the Seventh Circle of Hell; *Appearance*: A rectangular black wood tablet, 20 inches long by 9 inches wide by 2 inches thick, with curved top, painted in the image of Samael, with emeralds for eyes, and rubies on the tips of his horn and tail, on the reverse side is written in Infernal Cant in glowing red letters a phrase which translates as “*The law shall make you mine*” (strong auras of evil/enchantment); *Background*: This talisman was created 6360 years ago by Zepherin Aceollus, Demon Craftmaster, as ransom after Samael defeated his master, Prince Gruimizlai the Gruesome, and locked him in the Spire of Silence. *Weight*: 3.2 pounds; *Rarity*: Unique; *Value*: 393,582 GP. Found {shapechanged} in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Samael's Throne, Wondrous Object (Evil Artifact); Armor: AC+20 (seated), *Attack*: Not Applicable. *Additional Abilities*: Good/neutral persons feel the malevolent evil of the throne at 20 FT and must succeed on a 1d20 roll GTET [28-Will] to approach it (GTET [32-Will] to sit on the Throne); a good person suffers hp1d20 {neutral hp2d6} electrical damage from touching the throne and turns permanently evil (save 1d20 roll GTET [32-Will], neutral persons GTET [35-Will]); any mortal sitting on the Throne permanently become its slave (save 1d20 roll GTET [30-Will]); while sitting on the throne they take on the shape of an 8 FT red-skinned, horned, winged humanoid; an evil Wizard/Shaman/Warlock/Priest/Crusader applies SPM+5 while sitting on the Throne; all spells or prayers performed from the Throne have maximum effect/damage/duration; the Throne reflects all Basic Magic and all Devotions at 6 FT {reflects Lesser Fire and cold Magic and Mystery-prayers on 1d20 rolls GTET 4, Lesser Air/Earth/Water Magic on 1d20 rolls GTET 8, Lesser Shaman GTET 10, Greater Fire and cold Magic and Majesty-prayers on 1d20 rolls GTET 12, Greater Air/Earth/Water Magic on GTET 14}; the Throne reflects all ordinary missiles at 8 FT {enchanted missiles on 1d20 rolls GTET 8}; Powers: *forced shapechange* (100 FT, permanent, snake/lizard, save 1d20 roll GTET [48-Level-Will], 3/day), *deadly sins* (permanently afflicts a person with choice of Pride/Anger/Violence/Greed/Avarice/Gluttony/Carnality/Sloth/Envy; save 1d20 roll GTET [33-Will], 3/day), *disfigurement* (50 FT, severe permanent physical disfigurement, chronic disease, permanent blindness/deafness, or other permanent non-lethal physical or spiritual challenge; save 1d20 roll GTET [30-Will], 3/day), *dominate person* (3d6 months, save 1d20 roll GTET [32-Will], 3/day), *summon monster* (1d12 Keres or 1d20 Quivara, 1 day, 3/day), *misfortune and calamity* (famine, disaster, destruction, plague, or similar widespread misfortune, 30 square miles, 1/day); the Throne cannot be melted by any amount of enchanted fire {requires GTET 3 adult Red Dragon breath flames GTET 10 minutes}; Samael is immediately aware of any good person touching his Throne, regardless of his location, and sends 2d12 Keres; *Appearance*: The throne is 15 FT high, 5 FT wide by 6 FT deep, constructed entirely of sparkling ruby with gold scroll work around all the faces, a red/blue silk canopy hangs over the Throne, worked with the image of a balance pierced by a

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spear, done in fine gold thread with a thin red silk cushion on the seat; *Background*: The throne was constructed 23,550 years ago by the Telchine devils. *Weight*: 9500 pounds; *Rarity*: Unique; *Value*: 285,200 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Scarab of Death, Wondrous Jewelry, *Armor/Attack*: Not Applicable, *Additional Abilities*: The wielder invokes the scarab to become a small animate golden beetle (72 hours between invocation); the wielder commands the scarab beetle to attack a specified opponent within 100 FT – the scarab attacks their eyes and protrudes an extension into their brain which kills them (man-sized and smaller; save 1d20 roll GTET [40-Stamina-Will]); if the scarab fails to kill the specified opponent it returns and attacks the wielder (save versus death on 1d20 roll GTET [42-Stamina-Will]); *Appearance*: A 6 inch golden pin shaped like a scarab beetle with small emerald eyes, platinum wire antennae, jade feet, and pieces of ivory inlaid in the wings, *Weight*: 0.72 pounds; *Rarity*: Rare to Very Rare; *Value*: 6661 GP.

Scimitar Shield, Wondrous Armor, *Armor*: AC+10, *Attack*: The wielder may use the sharp edges as a melee weapon, +3 TH, 1d8, +3 TD against creatures Gnome sized and smaller, *Additional Abilities*: The wielder has proficiency with bladed shields while holding the shield; when an opponent fails to hit the wielder their weapon strikes the shield and breaks on 1d20 rolls GTET 15; *Powers*: *summon scimitar* (a dancing scimitar appears 2d20 rounds, attacking as a Warrior L8, once/10 days); *Appearance*: A medium-sized oval copper shield edged all the way round by a 2 inch adamantine blade, crossed scimitars are engraved on the front surface, *Weight*: 3.4 pounds; *Rarity*: Uncommon; *Value*: 5387 GP.

Self Attacking Arrow, see Backstabbing Arrow in the *Portal to Adventure* RPG rules.

Self-Stoning Spectacles, Wondrous Object, *Armor/Attack*: Not Applicable, *Additional Abilities*: When these spectacles are donned the wearer turns permanently to stone (save 1d20 roll GTET [30-Will]); when the spectacles are placed on a stoned person they are restored to their normal condition on 1d20 rolls of 20 (checked once/day); *Appearance*: A pair of platinum spectacle frames with dark brown lenses, the inside lens surface is mirrors, a gold eye is on each corner, *Weight*: 0.25 pounds; *Rarity*: Rare; *Value*: 6567 GP.

Serpent's Bane Flail, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +2 TH, +1 TD, kills snakes/serpents/reptiles of LTET hp50 on a single hit (save 1d20 roll GTET 17), *Additional Abilities*: The wielder detects snakes/serpents/reptiles at 250 FT; the wielder speaks/understands snakes and Naga; *Power*: dominate beast (Giant Snake, 30 minutes, save 1d20 roll GTET 15, 1/day); *Appearance*: A heavy flail with rosewood handle and copper chains, an entwined snake is engraved on the handle, *Weight*: 3.2 pounds; *Rarity*: Uncommon to Rare; *Value*: 8976 GP.

Shrinking Tunic, Incredible, Wondrous Clothing, CURSED ITEM; *Armor*: AC-6, *Attack*: Not Applicable. *Additional Abilities*: The wearer shrinks to one-hundredth of their original size after donning the tunic (save 1d20 roll GTET [34-Stamina]); the affected person's immediate clothing and belt equipment shrink with them but no other gear; *Appearance*: A short sleeve blue tunic with dark blue hems around the sleeve, black embroidery around the collar, and an embroidery emblem in gold on the right breast resembling a mushroom. *Weight*: 2.04 pounds; *Rarity*: Uncommon to Rare; *Value*: 11, 739 GP.

Signet, Lucifer's, Wondrous Jewelry (Artifact); *Armor*: AC+12 (evil wearer only); *Attack*: Not Applicable. *Additional Abilities*: When a good/neutral person dons the necklace it strangles them in 1d8 rounds (save 1d20 roll GTET [33-Stamina], checked per round, a *Break Curse* prayer is required to remove the signet from the corpse); while an evil person wears the signet they are englobed in an *anti-magic zone* (20 FT, does not effect prayers); the wearer resists Devotion prayers on 1d20 rolls GTET 12 {resists Mysteries GTET 15, resists Majesties GTET 18}; the wearer's effective Strength and Wisdom statistics are each increased by 4 while worn; an evil Wizard/Shaman/Warlock/Priest/Crusader's SPM is increased by +4 points; the wearer applies a +6 bonus to attempts to negotiate/barter/haggle/bluff/persuade/apply diplomacy/exert leadership with evil creatures; *Powers*: *aura of heroism* (evil persons/henchmen/companions, 500 FT, continuous), *detect good* (500 FT, continuous), *gate* (Material Plane to Ethereal Plane, once/10 days), *invisibility* (15 minutes, 3/day), *telekinesis* (100 FT, 25 pounds, 5 minutes, 3/day), *any Basic Air Magic spell* (once/3 days), *any Lesser Air Magic spell* (once/5 days), *control Undead* (100 FT, 1 hour, limit 5, save 1d20 roll GTET [40-HD-Will]), *torture spell* (25 FT, 1 creature, save 1d20 roll GTET [30-Stamina], 1/day), *death* (75 FT, mortals only, save 1d20 roll GTET [42-Level-Will], Priests/Crusaders save at +4), *slay devil* (devil LTET hp100, 50 FT, no save, 1/day); *Appearance*: A gold medallion 14 inches across inscribed with the speared scales, in rings of rubies, emeralds, pearls, and sapphires around the outer edge; the chain and medallion are found sized for a 12 FT tall wearer, the chain magically resized itself to fit the wearer (strong auras of evil/enchantment); *Background*: The Signet is 5398 years old and was crafted by Lucifer in the Telchine Hall at

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Glasya-Labolas, it has been worn by Samael for the last 4834 years. *Weight:* 0.525 pounds; *Rarity:* Very Rare to Unique; *Value:* 263,620 GP. Found in Samael's Palace on the border between the Eighth and Ninth Circles of Hell.

Silkspinner Whip, Wondrous Weapon; *Armor:* AC+12 (versus spiders only); *Attack:* +1 TH, (+4 TH versus giant insects and spiders), +3 TD against giant insects and spiders; *Additional Abilities:* The wielder speaks to/understand spiders, and is immune to all spider venoms; *Powers:* *create rope* (spider silk, 1200 pound break, 100 FT, 3/day), *spider climb* (hand/feet stick to surfaces, 10 minutes, 600 pound total limit, 3/day), *control animals* (spiders, 40 FT, 15 minutes, save 1d20 roll GTET 14, 1/day), *summon monster* (1d10 HD4 Giant Spiders, 10 minutes, once/10 days); *Appearance:* A black-handled whip with a pale white lash; the pommel and handle worked in an arachnid design, the grip is wrapped in black leather; an ornamental set of spinnerets are mounted on the hilt. *Weight:* 1.1 pounds; *Rarity:* Rare; *Value:* 18,052 GP.

Silver Seal of Finding, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* All Devils Types C-D-E and all Devils of Types 7-8-9 plus any Devils of Sergeant/Officer/General rank unerringly locate this seal within 5 miles; the bearer cannot save against/resist Lesser and Greater Air-Fire Magic {resist Basic Air-Fire Magic on 1d20 rolls GTET 12 then roll save}; the bearer is *compelled* to betray {attack} their good companions to Devils at the next combat opportunity (save 1d20 roll GTET [28-Will], checked per combat); *Appearance:* A silver cylinder 9 inches long by 2 inches wide with a polished obsidian disk on one end, and a sculpted image of scales inside horned wings on the other; *Weight:* 0.9 pounds; *Rarity:* Very Rare (Uncommon on Gehenna); *Value:* 6932 GP. Found in Minos' Hall on the Second Circle of Hell.

Siren's Necklace, Wondrous Jewellery, *Armor:* AC+4, *Attack:* Not Applicable, *Additional Abilities:* The wearer is immune to sonic or sound-based or music-based attacks or compulsions; *Powers:* *mesmerizing song* (150 FT, to 3*Stamina rounds, save 1d20 roll GTET [30-Will], checked every 5 rounds, 3/day); *commanding song* (150 FT, 24 hours after song, save 1d20 roll GTET [42-Level-Will], 1/day), *repulsing song* (75 FT, 3*Stamina rounds, save 1d20 roll GTET [28-Will], 1/day); *Appearance:* A 20 inch necklace comprising alternating pieces of polished coral, blue enamel sea shells, white pearls, shark's teeth, and pink pearl all on a silver wire with silver clasp, *Weight:* 1.325 pounds; *Rarity:* Rare to Very Rare; *Value:* 16,392 GP.

Skunk Cloak, Wondrous Clothing, CURSED ITEM, *Armor:* AC-6; *Attack:* Not Applicable. *Additional Abilities:* The cloak continually produces a strong maliforous odor (skunk musk), detectable at 50 FT; other persons are repulsed by the stench (save 1d20 roll GTET [29-Will], checked daily); any attempt to negotiate/barter/haggle/persuade/intimidate fails while wearing the cloak; *Appearance:* A black hooded cloak with a white stripe on the back center, white piping along the edges, and a white satin lining, with eight white metal buttons. *Weight:* 2.25 pounds; *Rarity:* Uncommon; *Value:* 11,900 GP.

Slavery, Necklace of, Wondrous Jewelry, CURSED ITEM; *Armor:* AC-4; *Attack:* Not Applicable. *Additional Abilities:* The wearer is unable to resist any verbal or written command given them by any other person/intelligent creature (must be in a language the wearer understands; commands to suicide or similar are not followed, save 1d20 roll GTET [33-Will], checked per command); *Appearance:* A necklace made up of alternating cubes of white, tan, and black ivory strung on gold thread, the whole 22 inches long. *Weight:* 0.7 pounds; *Rarity:* Rare; *Value:* 14,990 GP.

Slaying, Claws of, Wondrous Weapons, *Armor:* Not Applicable; *Attack:* +2 TH, hp1d6+1/hand, slays the creature against which the claws are dedicated on natural rolls GTET 17 (save 1d20 roll GTET [48-HD-Will]); *Additional Abilities:* None. *Appearance:* A pair of thick black leather gloves of mid-forearm length with 4 inch platinum blades extending from each finger. *Weight:* 1.15 pounds; *Rarity:* Very Rare; *Value:* 23,824 GP. Select dedicated creature using 4d10: (4) Vampires, (5) Mummies, (6) Liches, (7) Skeletons, (8) Ghosts, (9) Specters, (10) Wraiths, (11) Ghouls, (12) Wights, (13) Spirits, (14) Lycanthrope (Boar), (15) Lycanthrope (Rat), (16) Lycanthrope (Wolf), (17) Ogre, (18) Troll, (19) Hill Giant, (20), Frost Giant, (21) Fire Giant, (22) Djinn or Efreet, (23) Cockatrices or Basilisks, (24) Black Dragons, (25) Blue Dragons, (26) Green Dragons, (27) Red Dragons, (28) White Dragons, (29) Air Elementals, (30) Earth Elementals, (31) Fire Elementals, (32) Water Elementals, (32) Wizards or Shamens, (33) Priests or Crusaders, (34) Warriors, (35) Warlocks, (36) Rascals, (37) Minotaurs, (38) Dwarves and Gnomes, (39) Elves, (40) Doppelgangers.

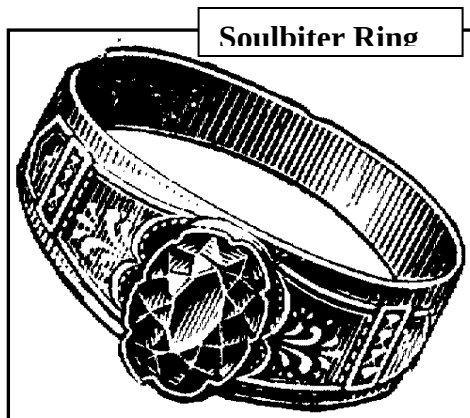
Sleeplessness, Armor of, Wondrous Armor, CURSED ITEM, *Armor:* AC-8; *Attack:* Not Applicable. *Additional Abilities:* The wearer is unable to sleep while this armor is worn and is protected (automatic save) against *sleep/greater sleep*; the wearer is extraordinarily alert and energetic the initial 36 hours; every subsequent 12 hours the wearer is slowed by 5% and applies a -1 TH melee and ranged weapon penalty and their effective Agility-Intelligence-Will statistics are reduced by 1 point {all effects cumulative over time, penalties for one period is abated on 1d20 saving roll GTET [30-Will]}; the person becomes progressively more uncomfortable and irritable the longer they stay awake; *Appearance:* per armor type. *Weight:* two-thirds armor type; *Rarity:* Rare; *Value:* 13,070 GP.

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Sloth, Boots of, Wondrous Clothing (pair), CURSED ITEM, Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: The wearer's movement is limited to 5 FT/round (save 1d20 roll GTET [28-Strength] allows 25 FT/round, checked per round); the wearer can never move faster than their normal walking pace (e.g. not running allowed); in swamps and other locations where movement is naturally slowed they are limited to not more than 3 FT/round; the wearer applies a -4 penalty to any activity roll requiring mental concentration; the wearer applies a -6 penalty to rolls for any activity requiring acrobat skill/balance/dexterous fingers/reflexes (including opening locks and disarming traps and manipulating devices); the wearer also becomes languid/indolent/lazy/prone to sleeping/not taking much interest in the things around them (save 1d20 roll GTET [30-Will], checked three times daily); *Appearance*: Knee-high black leather boots with a brown leather sole, a thin gold chain around the ankle. *Weight*: 1.95 pounds; *Rarity*: Uncommon to Rare; *Value*: 3670 GP.

Sniper's Crossbow, Wondrous Weapon, Armor: Not Applicable; *Attack*: +6 TH (very short, short, medium ranges), +3 TH (long, very long, extreme ranges), apply an additional +2 at very long and extreme ranges if a sighting mechanism is used; additional +1 TH and +1 TD when wielded by an Elf; *Additional Abilities*: The wielder has proficiency with crossbows while the crossbow is held; when the crossbow is wielded by a Rascal or Warlock it becomes *invisible* on command; *Powers*: *called critical* (-3 TH but any hit causes critical damage, 5/day), *rapid fire* (two shots per round for 1d10 rounds, 3/day), *sneaky bolt* (fired bolt is *invisible* and *silent*, 3/day); one shot (kills the target, save 1d20 roll GTET [30-Stamina], 1/day, creatures LTET 9 FT); *Appearance*: A smaller crossbow 80% standard size, the shaft made of jet black metal always cool to the touch, an adamantine the firing mechanism, the gold-colored string made from a steel-gold alloy, found with a set of detachable enlarging (5 power) sights made from gold. The firing mechanism is permanently *silent*. *Weight*: 3.1 pounds; *Rarity*: Rare; *Value*: 20,200 GP.

Snuff, White, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: The user's Intelligence and Stamina are each temporarily increased 1d4 points after inhalation, persisting 4d10+15 minutes; the user applies a +2 bonus to any Will-based saving roll; the user has a seizure after each use consisting of 1d12*15 minutes paralysis and unconsciousness (save 1d20 roll GTET [25-Stamina]); *Appearance*: A heavy coarse white powder with the aroma of cinnamon. *Weight*: 0.25 pounds; *Rarity*: Uncommon; *Value*: 25 GP/dose.



Soulbiter Ring, Wondrous Jewelry (Evil Artifact), Armor: AC+4, AC+15 versus Undead; *Attack*: Not Applicable. *Additional Abilities*: Persons coming within 5 FT of the ring have a *compulsion* to don it (resist on 1d20 roll GTET [28-Will], checked daily); the ring rips the wearer's soul from their body (save 1d20 roll GTET [33-Will], checked daily) and imprisons it inside itself – a maximum of five souls can be imprisoned so when a new soul is taken one is released: the released soul goes into the vacant body on 1d20 rolls GTET 18 otherwise it becomes an independent HD8 Ghost; any random monster encounter experienced by the bearer is with Undead on 1d20 rolls GTET 9; the wearer detects Undead at 250 FT and sees incorporeal creatures at 100 FT; a Priest/Crusader applies a +6 bonus to rolls against the Undead; a Shaman applies SPM+3; the wearer has expert knowledge about embalming/death rituals/tombs/death symbols, etc.; *Powers* {usable if the wearer has saved against soul ripping}: *speak with the dead* (delays attack, 5 minutes, 3/day), *animate dead* (Zombies or Ghouls, 1d12, 24 hours, 2/day), *disrupt undead* (any incorporeal Undead, 25 FT, save 1d20 roll GTET [46-HD-Will], 1/day), *command undead* (100 FT, 30 minutes, save 1d20 roll GTET [48-HD-Will]), *halt undead* (25 FT, 15 minutes, 1/day), *undeath to death* (any corporeal or incorporeal Undead, 50 FT, limit HD16, no save, once/50 days); *Appearance*: A large and somewhat gaudy silver ring with a large pink pearl set in its center surrounded by pieces of turquoise, both sides of the ring band have images of a horned skull (strong aura of evil and enchantment). *Background*: This ring was made by the Necromancer, Vrochni, 530 years ago for Hesper Ardallion, founder of the Black Hand Assassin's Guild, who used it to assassinate members of the nobility; 400 years later the ring was possessed by the Wizard, Rogned Bluestone, who surrendered it to Prince Chalibog on the Ormossian Plane; Prince Amyon bought the ring from Chalibog and gave it to Kimmelnesses. *Weight*: 0.55 pounds; *Rarity*: Unique; *Value*: 79,155 GP. Found in the Oasis of Ezrabah on the Seventh Circle of Hell.

Soul Eater, Wondrous Weapon (Dagger), Armor: Not Applicable; *Attack*: +3 TH, +2 TD, on a natural roll of 20 the opponent's soul is permanently removed leaving a functioning but mentally empty body behind (a high haunting keening note sounds when this occurs, save 1d20 roll GTET [50-{Level or HD}-Will]); the weapon is +6 TH and +4 TD for the 2 hours after it takes a souls; *Additional Abilities*: The bearer is immune to domination magic (*suggestion*, *dominate person*,

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fear, sleep, etc.); Undead cannot approach the dagger closer than 10 FT (save 1d20 roll GTET [30-Will]; Priests and Crusaders apply +1 to rolls against Undead while bearing the dagger; *Appearance*: An elaborate silver dagger with an ivory-and-pearl grip and a gold basket hand guard (aura of neutrality). *Weight*: 1.2 pounds; *Rarity*: Unique; *Value*: 39,228 GP.

Soulstriker, Wondrous Weapon (Evil Artifact), Armor: Not Applicable; *Attack*: +3 TH, 1d12 blunt damage, natural rolls GTET 16 result in critical damage; *Additional Abilities*: The wielder is immune to mental influence/control; Powers: *aura of fear* (50 FT, versus good only, save 1d20 roll GTET [26-Will], checked every 3 minutes, continuous), *telepathy* (75 FT, continuous, must have at least one language in common), *create illusion* (scepter appears as an ordinary wood rod, disbelieve 1d20 roll GTET [28-Will], on command), *caster drain* (touch, removes a Wizard/Warlock/Shaman's ability to perform spells or Priest/Crusaders ability to perform prayers for 24 hours, Wizards/Warlock/Shaman save 1d20 roll GTET 30-Will], Priest/Crusader save 1d20 roll GTET [27-Will], 3/day), *shapechange* (humanoid to 12 FT, 20 minutes, 3/day), *soul eater* (25 FT, takes body and soul on natural roll GTET 14 and wielder immediately gains hp10, 3/day), *confusion* (50 FT, 1d20+10 minutes, save 1d20 roll GTET [28-Will], 1/day), *death* (25 FT, save 1d20 roll GTET [26-Will], 1/day), *item drain* (touch, permanently drains all enchantment from one minor to moderate enchanted or blessed object, save 1d20 roll GTET 18); if Soulstriker is broken hp100 blast damage occurs with 15 FT (hp75 to 25 FT, hp50 to 35 FT, hp25 to 50 FT; 1d20 rolls GTET [25-Stamina] reduces damage by 50%); *Appearance*: A solid gold scepter 30 inches long by 3 inches in diameter, topped with a gold ball 6 inches in diameter, encrusted with twenty small rubies and four emeralds; below the ball are eight alternating rings 1 inch wide of ivory and amber; on the bottom is a gold ball 3 inches in diameter fitted with ten pieces of turquoise, the center of the shaft is wrapped in a 10 inch long wide piece of Brass Dragon hide. *Background*: This object was created 2137 years ago on the Plane of Negative Energy by Erasmus, the Shadow Artificer, and was given 1953 years ago to the Lich, Caddamantu, by the Demon, Chizsarkov (aura of evil). *Weight*: 2.3 pounds; *Rarity*: Unique; *Value*: 42,250 GP. Found in the Oasis of Ezrabah (Kemelnesses' Tomb) on the Seventh Circle of Hell. The scepter is intelligent and extremely evil (Intelligence 20, Will 22); its objectives are to create a gold golem body for itself, and to impose the rulership of Mummies and Vampires over all mortals.

Speed, Belt of, Wondrous Clothing, Armor AC+5; *Attack*: Not Applicable. *Additional Abilities*: The wearer increases their walking speed by +20 FT/round, running speed by +30 FT/round, and swimming speed by +18 FT/round; the wearer applies a +2 bonus to rolls to negate a surprise attack; the wearer has their weapon to hand first in any combat situation; the wearer gains an additional missile weapon attack on every alternate round (faster reload); Powers: *haste* (triple speed, 10 minutes, 3/day); *Appearance*: A belt made of intertwined and twisted black leather strips, with a gold buckle shaped like lightning and a gold clasp. *Weight*: 1.1 pounds; *Rarity*: Uncommon to Rare; *Value*: 14,707 GP.

Spell Effectiveness, Scroll of, see the Power Boost Scroll in the *Portal to Adventure* RPG rule set.

Spell Protection, Rod of, Wondrous Weapon, Armor: Not Applicable; *Attack*: +1 TH, hp1d6 or 3d6 when a charge is used. *Additional Abilities*: The rod is found with 1d100+50 charges; the category of spell the rod absorbs is determined by 1d20: (01-11) Basic Magic {restores 1 charge}, (12-18) Lesser Magic {restores 2 charges}, (19-20) Greater Magic {restores 3 charges}; on 1d20 rolls GTET 16 the rod is also attuned {e.g. only absorbs spells of the same element} to a magic element as determined by 1d20: (01-04) Air, (05-08) Earth, (09-12) Fire, (13-16) Water, (17-19) Shaman, (20) two rolls; *Appearance*: A rod 19 inches long by three-quarters inches thick, of hickory wood, with a chip of moonstone on both ends. *Weight*: 1.45 pounds; *Rarity*: Rare to Very Rare; *Value*: 20,000 GP.

Spell Use, Pin Preventing, Wondrous Jewelry, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: The wearer (Wizard, Warlock, Shaman) is unable to perform any sort of magic spell and all spells stored in or originating from enchanted objects wielded by the wearer (any Adventurer class, e.g. rings, wands, staves, etc.) are also negated (save 1d20 roll GTET 32-Will], checked every attempted use of magic; a Priest or Crusader loses 5 free casts/day in every prayer category they have use of; *Appearance*: A gold pin shaped like three intersecting circles, a small black pearl set in each circle, with a gold clasp. *Weight*: 0.185 pounds; *Rarity*: Very Rare; *Value*: 13,650 GP.

Spells, Infinite Book of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: When a Wizard or Shaman holds the book open they may cast any spell written in the book without drawing upon their own power (e.g. does not expend a free cast); each book is found with 1d68+6 spells; the Ritual of Omvuet is required to write a spell into this book; a Wizard/Warlock/Shaman bearing the book applies SPM+4; *Appearance*: A book 16 inches wide by 27 inches long by 6 inches thick, with dark red leather cover, platinum spine, and silver corners, an engraved circular disk of platinum set in the cover. *Weight*: 4.1 pounds; *Rarity*: Very Rare to Unique; *Value*: 23,058 GP. Determine the magic element for which the book is written from 1d20: (01-04) Air, (05-08) Earth, (09-12) Fire, (13-16) Water, (17-19) Shaman, (20) two rolls;

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determine the category of spells found in the book using 1d20: (01-11) Basic Magic, (12-18) Lesser Magic, (19-20) Greater Magic {limit 3 spells found}.

Spikes of Great Climbing, Wondrous Object (set of 4), *Armor/Attack*: Not Applicable, *Additional Abilities*: The bearer applies a +6 bonus when free climbing and a +8 bonus when climbing with gear; an impossible climb is treated as merely very difficult; the bearer has expert-level knowledge of mountaineering while bearing the spikes, *Appearance*: A set of four stainless steel spikes each 14 inches by 3 inch diameter, the heads have adamantine caps engraved with the image of a spike crossed by a mallet, *Weight*: 3.3 pounds; *Rarity*: Uncommon; *Value*: 4265 GP.

Spiritual Energy, Locket of, Wondrous Jewelry; *Armor*: AC+4 (Priest, Crusader only), *Attack*: +1 TH (versus evil monsters). *Additional Abilities*: A Priest or Crusader wearing the locket gains 2 additional laying-on-of-hands {healing touch} per day and applies a +1 bonus to using a first-aid kit and applies a +3 bonus on rolls against the Undead and applies a +2 bonus to rolls to raise the dead or reincarnate a person; a locket is attuned to a category of prayer according to 1d20: (01-10) Devotions {8 additional free casts/day}, (11-16) Mysteries {6 additional free casts/day}, (17-20) Majesties {3 additional free casts/day}; *Appearance*: A platinum locket 4 inches by 2 inches with a platinum clasp, the front made of carved black ivory, opening to a small blue-velvet-lined space holding a one-inch piece of blacked bone (relic, aura of good). *Weight*: 0.35 pounds; *Rarity*: Rare to Very Rare; *Value*: 23,600 GP.

Spirit Stick, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +1 TH, 1d6 (staff) against corporeal opponents. *Additional Abilities*: The stick causes 2d8 damage to incorporeal Undead (including those requiring silver to injure) and intense psychic pain (as *torture*; uses 1 charge); the stick is found with 1d100+100 charges; *Appearance*: A carved black wood rod 30 inches long by 2 inch diameter with bands of silver along the shaft, a silver caps on bottom, three bloodstones mounted on the upper end, tipped with a glowing purple amethyst shaped as an arrowhead. *Weight*: 1.35 pounds; *Rarity*: Rare; *Value*: 13,025 GP.

Stallion Belt, Wondrous Clothing, *Armor*: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer detects equines at a mile; the wearer telepathically communicates with equines at 300 FT (continuous); Powers: *command monster* (25 equines to HD4, one-quarter mile, 15 minutes, save 1d20 roll GTET 16), *gallop* (self, stallion's galloping pace, 30 minutes, 1/day), *shapechange* (stallion, 10 minutes, 1/day), *horse's mouth* (touch, equine able to speak Common, 15 minutes, 1/day); *Appearance*: A brown horse-hide leather belt with a gold clasp shaped like a horse, with horsehair hanging along its length. *Weight*: 1.05 pounds; *Rarity*: Rare; *Value*: 20,520 GP. Found in Chiron's Hall on the Sixth Circle of Hell.



Handbook of Stealing

Stealing, Handbook of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: A Rascal immediately gains (1d12*1000)+25,000 XP from reading this book; when read by any other Adventurer class the book has no effect; the bearer applies a +4 bonus to picking pockets and a +2 bonus to opening locks/disarming traps/manipulating devices; *Appearance*: A dark brown leather book with tan parchment pages, 8 inches wide by 9 inches long by 1 inch thick, with gold corners on the cover, mystic symbols are written on the spine in green ink, and a half moonstone is fastened to the front cover; 50% of these books have a *Glyph of Blindness* (1d20 hours, save 1d20 roll GTET [30-Stamina]) inscribed on the inside cover. *Weight*: 1.7 pounds; *Rarity*: Very Rare; *Value*: 49,200 GP.

Sticky Boots, Wondrous Clothing (pair), CURSED ITEM, *Armor* AC-6; *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is in a dangerous situation (any activity which risks hp) the boot's soles become very sticky and hold the wearer in one place, each step requiring a successful 1d20 roll GTET [26-Strength]; the wearer's Agility statistic is reduced 2 points while the boots are worn; *Appearance*: A pair of dark black leather ankle boots with a steel toe and light tan soles and white laces, an image of a cauldron is burned into the leather. *Weight*: 1.65 pounds; *Rarity*: Uncommon to Rare; *Value*: 13,575 GP.

Stole of Loyalty, Wondrous Clothing, *Armor*: AC+14 (worn by good or neutral), *Attack*: Not Applicable, *Additional Abilities*: The wearer detects falsehoods (10 FT, save 1d20 roll GTET [33-Will], continuous) and detects

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thoughts of betrayal by companions (50 FT, save 1d20 roll GTET [31-Will], continuous); the Stole warns the wearer of an imminent betrayal by companions [within 5 minutes]; the wearer is immune to poisons; a good Priest/Crusader applies SPM+2 while wearing; the Stole is *invisible* when worn by a good/neutral person; when the wearer betrays their oath or companions the Stole wraps around their neck and strangles them 1d20 rounds at hp1d4/round (save 1d20 roll GTET [30-Strength], checked per round); Powers: *compel truth* (10 FT, 5 minutes, save 1d20 roll GTET [32-Will], 2/day); *Appearance*: A white ermine stole with pieces of ten carved elephant tusks sewn in (aura of good); *Weight*: 2.25 pounds; *Rarity*: Rare; *Value*: 9903 GP.

Strangling Garrote, Wondrous Weapon; Armor: Not Applicable; *Attack*: +2 TH (+3 TH in hand or melee), when thrown as a missile weapon the garrote attaches to the throat {must hit, *returning*} and strangles to unconsciousness (1d100 rounds, save 1d20 roll GTET [28-Stamina], checked every round, range 25 FT); the garrote is ineffective against very large creatures (Ogre sized or larger); *Additional Abilities*: None; *Appearance*: A black leather garrote, 22 inches long by 1 inch wide, three small silver studs are attached at one end with a stylized head engraved on a one-inch silver disk. *Weight*: 0.32 pounds; *Rarity*: Uncommon to Rare; *Value*: 7463 GP.

Strangulation, Belt of, Wondrous Clothing, CURSED ITEM, Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: Every time the wearer is in a dangerous situation (any activity which may result in loss of hp) the belt crawls up their body like a snake, tightens about their neck and chokes the wearer – they become unconscious after a number of rounds equal to their Strength statistic (save 1d20 roll GTET [30-Strength], checked per round), and die of strangulation after a number of rounds equal to their Stamina statistic (save 1d20 roll GTET [32-Stamina], checked per round); *Appearance*: A 4 inch wide orange belt with a gold star-shaped clasp, 50 inches long; the belt sizes itself to fit any creature LTET 8 FT tall; *Weight*: 1.6 pounds; *Rarity*: Rare; *Value*: 11, 430 GP.

Strangulation, Helm of, Wondrous Armor, CURSED ITEM, Armor: AC-8; *Attack*: Not Applicable. *Additional Abilities*: Upon donning the helm its base constricts and chokes the wearer to death in (40-Stamina) rounds (save 1d20 roll GTET [32-Stamina], checked per round); *Appearance*: A visored steel helm with a chain mail skirt, marked with four thick blue feathers and engraved with a stag's head; the helm has a neutral aura ; *Weight*: 3.7 pounds; *Rarity*: Very Rare; *Value*: 4630 GP.

Strangulation, Hood of, Wondrous Clothing; Armor: AC+6 (Assassin or Executioner only); *Attack*: Not Applicable. *Additional Abilities*: When this hood is donned by any person excepting an Assassin or duly appointed Executioner the hood extends down around their neck and strangles the wearer to death in ½*Stamina rounds (save 1d20 roll GTET [30-Stamina], checked per round); when the hood is worn by an Assassin or Executioner: the wearer has proficiency with the garrote and headsman's axe and guillotine while the hood is worn; the wearer applies a +5 bonus to manipulating devices {of torture, execution, or killing}; the wearer applies a +3 bonus to any rope-related activity (throw grapple, knots, etc.) and to disarm traps; the wearer is alerted to an escape attempt by any person they guard on 1d20 rolls GTET 4; Powers: *called critical* (-3 TH but any hit does critical damage, 1/day), *quick draw* (the wearer's weapon is the first to be in-hand and ready, 3/day), *improved attack* (additional +2 TH, 5 rounds, 1/day); *Appearance*: A thick black leather hood covering the nose to the back of the head, with a flap hanging over the nape of the neck, the inside lined in crimson felt, with crimson around the eyeholes, a noose is embroidered on the inside in yellow. *Weight*: 0.2 pounds; *Rarity*: Rare; *Value*: 6117 GP.

Storm Giants, Belt of, Wondrous Clothing, Armor: AC+6; *Attack*: +3 TH, +3 TD (melee only). *Additional Abilities*: All creatures friendly towards Storm Giants are friendly towards the wearer while those hostile to Storm Giants are hostile towards the wearer; the wearer understands/speaks/reads Giantoid languages; the wearer's Strength statistic is temporarily increased by 6 while the belt is worn; Powers: *lightning bolt* (100 FT, 3d8, half damage on 1d20 roll GTET [32-Stamina], 1/day), *major illusion* (of Storm Giant, 200 FT, 10 minutes, disbelieve 1d20 roll GTET [30-Will], 1/day), *shapechange* (Storm Giant's form, 1 hour, once/10 days); *Appearance*: A 4 inch wide, 44 inch long, blue leather belt with a platinum clasp shaped like a jagged lightning bolt, the belt sizes itself to fit any creature up to 10 FT tall. *Weight*: 1.0 pounds; *Rarity*: Rare to Very Rare; *Value*: 20,760 GP.

Storms, Cloak of Protection against, Wondrous Clothing, Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: The wearer is completely protected against rain, sleet, hail, snow and other storm products/is unaffected by storm-generated winds and storm-tossed missiles up to 100 pounds/is immune to storm-generated lightning and deafening/is unaffected by storm-driven temperature changes {protection is only from natural storms not generated by magic}; *Appearance*: A black wool hooded cloak with grey silk lining, yellow piping along the hem and collar, with four gold-and-topaz buttons. *Weight*: 2.2 pounds; *Rarity*: Rare; *Value*: 11,075 GP.

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Stuttering, Chain of, Wondrous Jewelry, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: The wearer is incapable of completing any verbal statement GTET 10 words long without suffering a stuttering episode (the effect is abated for an hour upon succession on a 1d20 roll GTET [28-Will], checked hourly); the wearer becomes unpopular and unwanted because of the stuttering effect (save on 1d20 roll GTET [30-Will], checked daily); an affected Wizard/Warlock/Shaman person fails in casting a Basic Magic spell on 1d20 roll GTET 18 because of stuttering {fails in casting a Lesser Magic on rolls GTET 15, fails in casting a Greater Magic on rolls GTET 12}; an affected Priest/Crusader fails at performing a Devotion prayer on 1d20 rolls GTET 19 {a Mystery prayer on rolls GTET 16, a Majesty prayer on rolls GTET 14}; the affected person applies a -2 penalty to any attempt to negotiate/barter/haggle/gain information/woo or seduce/intimidate/threaten {or other activity dependent on having a favorable disposition towards the affected person}; *Appearance*: A 28 inch long thin gold chain adorned with six small pieces of amber (one has an entombed fly). *Weight*: 0.18 pounds; *Rarity*: Uncommon; *Value*: 3325 GP.

Suggestion, Helm of, Wondrous Armor, Armor: AC+8; *Attack*: Not Applicable. *Additional Abilities*: The wearer gains a +8 bonus on any Will-based saving rolls while the helm is worn; *Powers*: cause fear (25 FT, 2d20 minutes, save 1d20 roll GTET [28-Will], 1/day), dominate beast (25 FT, 3d20 minutes, save 1d20 roll GTET [44-HD-Will], 1/day), dominate person (25 FT, 15 minutes, save 1d20 roll GTET [42-Level-Will], 1/day), mesmerize (20 FT, 10 minutes, save 1d20 roll GTET [32-Will], 1/day), confusion (20 FT, 1d100 minutes, save 1d20 roll GTET [30-Will], 1/day), killer illusion (25 FT, scare to death, save 1d20 roll GTET [40-{Level or HD}-Will], once/100 days), geas (25 FT, 3d12 weeks, save 1d20 roll GTET [33-Will], once/year); *Appearance*: An open faced leather helm, usually tan or brown, the interior typically lined in fine white linen and brown leather webbing, a white pair of lips is painted on the forehead. *Weight*: 2.15 pounds; *Rarity*: Very Rare; *Value*: 34,270 GP.

Summoning Tome, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the tome is opened, 1d6 of the creature to which the tome is dedicated appear and remain for 30 minutes unless dismissed; typically found with 2d100+50 charges; each summoning depletes one charge. *Appearance*: A grey leather book, 7 inches wide by 8 inches long by three-quarters inches thick, having pale blue or green parchment pages, the front cover with blue metal corners, and mystic symbols scribed on the spine in blue, the book tied with a blue leather strap. *Weight*: 1.8 pounds; *Rarity*: Very Rare; *Value*: 12,190 GP.

Suppni's Boots, Wondrous Clothing (Artifact, pair), Armor: AC+24 (as full leather); *Attack*: Kick 1d12 (martial artist style). *Additional Abilities*: When the boots are donned the leather extends itself along the wearer's body until the wearer is completely encased in leather, with a cat's mask around the head; the wearer sees and breathes normally, even in poisonous/water/oxygen-deficient environments; a hole opens around the mouth as needed to eat and drink; the wearer suffers one-quarter damage from Fire Magic; the applies a +5 bonus to make vertical jumps and leaps 25 FT horizontally; the wearer speaks to/understands all felines; other persons are repulsed by the wearer (save 1d20 roll GTET [32-Will], checked daily); *Powers*: *protection from cold* (30 minutes, 1/day), *protection from heat/fire* (30 minutes, 1/day), *spider climb* (15 minutes, 3/day), *water walk* (15 minutes, 1/day), *summon monster* (1d6 HD3 felines, 20 minutes, 1/day); the wearer can remove the boots on 1d100 rolls GTET the number of times the boots have been worn – once the wearer fails to be able to remove the boots they cannot be removed while the wearer lives; *Appearance*: A well worn pair of brown leather boots sized for a small human, with the face of a cat sewn onto the cuff. *Background*: Crafted 910 years ago by the Wizard, Suppni Dagarsson, who specialized in enchanted clothing, the boots were sold to Jarl Jodoc Bloody Axe, who wore them while campaigning to become King of Hellekinholm; *Weight*: 1.74 pounds; *Rarity*: Very Rare to Unique; *Value*: 84,028 GP. Found in Samael's Tower on the border between the Eighth and Ninth Circles of Hell.

Sweetwater Goblet, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When water that is fouled, unhealthy, diseased, poisoned, or otherwise not-potable is poured into the goblet it is rendered healthful and safe to drink after 30 seconds; *Powers*: *create drink* (half-gallon clear water, 3/day); *Appearance*: A large silver goblet with purple peridot mounted on the stem with a claw-foot base. *Weight*: 0.92 pounds; *Rarity*: Uncommon; *Value*: 6230 GP.

Swimming Carpet, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: This rug floats and is capable of supporting 2500 pounds gross weight (for every 50 pounds additional weight above 2500, the carpet sinks 1/8 inch into the water); when commanded to move it swims in the specified direction at a speed of 50 FT/round; persons riding the carpet do not get motion sickness; *Powers*: calm waves (500 FT, 3 hours, 1/day). *Appearance*: A rectangular blue-green shag rug, 12 FT long by 8 FT wide, a sailing ship is woven into the center area. *Weight*: 5.2 pounds; *Rarity*: Uncommon to Rare; *Value*: 17,646 GP.

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Swimming, Great Sandals of, see Spitz's Sandals in the *Portal to Adventure* RPG rules.

Sword Biting Scabbard, Wondrous Armor, CURSED ITEM; Armor: AC-6, *Attack*: -1 TH; the wearer is unable to fight with multiple weapons. *Additional Abilities*: Any ordinary weapon placed in this scabbard is broken (made useless) in 1d10 rounds; the break is made silently; enchanted weapons resist breaking on 1d20 rolls GTET [8- {combat bonus}], checked every half hour; *Appearance*: A finely-wrought steel scabbard, with a gold tip, worked and engraved with complicated patterns of swirls and whorls, with five mounted topaz, attached to a fine black leather belt with a gold buckle shaped like a raptor's claw. *Weight*: 1.85 pounds; *Rarity*: Rare; *Value*: 11,000 GP.

Sythannian Flute, Wondrous Instrument (Artifact), *Armor/Attack*: Not Applicable. *Additional Abilities*: Good or evil persons suffer hp1d8 burn damage from touching this flute; the flute does not exhibit any special properties unless played by a neutral person; the wielder gains 10,000 XP from their first song (once/lifetime); the wielder permanently gains proficiency with the flute after playing it three times; the wielder's hearing range (both distance and tone) is increased by 50%; the wielder is immune to disease carried by rodents or Lycanthropes (Rat); the {neutral} wielder is able to read all music while the flute is held; the wielder is immune to sound-based attacks (including Sirens and enchanted music); the wielder is immune to hypnosis; *Powers*: *summon monster* (rodents, 1000 FT, 30 minutes, 3/day), *calm animal* (100 FT, 3/day), *irresistible dance* (50 FT, 10 minutes, save 1d20 roll GTET [29-Will], 3/day), *disperse magic* (3/day), *mesmerize* (25 FT, 5 minutes, save 1d20 roll GTET [30-Will]), *wall of sound* (25 FT, 10 minutes, 3/day), *summon monster* (1d20 Giant Rats, 10 minutes, 1/day), *open locks* (100 FT, resists on 1d12 roll of 1, 1/day); the wielder and all intelligent creatures in 50 FT are affected by 3d10 hours *amnesia* on a 1d100 roll of 01 (save 1d20 roll GTET [32-Will]); the bearer experiences strong headaches on 1d100 rolls GTET 97, checked daily (affected Wizards, Warlocks, Shaman, Priests, Crusaders are unable to perform magic or prayers unless succeeding on a 1d20 roll GTET [25-Will]); the bearer has a *compulsion* to abandon their armor/gear (save 1d20 roll GTET [28-Will], checked daily) and run about playing/singing ballads; bearer has a compulsion of extreme dislike towards Dwarves (save 1d20 roll GTET [28-Will], checked daily) – affected persons will not trust a Dwarf or take any action to help or protect a Dwarf; the wielder becomes insane for one day following any twenty uses of the flute's powers (save 1d20 roll GTET [30-Will]); affected persons exhibit one of extreme temper/violence or religious/racial paranoia or extreme cowardice or foolish bravado or gibbering idiocy; *Appearance*: An 8-hole platinum flute, 20 inches long by 1 inch in diameter, with a ruby mouthpiece and ten pearls mounted along its length (aura of neutrality). *Background*: This flute was constructed 1866 years ago by the Wizard Ysic for Naldoy the Green, a well-known Minstrel, and named for the city of Sythannis, where Naldoy frequently played in the Seadog Djinn Saloon and at the Drunken Mermaid Tavern; Naldoy was also a spy for Garrbol, Earl of Westdaunford, and heavily involved with the Black Hand Thieves Guild. *Weight*: 2 pounds; *Rarity*: Unique; *Value*: 266,700 GP.

Talisman of Alphyr, Wondrous Jewelry, CURSED ITEM, *Armor/Attack*: Not Applicable. *Additional Abilities*: The wearer applies a -2 penalty on Will-based saves while the talisman is worn; the wearer applies a -4 penalty to rolls involving mental concentration such as search an area/find hidden doors/find traps/disarm traps/move with stealth; *Appearance*: A 3 inch silve oval disk engraved on one side with a Satyr's head and on the other with a Medusa's head, found on a 20 inch silver chain. *Weight*: 0.33 pounds; *Rarity*: Uncommon; *Value*: 16,880 GP.

Telepathy, Circlet of, Wondrous Jewelry; *Armor/Attack*: Not Applicable. *Additional Abilities*: While this circlet is worn the wearer can communicate telepathically at will with any intelligent creature within 250 FT; *Powers*: *vision* (50 FT through wall with audio, 5 minutes, 3/day), *clairaudience* (300 FT, 15 minutes, 3/day); *comprehend languages* (15 minutes, 3/day); *Appearance*: An adamantine circlet set with twelve bloodstones around the rim. *Weight*: 0.73 pounds; *Rarity*: Rare; *Value*: 11,386 GP.

Telepathy, Ring of, see Mind Speak Ring in the *Portal to Adventure* RPG rules.

Thief Biting, Ring of, Wondrous Jewelry, CURSED ITEM; Armor: AC-4, *Attack*: Not Applicable. *Additional Abilities*: The wearer suffers 1d12 damage every time they take or steal anything (save 1d20 roll GTET [30-Will]); the wearer applies a -3 penalty to picking pockets and to opening locks; *Appearance*: A platinum ring set with 3 emeralds (respectively 30, 60, 180 GP); if examined carefully the inner surface is inscribed with the words "to steal to steal" written in Thieves Cant. *Weight*: 0.35 pounds; *Rarity*: Rare; *Value*: 11,160 GP.

Thief's Lament, Ring of, Wondrous Jewelry, CURSED ITEM; Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a -8 penalty to climbing/disarming traps and devices/hiding/moving with stealth/opening locks/picking pockets; a Rascal always finds that locks are always found locked/traps are always set or reset/pockets and purses are always empty; when the wearer is carrying stolen goods the ring continually pulses with a bright blue light; *Appearance*: A

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copper ring surrounding a band of polished ebony, set with a single blue amethyst; *Weight*: 0.18 pounds; *Rarity*: Rare; *Value*: 11,160 GP.

Thief's Stiletto, Wondrous Weapon, Armor: Not Applicable; *Attack*: +1 TH, +2 TH when wielded by a Rascal (+4 by a Rascal from ambush or with surprise), hp1d10. *Additional Abilities*: This stiletto is a +1 weapon of no special abilities unless wielded by a Rascal; a Rascal applies a +6 bonus to disarming traps or devices/hiding/opening locks/climbing/moving with stealth and a +2 bonus to appraising/balancing/searching an area/attempting disguise; Powers: *detect gems and jewelry* (100 FT, 3/day), *detect poisons* (25 FT, 3/day), *detect secret doors* (25 FT, 5 minutes, 3/day), *hold portal* (door or gate, 1 hour, 1/day); *Appearance*: A long straight and thin knife, with an adamantine blade and platinum cross-guard, haft, and pommel, the grip wrapped in leather from a rabid raccoon's hide, the blade engraved with the figure of a giant crow; *Weight*: 0.85 pounds; *Rarity*: Uncommon to Rare; *Value*: 9150 GP.

Thieving Practices, Manual of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: This book shows no special properties unless read by a Rascal; a Rascal immediately gains 2d20*1000+2500 XP (once/lifetime per book); *Appearance*: A book 5½ inches wide by 10 inches tall by 2 inches thick, with a black-and-green leather cover, a ruby fastened on the cover, the spine has mystic symbol written in yellow ink. *Weight*: 2.85 pounds; *Rarity*: Very Rare; *Value*: 49,200 GP.

Thirst, Pitcher of, Wondrous Object, CURSED ITEM, *Armor/Attack*: Not Applicable. *Additional Abilities*: When a person touches this pitcher they are *compelled* to pour a tall drink of its contents and drink it (save 1d20 roll GTET [28-Will]); once a drink is consumed another [and then another] is *compelled* (save 1d20 roll GTET [30+{number drinks}-Will]); the liquid contained in the pitcher effectively dehydrates the drinker, causing them to have a stronger and stronger thirst; after every drink the consumer passes out for 2d10+5 (save 1d20 roll GTET [28-Stamina]); every time the wielder passes out they permanently lose 1 point of Stamina (save 1d20 roll GTET [26-Stamina]); *Appearance*: A pewter pitcher 14 inches tall by 6 inch diameter at the mouth, filled with a light-colored liquid with a sweet aroma; the pitcher does not pour out its contents unless the handle is held. *Weight*: 1.15 pounds; *Rarity*: Uncommon; *Value*: 4020 GP.

Gurian

Three Rings of Ayen (named Gurian, Okla, Lodlan), Wondrous Jewelry, *Armor*: AC+12 per ring, *Attack*: Not Applicable, *Additional Abilities*: Any ring: the wearer is immune to stoning {turned to salt, to gold, etc.}, the wearer detects any precious ore at 500 FT; the wearer's effective Strength is increased by 2 while a ring is worn; a person killed while wearing a ring returns as a HD8 Mummy 1d100 days after death; one-hundredth part of the wearer's skin-hair-eyes-nails becomes a permanent gold color after every 30 days of wearing a ring (save 1d20 roll GTET [30-Stamina]); Gurian: transmutation (1 pound of base metal to gold/day); Okla: applies a +5 bonus to negotiation/barter/haggling; Lodlan: applies a +5 bonus to appraising; when any two rings are worn: wearer gains use of 5 Warlock spells/day from among *Bind Breath*, *Bind Tongue*, *-3 Bind Weapon*, *1d12 FT Displacement*, *Extinguish*, *Flame Up*, *Great Leap*, *AC+16 Guard Self*, *Hold Up*, *1d8 Icy Spray*, *Ignite*, *Mists of Fate*, *Object to Hand*, *Reveal*, *Spell Shield*; when all three rings are worn: the wearer gains use of 10 Warlock spells/day, the wearer gains use of 4 Fire Magic spells/day from among *Illusory Appearances*, *1d12 Magic Grenade*, *Disperse Magic*, *Fire Ring*, *Invisibility*, *Mirage*, *Mezmerize*, *Shapechange* (Giant Rat or Giant Boring Beetle, 1 hour/day); *Appearance*: Gurian is a wide silver ring with five garnets; Okla is a wide gold ring with five opals; Lodlan is a wide platinum ring with three pieces of lapis lazuli and two diamonds, *Weight*: 0.425 pounds each; *Rarity*: Unique; *Value*: 4893 GP one ring, 16,387 GP two rings, 28,080 GP three rings.



Thunder Mace, Wondrous Weapon, *Armor*: Not Applicable, *Attack*: +2 TH, +2 TD, double damage against opponents vulnerable to electrical attack. *Additional Abilities*: The mace head makes a crackling sound resembling thunder when swung which instills awe/fear in opponents (20 FT, save 1d20 roll GTET [26-Will], beasts save GTET 17 {retreat if LTET HD4}, affected opponents apply a -3 TH penalty); the wielder is immune to electricity/lightning attacks; Powers: *deafness* (50 FT, 3d100 minutes, save 1d20 roll GTET [28-Stamina], 3/day), *sonic burst* (25 FT, hp1d12, half damage 1d20 roll GTET [28-Stamina], 3/day), *3d6 lightning bolt* (50 FT, avoid 1d20 roll GTET [28-Agility], 1/day). *Appearance*: A normal sized mace with a cylindrical metal club head, the head is made from a steel-silver alloy and is somewhat reflective, the shaft is made from oak wood and is typically stained a dark (almost black) color, the pommel is cast from silver and shaped

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like a storm cloud with a lightning bolt wrapped around it, and the grip and the wrist strap are soft black leather. *Weight:* 4.1 pounds; *Rarity:* Very Rare; *Value:* 16,300 GP.

Tourniquet Armband, Wondrous Jewelry, Armor: AC+4; *Attack:* Not Applicable. *Additional Abilities:* When a critical hit or cleave is scored against the limb on which the armband is worn, the armband immediately restricts to prevent arterial bleeding (reduces damage by hp1d8) so the affected person is not killed by the otherwise life-threatening wound (does not protect against neck cleaving); Powers: *wound heal* (hp1 regeneration for 1d12 rounds, 1/day); *Appearance:* A silver armband, 6 inches wide, worked in a pattern of seven intertwined snakes each with eyes of turquoise, the interior marked with elven glyphs of healing. *Weight:* 0.38 pounds; *Rarity:* Uncommon; *Value:* 9211 GP

Traceless Boots, Wondrous Clothing, see Traceless Shoes in the *Portal to Adventure* RPG rules.

Tracking Ball, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* This ball separates into two halves – one half adheres to a person/creature/object with an *aversion* field to prevent detection (save 1d20 roll GTET [32-Will], checked per hour {only if there is opportunity to discover}); the person wielding the other half of the ball always knows the range and distance between the balls with a pull on the second part in the direction of the first (range 6 miles); *Appearance:* A wood ball 2 inches in diameter made from cedar, the ball comes apart into two roughly equal halves, the image of a canine is etched into both halves of the ball. *Weight:* 0.125 pounds; *Rarity:* Rare; *Value:* 4722 GP.

Traitor's Charm, Wondrous Jewelry, CURSED ITEM, Armor: AC-2; *Attack:* Not Applicable. *Additional Abilities:* The wearer is *compelled* to betray their companions (failing to support in combat, stealing, lying, giving inaccurate information or directions, taking other actions which increase the wearer's personal power/stature at their companion's expense, etc.; save 1d20 roll GTET [30-Will], checked at every opportunity); *Appearance:* A 2 inch platinum abstract figure with bloodstone eyes and a turquoise piece on the back (resembles a knife). *Weight:* 0.25 pounds; *Rarity:* Rare; *Value:* 15,655 GP.

Transmutation, Stone of, Wondrous Object; *Armor/Attack:* Not Applicable. *Additional Abilities:* When the stone is touched to a mass GTET 15 pounds it transforms the base material based on the number of charges expended: brass (1), copper (1), tin (1), silver (2), lead (2), electrum (3), gold (4), platinum (5), adamantium (6), mercury (10). *Appearance:* A twenty-sided amber stone 5 inches across with a one-inch dark black globe at its center; *Weight:* 0.17 pounds; *Rarity:* Very Rare; *Value:* 75, 326 GP.

Transport, Torc of, Wondrous Weapon, Armor: Not Applicable; *Attack:* +1 TH, 1d6 damage. *Additional Abilities:* When an opponent is struck by the torc they are transported {no save} 3d20*100 FT in a random direction which includes up and down (limit 2000 pounds); each transport expends a charge; found with 3d100 charges; *Appearance:* A 34 inch ash rod with platinum caps on each end, whose grip is wrapped in manticore hide, with ten white-and-grey feathers attached at one end. *Weight:* 2.6 pounds; *Rarity:* Rare; *Value:* 7345 GP.

Transformation, Codicil of, Wondrous Book; *Armor/Attack:* Not Applicable. *Additional Abilities:* The reader is permanently transformed into the creature associated with the codicil (save 1d20 roll GTET [32-Will]); the affected person takes all of the animal's physical characteristics but retains their original Intelligence and Will, and all memories; *Appearance:* A purple leather book 4 inches across by 7 inches long by one-half inch thick, with mystical symbols written on the spine in black, geometric designs inscribed on the cover in silver lines, with two amethysts on the cover. *Weight:* 1.25 pounds; *Rarity:* Very Rare; *Value:* 11,630 GP. The type of animal may be determined by 1d20: (1) beaver, (2) house cat, (3) ordinary dog, (4) horse, (5) bull, (6) parakeet, (7) parrot, (8) barn owl, (9) hedge hog, (10) mule/donkey/ass, (11) goat, (12) chicken, (13) ordinary fish, (14) ordinary frog, (15) ordinary newt/salamander/gecko/small lizard, (16) toad, (17) ordinary garden snake, (18) squirrel, (19) raccoon, (20) deer.

Trichanni Scabbard, Wondrous Armor, Armor: AC+8, *Attack:* +1 TH when worn by a Dwarf, *Additional Abilities:* Any damaged or degraded weapon placed in the scabbard is returned to a sharp and whole condition after 2d20 rounds {the scabbard changes to accommodate any kind of weapon}; the wearer's effective Agility is increased by 2 while the scabbard is worn; the wielder understands/speaks/reads Dwarvish and Gnomish and Cercopes; Powers: *heal self* (hp1d4, 3/day); *Appearance:* A glossy black reflective adamantine scabbard sized for a two-handed sword, engraved with dwarven runes (translates as *The light of goodness pieces the gloom and despair of evil*), it has twenty pieces of amber and twenty topaz embedded in it, and a diamond tip; *Weight:* 2.25 pounds; *Rarity:* Rare to Very Rare; *Value:* 10,583 GP.

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Tripping, Belt of, Wondrous Clothing, CURSED ITEM, Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is in a dangerous situation (with any potential to lose hp) the belt relocates to their knees and tightens so they are unable to walk or run (trip) – the affected person falls to the ground (stay upright on 1d20 roll GTET [30-Agility]); *Appearance*: A 4 inch wide green leather belt with a silver leaf-shaped clasp, 50 inches long {it sizes itself to fit any humanoid to 10 FT}. *Weight*: 1.7 pounds; *Rarity*: Uncommon to Rare; *Value*: 8420 GP.

Tripping, Rope of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: When the rope is cast or thrown at an opponent it stiffens and stretches out at their ankles, tripping them (avoid 1d20 roll GTET [30-Agility]); *Appearance*: A tan hemp rope three-eighths inches in diameter, 15 FT long, found coiled and wrapped in a leather thong with the image of a boot burned into it. *Weight*: 1.1 pounds; *Rarity*: Rare; *Value*: 4810 GP.

Tripping, Shoes of, Wondrous Clothing (pair), CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: When the wearer is in a dangerous situation (with any potential to lose hp) and attempt to move faster than a slow walk the shoes spontaneously tie themselves together and cause the wearer to fall to the ground (trip) unless succeeding on a 1d20 roll GTET [30-Agility], being down 1d12 round; the shoes may be removed after the wearer has been tripped on a 1d20 roll GTET [34-Will]; *Appearance*: A pair of used well-made brown leather shoes with dark brown leather soles marked with an unknown yellow symbol, each shoe with six pairs of thread holes and long leather laces {the shoes size themselves to fit creatures to 10 FT}; *Weight*: 2.15 pounds; *Rarity*: Rare; *Value*: 950 GP.

Unchanging, Circlet of, Wondrous Jewelry, CURSED ITEM (on 1d20 roll GTET 11); *Armor*: AC-3, *Attack*: Not Applicable. *Additional Abilities*: While the circlet is worn the wearer is unable to change shape and is unable to create illusions that they have changed shape; this prohibition applies to spells and natural/supernatural abilities (including lycanthropy); any shapechanging spell or prayer performed by the wearer simply fails; *Appearance*: A silver circlet set with five pieces of amber, a pear-cut piece of polished glass, and a platinum image of a phoenix. *Weight*: 0.28 pounds; *Rarity*: Rare to Very Rare; *Value*: 4810 GP.

Undead, Stone Warning of, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: This stone is surrounded by a bright blue nimbus or visible aura when Undead are within 250 FT and it makes a “chirping” noise when Undead are within 100 FT; *Appearance*: An oval-cut brown peridot, 2 inches long by half-inch wide by half-inch thick, set in a giant’s bleached white finger bone. *Weight*: 0.425 pounds; *Rarity*: Uncommon to Rare; *Value*: 6215 GP.

Undead, Talisman of Protection against, Wondrous Jewelry, *Armor*: AC+2 (AC+16 when attacked by Undead); *Attack*: +1 TH (by a good Priest/Crusader against corporeal Undead); *Additional Abilities*: The wearer is completely protected from the touch and gaze and other special attacks of Undead LTET HD7; the wearer resists the special attacks of Undead HD8 to HD12 on 1d20 rolls GTET 7 and resist the special attacks of Undead HD13 to HD16 on 1d20 rolls GTET 15; Priests and Crusaders apply a +3 bonus on die rolls against Undead; *Appearance*: A semi-circular silver piece fitted over an oval platinum piece, a piece of turquoise in the center, surrounded by lettering in Celestial script, with a loop of gold. *Weight*: 0.33 pounds; *Rarity*: Rare; *Value*: 12,835 GP.

Undead Reversal, Salve of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this salve is applied to corporeal undead (Skeleton, Zombie, Ghoul, Mummy, Vampire, Wight, etc.) the subject either regains true life or is destroyed (life is regained on a 1d20 roll GTET [42-HD-Will], apply a -1 roll penalty for every 25 years of death; *Appearance*: A dark red salve with black dots, accompanied by the aroma of fresh daisies. *Weight*: 0.3 pounds; *Rarity*: Rare; *Value*: 3300 GP.



Salve of Undead Reversal

Underwater Bow, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +3 TH (only when fired underwater). *Additional Abilities*: While the bow is held the wielder has water breathing ability; the wielder is unaffected by cold water to 33°F; the wielder speaks/understands/reads Mer and other underwater languages; *Appearance*: A longbow made of willow with a carved red coral grip wrapped in shark’s hide, with pearls mounted on each tip, the string made from spun sea-spider silk. *Weight*: 1.5 pounds; *Rarity*: Uncommon to Rare; *Value*: 17,390 GP.

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Underwater Missiles, Gauntlets of, Wondrous Armor (pair), Armor: AC+2 (AC+12 under water), *Attack*: +1 TH, *Additional Abilities*: These gauntlets show no special abilities except when worn underwater; the wearer is able to fire missiles at the same rate and range as in air, disregarding any slowing effect from the water; the wearer *breathes water* for 3 hours/day while the gauntlets are worn; *Appearance*: A pair of gauntlets constructed from strips of orange coral on blue leather, with a steel cuff marked with two blue stripes, the fingertips stained aquamarine, *Weight*: 1.85 pounds; *Rarity*: Rare; *Value*: 16,114 GP.

Unlearning, Manual of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader permanently applies a -6 penalty to one skill as determined by 1d10: (1) find hidden doors, (2) find traps, (3) move with stealth, (4) throw rope or grapple, (5) disarm trap or device, (6) free climb, (7) climb with gear, (8) detect spells or prayers, (9) negate surprise attacks, (10) appraise (save 1d20 roll GTET [33-Will]); a Wizard-Warlock-Shaman-Priest-Crusader permanently loses 1 point from their SPM; *Appearance*: A book with a dark grey leather cover and cream colored pages written in brown ink, the spine covered in mystic symbols in purple ink, a moonstone on the front cover. *Weight*: 1.1 pounds; *Rarity*: Very Rare; *Value*: 14,779 GP.

Vampire Lord, Cloak of, Wondrous Clothing, Armor: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer is immune to the special attacks/abilities/spells of Vampires while the cloak is worn; persons attacking the wearer with ordinary missiles apply a -4 TH penalty; the wearer creates an *illusion* that they are a Vampire on command (25 FT, disbelieve 1d20 roll GTET [30-Will]); the wearer has low light vision and Infrared vision; Powers: *glow balls* (five torch equivalent, 15 minutes, 10/day), *illusory sounds* (ghost moans/chains, 50 FT, 5 minutes, 5/day), *magic aura* (15 minutes, 3/day), *cause fear* (25 FT, 1d100 minutes, save 1d20 roll GTET [28-Will], 3/day), *fog cloud* (30 FT, visibility 5 FT, 3d20 minutes, 3/day), *gust of wind* (30 FT, to 40 mile/hour, 5 minutes, 3/day), *zone of darkness* (100 FT 15 minutes, 3/day), *dominate person* (25 FT, 15 minutes, save 1d20 roll GTET [32-Will], 1/day), *shapechange* (bat, dog, fog or mist, rat; 30 minutes, 1/day), *summon monster* (1d6 HD3 bat, black cat, dog, rat, or 1d3 wolf, 10 minutes, 1/day); *command undead* (15 minutes, save 1d20 roll GTET [44-HD-Will], once/10 days), *dominate person* (50 FT, 1 hour, save 1d20 roll GTET [28-Will], once/10 days), *suggestion* (15 FT, 24 hours, save 1d20 roll GTET [30-Will], once/10 days), *vampiric touch* (touch, 2d8, save 1d20 roll GTET [32-Stamina], restored hp1d10 to self), *dominate monster* (Vampire, 25 FT, 4 hours, save 1d20 roll GTET [42-HD-Will], once/10 days); the wearer suffers hp1 damage/minute from natural sunlight or *daylight*; the wearer does not cast a shadow while wearing the cloak; the wearer permanently transforms into a HD8 Vampire after using the fear-fog-dominate person-shapechange-command undead-vampiric touch-dominate vampire powers (save 1d20 roll GTET [27-Stamina]); *Appearance*: A black hooded cloak lined in soft red velvet with a red stripe around the cuffs and hem, a purple stripe around the hood, five adamantine buttons down the front blazoned with the silhouette of a cat, and two interior pockets. *Weight*: 3.3 pounds; *Rarity*: Very Rare; *Value*: 39,660 GP.

Vampiricism, Potion of, see Vampire's Draught in the *Portal to Adventure* RPG rules.

Vision Restoration, Glasses of, see Glasses of Sight in the *Portal to Adventure* RPG rules.

Visualization, Cap (Hat) of, Wondrous Clothing, Armor: AC+3; *Attack*: Not Applicable. *Additional Abilities*: The wearer can see past a natural or constructed barrier/wall up to 12 FT thick for 5 minutes (the viewpoint is fixed and cannot move around the room, each view expends a charge); the cap is found with 1d100+125 charges; Powers: *clairaudience* (hears sounds in the viewed area, 3/day); *Appearance*: A large leather tri-corner hat with a peaked center, lined in red linen cloth, with a small red feather in the hat band. *Weight*: 1.25 pounds; *Rarity*: Uncommon to Rare; *Value*: 2315 GP.

Vulnerability, Armor of, Wondrous Armor, CURSED ITEM; Armor: AC+3, AC-20 versus a particular weapon; *Attack*: Not Applicable. *Additional Abilities*: This armor does not show any unusual properties until it encounters the particular weapon to which it is vulnerable; the wearer loses (if they have proficiency) or cannot acquire proficiency at the weapon to which the armor is vulnerable; the wearer applies a -4 TH penalty when using the weapon to which the armor is vulnerable; *Appearance*: per armor type. *Weight*: one third armor type; *Rarity*: Rare to Very Rare; *Value*: 6264 GP. The weapon vulnerability can be determined from 1d20: (1) Flail, (2) Light Mace, (3) Heavy Mace, (4) War Axe, (5) Throwing Axe, (6) Club, (7) Morning Star, (8) Long Sword, (9) Short Sword, (10) Cutlass, (11) Rapier, (12) Scimitar, (13) Two-Handed Sword, (14) Arrow, (15) Crossbow Bolt, (16) Throwing Star, (17) Spear, (18) Javelin, (19) Dart, (20) two rolls.

Wakening, Salve of, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: A person afflicted with an alchemical or magically-based sleep awakens 1d8 rounds after this salve is applied (limit 1200 pounds, resist 1d20 roll GTET [34-Stamina]); *Appearance*: A thick light brown salve with the aroma of turpentine. *Weight*: 0.275 pounds; *Rarity*: Uncommon to Rare; *Value*: 300 GP.

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Wand of Calamatus, Wondrous Weapon, CURSED ITEM, Armor: Not Applicable, *Attack*: -1 TH, *Additional Abilities*: The wielder reduces their effective Strength by 6 points; Powers: *weakness touch* (touch, reduces Strength to 10 for 3d100 minutes, save 1d20 roll GTET [30-Stamina], expends 1 charge); found with 3d20+50 charges; *Appearance*: A 27 inch wand, the lower half made of copper, the upper half made of birch wood with a white gold tip, two barbells are engraved on the copper; *Weight*: 0.855 pounds; *Rarity*: Rare; *Value*: 4089 GP.

War, Bagpipes of, Wondrous Instrument; *Armor/Attack*: Not Applicable. *Additional Abilities*: The wielder has expert-level skill with bagpipes while the instrument is held; all allied creatures gain AC+3/move at +15 FT round/apply +2 TH while the pipes are played (250 FT); allied creatures apply a +2 bonus on all Will-based saving rolls while they can hear the music; all creatures (enemy and allied) hearing the music become enraged (save 1d20 roll GTET [30-Will]) and are compelled to continue to fight until one side is dead {no retreat}; Powers: *mass cure 1d8 wounds* (eight creatures, 15 FT, 3/day), *mass cure 2d8 wounds* (twelve creatures, 25 FT, 1/day); the bagpipes have no effect on deaf persons. *Appearance*: A set of ten pipe bagpipes with the pipes made of polished ebony wood and attached to a sack of thick dark red cloth, all metal parts are of red gold. *Weight*: 1.7 pounds; *Rarity*: Very Rare; *Value*: 22,731 GP.

Warehouse Tent, Wondrous Object; *Armor/Attack*: Not Applicable. *Additional Abilities*: The tent's interior is 120 FT long by 22 FT tall by 35 FT wide; any object or creature coming under the tent wall appears at the corresponding location in the warehouse; the tent is found with 2d10 Giant Rats and 1d4 Greater Rats already in residence; *Appearance*: A worn and patched brown leather tent with front and rear poles and ridgeline, sized 12 FT long by 6 FT tall by 7 FT wide; the tent does not have a floor. *Weight*: 8.6 pounds; *Rarity*: Uncommon; *Value*: 19,415 GP.

Water Breathing, Helm of; Wondrous Armor, *Armor*: AC+8; *Attack*: Not Applicable. *Additional Abilities*: The wearer continues to breathe normally underwater; the wearer is unaffected by the slowing properties of water {free movement}; the wearer is unaffected by cold water temperatures or by water depth (pressure); the wearer has low light vision and Infrared vision; *Appearance*: A steel barrel helm with eye slits, lined in black satin, with five carved black ivory fish embedded on the rear. *Weight*: 2.8 pounds; *Rarity*: Rare; *Value*: 10,925 GP.

Water Gauntlets, Wondrous Armor (pair), *Armor*: AC+6, *Attack*: Not Applicable, *Additional Abilities*: The wearer reflects Basic Water Magic to the caster {resists Lesser Water Magic on 1d20 rolls GTET 11, resists Greater Water Magic on 1d20 rolls GTET 16}; the wearer breathes water one hour per day; Powers: *create water* (5 gallons, 1/day), *purify* (half gallon poisonous, 1/day), *summon poison frogs* (1d8 HD3, once/10 days); *Appearance*: A pair of green studded leather gauntlets with copper studs, the fingertips of dark blue leather, a gold fish charm sewn into each cuff; *Weight*: 2.625 pounds; *Rarity*: Rare to Very Rare; *Value*: 10,447 GP.

Water Walking, Boots of, Wondrous Clothing (pair), *Armor*: AC+4; *Attack*: Not Applicable. *Additional Abilities*: The wearer walks on ordinary water as if it were solid (speed 25 FT/round); the wearer carries up to 250 pounds of additional weight then sinks 1 inch for every additional 25 pounds carried (losing 2 FT speed-round/inch); *Appearance*: Knee-high blue leather boots with black soles and a gold anchor charm embedded in each toe and heel. *Weight*: 2.3 pounds; *Rarity*: Uncommon to Rare; *Value*: 14,750 GP.

Weakness, Armor of, Wondrous Armor, CURSED ITEM, *Armor*: AC-8; *Attack*: Not Applicable. *Additional Abilities*: The wearer's effective Strength statistic is temporarily reduced to 9 while the armor is worn (the effect is abated for an hour on 1d20 rolls GTET [30-Stamina], checked hourly); *Appearance*: half armor type; *Rarity*: Very Rare; *Weight*: per armor type. *Value*: 21,000 GP.

Weakness, Belt of, Wondrous Clothing, CURSED ITEM, *Armor*: AC-3; *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is in a dangerous situation (any potential to lose hp) their effective Strength statistic is temporarily reduced to 9 until the danger has past (save 1d20 roll GTET [28-Stamina], checked per opportunity); *Appearance*: A 6 inch wide black leather belt 50 inches long with a gold clasp shaped like an anvil. *Weight*: 1.5 pounds; *Rarity*: Rare; *Value*: 11,630 GP.

Weakness, Rod of, Wondrous Weapon, *Armor*: Not Applicable; *Attack*: +2 TH, hp1d6 damage. *Additional Abilities*: An opponent has their Stamina and Strength statistics temporarily reduced by 1d6 points by a successful strike from the rod (expends a charge, persists 1d100*1d6 minutes, save 1d20 roll GTET [32-Stamina]) – the wielder gains 1 point of Stamina and Strength taken from the opponent for 1 hour {limit 6 points above their natural value}; the rod is found with 3d20+100

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charges; *Appearance*: A ironwood rod tipped with a bloodstone, with a silver plate across the bottom end, the grip wrapped in wyvern hide. *Weight*: 3 pounds; *Rarity*: Rare to Very Rare; *Value*: 18,640 GP.



Tunic of Weakness

Weakness, Tunic of, Wondrous Clothing, CURSED ITEM, Armor: AC-6; *Attack*: Not Applicable. *Additional Abilities*: The wearer's Strength statistic is temporarily reduced to 9 as long as the tunic is worn; *Appearance*: A short-sleeved, long cut grey wool tunic with a wide collar lined in red embroidery. *Weight*: 2.5 pounds; *Rarity*: Uncommon; *Value*: 9,300 GP.

Weakness, Wand of, Wondrous Weapon, Armor: Not Applicable; *Attack*: +1 TH, hp1d4. *Additional Abilities*: When an opponent is touched by the wand their effective Strength is temporarily reduced by 1 point for 1d6 hours (save 1d20 roll GTET [30-Stamina], expends one charge); they become EXHAUSTED on the third touch (save 1d20 roll GTET [32-Stamina]) and DISABLED after the fifth touch (save 1d20 roll GTET [34-Stamina]); the wand is found with 1d100+100 charges; *Appearance*: A standard willow wand with a polished obsidian tip, the grip wrapped in eel leather. *Weight*: 1.4 pounds; *Rarity*: Rare; *Value*: 10,230 GP.

Weapon Proficiency, Gloves of, Wondrous Armor (pair), Armor: AC+5; *Attack*: Not Applicable. *Additional Abilities*: The wearer has weapon proficiency with any weapon they pick up as long as the gloves are worn; the wearer permanently retains proficiency with a weapon they are not normally proficient with on a 1d20 roll of 20; *Appearance*: A pair of dark brown leather gloves with a padded tan palm, a braided leather cord around the cuff, and a small gold charm shaped like a sword. *Weight*: 1.05 pounds; *Rarity*: Uncommon to Rare; *Value*: 4505 GP.

Web Fluid, Alchemical Concoction; *Armor/Attack*: Not Applicable. *Additional Abilities*: When this fluid is released into air it forms an interconnected net of sticky white fibers, each fiber being strong and pliant {one vial is sufficient to cover a man-sized creature with a sticky web}; a 1d20 roll GTET [28-Strength] is required to break free of the web; the net dries out and becomes brittle after 1d10+45 minutes; *Appearance*: A thin dark blue liquid with a faint aroma of vinegar. *Weight*: 0.4 pounds; *Rarity*: Uncommon; *Value*: 302 GP.

Weapon Proficiency, Manual of, Wondrous Book; *Armor/Attack*: Not Applicable. *Additional Abilities*: The reader permanently gains weapon proficiency with the weapon to which the book is dedicated even if the reader is otherwise prohibited from being proficient in that weapon; a reader who is already proficient with the dedicated weapon permanently gain a +1 TH bonus and +1 TD bonus when using the extraordinarily proficient weapon; *Appearance*: A book 5 inches wide by 7 inches long by one-and-a quarter inches thick, having a grey leather cover, steel corners, a steel plate on the cover etched with images of spears, swords, and flails, with mystical symbols written on the spine in black ink. *Weight*: 1.05 pounds; *Rarity*: Rare to Very Rare; *Value*: 14,600 GP. The weapon vulnerability can be determined from 1d20: (1) Flail, (2) Light Mace, (3) Heavy Mace, (4) War Axe, (5) Throwing Axe, (6) Club, (7) Morning Star, (8) Long Sword, (9) Short Sword, (10) Cutlass, (11) Rapier, (12) Scimitar, (13) Two-Handed Sword, (14) Arrow, (15) Crossbow Bolt, (16) Throwing Star, (17) Spear, (18) Javelin, (19) Dart, (20) two rolls.

Webcasting, Bracers of, Wondrous Armor (pair); *Armor*: AC+6; *Attack*: Not Applicable. *Additional Abilities*: The wearer applies a +4 bonus to free and gear climbing; the wearer applies a +1 bonus to rolls for acrobatics and escape; the wearer detects giant spiders at 50 FT; the wearer is immune to all spider venoms; Powers: *web* (50 FT long, supports 1000 pounds, 30 minutes, 10/day), *spider climb* (sticks to walls, 10 minutes, 5/day); *Appearance*: A matched set of white metal wrist bands lined in black satin, the outer surfaces finely lined in web-like patterns, with a clasp shaped like a platinum spider. *Weight*: 0.7 pounds; *Rarity*: Very Rare; *Value*: 18,330 GP.

Weighted Armor, Wondrous Armor, CURSED ITEM; *Armor*: AC-8; *Attack*: Not Applicable. *Additional Abilities*: Whenever the wearer is dunked in water (or any similar liquid) deeper than waist-deep the armor weighs an apparent 2000 pounds; the wearer is unable to swim, no floatation devices support the wearer in water and the wearer is unaffected by floatation spells; a *water breathing* spell applied to the wearer has a duration half as long as normal; *Appearance*: per armor type (always dark blue); *Weight*: two thirds armor type; *Rarity*: Uncommon to Rare; *Value*: 10,000 GP.

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Weightlessness, Cloak of, Wondrous Clothing, CURSED ITEM, Armor: AC-4; *Attack*: Not Applicable. *Additional Abilities*: A person wearing the cloak whose total weight with gear is LTET 199 pounds uncontrollably drifts upward at 1 FT/round {anti-gravity}; when worn by a persons whose total weight with equipment is 200 to 600 pounds their total encumbrance is 50 pounds, weight GTET 601 pounds is added to encumbrance at 1 apparent pound for every 5 actual pounds. *Appearance*: A white silk hooded cloak with black piping along the hem and four silver buttons with the moon's face. *Weight*: 0.5 pounds; *Rarity*: Rare; *Value*: 9200 GP.

Wend, Ring of, Wondrous Jewelry (Evil Artifact), CURSED ITEM, Armor: AC+15; *Attack*: +1 TH (melee only); *Additional Abilities*: The wearer is immune to the special attacks/abilities/spells of Undead; the wearer sees incorporeal and invisible creatures at 50 FT; the wearer telepathically communicates with incorporeal Undead at 25 FT; the wearer regenerates hp1/round; Powers: *fast time* (10x ordinary speed, 30 subjective minutes over 6 days), *heal self* (hp 30/day), *hold/paralyze* (50 FT, limit 2000 pounds, 3d100 minutes, save 1d20 roll GTET [30-Will], 5/day), *forced shapechange others* (touch, Ghoul, 24 hours, save 1d20 roll GTET [32-Stamina], 5/day), *shaman spells* (5/day from among: *detect life's forces*, *dominate person*, *horga's mage block*, *minor sleep*, *cloud the mind*, *dominate creature*, *fear the reaper*, *gregor's mage drain*, *stun*, *reincarnation*, *clone person*, *soul transfer*), *animate dead* (3d10 Skeletons, 3 hours, 1/day), *contagion* (10 mile radius plague, save 1d20 roll GTET [32-Stamina], 1/day), *torture* (touch, 1d100 rounds, save 1d20 roll GTET [32-Will], 1/day), *spasm* (touch, 2d100 minutes, save 1d20 roll GTET [32-Stamina], once/10 days), *kill* (25 FT, save 1d20 roll GTET [44-{Level or HD}-Will], once/20 days), *incorporeal body* (6 hours, once/20 days); the wearer experiences several compulsions: evil alignment (save 1d20 roll GTET [32-Will], checked daily), an inflamed ego with excessive greed and a self-centered attitude (save 1d20 roll GTET [34-Will], checked daily), extreme avarice for precious gems/precious metals/enchanted items, extreme ambition and a desire for power and control (save 1d20 roll GTET [32-Will], checked daily), machocism and a liking for torture and violence, cowardice (save 1d20 roll GTET [30-Will], checked daily), a lifelong desire to possess the Ring again if it is lost; the wearer is generally quarrelsome/petty/vindictive and disagreeable to be around; *Appearance*: A curious orange metal band sized to fit the thumb of a Dwarf, sculpted with four intertwining snakes, their jaws together holding a large white quartz egg, the 'egg' marked in black with the rune γ -. The ring is warm to the touch, though not enough to be uncomfortable to the wearer (*nondetection* spell prevents detection of auras of evil or enchantment); *Background*: Wend was Priest-Elder of the city Savinhalle in Nurn about 1400 years ago, devoted to the service of the God of the Earth; a strange black-skinned messenger brought him the ring as a peace-offering, which eventually corrupted him; at the end he challenged the Earth-God himself and was destroyed in the contest along with the broken remains of the city; no trace can be found of Savinhalle and its exact location cannot be determined – though if found, Wend's Keep contains the riches of kingdoms; *Weight*: 0.325 pounds; *Rarity*: Unique; *Value*: 362,710 GP. Found in Minos' Palace on the Second Circle of Hell.

Were Man Control, Lyre of, Wondrous Instrument; Armor: AC+20 (against lycanthropes only); *Attack*: Not Applicable. *Additional Abilities*: This lyre shows no special properties when held by a good person; a neutral/evil wielder temporarily has expert skill playing the lyre while it is held; touching the lyre cures a person of lycanthropy {if done before their first transformation}; the bearer speaks/understands all lycanthrope languages; All lycanthropes are dominated by the player (100 FT, number equal to wielder's Level, must sing commands, save 1d20 roll GTET [32-Will], checked every minute); control is broken if the music is discontinued for 2 or more rounds {lycanthropes apply a +3 bonus on subsequent saves}; all lycanthropes within 100 FT suffer hp2d12 if the lyre is destroyed while control is established (save 1d20 roll GTET [30-Will]); *Appearance*: An ten-string lyre on a red wood frame 14 inches across by 20 inches tall, three-quarters inch thick, the frame carved with images of bears, boars, rats, tigers, and wolves, the strings are made of enchanted silver, usually found with a bear-hide leather case. *Weight*: 2.05 pounds; *Rarity*: Very Rare; *Value*: 30,618 GP.

Whip of Thorns, Wondrous Weapon, Armor: Not Applicable, *Attack*: +1 TH (Warrior, Warlock, Rascal, Wizard, Shaman), +3 TH (Priest, Crusader), hp1d12, double damage versus four-footed forest beasts, *Additional Abilities*: The wielder has the scent sensitivity of a bloodhound while held; the wielder has low-light vision while held; the wielder speaks/understands four-footed beasts; Powers: *summon monster* (1d12 HD2 animals, 15 minutes, 2/day), *shapechange* (Giant Boar or Giant Stag or Giant Fox, 1 hour, once/10 days); *Appearance*: A six-strand whip with a hickory handle wrapped in boar hide with a silver boar's head on the butt, two bloodstones are inlaid in the handle, each strand is a half-inch thick by 5 FT vine with numerous very sharp thorns, *Weight*: 1.8 pounds; *Rarity*: Uncommon to Rare; *Value*: 12,003 GP.

Winter Concealment, Cloak of, Wondrous Clothing, Armor: AC+10; *Attack*: Not Applicable. *Additional Abilities*: A wearer gains a +12 bonus on moving with stealth or hiding or disguise when it is worn outdoors while it is snowing or with snow on the ground; the wearer is completely protected from cold temperatures down to 175°F; Powers: *call fogs* (30 FT,

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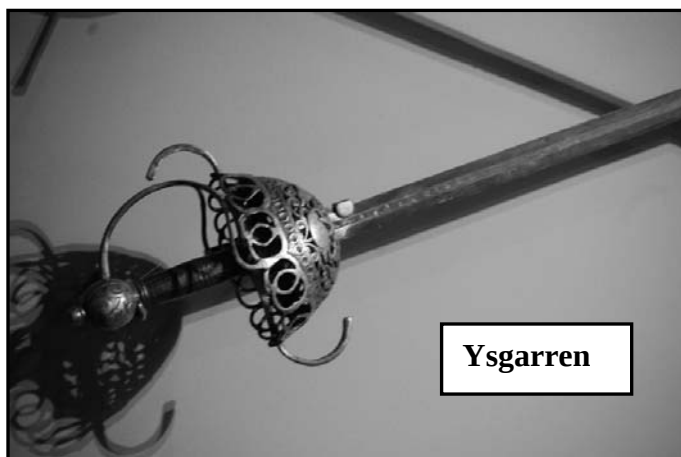
15 minutes, 3/day), *call snow* (100 FT, 30 minutes, 1/day), *freeze water* (25 FT, 30 minutes, 1/day); *Appearance*: A white fur-lined hooded woolen cloak with six white ivory buttons. *Weight*: 2.4 pounds; *Rarity*: Uncommon; *Value*: 8,210 GP.

Witchery, Charm Against, Wondrous Jewelry, Armor: AC+3, AC+12 (against Shaman and Wizard's familiars); *Attack*: +1 TH against Shaman and Wizard's familiars. *Additional Abilities*: The wearer is immune to hostile Basic Shaman Magic {resists Lesser Shaman Magic on 1d20 rolls GTET 6, resists Greater Shaman Magic on 1d20 roll GTET 12}; the wearer applies a +6 saving roll bonus against any domination or control magic; any attempt to use vision/clairvoyance/clairaudience/scrying against the wearer always fails; Powers: *paralyze familiar* (50 FT, 2d12 minutes, save 1d20 roll GTET 18; apply the Wizard's SPM bonus, 3/day), *kill familiar* (25 FT, save 1d20 roll GTET 17, apply the Wizard's SPM bonus, once/10 days); *Appearance*: A three-inch long oval silver disk depicting a leaping stag in front of a full pine tree, with a silver clasp. *Weight*: 0.185 pounds; *Rarity*: Rare; *Value*: 20,000 GP.

Witch's Crown, Wondrous Jewelry, Armor: AC+10 (when worn by a female only); *Attack*: Not Applicable. *Additional Abilities*: The crown does not show any special abilities unless it is worn by a female Shaman; while the crown is worn by a female it is surrounded by a green nimbus equivalent to 3 candles; the wearer applies SPM+3 and gains three free casts/day of Basic Magic {two casts/day of Lesser Magic, one cast/day of Greater Magic}; the wearer resists any Basic Magic on 1d20 rolls GTET 6 {resists any Lesser Magic on 1d20 rolls GTET 12, resists any Greater Magic on 1d20 rolls 18}; the wearer speaks/understands animals; the wearer applies a +5 bonus in dealing with men {negotiation/bartering/haggling/seduction/flirting, etc.}; Powers: *diminish plants* (one-twentieth size, 15 FT, permanent, 5/day), *entangle* (grow 20 FT vines, avoid 1d20 roll GTET [28-Agility], break free 1d20 roll GTET [30-Strength], 5/day), *purify food and drink* (5/day), *armorskin* (additional AC+10, self only, 10 minutes, 3/day), *calm animals* (touch, 1d12 animals, 5 minutes, 3/day), *detect animals/plants* (100 FT, 5 minutes, 3/day), *plant growth* (ten times size, 15 FT, 3/day), *repel vermin* (25 FT, 15 minutes, 3/day), *summon monster* (1d12 HD2 animals, 15 minutes, 3/day), *blight* (kill all plants 75 FT, 1/day), *command plants* (100 FT, 30 minutes, 1/day), *dominate animal* (20 animals LTET HD3, 30 minutes, save 1d20 roll GTET 17, 1/day), *dominate male* (25 FT, 30 minutes, save 1d20 roll GTET 33-Will], 1/day), *owl's mind* (temporarily increase Intelligence and Will by 3 points, 15 minutes, 1/day); *Appearance*: A circlet of silver supporting a thin wood shell, lined with blue silk, the shell set with ten pieces of polished amber, ten pieces of white ivory, six pieces of black ivory, and six pink or white pearls. *Weight*: 1.93 pounds; *Rarity*: Very Rare to Unique; *Value*: 53,000 GP.

Wraith Ring, Wondrous Jewelry, Armor: AC+3 (AC+20 versus attack by incorporeal creatures), *Attack*: +2 TH (against incorporeal opponents), *Additional Abilities*: The wearer detects incorporeal Undead at 250 FT; the wearer is immune to the touch attacks of any Undead; Powers: *captive soul* (forces a incorporeal Undead {Ghost, Wraith, Specter, Banshee, Vision, etc.} into the ring (save 1d20 roll GTET [44-HD-Will], the wearer can release the captive at any time), *blast Undead* (25 FT, hp2d20 against any Undead, save 1d20 roll GTET [35-Stamina], 1/day), *incorporeal body* (self, 30 minutes, once/50 days); *Appearance*: A thick silver ring with ivory skeletal fingers gripping an oval-cut diamond, *Weight*: 0.33 pounds; *Rarity*: Very Rare; *Value*: 19,402 GP.

X-Ray Sight, Cap of, Wondrous Clothing; *Armor/Attack*: Not Applicable. *Additional Abilities*: The wearer has the ability to look through solid objects to a depth of 10 FT for a total of 1 hour/day; *Appearance*: A black skull cap embroidered on the top side in white thread, a gold eye embroidered on the bottom side. *Weight*: 0.15 pounds; *Rarity*: Uncommon to Rare; *Value*: 3860 GP.



Ysgarren, Wondrous Weapon; *Armor*: Not Applicable; *Attack*: +3 TH (good wielder), +4 TH (good Elf wielder), +5 TH (good Elf wielder who worships Saorla), base hp1d10 damage, hp3d10 damage versus Lycanthropes; *Additional Abilities*: The wielder has their effective sight range doubled and has low-light vision/Infrared vision while holding the sword; opponents apply a -2 TH penalty (-4 TH by Lycanthropes); the bearer applies a +5 bonus to move with stealth/attack with surprise/hide; the wielder is unaffected by a *zone of darkness*; Powers: *zone of darkness* (30 FT, 30 minutes, 3/day), *moonlight* (50 FT, intensity of a full moon night, 15 minutes, 3/day), *2d8 god's fire* (10 FT by 10 FT area, +6 TD if the wielder worships Saorla, 1/day), *foul wings* (150 FT, save 1d20 roll GTET [42-HD-Stamina], 1/day), *summon monster*

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(2d20 HD2 Giant Bats, 15 minutes, 1/day); *Appearance*: A finely-made long sword (460 years old) with silver basket-style hilt supporting pearls and aquamarine, having a grip of gold dragon skin leather and a gold pommel with emeralds mounted around it, the blade is slightly curved and engraved along the blade in elvish script are the words “*Bow before the sacred eyes of the night*,” the sword is dedicated to Saorla, Elvish Goddess of Stars and the Night; *Background*: Created by the Elven Mastersmith, Idrihalh, for a society within the Cult of Saorla responsible for the purity of worship, and for protecting pilgrims, Ysgarren was specifically created to guard the Soelyron Armor; *Weight*: 4.1 pounds; *Rarity*: Unique; *Value*: 61,210 GP. Ysgarren is sentient with Intelligence 15 and Will 14, and communicates telepathically (20 FT) in Elvish {Ysgarren attempts to dominate its owner with a mission to restore it to the Priests of Saorla (save 1d20 roll GTET [28-Will], checked daily)}. Found in Kammelnesses’ Tomb in the Ezrabah Oasis on the Seventh Circle of Hell.

Zombie Draught, Alchemical Concoction; *Armor/Attack*: Not Applicable, *Additional Abilities*: The person who imbibes this draught has unlife as a Zombie after being killed [animated 1d20 hours after their death, save 1d20 roll GTET [32-Stamina}]; the draught is *poisonous* to Dwarfs and Gnomes (immediate death then Undead; save verses death on 1d20 rolls GTET [34-Stamina}); *Appearance*: A syrupy black liquid with streaks of green mint, and the aroma of figs, a sensitive nose detects a faint hint of the aroma of skunk’s musk; *Weight*: 0.35 pounds; *Rarity*: Rare; *Value*: 3317 GP.



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