

## MELEE DAMAGE BONUS

| Strength     | 1-5 | 6-10 | 11-15 | 16-20 | 21+ |
|--------------|-----|------|-------|-------|-----|
| Damage Bonus | 0   | +1   | +2    | +3    | +4  |

## ARMOR RESTRICTIONS

| Skill   | Heavy | Medium | Light | Shield | Helmet |
|---------|-------|--------|-------|--------|--------|
| Warrior | Yes   | Yes    | Yes   | Yes    | Yes    |
| Thief   | No    | No     | Yes   | No     | No     |
| Bard    | No    | Yes    | Yes   | Yes    | No     |
| Wizard  | No    | No     | No    | No     | No     |
| Priest  | No    | Yes    | Yes   | Yes    | Yes    |

## WEAPON RESTRICTIONS

| Skill   | Heavy | Medium | Light |
|---------|-------|--------|-------|
| Warrior | Yes   | Yes    | Yes   |
| Thief   | No    | Yes    | Yes   |
| Bard    | No    | Yes    | Yes   |
| Wizard  | No    | No     | Yes   |
| Priest  | Yes   | Yes    | Yes   |

## TRAPS

| Trap            | Description                                                                                                                                         | Ability  | Effects            |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|----------|--------------------|
| Poison Dart     | Poisonous darts fly out from a nearby location                                                                                                      | Speed    | Death Unless Cured |
| Poison Gas      | Poisonous gas fills the area                                                                                                                        | Strength | Death Unless Cured |
| Falling Rocks   | Heavy rocks fall from the ceiling                                                                                                                   | Strength | 1d12               |
| Arrow           | Arrows fly out from a nearby location                                                                                                               | Speed    | 1d6                |
| Fire Ball*      | Magical fire consumes the area                                                                                                                      | Sorcery  | 1d8                |
| Lightning Bolt* | Magical lightning shocks everyone in the area                                                                                                       | Sorcery  | 1d10               |
| Pit             | A trapdoor opens to a 10 foot pit below                                                                                                             | Speed    | 1d6                |
| Pit with Spikes | A trapdoor opens to a 10 foot pit below, with spikes                                                                                                | Speed    | 1d12               |
| Bottomless Pit  | A trapdoor opens to a bottomless pit below                                                                                                          | Speed    | Gone Forever       |
| Wall**          | A wall, or bars, fall from the ceiling...maybe blocking the way                                                                                     | Strength | Blocked            |
| Nullify*        | A blast of magical energy makes magical items disappear. A 1d6 is rolled for each magical item. A roll of 1 means the magical item is gone forever. | -        | Magical Items Gone |

\* Magical Trap

\*\* A successful ability check stops the wall from falling

## DISEASES

| Disease    | Effect         |
|------------|----------------|
| Dark Fever | -2 to Strength |
| Cave Rot   | -2 to Speed    |
| Brain Worm | -2 to Sorcery  |

## LOOSE TREASURE

For loose treasure, roll 1d6. A roll of 1, 2 or 3 means that there are 1, 2 or 3 items in the loose treasure. Use the Treasure tables to pick or roll for the items. Roll a dice dependent on the level of the area...

### GOLD

| Level | Dice |
|-------|------|
| 1     | 1d4  |
| 2     | 1d4  |
| 3     | 1d6  |
| 4     | 1d6  |
| 5     | 1d8  |
| 6     | 1d8  |
| 7     | 1d10 |
| 8     | 1d10 |
| 9     | 1d12 |
| 10+   | 1d20 |

...then multiply this die roll by 100. This is the amount of gold in the loose treasure.

## ARMOR

| Armor         | Type   | Cost  | Repair | Protection |
|---------------|--------|-------|--------|------------|
| Plate Armor   | Heavy  | 2,500 | 250    | +25        |
| Splint Armor  | Medium | 1,500 | 150    | +15        |
| Chain Armor   | Medium | 1,000 | 100    | +10        |
| Studded Armor | Light  | 600   | 60     | +6         |
| Leather Armor | Light  | 400   | 40     | +4         |
| Padded Armor  | Light  | 200   | 20     | +2         |
| Helmet        | Helmet | 200   | 20     | +2         |
| Shield        | Shield | 400   | 40     | +4         |

## WEAPONS

| Weapon      | Type   | Hands | Cost | Repair | Damage |
|-------------|--------|-------|------|--------|--------|
| Battle Axe  | Heavy  | 2     | 100  | 10     | 1d10   |
| Axe*        | Medium | 1     | 160  | 16     | 1d8    |
| Club        | Medium | 1     | 120  | 12     | 1d6    |
| Dagger*     | Light  | 1     | 80   | 8      | 1d4    |
| Hammer      | Medium | 1     | 120  | 12     | 1d8    |
| War Hammer  | Heavy  | 2     | 100  | 10     | 1d10   |
| Mace        | Medium | 1     | 120  | 12     | 1d8    |
| War Mace    | Heavy  | 2     | 100  | 10     | 1d10   |
| Morningstar | Heavy  | 2     | 100  | 10     | 1d10   |
| Short Sword | Medium | 1     | 120  | 12     | 1d8    |
| Long Sword  | Heavy  | 1     | 150  | 15     | 1d10   |
| Great Sword | Heavy  | 2     | 120  | 12     | 1d12   |
| Spear*      | Medium | 2     | 100  | 10     | 1d10   |
| Staff       | Light  | 2     | 60   | 6      | 1d6    |
| Bow         | Medium | 2     | 80   | 8      | 1d8    |
| Crossbow    | Medium | 2     | 60   | 6      | 1d6    |
| Sling       | Light  | 1     | 80   | 8      | 1d4    |

\* Can be thrown in a ranged attack

## ITEMS

| Item             | Description                           | Cost  |
|------------------|---------------------------------------|-------|
| Arrows*          | Quantity of 10 (For Bows & Crossbows) | 5     |
| Stones*          | Quantity of 10 (For Slings)           | 5     |
| Large Backpack ◇ | Holds 20 Items                        | 600   |
| Backpack ◇       | Holds 10 Items                        | 300   |
| Belt Pouch Δ     | Holds 5 Items                         | 100   |
| Sack †           | Holds 8 Items                         | 150   |
| Rope             | 100 Feet Long                         | 65    |
| Bottle*          | Empty                                 | 10    |
| Water Skin*      | Contains 5 Drinks                     | 14    |
| Bread*           | Contains 5 Food                       | 14    |
| Meat*            | Contains 10 Food                      | 25    |
| Bottle of Ale*   | Contains 10 Drinks                    | 25    |
| Lantern**        | Lights 60 Foot Area                   | 78    |
| Torch**          | Lights 30 Foot Area                   | 39    |
| Spell Book       | A Complete Book Of Wizard Spells      | 200   |
| Prayer Book      | A Complete Book Of Priest Prayers     | 100   |
| Mandolin         | Bard's Musical Instrument             | 400   |
| Harp             | Bard's Musical Instrument             | 400   |
| Pen & Paper      | Used To Write & Draw Maps             | 24    |
| Tinder Box       | Used To Make Campfires                | 13    |
| Shovel           | Used To Dig                           | 18    |
| Blanket          | Used To Keep Warm & Sleep             | 27    |
| Lockpicks        | Allows Thieves To Open Locks          | 100   |
| Boots            | Any Color                             | 22    |
| Sandals          | Brown Leather                         | 12    |
| Hat (Any Type)   | Any Color (Cannot Use With A Helmet)  | 18    |
| Cloak            | Any Color                             | 36    |
| Robe             | Any Color                             | 45    |
| Horse            | Can Pull A Cart Or Be Ridden          | 800   |
| Cart             | Can Carry 80 Items (Requires Horse)   | 1,200 |
| Mule             | Can Carry 40 Items                    | 600   |
| Hay Bale         | Contains 10 Food For Mule Or Horse    | 35    |
| Healing Potion*  | Heals 10 Life                         | 20    |
| Cure Potion*     | Cures Poison & Disease                | 30    |
| Air Potion*      | Restore Breath to the Breathless      | 50    |

\*These items are stackable

\*\*These items only last until the party rests.

◇ This item must be equipped in the "cloak" slot.

Δ This item must be equipped in the "belt" slot.

† This item must be equipped in the "shield" slot.

## ITEM TYPE

| 1d100 | Type     | Value    |
|-------|----------|----------|
| 1-10  | Weapon   | x3 Gold  |
| 11-20 | Armor    | x2 Gold  |
| 21-30 | Jewelry  | 400 Gold |
| 31-50 | Gem      | -        |
| 51-60 | Artifact | 800 Gold |
| 61-80 | Potion   | 200 Gold |
| 81-00 | Scroll   | 300 Gold |

## WEAPON

| 1d20  | Weapon      |
|-------|-------------|
| 1     | Battle Axe  |
| 2     | Axe         |
| 3     | Club        |
| 4     | Dagger*     |
| 5     | Hammer      |
| 6     | War Hammer  |
| 7     | Mace        |
| 8     | War Mace    |
| 9     | Morningstar |
| 10    | Short Sword |
| 11    | Long Sword  |
| 12    | Great Sword |
| 13    | Spear       |
| 14    | Staff       |
| 15-16 | Bow         |
| 17-18 | Crossbow    |
| 19-20 | Sling       |

## EFFECT

| 1d100   | Effect                | Description                     |
|---------|-----------------------|---------------------------------|
| 1-30    | of Skill              | +1 to Attack Die Rolls          |
| 31-50   | of Battle             | +2 to Attack Die Rolls          |
| 51-60   | of War                | +3 to Attack Die Rolls          |
| 61-71*  | of Strength           | +1 to Strength                  |
| 72-78*  | of Might              | +2 to Strength                  |
| 79-80*  | of Vanquishing        | +3 to Strength                  |
| 61-71** | <i>of the Nimble</i>  | <i>+1 to Speed</i>              |
| 72-78** | <i>of the Swift</i>   | <i>+2 to Speed</i>              |
| 79-80** | <i>of Speed</i>       | <i>+3 to Speed</i>              |
| 81-94   | Slayer                | Roll on the Slayer Table        |
| 95-98   | of the Cursed         | -2 to Strength, Speed & Sorcery |
| 99-00   | of the Ultimate Curse | -4 to Strength, Speed & Sorcery |

\* Use these rolls for melee weapons only

\*\* Use these rolls for ranged weapons only

## SLAYER

| 1d20 | Slayer                            | Description                                       |
|------|-----------------------------------|---------------------------------------------------|
| 1    | of Hunting                        | +1 to Attack Die Rolls<br>(+4 against Animals)    |
| 2    | of Beast Mastery                  | +1 to Attack Die Rolls<br>(+4 against Beasts)     |
| 3    | of Construct Destruction          | +1 to Attack Die Rolls<br>(+4 against Constructs) |
| 4    | of Dragon Slaying                 | +1 to Attack Die Rolls<br>(+4 against Dragons)    |
| 5    | of Elemental Banishment           | +1 to Attack Die Rolls<br>(+4 against Elementals) |
| 6    | of Giant Killing                  | +1 to Attack Die Rolls<br>(+4 against Giants)     |
| 7    | of Insect Eradication             | +1 to Attack Die Rolls<br>(+4 against Insects)    |
| 8    | of Exorcism                       | +1 to Attack Die Rolls<br>(+4 against Planar)     |
| 9    | of Reptile Extinction             | +1 to Attack Die Rolls<br>(+4 against Reptiles)   |
| 10   | of Undeadly Death                 | +1 to Attack Die Rolls<br>(+4 against Undead)     |
| 11   | of Ultimate Hunting               | +2 to Attack Die Rolls<br>(+5 against Animals)    |
| 12   | of Ultimate Beast Mastery         | +2 to Attack Die Rolls<br>(+5 against Beasts)     |
| 13   | of Ultimate Construct Destruction | +2 to Attack Die Rolls<br>(+5 against Constructs) |
| 14   | of Ultimate Dragon Slaying        | +2 to Attack Die Rolls<br>(+5 against Dragons)    |
| 15   | of Ultimate Elemental Banishment  | +2 to Attack Die Rolls<br>(+5 against Elementals) |
| 16   | of Ultimate Giant Killing         | +2 to Attack Die Rolls<br>(+5 against Giants)     |
| 17   | of Ultimate Insect Eradication    | +2 to Attack Die Rolls<br>(+5 against Insects)    |
| 18   | of Ultimate Exorcism              | +2 to Attack Die Rolls<br>(+5 against Planar)     |
| 19   | of Ultimate Reptile Extinction    | +2 to Attack Die Rolls<br>(+5 against Reptiles)   |
| 20   | of Ultimate Undeadly Death        | +2 to Attack Die Rolls<br>(+5 against Undead)     |

## ARMOR

| 1d8 | Armor         |
|-----|---------------|
| 1   | Plate Armor   |
| 2   | Splint Armor  |
| 3   | Chain Armor   |
| 4   | Studded Armor |
| 5   | Leather Armor |
| 6   | Padded Armor  |
| 7   | Helmet        |
| 8   | Shield        |

## DEFENSE

| 1d6   | Name                  | Armor        |
|-------|-----------------------|--------------|
| 1-10  | of Defense            | +5 to Armor  |
| 11-15 | of Great Defense      | +10 to Armor |
| 16-18 | of Ultimate Defense   | +15 to Armor |
| 19    | of the Cursed         | -5 to Armor  |
| 20    | of the Ultimate Curse | -10 to Armor |

## JEWELRY

| 1d100 | Jewelry                        | Description                     |
|-------|--------------------------------|---------------------------------|
| 1-4   | Amulet of Armor                | +5 Armor                        |
| 5-8   | Amulet of Battle               | +1 to Battle Die Rolls          |
| 9-12  | Amulet of Protection           | +1 to Ability Check Rolls       |
| 13-16 | Bracelet of Armor              | +5 Armor                        |
| 17-20 | Bracelet of Battle             | +1 to Battle Die Rolls          |
| 21-24 | Bracelet of Protection         | +1 to Ability Check Rolls       |
| 25-28 | Ring of Armor                  | +5 Armor                        |
| 29-32 | Ring of Battle                 | +1 to Battle Die Rolls          |
| 33-36 | Ring of Protection             | +1 to Ability Check Rolls       |
| 37-39 | Amulet of Life                 | +5 Life                         |
| 40-42 | Amulet of Sorcery              | +1 Sorcery                      |
| 43-45 | Amulet of Speed                | +1 Speed                        |
| 46-48 | Amulet of Strength             | +1 Strength                     |
| 49-51 | Bracelet of Life               | +5 Life                         |
| 52-54 | Bracelet of Sorcery            | +1 Sorcery                      |
| 55-57 | Bracelet of Speed              | +1 Speed                        |
| 58-60 | Bracelet of Strength           | +1 Strength                     |
| 61-63 | Ring of Life                   | +5 Life                         |
| 64-66 | Ring of Sorcery                | +1 Sorcery                      |
| 67-69 | Ring of Speed                  | +1 Speed                        |
| 70    | Ring of Strength               | +1 Strength                     |
| 71    | Amulet of Great Armor          | +10 Armor                       |
| 72    | Amulet of Great Protection     | +2 to Ability Check Rolls       |
| 73    | Amulet of Great Sorcery        | +2 Sorcery                      |
| 74    | Amulet of Great Speed          | +2 Speed                        |
| 75    | Amulet of Great Strength       | +2 Strength                     |
| 76    | Amulet of Greater Battle       | +2 to Battle Die Rolls          |
| 77    | Amulet of Greater Life         | +10 Life                        |
| 78    | Bracelet of Great Armor        | +10 Armor                       |
| 79    | Bracelet of Great Protection   | +2 to Ability Check Rolls       |
| 80    | Bracelet of Great Sorcery      | +2 Sorcery                      |
| 81    | Bracelet of Great Speed        | +2 Speed                        |
| 82    | Bracelet of Great Strength     | +2 Strength                     |
| 83    | Bracelet of Greater Battle     | +2 to Battle Die Rolls          |
| 84    | Bracelet of Greater Life       | +10 Life                        |
| 85    | Ring of Great Armor            | +10 Armor                       |
| 86    | Ring of Great Protection       | +2 to Ability Check Rolls       |
| 87    | Ring of Great Sorcery          | +2 Sorcery                      |
| 88    | Ring of Great Speed            | +2 Speed                        |
| 89    | Ring of Great Strength         | +2 Strength                     |
| 90    | Ring of Greater Battle         | +2 to Battle Die Rolls          |
| 91    | Ring of Greater Life           | +10 Life                        |
| 92-93 | Amulet of the Cursed           | -1 to Strength, Speed & Sorcery |
| 94-95 | Bracelet of the Cursed         | -1 to Strength, Speed & Sorcery |
| 96-97 | Ring of the Cursed             | -1 to Strength, Speed & Sorcery |
| 98    | Amulet of the Greatest Curse   | -2 to Strength, Speed & Sorcery |
| 99    | Bracelet of the Greatest Curse | -2 to Strength, Speed & Sorcery |
| 00    | Ring of the Greatest Curse     | -2 to Strength, Speed & Sorcery |

## GEMS

| 1d100 | Gems      | Value    |
|-------|-----------|----------|
| 1-14  | Amber     | 300 Gold |
| 15-27 | Opal      | 350 Gold |
| 28-39 | Citrine   | 400 Gold |
| 40-50 | Topaz     | 450 Gold |
| 51-60 | Amethyst  | 500 Gold |
| 61-69 | Quartz    | 550 Gold |
| 70-77 | Ruby      | 600 Gold |
| 78-84 | Sapphire  | 650 Gold |
| 85-90 | Emerald   | 700 Gold |
| 91-95 | Turquoise | 750 Gold |
| 96-99 | Pearl     | 800 Gold |
| 00    | Diamond   | 850 Gold |

## ARTIFACTS

| 1d100 | Artifact                | Description                                                   |
|-------|-------------------------|---------------------------------------------------------------|
| 1-2   | Belt of Hercules        | +2 to Strength                                                |
| 3-4   | Book of Knowledge       | +2 to Sorcery 3 Times a Day                                   |
| 5-6   | Boots of Flying         | Fly 100 Feet a Day                                            |
| 7-8   | Boots of Speed          | +2 to Speed                                                   |
| 9-10  | Boots of the Elf        | Move Silently                                                 |
| 11-12 | Bottle of Clouds        | Will Fill a Room with Fog Causing no one to See for 6 Turns   |
| 13-14 | Cloak of Invisibility   | Invisibility Twice a Day                                      |
| 15-16 | Cloak of Protection     | +2 on Rolls (Ability Check)                                   |
| 17-18 | Crown of Command        | Can Command 1 Enemy to do Wearer's Bidding Twice a Day        |
| 19-20 | Crystal Ball            | Can See Through Doors and Walls 20 Times                      |
| 21-22 | Crystal of Light        | Works Like Lantern Except for 100 Feet                        |
| 23-24 | Dragon Teeth            | Summons 1d4 Skeletons to Aid Group in 1 Battle                |
| 25-26 | Element Crystal         | Can Dismiss an Elemental 10 Times, Causing Them to Vanish     |
| 27-28 | Genie Lamp**            | 1 Wish                                                        |
| 29-30 | Gloves of Giants        | +2 Strength                                                   |
| 31-32 | Gloves of Speed         | +2 Speed                                                      |
| 33-34 | Gloves of the Gladiator | +2 to Attack Rolls                                            |
| 35-36 | Gloves of Thieves       | +2 to Thief Talent Rolls                                      |
| 37-38 | Holy Symbol             | Gives a Priest 10 Extra Faith Points a Day                    |
| 39-40 | Horn of Fear            | Will Cause Fear in 3 Enemies Twice a Day                      |
| 41-42 | Iron Cape               | The Wearer will Suffer No Damage from First Attack per Battle |
| 43-44 | Magic Crystal           | Can Absorb 10 Magic Attacks                                   |
| 45-46 | Magic Lantern           | Allows Group to Rest Without Danger                           |
| 47-48 | Magic Mirror            | Allows Group to Escape to the Dungeon Entrance 5 Times        |
| 49-50 | Magical Broom           | Fly 200 Feet a Day                                            |
| 51-52 | Magical Carpet          | Group Can Fly 100 Feet a Day                                  |
| 53-54 | Magical Hat of Illusion | Can Pull Out Illusionary Enemy (Lasts 4 Turns) Once Per Day   |
| 55-56 | Magical Hourglass       | Gives One an Extra Turn (During each Battle Turn) 20 Times    |
| 57-58 | Magical Rabbit's Foot   | Allows One to Reroll Dice 3 Times a Day                       |
| 59-60 | Magical Rope            | A 100 Foot Rope That Rises and Secures Itself                 |
| 61-62 | Mystical Shiny Crystal  | This Magical Jewel Will Make a Enemy Come Toward it When Seen |

|       |                          |                                                                                       |
|-------|--------------------------|---------------------------------------------------------------------------------------|
| 63-64 | Pandora's Box            | Very Small Box that Holds 20 Extra Items                                              |
| 65-66 | Pouch of Hiding          | A Magical Pouch that a Group can Fit into and Hide                                    |
| 67-68 | Robe of Power            | Gives a Wizard or Priest 5 Extra Magic Points a Day                                   |
| 69-70 | Robe of the Sea          | Can Travel/Breathe Underwater Without Getting Wet                                     |
| 71-72 | Rope of Binding          | Rope can Capture a Enemy Once a Day                                                   |
| 73-74 | Sand of Deconstruction   | Pouch of Magical Sand (With 10 Uses) that will Make a Construct Crumble and Die       |
| 75-76 | Sand of Vanishing        | Pouch of Magical Sand (With 5 Uses) that will Make an Item or Enemy Disappear Forever |
| 77-78 | Spider Boots             | Can Walk on Walls and Ceilings Twice a Day                                            |
| 79-80 | Staff of Healing***      | Can Heal 3 Times a Day                                                                |
| 81-82 | Staff of Power***        | Can Cause 2d12 Magical Damage 3 Times a Day                                           |
| 83-84 | Staff of Resurrection*** | Can Resurrect 5 Times                                                                 |
| 85-86 | Staff of Wizardry***     | Gives a Wizard 10 Extra Power Points a Day                                            |
| 87-88 | Thief Mask*              | +2 to Speed                                                                           |
| 89-90 | Wand of Appraisal        | Identifies Items 20 Times                                                             |
| 91-92 | Wand of Detect Traps     | Detects Traps 20 Times                                                                |
| 93-94 | Wand of Fire             | Burns a Enemy for 2d6 Damage 20 Times                                                 |
| 95-96 | Wand of Ice              | Freezes a Enemy in Place for 2d4 Turns 20 Times                                       |
| 97-98 | Wizard Hat*              | +2 to Sorcery                                                                         |
| 99-00 | Wizard Robe              | +2 to Sorcery                                                                         |

\* Cannot Wear a Helmet with this

\*\* Use the Wishes Table below

\*\*\* Can be used as a normal Staff weapon with +1 to attack/damage rolls

## WISHES

| Wisher's Choice                |
|--------------------------------|
| +1 to Strength (Permanent)     |
| +1 to Speed (Permanent)        |
| +1 to Sorcery (Permanent)      |
| 1,000 Gold                     |
| 200 Adventure Points           |
| Any Magic Item in the Listings |

## POTIONS

| 1d100 | Potion              | Description                              |
|-------|---------------------|------------------------------------------|
| 1-8   | Healing Potion      | Heals 10 Life                            |
| 9-16  | Cure Potion         | Cures Poison & Disease                   |
| 17-24 | Air Potion          | Restores Breathe to the Breathless       |
| 25-32 | Neptune Potion      | Breathe Underwater for 60 Minutes        |
| 33-40 | Speed Potion        | Speed +4 for a Battle                    |
| 41-48 | Strength Potion     | Strength +4 for a Battle                 |
| 49-56 | Sorcery Potion      | Sorcery +4 for a Battle                  |
| 57-64 | Armor Potion        | Armor +5 for a Battle                    |
| 65-72 | Protection Potion   | +4 on Rolls (Ability Check) for a Battle |
| 73-80 | Invisibility Potion | Invisibility for 5 Minutes               |
| 81-88 | Flying Potion       | Fly 100 Feet                             |
| 89-96 | Fighting Potion     | +2 on Rolls (Attack) for a Battle        |
| 97-00 | Seeing Potion       | Can See Through Walls or Doors           |

## SCROLLS

| 1d100 | Scroll                | Type          |
|-------|-----------------------|---------------|
| 1-3   | Scroll of Appraise    | Wizard Spell  |
| 4-6   | Scroll of Blind       | Wizard Spell  |
| 7-9   | Scroll of Charm       | Wizard Spell  |
| 10-12 | Scroll of Cloud       | Wizard Spell  |
| 13-15 | Scroll of Fire Ball   | Wizard Spell  |
| 16-18 | Scroll of Frost       | Wizard Spell  |
| 19-21 | Scroll of Hold        | Wizard Spell  |
| 22-24 | Scroll of Invisible   | Wizard Spell  |
| 25-27 | Scroll of Levitate    | Wizard Spell  |
| 28-30 | Scroll of Lightning   | Wizard Spell  |
| 31-33 | Scroll of Lock        | Wizard Spell  |
| 34-36 | Scroll of Magic Arrow | Wizard Spell  |
| 37-39 | Scroll of Noise       | Wizard Spell  |
| 40-42 | Scroll of Poison Gas  | Wizard Spell  |
| 43-45 | Scroll of Sense Magic | Wizard Spell  |
| 46-48 | Scroll of Shield      | Wizard Spell  |
| 49-51 | Scroll of Sight       | Wizard Spell  |
| 52-54 | Scroll of Sleep       | Wizard Spell  |
| 55-57 | Scroll of Slow        | Wizard Spell  |
| 58-60 | Scroll of Stupidity   | Wizard Spell  |
| 61-63 | Scroll of Toad        | Wizard Spell  |
| 64-66 | Scroll of Torch Light | Wizard Spell  |
| 67-69 | Scroll of Trap Zap    | Wizard Spell  |
| 70-72 | Scroll of Wall        | Wizard Spell  |
| 73-75 | Scroll of Weakness    | Wizard Spell  |
| 76-77 | Scroll of Bless       | Priest Prayer |
| 78-79 | Scroll of Breathe     | Priest Prayer |
| 80-81 | Scroll of Calm        | Priest Prayer |
| 82-83 | Scroll of Cure        | Priest Prayer |
| 84-85 | Scroll of Exorcism    | Priest Prayer |
| 86-87 | Scroll of Feast       | Priest Prayer |
| 88-89 | Scroll of Fleshed     | Priest Prayer |
| 90-91 | Scroll of Freedom     | Priest Prayer |
| 92-93 | Scroll of Guidance    | Priest Prayer |
| 94-95 | Scroll of Heal        | Priest Prayer |
| 96    | Scroll of Resurrect   | Priest Prayer |
| 97-98 | Scroll of Sense Evil  | Priest Prayer |
| 99-00 | Scroll of Undeath     | Priest Prayer |

## BARD SONGS



Causes Enemies to roll twice for attacks, picking the lower of the two rolls.



Causes Enemies to roll for damage twice, picking the lower of the two rolls.



Heals the group a maximum of Life equal to the level of the Bard, per turn. These Life points are divvied up by the Bard to any of the group members they want.



Allows the group members to roll for damage twice, picking the higher of the two rolls.



Allows the group members to roll twice for attacks, picking the higher of the two rolls.



Give higher magic resistance to the group by allowing them to add the level of the Bard to the affected ability.