

GAMEMASTER'S NOTEBOOK

1001

Stones

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1001 Special Stones

It is the event of the century, at least for the small town of Wainford: Ariandar, a former adventurer who retired there, has died of old age, and his estate is being auctioned off by his heirs. The adventurers are in the crowd, hoping to get a great deal on a piece of special gear, or even a magical item. They are sadly disappointed, though, when it turns out that the valuable and interesting items were already sold privately, and the items being auctioned are mostly furniture, pots and pans, and similar mundane goods. Finally an interesting lot comes up.

Auctioneer: And here we have something really special, folks. It's a book written by hand by Ariandar his own self. Yes, folks, every word of it in his own handwriting. Those of you who can read, you'll want to bid on this one; who knows what spells and secrets it holds? What am I bid for this handwritten adventurer's book, starting real low at a hundred gold, gimme a hunnerd, hunnerd, hunnerd, how about fifty, who'll give me fitty, fitty, fitty, fitty, that's great, fitty, now senty-five, who'll make it senty-five, a hunnerd, hunnerd-fitty, two hunnerd, two-fitty, three hunnerd, three hunnerd, you there in the back, now four hunnerd, four hunnerd, four hunnerd, you don't want to miss this one, folks, four hunnerd, now five hunnerd, six hunnerd, who'll give me six hunnerd, six, anyone give me six? Sold to the man in the black cloak for five hundred gold, and a good deal he's gotten.

Auctioneer: Now we've got, well, it's a lot of boxes of rocks, mostly all separated and everything. I'm sure there's something real mystical in there, folks. Ariandar must have collected those in his adventures.

Audience member: Looks like he collected them in his back forty!

Auctioneer (scowling): From his adventures, folks. Who'll give me a hundred gold for these rocks? Hunnerd, hunnerd, how 'bout fifty, fitty, fitty, who'll start at ten, come on, folks, ten gold, gimme ten, ten, ten, gimme five, isn't anyone gonna start the bidding at five gold? One? One gold to open the bidding? One gold! Now two, two, two.... Okay, sold to the wizard in the front row for one gold.

As the auctioneer moves on to a pile of ceramic dishes, the adventurers huddle together.

Jarmak: What's in my book? Spells? Clues to a treasure?

GM: Well, um ... recipes.

Jarmak: Oh, alchemy! Anything for potions?

GM: No, I mean recipes. Like for roasted turnips, and frog stew....

Jarmak: (cringing) Frog...stew....

Kalthras: You just spent five hundred gold on a *cookbook*?

Jarmak: You're one to talk, you bought a box of rocks.

Kalthras: Hey, it's for my nephew. There are some crystal-looking ones in here he'll like for his rock collection

Kalthras starts looking through his box of rocks. Down at the bottom there are some loose chunks and chips of dull stone. He tosses them over his shoulder without really looking. Suddenly one of them, instead of falling behind Kalthras as expected, starts orbiting around his head, glittering green.

Players collectively:!!!

Unlike the common and well-known magical stones which whirl around a user's head, each of these *stones* is unique. They have a wide range of effects, with no correlation to their appearance, and they come a huge assortment of forms, colors, and patterns. Do your players read the rulebooks and web pages and think they know exactly what any given magical stone will do? Give them one of these instead! To make things even more interesting, some are cursed and have the opposite effect from the one expected, i.e., they reduce rather than increase spell-casting abilities, or make certain kinds of creatures hostile, or even keep the user from getting a decent night's sleep.

It is suggested that when any such *stone* is found, it should look much like a dull pebble, perhaps with a slight similarity to its actual shape, and upon close examination, faintly traces of its color or pattern. Only when it is put into use does its true nature appear. Checking them for magic will spot them, of course.

Cursed *stones*, of course, cannot be separated from their owners/victims without suitable curse-removal magic. Attempting to catch them is futile; they simply can't be caught, netted, or shot down, and will blink away from any attempt. A sufficiently powerful area effect to destroy them will invariably kill their user as well.

As this is not system-specific, effects have been given as percentages. The actual value should be converted to your game system. By way of example, Wintertree's TGR "rules" (a sketchy framework to lend consistency to tables) uses $3d6+2$ for stats, giving a range of 5-20; in that, 5% would equal 1 point, so a 10% level bonus would be a 2-point bonus. If your system is skill-based, apply the given percentage to the most relevant skill(s). If the numbers still don't make sense, either for your system or your particular players, just make something up in the right general range. This list isn't the GM, after all, you are!

A particularly interesting, and perhaps even evil, suggestion would be to have each *stone* drop to the ground at the end of every 24 hours or so, and have a totally different effect the next time it is activated. If you do that, it's suggested you determine either a normal or cursed effect (say, 5% of the time it would be cursed) and choose the appropriate type off the list, rather than going with the effects given, of which about a third are curses.

To use this list, you can either start at the top of the list and use them in order, roll three different colors of d10 (treating 10 as 0), or just pick something that strikes your fancy or is suitable for your specific players and the circumstances.

These items were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them is modified from one in Fantasy Table Pack 2. Incidentally, the original was the first table written for TableMaster II during development.

1001 Special Stones

The stone is:

- 1: A shimmering copper lens which allows the user to survive without air for up to 1 hour per week.
- 2: A maroon rhomboid which causes the user to be overlooked by abominations unless he/she attacks them or no other targets are present.
- 3: A dull copper teardrop with a faint glow which is CURSED: subtracts 20% from the user's effective armor.
- 4: A maroon cube with a faint glow which is CURSED: causes any light source equal to or dimmer than a candle to flicker and go out.
- 5: A metallic gold sphere which is CURSED: allows undead to see and attack the user even if he/she is invisible.
- 6: A smoky gray cube which allows the user to breathe water for up to 2 hours per week.
- 7: A gray spindle which makes user 20% more likely to succeed with piercing attacks.
- 8: A ruby red lozenge which makes all physical attacks 30% more likely to miss the user.
- 9: A yellow octagonal prism which makes user 10% more likely to succeed with blunt attacks.
- 10: A red irregular-octagonal prism with a faint glow which adds 15% to all skill checks.
- 11: A violet octahedron which is CURSED: makes user 10% less likely to hit with blunt attacks.
- 12: A white cube which is CURSED: prevents the user from being able to understand his/her own language.
- 13: A green and gray cube which allows the user (along with his/her clothing and equipment) to take on gaseous form for 1 hour per day.
- 14: A brown lens which gives user a 20% resistance to attacks/damage from slimes and oozes.
- 15: A pale-lavender orthorhomboid with a faint glow which regenerates 1 point of damage per 10 minutes.
- 16: A glowing red spindle which is CURSED: causes user to become almost unable to breathe, gasping and choking, for 3 hours per week at a random time.
- 17: A lime-green square prism with a faint glow which gives a 5% bonus to luck.
- 18: A purple octahedron which whistles when within 40 feet of poison.
- 19: A tan lens with a faint glow which is CURSED: makes user 40% less likely to hit with blunt attacks.
- 20: A pink disc which is CURSED: lowers user's Personality stat by 10%.
- 21: A pale-brown spindle with a faint glow which protects the user's mind from being read.
- 22: A dull copper orthorhomboid which makes the user invisible to insects and insectoids unless he/she attacks them.
- 23: A brilliant purple cube with a faint glow which adds 10% to the user's effective armor.
- 24: A blue cylinder which makes all dirt and stains vanish from the user's person and gear over a period of 6 hours.
- 25: A brilliant orange spindle which protects the user's mind from being read.
- 26: A magenta pentagonal prism with a faint glow which is CURSED: subtracts 5% from all skill checks.
- 27: A blue-streaked violet icosahedron which is CURSED: subtracts 30% from the user's effective armor.
- 28: A green octagonal prism with a faint glow which allows the user to cast spells as if 20% higher in level/ability.
- 29: A magenta and brown icosahedron which is CURSED: makes the user allergic to gnomes.
- 30: A red cube with a faint glow which makes giants 50% likely to be friendly toward the user.
- 31: A yellow cylinder with a faint glow which allows the user to survive without air for up to 4 hours per day.
- 32: A dull copper sphere with a faint glow which whirls when within 20 feet of a secret door.
- 33: A red rhomboid which gives the user a 20% chance per attempt at escaping restraints.
- 34: A gray pentagonal prism which is CURSED: gives a 20% chance for any physical attack against the user to do acid damage instead.
- 35: A lavender tetrahedron which is CURSED: broadcasts the user's thoughts to nearby enemies.
- 36: A glowing orange octagonal prism which allows the user to breathe water for up to 3 hours per week.
- 37: A rose prism with a faint glow which allows the user to fly for up to 40 minutes per day.
- 38: A rose tetrahedron which is CURSED: increases unarmed damage done to the user by 40%.
- 39: A faded orange icosahedron with a faint glow which is CURSED: increases all electrical damage to the user by 70%.

- 40: A starry black teardrop with a faint glow which is CURSED: appears to detect traps when tested but only hums at random in actual use.
- 41: A blue and violet tetrahedron with a faint glow which is CURSED: increases unarmed damage done to the user by 45%.
- 42: A dusty clear pentagonal prism which allows the user to breathe water for up to 2 hours per day.
- 43: A blue square prism which absorbs spells up to 5th level (14 levels left).
- 44: A yellow rhomboid which adds 40% to the user's effective armor.
- 45: A green tetrahedron which is CURSED: makes user 10% less likely to hit with blunt attacks.
- 46: A blue square prism which allows the user to detect nearby living creatures.
- 47: A metallic copper lozenge which is CURSED: makes the user 30% more vulnerable to cold damage.
- 48: A blue rhomboid which allows the user to cast spells as if 15% higher in level/ability.
- 49: A tan pyritohedron which whirls when within 30 feet of an ambush.
- 50: A red square prism which is CURSED: turns the user (along with his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 2 minutes per MPH of wind speed to coalesce again.
- 51: A dull copper octahedron which is CURSED: increases all cold damage to the user by 40%.
- 52: A pale-magenta octagonal prism which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 1 minute per MPH of wind speed to coalesce again.
- 53: A metallic gold pyritohedron with a faint glow which allows the user to read the language of orcs.
- 54: A blood-red octahedron which makes the user invisible to reptiles and reptiloids unless he/she attacks them.
- 55: A pale-orange tetrahedron which is CURSED: makes user take 10% more damage from attacks/damage by slimes and oozes.
- 56: A vibrant yellow rhomboid with a faint glow which adds 10% to the user's effective armor.
- 57: A glowing amber dodecahedron with a faint glow which is CURSED: prevents the user from detecting nearby friends.
- 58: A gray sphere which sparkles when within 30 feet of a secret door.
- 59: A smoky orange pentahedron with a faint glow which is CURSED: makes blunt attacks 30% more likely to hit the user.
- 60: A turquoise cylinder which is CURSED: has a 5% chance of paralyzing user for 1-3 minutes under stress.
- 61: A pale-pink rhomboid which reduces cutting damage taken by the user by 35%.
- 62: A pale-brown pyritohedron which allows the user to read the language of goblins.
- 63: A clear and pink orthorhomboid which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 2 minutes per MPH of wind speed to coalesce again.
- 64: A vibrant red cube which absorbs spells up to 5th level (13 levels left).
- 65: A pale-green pentagonal prism with a faint glow which absorbs spells up to 2nd level (7 levels left).
- 66: A green lozenge which reduces all cutting damage to the user by 50%.
- 67: A pale-chartreuse square prism which adds 10% to the user's effective armor.
- 68: A sepia-flecked purple prism with a faint glow which makes blunt attacks 30% more likely to miss the user.
- 69: A brown octagonal prism which is CURSED: lowers user's Agility stat by 15%.
- 70: A gray pentahedron which is CURSED: appears to detect secret doors when tested but only hums at random in actual use.
- 71: A green and purple spindle which allows the user to endure extreme cold.
- 72: A red rhomboid with a faint glow which reduces all necromantic damage to the user by 60%.
- 73: A metallic silver sphere which is CURSED: makes piercing attacks 30% more likely to hit the user.
- 74: A gray octahedron which gives user a 30% resistance to electrical damage.
- 75: A metallic copper dodecahedron which gives user a 20% resistance to cold damage.
- 76: A black pentahedron which makes gryphons 70% likely to be friendly toward the user.
- 77: An orange irregular-octagonal prism with a faint glow which is CURSED: subtracts 30% from the user's effective armor.
- 78: A pale-maroon lozenge which allows the user to detect nearby friends.
- 79: A red pyritohedron which makes user 20% more likely to succeed with ranged attacks.
- 80: A gray-striped maroon octagonal prism which reduces all heat damage to the user by 40%.
- 81: A rose prism with a faint glow which is CURSED: causes the user to be exceptionally vulnerable to cold.

- 82: A smoky yellow disc with a faint glow which makes blunt attacks 40% more likely to miss the user.
- 83: A brown spindle which allows the user to breathe water for up to 3 hours per week.
- 84: An amber cylinder with a faint glow which allows the user to endure extreme heat.
- 85: A rose irregular-cylinder with a faint glow which is CURSED: gives a 20% chance for any physical attack against the user to do cold damage instead.
- 86: A white ellipsoid which glows as bright as a torch.
- 87: A dull azure dodecahedron with a faint glow which reduces ranged damage taken by the user by 35%.
- 88: A lavender tetrahedron which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 89: A bright-pink spindle which is CURSED: makes user 30% less likely to hit with cutting attacks.
- 90: An azure teardrop with a faint glow which gives user a 10% resistance to fire damage.
- 91: A pink octahedron which reduces piercing damage taken by the user by 35%.
- 92: A lavender icosahedron which reduces all magic damage to the user by 50%.
- 93: A metallic gold ellipsoid which is CURSED: makes user 40% less likely to hit with ranged attacks.
- 94: A red pentahedron which makes ghosts 70% likely to be friendly toward the user.
- 95: A sepia spindle which causes the user to be overlooked by demons unless he/she attacks them or no other targets are present.
- 96: A sepia icosahedron with a faint glow which is CURSED: attracts the attention of demons, which will prefer the user as a target.
- 97: A blue lozenge with a faint glow which adds 10% to the user's effective armor.
- 98: A metallic silver orthorhomboid with a faint glow which gives a 10% bonus to all spellcasting related to Fire.
- 99: A yellow rhomboid which is CURSED: makes user 30% less likely to hit with all melee attacks.
- 100: An orange ellipsoid with a faint glow which makes user 20% more likely to succeed with unarmed attacks.
- 101: A brown orthorhomboid which is CURSED: makes user 10% less likely to hit with unarmed attacks.
- 102: A brown lozenge which gives user a 30% resistance to charms and suggestions.
- 103: A magenta prism which gives user a 40% resistance to cold damage.
- 104: A sparkling red pentahedron with a faint glow which allows the user to detect nearby dragons and dragonkin.
- 105: A pink pentagonal prism which is CURSED: attracts the attention of humanoids, which will prefer the user as a target.
- 106: A maroon pentahedron which gives user a 30% resistance to sleep spells.
- 107: A glowing pink cube which is CURSED: gives a 15% penalty to luck.
- 108: A metallic copper lozenge which allows the user to survive without air for up to 1 hour per week.
- 109: A gray cylinder with a faint glow which glows when within 40 feet of a secret door.
- 110: A lavender ellipsoid which glows when within 20 feet of a trap.
- 111: A dull silver prism which makes lichs 30% likely to be friendly toward the user.
- 112: A green tetrahedron which makes giants 50% likely to be friendly toward the user.
- 113: A yellow teardrop with a faint glow which causes the user to be overlooked by demons unless he/she attacks them or no other targets are present.
- 114: A chartreuse square prism which allows the user to detect nearby enemies.
- 115: A dusty rose ellipsoid which makes the user invisible to regular and giant animals unless he/she attacks them.
- 116: A green octahedron with a faint glow which makes piercing attacks 10% more likely to miss the user.
- 117: An opalescent lozenge which reduces blunt damage taken by the user by 45%.
- 118: An opalescent icosahedron which makes skeletons 50% likely to be friendly toward the user.
- 119: A tan spindle with a faint glow which makes blunt attacks 10% more likely to miss the user.
- 120: A white and orange lozenge which is CURSED: subtracts 10% from the user's effective armor.
- 121: An orange-striped clear octagonal prism which is CURSED: makes the user 10% more vulnerable to life draining attacks.
- 122: An iridescent yellow lens which is CURSED: inflicts 4 points of damage per 30 hours.
- 123: A bright-blue prism with a faint glow which makes all melee attacks 10% more likely to miss the user.
- 124: A dull copper pentagonal prism which gives the user a 15% chance per attempt at escaping restraints.
- 125: A dull silver spindle which is CURSED: prevents the user from being able to read his/her own language.

- 126: A smoky purple icosahedron which is CURSED: makes otherwise non-hostile slimes and oozes 70% likely to be hostile toward the user.
- 127: A gray icosahedron which reflects spells up to 3rd level (7 levels left).
- 128: An orange cube with a faint glow which adds 10% to the user's effective armor.
- 129: A gray tetrahedron which is CURSED: makes blunt attacks 20% more likely to hit the user.
- 130: A sparkling red teardrop with a faint glow which gives a 15% bonus to luck.
- 131: A pink rhomboid which is CURSED: lowers user's Sanity stat by 10%.
- 132: A pale-orange pyritohedron which gives user a 10% resistance to cold damage.
- 133: A metallic copper octahedron which allows the user to breathe water for up to 1 hour per day.
- 134: A rose-streaked yellow ellipsoid which is CURSED: has a 5% chance of paralyzing user for 1-3 minutes under stress.
- 135: An emerald green sphere which allows the user (not including his/her clothing and equipment) to take on gaseous form for 60 minutes per day.
- 136: A smoky blue pyritohedron which makes cutting attacks 10% more likely to miss the user.
- 137: A brown lozenge which adds 20% to the user's effective armor.
- 138: A dull brown dodecahedron with a faint glow which gives user a 30% resistance to attacks/damage from slimes and oozes.
- 139: A faded purple sphere which gives a 5% bonus to luck.
- 140: A red and white spindle which reduces cutting damage taken by the user by 45%.
- 141: A lavender dodecahedron which is CURSED: makes cutting attacks 10% more likely to hit the user.
- 142: A red ellipsoid which is CURSED: increases piercing damage done to the user by 30%.
- 143: A yellow-marbled red orthorhomboid with a faint glow which allows the user to understand the language of orcs.
- 144: An iridescent gray square prism which allows the user to endure extreme cold.
- 145: A lavender octahedron which allows the user to breathe water for up to 1 hour per week.
- 146: A red orthorhomboid with a faint glow which makes the user invisible to reptiles and reptiloids unless he/she attacks them.
- 147: A violet ellipsoid with a faint glow which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 148: A purple cube which allows the user to understand and speak the language of ogres.
- 149: A dull copper square prism which is CURSED: makes user 20% less likely to hit with blunt attacks.
- 150: A rose cylinder which can be used for scrying like a crystal ball twice a day.
- 151: A yellow octagonal prism which allows the user to see through water as though it was air.
- 152: A brown dodecahedron with a faint glow which allows the user to read and understand the language of lizardmen.
- 153: An iridescent clear octagonal prism which allows the user to endure extreme heat.
- 154: A pink cube with a faint glow which is CURSED: increases all poison damage to the user by 70%.
- 155: A dusty white octahedron which is CURSED: makes otherwise non-hostile felines 60% likely to be hostile toward the user.
- 156: A cream pentagonal prism with a faint glow which gives user a 10% resistance to attacks/damage from giants.
- 157: A pink pentagonal prism which allows the user to endure extreme cold.
- 158: A gray disc with a faint glow which makes user 10% more likely to succeed with cutting attacks.
- 159: A violet tetrahedron which is CURSED: makes user 20% less likely to hit with unarmed attacks.
- 160: A purple sphere with a faint glow which allows the user to understand the language of goblins.
- 161: A red octahedron with a faint glow which is CURSED: makes the user allergic to insect stings.
- 162: A smoky red pyritohedron with a faint glow which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 3 minutes per MPH of wind speed to coalesce again.
- 163: A pearly chartreuse prism which gives a 15% bonus to luck.
- 164: An indigo blue icosahedron which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 165: A blue sphere which protects the user's mind from being read.
- 166: An iridescent pink square prism with a faint glow which makes lichs 60% likely to be friendly toward the user.

- 167: A pale-yellow orthorhomboid which is CURSED: attracts the attention of abominations, which will prefer the user as a target.
- 168: A shimmering copper sphere with a faint glow which is CURSED: lowers user's Endurance stat by 10%.
- 169: A blue pentagonal prism with a faint glow which allows the user to endure extreme heat and cold.
- 170: A violet dodecahedron which allows the user to endure extreme cold.
- 171: An orange octagonal prism which is CURSED: makes the user 20% more vulnerable to fire damage.
- 172: A bright-green teardrop which allows the user to breathe water for up to 3 hours per week.
- 173: A brown square prism with a faint glow which allows the user to detect nearby dragons and dragonkin.
- 174: A vibrant pink teardrop which allows the user to fly for up to 40 minutes per day.
- 175: An iridescent turquoise pentahedron which glows as bright as a candle.
- 176: An orange rhomboid which makes piercing attacks 10% more likely to miss the user.
- 177: A sparkling amber pentahedron which allows the user to endure extreme heat and cold.
- 178: A brown icosahedron which makes lichs 70% likely to be friendly toward the user.
- 179: A chartreuse sphere with a faint glow which is CURSED: makes the user 30% more vulnerable to cold damage.
- 180: A red dodecahedron with a faint glow which is CURSED: causes the user to go blind.
- 181: A blue square prism with a faint glow which makes the user invisible to humanoids unless he/she attacks them.
- 182: A gray lozenge with a faint glow which whirls when within 30 feet of a trap.
- 183: An orange pyritohedron with a faint glow which protects the user's mind from being read.
- 184: A sky-blue teardrop which is CURSED: subtracts 20% from the user's effective armor.
- 185: A red ellipsoid which gives user a 10% resistance to attacks/damage from skeletons.
- 186: A dull black ellipsoid which is CURSED: broadcasts the user's thoughts to nearby enemies.
- 187: A smoky orange rhomboid with a faint glow which regenerates 3 points of damage per 20 minutes.
- 188: A chartreuse disc which is CURSED: prevents the user from being able to understand his/her own language.
- 189: A lime-green tetrahedron with a faint glow which makes the user invisible to abominations unless he/she attacks them.
- 190: A magenta octagonal prism which allows the user to detect nearby animals.
- 191: A faded red tetrahedron with a faint glow which is CURSED: makes otherwise non-hostile all mammals 60% likely to be hostile toward the user.
- 192: A vibrant pink octagonal prism with a faint glow which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 193: A pale-yellow lozenge which makes user 40% more likely to succeed with unarmed attacks.
- 194: A purple and cream pyritohedron which causes the user to be overlooked by abominations unless he/she attacks them or no other targets are present.
- 195: A green and red pentagonal prism which is CURSED: has a 15% chance of paralyzing user for 1-3 minutes under stress.
- 196: A starry black rhomboid with a faint glow which allows the user to see in bright light even if light-sensitive.
- 197: A dull gold lens which causes the user to be overlooked by demons unless he/she attacks them or no other targets are present.
- 198: A white octahedron with a faint glow which allows the user to see through smoke, fog, etc..
- 199: A blue dodecahedron with a faint glow which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 200: An amber octahedron with a faint glow which is CURSED: makes the user 30% more vulnerable to poison.
- 201: A faded violet cube which spins when within 50 feet of poison.
- 202: A red prism which is CURSED: makes otherwise non-hostile orcs 90% likely to be hostile toward the user.
- 203: An orange-striped sepia cube which reduces all cold damage to the user by 60%.
- 204: An iridescent black prism with a faint glow which gives a 15% bonus to luck.
- 205: A blue-banded clear rhomboid which gives user a 30% resistance to attacks/damage from ettins.
- 206: A deep-blue icosahedron with a faint glow which allows the user to swim in armor at half walking speed.
- 207: A green pentagonal prism with a faint glow which is CURSED: gives a 20% penalty to all spellcasting related to The Ocean.
- 208: An iridescent lavender icosahedron with a faint glow which gives a 10% bonus to luck.
- 209: A pale-red rhomboid with a faint glow which reduces all poison damage to the user by 70%.

- 210: A sky-blue sphere with a faint glow which is CURSED: prevents the user from knowing when someone is lying to him/her, even with magical aid.
- 211: A dull copper disc which allows the user to read and understand the language of ogres.
- 212: A red tetrahedron which allows the user to understand the language of lizardmen.
- 213: A deep-blue square prism with a faint glow which reduces all electrical damage to the user by 30%.
- 214: An amber teardrop with a faint glow which allows the user to fly for up to 4 hours per day.
- 215: An iridescent amber cube which reduces all melee damage taken by the user by 30%.
- 216: An indigo blue prism which adds 20% to the user's effective armor.
- 217: A purple octagonal prism which makes cutting attacks 10% more likely to miss the user.
- 218: A metallic copper rhomboid which is CURSED: causes the user to be exceptionally vulnerable to heat.
- 219: A red octagonal prism with a faint glow which makes gryphons 80% likely to be friendly toward the user.
- 220: A pearly white pyritohedron which is CURSED: increases all melee damage done to the user by 25%.
- 221: A gray cube which gives user a 30% resistance to cold damage.
- 222: A green octahedron which is CURSED: makes the user 10% more vulnerable to acid damage.
- 223: A dull sepia sphere which adds 10% to the user's effective armor.
- 224: A sky-blue dodecahedron which allows the user to fly for up to 2 hours per day.
- 225: An iridescent clear pentahedron which makes lizardmen 90% likely to be friendly toward the user.
- 226: A metallic copper prism which makes user 30% more likely to succeed with blunt attacks.
- 227: A yellow disc which is CURSED: gives a 10% penalty to all spellcasting related to Heat.
- 228: A pink octahedron with a faint glow which makes blunt attacks 10% more likely to miss the user.
- 229: A shimmering moonstone rhomboid which gives user a 20% resistance to charms and suggestions.
- 230: A pearly sepia lens which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 231: A brown-banded cream cylinder which allows the user to detect nearby undead.
- 232: A smoky violet pentahedron with a faint glow which allows the user to fly for up to 2 hours per day.
- 233: An azure ellipsoid which ensures a sound night's sleep, even on hard ground, and prevents bad dreams.
- 234: A metallic copper icosahedron with a faint glow which prevents all vermin (fleas, lice, etc.) from biting the user.
- 235: A magenta-marbled red octagonal prism which reduces piercing damage taken by the user by 55%.
- 236: A starry black sphere with a faint glow which makes the user immune to poison.
- 237: A brilliant turquoise lozenge which allows the user to understand and speak the language of orcs.
- 238: A dull copper irregular-prism which makes user 20% more likely to succeed with piercing attacks.
- 239: A deep-orange lozenge which absorbs spells up to 1st level (13 levels left).
- 240: A green pentahedron which is CURSED: broadcasts the user's thoughts to nearby enemies.
- 241: A red irregular-cylinder which allows the user to understand and speak the language of a foreign country.
- 242: A glowing lavender cylinder which allows the user to understand the language of a foreign country.
- 243: An amber dodecahedron which is CURSED: causes the user to go blind for 14 hours per day.
- 244: An iridescent rose prism which is CURSED: causes the user to go blind for 9 hours per day.
- 245: An orange octagonal prism which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 246: A sparkling clear sphere with a faint glow which is CURSED: attracts vermin (fleas, lice, etc.) which constantly bite the user, causing distractions.
- 247: A sapphire blue orthorhomboid which is CURSED: makes user 10% less likely to hit with cutting attacks.
- 248: A pale-green square prism which can be used for scrying like a crystal ball thrice a day.
- 249: A smoky gray cube which glows as bright as a torch.
- 250: A violet dodecahedron with a faint glow which reduces all cold damage to the user by 50%.
- 251: A sparkling turquoise irregular-pentagonal prism which makes gryphons 60% likely to be friendly toward the user.
- 252: A black spindle which is CURSED: prevents any water-breathing magic, potion, herb, etc. from working on the user.
- 253: A smoky red prism which is CURSED: makes all melee attacks 30% more likely to hit the user.
- 254: A blue lens which is CURSED: prevents the user from knowing when someone is lying to him/her, even with magical aid.
- 255: A dull silver tetrahedron which reduces blunt damage taken by the user by 20%.

- 256: A faded yellow ellipsoid which makes cutting attacks 30% more likely to miss the user.
- 257: A dull silver tetrahedron with a faint glow which gives user a 20% resistance to electrical damage.
- 258: A purple ellipsoid which is CURSED: makes user take 10% more damage from attacks/damage by all monsters.
- 259: A violet lens which allows the user to breathe water for up to 4 hours per week.
- 260: A violet-marbled yellow square prism with a faint glow which is CURSED: lowers user's Strength stat by 15%.
- 261: An orange icosahedron which is CURSED: makes user take 20% more damage from attacks/damage by all mammals.
- 262: A sepia dodecahedron with a faint glow which causes the user to be overlooked by insects and insectoids unless he/she attacks them or no other targets are present.
- 263: A magenta octagonal prism which gives a 5% bonus to all spellcasting related to Frost.
- 264: A maroon cube which makes felines 80% likely to be friendly toward the user.
- 265: A red ellipsoid which is CURSED: increases all heat damage to the user by 60%.
- 266: A bright-yellow sphere which gives user a 20% resistance to attacks/damage from fish.
- 267: An amber disc which allows the user (not including his/her clothing and equipment) to take on gaseous form for 30 minutes per day.
- 268: A dull copper octahedron with a faint glow which allows the user to know when someone is lying to him/her.
- 269: An iridescent white tetrahedron which adds 30% to the user's effective armor.
- 270: A blood-red prism which ensures a sound night's sleep, even on hard ground, and prevents bad dreams.
- 271: A gray icosahedron with a faint glow which is CURSED: causes the user to go blind.
- 272: An iridescent yellow octagonal prism which makes the user invisible to insects and insectoids unless he/she attacks them.
- 273: A starry black square prism which makes user 40% more likely to succeed with blunt attacks.
- 274: An azure cube with a faint glow which allows the user (not including his/her clothing and equipment) to take on gaseous form for 2 hours per day.
- 275: A brown octagonal prism which is CURSED: causes the user to go blind for 10 hours per day.
- 276: A green square prism with a faint glow which is CURSED: attracts the attention of insects and insectoids, which will prefer the user as a target.
- 277: A vibrant orange dodecahedron which makes user 10% more likely to succeed with cutting attacks.
- 278: An iridescent cream tetrahedron with a faint glow which is CURSED: makes the user 30% more vulnerable to aging attacks.
- 279: A metallic silver octagonal prism with a faint glow which reduces all cutting damage to the user by 60%.
- 280: An iridescent amber octahedron with a faint glow which is CURSED: subtracts 20% from the user's effective armor.
- 281: A rose orthorhomboid which reduces all electrical damage to the user by 50%.
- 282: An amber ellipsoid which is CURSED: makes all melee attacks 30% more likely to hit the user.
- 283: A cream disc with a faint glow which is CURSED: causes the user to be exceptionally vulnerable to heat.
- 284: A violet prism which makes unarmed attacks 10% more likely to miss the user.
- 285: A brown-spotted turquoise orthorhomboid which is CURSED: increases all acid damage to the user by 60%.
- 286: A maroon spindle with a faint glow which allows the user to read the language of orcs.
- 287: A gray lens with a faint glow which whirls when within 20 feet of poison.
- 288: A yellow icosahedron which glows as bright as a candle.
- 289: A gray dodecahedron which allows the user to read the language of goblins.
- 290: A rose icosahedron with a faint glow which is CURSED: makes user 20% less likely to hit with ranged attacks.
- 291: A pale-green spindle which gives the user 50% resistance to poison.
- 292: A starry black teardrop with a faint glow which adds 10% to user's Esoteric Power stat.
- 293: A deep-lavender cube which is CURSED: subtracts 5% from all skill checks.
- 294: A tan lens with a faint glow which allows the user to see through water as though it was air.
- 295: An onyx black cube with a faint glow which allows the user (along with his/her clothing and equipment) to take on gaseous form for 60 minutes per day.
- 296: A faded maroon rhomboid which reduces all cold damage to the user by 90%.
- 297: A blue square prism which glows as bright as a candle.

- 298: An orange cube with a faint glow which is CURSED: has a 10% chance of paralyzing user for 1-3 minutes under stress.
- 299: An orange cylinder which is CURSED: increases cutting damage done to the user by 45%.
- 300: A white rhomboid which is CURSED: makes the user's spells function as if caster is 15% lower in level/ability.
- 301: A dull gold tetrahedron with a faint glow which is CURSED: causes the user to be unable to travel in grasslands without leaving tracks a blind city slicker could follow.
- 302: A pearly white cube which makes blunt attacks 10% more likely to miss the user.
- 303: A tan octahedron which makes user 10% more likely to succeed with cutting attacks.
- 304: A clear lozenge which adds 10% to user's Intelligence stat.
- 305: A metallic silver disc with a faint glow which adds 5% to user's Alertness stat.
- 306: A metallic silver pentahedron which allows the user to see in bright light even if light-sensitive.
- 307: A maroon octagonal prism which gives user a 10% resistance to fire damage.
- 308: A rose pentahedron with a faint glow which gives user a 20% resistance to electrical damage.
- 309: An indigo blue cube which makes piercing attacks 10% more likely to miss the user.
- 310: A magenta prism which allows the user to survive without air for up to 2 hours per week.
- 311: A blue icosahedron which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 312: A smoky pink cylinder which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 313: A blue-gray tetrahedron with a faint glow which is CURSED: prevents the user from being able to understand his/her own language.
- 314: An azure teardrop with a faint glow which ensures a sound night's sleep, even on hard ground, and prevents bad dreams.
- 315: A yellow dodecahedron which gives user a 20% resistance to life draining attacks.
- 316: An orange sphere with a faint glow which is CURSED: makes user take 40% more damage from attacks/damage by horses.
- 317: A metallic silver tetrahedron with a faint glow which prevents all vermin (fleas, lice, etc.) from biting the user.
- 318: A pale-orange spindle which makes ghosts 40% likely to be friendly toward the user.
- 319: A pearly white lens which is CURSED: prevents the user from detecting nearby humanoids.
- 320: A clear irregular-pentagonal prism with a faint glow which reflects spells up to 5th level (5 levels left).
- 321: A yellow octagonal prism with a faint glow which makes the user invisible to reptiles and reptiloids unless he/she attacks them.
- 322: A chartreuse octagonal prism with a faint glow which whirls when within 20 feet of a trap.
- 323: An iridescent gray spindle which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 1 minute per MPH of wind speed to coalesce again.
- 324: An orange square prism which is CURSED: makes ranged attacks 20% more likely to hit the user.
- 325: A magenta dodecahedron which is CURSED: makes user 10% less likely to hit with cutting attacks.
- 326: A sepia lens with a faint glow which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 327: A deep-orange pentagonal prism with a faint glow which allows the user to endure extreme heat.
- 328: A pink pentagonal prism which allows the user (not including his/her clothing and equipment) to take on gaseous form for 40 minutes per day.
- 329: A chartreuse disc with a faint glow which is CURSED: makes the user 10% more vulnerable to life draining attacks.
- 330: A gray pentagonal prism which is CURSED: subtracts 40% from the user's effective armor.
- 331: A smoky orange tetrahedron which allows the user (along with his/her clothing and equipment) to take on gaseous form for 1 hour per day.
- 332: A topaz yellow octahedron which makes user 30% more likely to succeed with cutting attacks.
- 333: A glowing green dodecahedron with a faint glow which gives user a 10% resistance to life draining attacks.
- 334: An amber-marbled red spindle which is CURSED: makes the user 30% more vulnerable to fire damage.
- 335: An emerald green square prism with a faint glow which gives a 15% bonus to all spellcasting related to Frost.
- 336: A brown disc which whistles when within 40 feet of poison.

- 337: A violet orthorhomboid which is CURSED: makes user 10% less likely to hit with piercing attacks.
- 338: A cream pyritohedron with a faint glow which is CURSED: makes the user 30% more vulnerable to electrical damage.
- 339: A pearly white orthorhomboid with a faint glow which makes user 20% more likely to succeed with cutting attacks.
- 340: A yellow square prism which is CURSED: prevents the user from detecting nearby undead.
- 341: A chartreuse-marbled green tetrahedron with a faint glow which makes rodents 80% likely to be friendly toward the user.
- 342: A metallic copper cube which protects the user's mind from being read.
- 343: A chartreuse orthorhomboid with a faint glow which is CURSED: makes user 10% less likely to hit with ranged attacks.
- 344: An iridescent violet sphere with a faint glow which adds 5% to user's Will stat.
- 345: An azure spindle with a faint glow which glows as bright as a lantern.
- 346: An orange orthorhomboid which is CURSED: makes otherwise non-hostile slimes and oozes 60% likely to be hostile toward the user.
- 347: An amber lens which makes wyverns 90% likely to be friendly toward the user.
- 348: A cream pentahedron which gives user a 10% resistance to attacks/damage from lizards.
- 349: A silver-swirled orange cylinder which allows the user to cast spells as if 20% higher in level/ability.
- 350: A green spindle with a faint glow which is CURSED: gives a 20% chance for any physical attack against the user to do electrical damage instead.
- 351: A magenta lens with a faint glow which allows the user to read, write, understand, and speak the language of orcs.
- 352: A ruby red cylinder which gives user a 40% resistance to attacks/damage from slimes and oozes.
- 353: An iridescent red tetrahedron with a faint glow which adds 5% to user's Sanity stat.
- 354: A smoky pink cylinder which makes cutting attacks 10% more likely to miss the user.
- 355: A clear pyritohedron which is CURSED: makes user take 30% more damage from attacks/damage by slimes and oozes.
- 356: An orange square prism with a faint glow which gives a 20% bonus to luck.
- 357: A pink orthorhomboid with a faint glow which reduces piercing damage taken by the user by 45%.
- 358: A pink and gray irregular-octagonal prism with a faint glow which makes wyverns 40% likely to be friendly toward the user.
- 359: A metallic copper sphere with a faint glow which is CURSED: makes otherwise non-hostile bears 60% likely to be hostile toward the user.
- 360: A pale-brown pentahedron with a faint glow which whirls when within 30 feet of a trap.
- 361: A brown prism which allows the user to read and understand the language of orcs.
- 362: A shimmering copper lozenge which is CURSED: allows undead to see and attack the user even if he/she is invisible.
- 363: A dusty green tetrahedron with a faint glow which is CURSED: lowers user's Intelligence stat by 10%.
- 364: A brown cube which makes cutting attacks 40% more likely to miss the user.
- 365: A green and orange sphere with a faint glow which gives user a 20% resistance to paralysis.
- 366: An orange cylinder which is CURSED: prevents any water-breathing magic, potion, herb, etc. from working on the user.
- 367: An orange octagonal prism with a faint glow which is CURSED: gives a 10% penalty to all spellcasting related to Illusion.
- 368: A maroon orthorhomboid which is CURSED: makes piercing attacks 30% more likely to hit the user.
- 369: A lavender rhomboid which allows the user to survive without air for up to 1 hour per week.
- 370: A sepia prism with a faint glow which is CURSED: prevents any water-breathing magic, potion, herb, etc. from working on the user.
- 371: A shimmering copper cylinder which makes blunt attacks 20% more likely to miss the user.
- 372: A brilliant pink rhomboid which regenerates 2 points of damage per 20 minutes.
- 373: A turquoise disc with a faint glow which allows the user to travel in mountainous areas without leaving tracks.
- 374: A gray dodecahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 1 hour per day.

- 375: A yellow dodecahedron which reflects spells up to 4th level (9 levels left).
- 376: A pale-yellow sphere which causes the user to be overlooked by insects and insectoids unless he/she attacks them or no other targets are present.
- 377: A pearly orange pyritohedron which allows the user to breathe water for up to 2 hours per week.
- 378: An onyx black disc which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 379: A vibrant brown square prism which gives user a 10% resistance to attacks/damage from monkeys & apes.
- 380: A green square prism with a faint glow which is CURSED: subtracts 5% from all skill checks.
- 381: A violet cylinder which is CURSED: increases blunt damage done to the user by 10%.
- 382: A green cube which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 383: A brilliant chartreuse spindle which is CURSED: makes the user's spells function as if caster is 15% lower in level/ability.
- 384: An iridescent cream octahedron which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 385: A red octahedron with a faint glow which is CURSED: makes otherwise non-hostile bears 50% likely to be hostile toward the user.
- 386: A blue-green cube which makes user 30% more likely to succeed with piercing attacks.
- 387: A gray cylinder which adds 10% to the user's effective armor.
- 388: A metallic gold spindle which reduces all electrical damage to the user by 90%.
- 389: An amber sphere which allows the user to detect nearby undead.
- 390: A turquoise octagonal prism with a faint glow which is CURSED: makes user 20% less likely to hit with cutting attacks.
- 391: A green disc which is CURSED: increases all electrical damage to the user by 50%.
- 392: A bright-purple tetrahedron which causes the user to be overlooked by humanoids unless he/she attacks them or no other targets are present.
- 393: A metallic copper orthorhomboid which adds 20% to user's Will stat.
- 394: A blue disc which is CURSED: doubles the effect of harmful spells cast on the user to 2nd level (13 levels left).
- 395: A metallic copper disc which reduces cutting damage taken by the user by 60%.
- 396: A sparkling gray sphere which makes all dirt and stains vanish from the user's person and gear over a period of 1 hour.
- 397: A maroon disc which reduces cutting damage taken by the user by 50%.
- 398: A violet-striped rose cube which gives the user a 15% chance per attempt at escaping restraints.
- 399: An iridescent blue pentagonal prism which allows the user to travel in swamps without leaving tracks.
- 400: A shimmering moonstone square prism which gives user a 20% resistance to acid damage.
- 401: A smoky gray spindle which is CURSED: prevents the user from detecting nearby friends.
- 402: A topaz yellow octagonal prism with a faint glow which is CURSED: subtracts 30% from the user's effective armor.
- 403: A gray ellipsoid which ensures a sound night's sleep, even on hard ground, and prevents bad dreams.
- 404: A maroon sphere which is CURSED: makes the user 10% more vulnerable to fire damage.
- 405: A metallic silver orthorhomboid which makes the user invisible to undead unless he/she attacks them.
- 406: A blue spindle with a faint glow which adds 5% to all skill checks.
- 407: A stary black pentagonal prism which can be used for scrying like a crystal ball thrice a day.
- 408: A brown pentagonal prism which chirps when within 10 feet of an ambush.
- 409: A black cylinder which allows the user (along with his/her clothing and equipment) to take on gaseous form for 50 minutes per day.
- 410: An orange tetrahedron which allows the user to fly for up to 2 hours per day.
- 411: A glowing turquoise spindle with a faint glow which allows the user to survive without air for up to 2 hours per week.
- 412: An iridescent violet tetrahedron with a faint glow which regenerates 1 point of damage per 20 minutes.
- 413: A rose prism with a faint glow which allows the user to endure extreme heat.
- 414: A sepia sphere which gives the user a 5% chance per attempt at escaping restraints.
- 415: A pink pentahedron which is CURSED: causes the user to be exceptionally vulnerable to heat.
- 416: A smoky green irregular-square prism which allows the user to endure extreme heat.

- 417: A brown icosahedron which is CURSED: broadcasts the user's thoughts to nearby enemies.
- 418: A blue-gray square prism with a faint glow which is CURSED: appears to detect traps when tested but only hums at random in actual use.
- 419: A cream dodecahedron with a faint glow which gives user a 10% resistance to electrical damage.
- 420: A deep-blue icosahedron which gives user a 20% resistance to cold damage.
- 421: An amber octagonal prism which reduces all electrical damage to the user by 60%.
- 422: A red octagonal prism which is CURSED: appears to detect ambushes when tested but only glows at random in actual use.
- 423: An azure icosahedron which is CURSED: lowers user's Endurance stat by 5%.
- 424: A pale-brown disc which is CURSED: gives a 15% penalty to luck.
- 425: A metallic copper square prism which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 426: A purple teardrop which is CURSED: causes the user's clothing and gear to look dirty and stained; no matter how thoroughly it is cleaned, the stains come back within 7 hours.
- 427: A glowing orange cube with a faint glow which gives user a 20% resistance to attacks/damage from frogs.
- 428: A dull copper cylinder with a faint glow which is CURSED: prevents the user from being able to understand his/her own language.
- 429: A magenta lozenge which protects the user's mind from being read.
- 430: A yellow octagonal prism which makes blunt attacks 40% more likely to miss the user.
- 431: An amber dodecahedron which allows the user to see in complete darkness.
- 432: A blue-striped red tetrahedron which prevents all vermin (fleas, lice, etc.) from biting the user.
- 433: A copper-swirled green cube with a faint glow which gives user a 20% resistance to acid damage.
- 434: A turquoise orthorhomboid which gives user a 10% resistance to paralysis.
- 435: A brown octahedron which is CURSED: prevents the user from detecting nearby friends.
- 436: An amber disc which allows the user to survive without air for up to 1 hour per day.
- 437: A silver-flecked orange disc which protects the user's mind from being read.
- 438: A vibrant orange octagonal prism which is CURSED: causes the user to go blind for 7 hours per day.
- 439: A copper-spotted brown pentagonal prism which is CURSED: makes cutting attacks 20% more likely to hit the user.
- 440: An iridescent maroon octahedron which is CURSED: allows insects and insectoids to see and attack the user even if he/she is invisible.
- 441: A brown-swirled green octahedron which orbits faster when within 50 feet of an ambush.
- 442: A pink octahedron which gives user a 30% resistance to attacks/damage from all amphibians.
- 443: An iridescent clear prism with a faint glow which allows the user to endure extreme cold.
- 444: An iridescent orange spindle which is CURSED: causes any light source equal to or dimmer than a torch to flicker and go out.
- 445: A dusty sepia cylinder which gives user a 10% resistance to electrical damage.
- 446: A red cylinder which whirls when within 40 feet of poison.
- 447: A black pentagonal prism which makes ranged attacks 40% more likely to miss the user.
- 448: A pale-tan cylinder which gives user a 10% resistance to attacks/damage from liches.
- 449: A violet icosahedron with a faint glow which prevents all vermin (fleas, lice, etc.) from biting the user.
- 450: A smoky orange lens which allows the user to endure extreme heat and cold.
- 451: A faded blue disc which is CURSED: prevents the user from being able to understand and speak his/her own language.
- 452: A metallic copper icosahedron which regenerates 1 point of damage per 10 minutes.
- 453: A brown orthorhomboid which gives user a 30% resistance to sleep spells.
- 454: A turquoise octahedron which causes the user to be overlooked by demons unless he/she attacks them or no other targets are present.
- 455: A blue dodecahedron which is CURSED: prevents the user from being able to understand and speak his/her own language.
- 456: A dull lavender cube which gives user a 20% resistance to fire damage.
- 457: A blue dodecahedron which protects the user's mind from being read.

- 458: A glowing red cylinder which is CURSED: allows regular and giant animals to see and attack the user even if he/she is invisible.
- 459: A pale-blue cylinder with a faint glow which gives user a 20% resistance to acid damage.
- 460: A gray ellipsoid with a faint glow which gives the user a 20% chance per attempt at escaping restraints.
- 461: A magenta cube which allows the user (not including his/her clothing and equipment) to take on gaseous form for 3 hours per day.
- 462: A white square prism which is CURSED: attracts the attention of undead, which will prefer the user as a target.
- 463: A blue-green prism which allows the user to detect nearby enemies.
- 464: A purple octagonal prism with a faint glow which makes the user invisible to abominations unless he/she attacks them.
- 465: A dusty rose spindle which glows when within 40 feet of a secret door.
- 466: A violet pentagonal prism with a faint glow which reduces all physical damage taken by the user by 40%.
- 467: A dull gold cylinder which makes the user invisible to undead unless he/she attacks them.
- 468: A purple spindle which reduces all heat damage to the user by 50%.
- 469: A dull violet dodecahedron which orbits faster when within 50 feet of an ambush.
- 470: An iridescent azure square prism which allows the user to see in bright light even if light-sensitive.
- 471: A yellow square prism which allows the user (not including his/her clothing and equipment) to take on gaseous form for 50 minutes per day.
- 472: An indigo blue tetrahedron with a faint glow which absorbs spells up to 6th level (7 levels left).
- 473: A pale-orange square prism which makes the user invisible to abominations unless he/she attacks them.
- 474: A topaz yellow spindle which is CURSED: makes user 10% less likely to hit with unarmed attacks.
- 475: A pink-flecked red sphere which regenerates 3 points of damage per 20 minutes.
- 476: A dull copper prism which allows the user to detect nearby enemies.
- 477: An orange cylinder which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 478: A cream cylinder with a faint glow which gives user a 30% resistance to attacks/damage from rodents.
- 479: A clear lozenge which makes user 20% more likely to succeed with blunt attacks.
- 480: A red sphere with a faint glow which is CURSED: attracts the attention of regular and giant animals, which will prefer the user as a target.
- 481: A clear orthorhomboid which is CURSED: makes user 20% less likely to hit with unarmed attacks.
- 482: A metallic copper orthorhomboid which makes user 10% more likely to succeed with cutting attacks.
- 483: A pink dodecahedron with a faint glow which absorbs spells up to 2nd level (13 levels left).
- 484: A gray lens with a faint glow which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 485: A metallic copper tetrahedron which is CURSED: causes the user to be exceptionally vulnerable to heat.
- 486: A smoky pink square prism which allows the user to endure extreme cold.
- 487: An amber-swirled pink lens with a faint glow which is CURSED: allows demons to see and attack the user even if he/she is invisible.
- 488: An azure cube which is CURSED: prevents the user from being able to read, write, understand, and speak his/her own language.
- 489: A sparkling blue cube with a faint glow which glows as bright as a candle.
- 490: An indigo blue square prism which is CURSED: attracts vermin (fleas, lice, etc.) which constantly bite the user, causing distractions.
- 491: A deep-pink octagonal prism which is CURSED: prevents a sound night's sleep, even in the softest bed, and causes nightmares to the user and all within 3 yards of him/her.
- 492: A white dodecahedron with a faint glow which gives user a 20% resistance to fire damage.
- 493: A gray rhomboid with a faint glow which makes user 20% more likely to succeed with blunt attacks.
- 494: A magenta octagonal prism which allows the user to endure extreme cold.
- 495: An orange teardrop with a faint glow which adds 10% to the user's effective armor.
- 496: A turquoise icosahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 40 minutes per day.
- 497: A gray octagonal prism with a faint glow which adds 5% to user's Will stat.
- 498: A gray rhomboid which allows the user to swim in armor at half walking speed.
- 499: A bright-yellow lozenge which is CURSED: causes the user to go blind.

- 500: A purple cube which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 1 minute per MPH of wind speed to coalesce again.
- 501: A black square prism which allows the user to see through smoke, fog, etc..
- 502: A yellow rhomboid which makes user 40% more likely to succeed with piercing attacks.
- 503: An iridescent purple cube which reflects spells up to 1st level (10 levels left).
- 504: A green square prism which allows the user to fly for up to 30 minutes per day.
- 505: A tan cylinder which protects the user's mind from being read.
- 506: A rose octagonal prism which causes the user to be overlooked by abominations unless he/she attacks them or no other targets are present.
- 507: A red sphere with a faint glow which is CURSED: increases all heat damage to the user by 40%.
- 508: A yellow pentagonal prism with a faint glow which allows the user to cast spells as if 15% higher in level/ability.
- 509: An azure spindle which is CURSED: allows humanoids to see and attack the user even if he/she is invisible.
- 510: A clear octahedron which adds 15% to all skill checks.
- 511: A smoky violet cylinder which is CURSED: increases blunt damage done to the user by 45%.
- 512: A brown prism with a faint glow which allows the user to read, write, understand, and speak the language of goblins.
- 513: A deep-orange orthorhomboid which is CURSED: causes the user to be unable to travel in snow without leaving tracks a blind city slicker could follow.
- 514: A rose prism which is CURSED: makes the user 30% more vulnerable to acid damage.
- 515: A blue lens with a faint glow which allows the user to travel in forests without leaving tracks.
- 516: A brown orthorhomboid which is CURSED: makes the user 30% more vulnerable to necrotic damage.
- 517: A turquoise orthorhomboid which allows the user to detect nearby living creatures.
- 518: A black pentagonal prism with a faint glow which is CURSED: prevents the user from detecting nearby friends.
- 519: A magenta octahedron which allows the user to breathe water for up to 3 hours per week.
- 520: A metallic silver spindle with a faint glow which is CURSED: makes otherwise non-hostile kobolds 80% likely to be hostile toward the user.
- 521: An iridescent red lens which adds 40% to the user's effective armor.
- 522: An iridescent turquoise dodecahedron with a faint glow which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 523: A shimmering copper octahedron which regenerates 1 point of damage per 30 minutes.
- 524: A brown octahedron which allows the user to endure extreme cold.
- 525: A chartreuse pentagonal prism which regenerates 2 points of damage per 30 minutes.
- 526: A lavender spindle which is CURSED: prevents the user from being able to read his/her own language.
- 527: An azure cube which is CURSED: makes the user 10% more vulnerable to cold damage.
- 528: An orange cube which reduces all cold damage to the user by 80%.
- 529: A yellow icosahedron which causes the user to be overlooked by regular and giant animals unless he/she attacks them or no other targets are present.
- 530: A pearly cream ellipsoid which allows the user to endure extreme cold.
- 531: A deep-red pentahedron which causes the user to be overlooked by regular and giant animals unless he/she attacks them or no other targets are present.
- 532: An amber octagonal prism with a faint glow which adds 10% to user's Agility stat.
- 533: A chartreuse pentahedron with a faint glow which absorbs spells up to 4th level (9 levels left).
- 534: A turquoise irregular-octagonal prism with a faint glow which allows the user to cast spells as if 15% higher in level/ability.
- 535: A starry black sphere which gives a 15% bonus to all spellcasting related to Protection.
- 536: A red pentagonal prism with a faint glow which gives a 20% bonus to all spellcasting related to Forests.
- 537: A faded blue cube which makes cutting attacks 20% more likely to miss the user.
- 538: An azure disc with a faint glow which makes all melee attacks 40% more likely to miss the user.
- 539: A faded azure irregular-prism which gives a 5% bonus to all spellcasting related to Persuasion.
- 540: A brown and maroon ellipsoid with a faint glow which is CURSED: makes user 10% less likely to hit with all melee attacks.
- 541: A black octagonal prism which adds 5% to user's Alertness stat.

- 542: A red lens with a faint glow which is CURSED: makes the user allergic to mold.
- 543: An orange-spotted yellow cylinder which adds 10% to the user's effective armor.
- 544: A sapphire blue octagonal prism which is CURSED: makes the user 70% more vulnerable to poison.
- 545: A white rhomboid which allows the user to detect nearby humanoids.
- 546: A pink cylinder which gives a 15% bonus to luck.
- 547: An amber octahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 50 minutes per day.
- 548: A purple and pink square prism which reduces all cutting damage to the user by 30%.
- 549: A cream tetrahedron which allows the user to endure extreme heat.
- 550: A yellow-spotted rose icosahedron with a faint glow which is CURSED: lowers user's Dexterity stat by 10%.
- 551: A metallic copper prism which glows as bright as a candle.
- 552: A sepia lens which allows the user to endure extreme cold.
- 553: A rose dodecahedron with a faint glow which makes all dirt and stains vanish from the user's person and gear over a period of 7 hours.
- 554: A green ellipsoid which adds 20% to user's Personality stat.
- 555: A yellow orthorhomboid with a faint glow which adds 10% to all skill checks.
- 556: A pink-striped cream tetrahedron which is CURSED: causes the user to be exceptionally vulnerable to cold.
- 557: A blue pyritohedron which can be used for scrying like a crystal ball once a day.
- 558: A red orthorhomboid which adds 20% to the user's effective armor.
- 559: A pink orthorhomboid which allows the user to cast spells as if 15% higher in level/ability.
- 560: A pearly magenta lozenge with a faint glow which protects the user's mind from being read.
- 561: A lavender pentagonal prism which allows the user to endure extreme heat.
- 562: A metallic silver pentagonal prism which gives a 15% chance for any physical attack by the user to do cold damage in addition.
- 563: A blue spindle which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 564: A copper-flecked red tetrahedron with a faint glow which gives user a 20% resistance to attacks/damage from orcs.
- 565: An iridescent gray spindle with a faint glow which gives user a 30% resistance to cold damage.
- 566: A cream icosahedron with a faint glow which gives the user 50% resistance to poison.
- 567: A blue pentahedron which absorbs spells up to 4th level (17 levels left).
- 568: An orange pentahedron which allows the user to see in bright light even if light-sensitive.
- 569: A blue square prism with a faint glow which allows the user to breathe water for up to 1 hour per week.
- 570: A pale-azure octagonal prism with a faint glow which causes the user to be overlooked by humanoids unless he/she attacks them or no other targets are present.
- 571: A black octagonal prism with a faint glow which can be used for scrying like a crystal ball once a day.
- 572: A pale-brown octagonal prism with a faint glow which is CURSED: prevents the user from detecting nearby magic.
- 573: A blood-red cube which is CURSED: causes any light source equal to or dimmer than a candle to flicker and go out.
- 574: An orange tetrahedron which is CURSED: makes the user 30% more vulnerable to poison.
- 575: A brown disc which allows the user to swim in armor at half walking speed.
- 576: An iridescent blue square prism which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 577: A metallic copper square prism with a faint glow which adds 40% to the user's effective armor.
- 578: An iridescent cream icosahedron with a faint glow which makes user 30% more likely to succeed with cutting attacks.
- 579: A brilliant blue icosahedron which makes unarmed attacks 20% more likely to miss the user.
- 580: A gray ellipsoid which is CURSED: makes otherwise non-hostile pegasi 40% likely to be hostile toward the user.
- 581: A deep-brown icosahedron which is CURSED: makes the user 30% more vulnerable to poison.
- 582: An iridescent red lozenge which is CURSED: increases piercing damage done to the user by 25%.
- 583: A purple octahedron with a faint glow which gives a 20% bonus to luck.

- 584: A cream tetrahedron with a faint glow which can be used for scrying like a crystal ball thrice a day.
- 585: A maroon-streaked brown tetrahedron with a faint glow which is CURSED: causes the user to be exceptionally vulnerable to heat.
- 586: A rose octagonal prism which is CURSED: makes otherwise non-hostile all flying reptilians 80% likely to be hostile toward the user.
- 587: A chartreuse disc which is CURSED: lowers user's Personality stat by 15%.
- 588: An amethyst cube which is CURSED: has a 15% chance of paralyzing user for 1-3 minutes under stress.
- 589: A red tetrahedron with a faint glow which is CURSED: prevents any water-breathing magic, potion, herb, etc. from working on the user.
- 590: A glowing lavender prism with a faint glow which is CURSED: causes the user to be exceptionally vulnerable to cold.
- 591: A smoky brown octahedron which adds 10% to all skill checks.
- 592: A smoky violet orthorhomboid with a faint glow which is CURSED: makes piercing attacks 10% more likely to hit the user.
- 593: A gray ellipsoid which makes slimes and oozes 40% likely to be friendly toward the user.
- 594: A bright-pink icosahedron which adds 5% to all skill checks.
- 595: A pink rhomboid with a faint glow which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 596: A gray octagonal prism which gives user a 10% resistance to attacks/damage from bears.
- 597: A yellow pentahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 1 hour per day.
- 598: An azure pentahedron with a faint glow which allows the user (not including his/her clothing and equipment) to take on gaseous form for 40 minutes per day.
- 599: A yellow-swirled clear spindle which allows the user to fly for up to 30 minutes per day.
- 600: A pink spindle which absorbs spells up to 5th level (14 levels left).
- 601: A pearly white prism which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 602: An iridescent brown spindle which is CURSED: causes any light source equal to or dimmer than a torch to flicker and go out.
- 603: A pearly chartreuse cube which makes unarmed attacks 10% more likely to miss the user.
- 604: A tan icosahedron with a faint glow which is CURSED: makes cutting attacks 20% more likely to hit the user.
- 605: A dull gold octagonal prism which is CURSED: makes the user 10% more vulnerable to electrical damage.
- 606: A sky-blue octagonal prism which makes the user invisible to insects and insectoids unless he/she attacks them.
- 607: A faded violet pentagonal prism which is CURSED: inflicts 3 points of damage per 30 hours.
- 608: A pink-streaked lavender irregular-square prism with a faint glow which allows the user to breathe water for up to 1 hour per week.
- 609: A chartreuse square prism which gives user a 20% resistance to attacks/damage from all monsters.
- 610: A lavender pyritohedron which adds 10% to user's Endurance stat.
- 611: A clear octagonal prism which is CURSED: increases blunt damage done to the user by 30%.
- 612: A yellow pentagonal prism which is CURSED: gives a 10% penalty to all spellcasting related to Stone.
- 613: A maroon cube which reflects spells up to 6th level (8 levels left).
- 614: A lavender cube which makes cutting attacks 20% more likely to miss the user.
- 615: A black cube which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 616: A violet octagonal prism which is CURSED: increases all electrical damage to the user by 70%.
- 617: A dull gold tetrahedron which absorbs spells up to 1st level (13 levels left).
- 618: A green-spotted sky-blue disc with a faint glow which makes the user invisible to insects and insectoids unless he/she attacks them.
- 619: A brown dodecahedron which allows the user to endure extreme cold.
- 620: An azure tetrahedron which is CURSED: appears to detect secret doors when tested but only glows at random in actual use.
- 621: A rose spindle which makes blunt attacks 10% more likely to miss the user.
- 622: An iridescent brown octagonal prism which glows as bright as a torch.

- 623: A maroon octagonal prism which allows the user to survive without air for up to 1 hour per week.
- 624: A glowing yellow octahedron which is CURSED: increases blunt damage done to the user by 40%.
- 625: An orange cube which allows the user to survive without air for up to 4 hours per week.
- 626: A sapphire blue cube which allows the user to read and write the language of ratmen.
- 627: A lime-green square prism with a faint glow which allows the user to read and write the language of orcs.
- 628: A black orthorhomboid with a faint glow which reduces all poison damage to the user by 60%.
- 629: A green-swirled red ellipsoid with a faint glow which makes liches 70% likely to be friendly toward the user.
- 630: A green irregular-pentagonal prism which reflects spells up to 3rd level (16 levels left).
- 631: A black octagonal prism which makes user 20% more likely to succeed with blunt attacks.
- 632: An amber spindle which allows the user to understand and speak the language of lizardmen.
- 633: A brown-spotted lavender cylinder which sparkles when within 10 feet of poison.
- 634: A black dodecahedron with a faint glow which gives user a 10% resistance to attacks/damage from salamanders.
- 635: A gray disc with a faint glow which makes cutting attacks 20% more likely to miss the user.
- 636: A rose orthorhomboid with a faint glow which is CURSED: has a 20% chance of paralyzing user for 1-3 minutes under stress.
- 637: A pale-yellow cylinder which allows the user to cast spells as if 20% higher in level/ability.
- 638: A sepia lens which reduces all cutting damage to the user by 80%.
- 639: A glowing sepia orthorhomboid which adds 10% to the user's effective armor.
- 640: A copper-stripped brown ellipsoid which gives a 5% chance for any physical attack by the user to do fire damage instead.
- 641: A black octahedron which is CURSED: causes the user to be unable to travel in snow without leaving tracks a blind city slicker could follow.
- 642: A brown-spotted orange cube which reduces all cold damage to the user by 50%.
- 643: A red lozenge which adds 5% to all skill checks.
- 644: An iridescent cream pentagonal prism with a faint glow which adds 5% to user's Dexterity stat.
- 645: A black lens which allows the user to breathe water for up to 1 hour per week.
- 646: A topaz yellow octahedron with a faint glow which glows when within 50 feet of a trap.
- 647: A smoky gray icosahedron which gives user a 40% resistance to acid damage.
- 648: A red octagonal prism with a faint glow which is CURSED: prevents the user from detecting nearby gold.
- 649: A gray orthorhomboid which is CURSED: increases cutting damage done to the user by 25%.
- 650: A dull silver dodecahedron which prevents all vermin (fleas, lice, etc.) from biting the user.
- 651: A pearly lavender ellipsoid which is CURSED: makes otherwise non-hostile ettins 70% likely to be hostile toward the user.
- 652: A gray tetrahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 2 hours per day.
- 653: A yellow disc which makes skeletons 50% likely to be friendly toward the user.
- 654: A maroon cube which causes the user to be overlooked by abominations unless he/she attacks them or no other targets are present.
- 655: A sparkling lavender square prism which makes user 30% more likely to succeed with piercing attacks.
- 656: A chartreuse icosahedron which gives a 15% bonus to luck.
- 657: A green octahedron which adds 10% to the user's effective armor.
- 658: A green pyritohedron which allows the user to endure extreme heat and cold.
- 659: A sapphire blue ellipsoid which causes the user to be overlooked by regular and giant animals unless he/she attacks them or no other targets are present.
- 660: A red octahedron with a faint glow which allows the user to read and write the language of lizardmen.
- 661: A brown dodecahedron which allows the user to travel in snow without leaving tracks.
- 662: An azure teardrop which is CURSED: subtracts 20% from the user's effective armor.
- 663: A blue cube which allows the user to breathe water for up to 4 hours per week.
- 664: A bright-yellow lens with a faint glow which glows as bright as a torch.
- 665: A dull copper irregular-octagonal prism which is CURSED: prevents a sound night's sleep, even in the softest bed, and causes nightmares.

- 666: A white octahedron which reduces all crushing damage to the user by 60%.
- 667: A rose ellipsoid which hums when within 20 feet of an ambush.
- 668: A chartreuse orthorhomboid which makes blunt attacks 10% more likely to miss the user.
- 669: A pearly white pentahedron with a faint glow which allows the user to breathe water for up to 2 hours per week.
- 670: A rose disc with a faint glow which is CURSED: attracts the attention of humanoids, which will prefer the user as a target.
- 671: An iridescent purple cube which is CURSED: allows reptiles and reptiloids to see and attack the user even if he/she is invisible.
- 672: An azure dodecahedron with a faint glow which is CURSED: increases blunt damage done to the user by 15%.
- 673: An amber lozenge which gives the user 40% resistance to poison.
- 674: An iridescent brown cube with a faint glow which allows the user to fly for up to 3 hours per day.
- 675: An iridescent maroon icosahedron which glows when within 50 feet of a secret door.
- 676: A gray pentagonal prism which protects the user's mind from being read.
- 677: A blue octahedron which absorbs spells up to 6th level (7 levels left).
- 678: A green cube which adds 10% to all skill checks.
- 679: A blue lozenge which protects the user's mind from being read.
- 680: An orange tetrahedron which makes user 40% more likely to succeed with piercing attacks.
- 681: A metallic copper pentagonal prism which allows the user to fly for up to 40 minutes per day.
- 682: A dull copper spindle with a faint glow which makes canines 70% likely to be friendly toward the user.
- 683: A yellow irregular-square prism with a faint glow which makes user 30% more likely to succeed with ranged attacks.
- 684: A gray sphere which allows the user to detect nearby animals.
- 685: A green and yellow cube which adds 5% to user's Esoteric Power stat.
- 686: A pearly white dodecahedron which is CURSED: prevents the user from being able to understand his/her own language.
- 687: A turquoise icosahedron with a faint glow which allows the user to breathe water for up to 4 hours per week.
- 688: A yellow orthorhomboid with a faint glow which gives the user 80% resistance to poison.
- 689: An iridescent purple tetrahedron which is CURSED: causes the user to sink instantly in water and be unable to move, so he/she could drown in a fountain.
- 690: A red disc which allows the user to detect nearby magic.
- 691: A bright-red dodecahedron which is CURSED: prevents the user from detecting nearby friends.
- 692: An orange dodecahedron which causes the user to be overlooked by humanoids unless he/she attacks them or no other targets are present.
- 693: A dusty orange pyritohedron which makes frogs 60% likely to be friendly toward the user.
- 694: A smoky pink prism which allows the user to survive without air for up to 2 hours per week.
- 695: An azure octagonal prism which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 696: A vibrant green dodecahedron which is CURSED: makes elves allergic to the user.
- 697: A magenta octahedron which makes piercing attacks 20% more likely to miss the user.
- 698: A brown lens which reduces cutting damage taken by the user by 40%.
- 699: A yellow and red octagonal prism which reflects spells up to 3rd level (11 levels left).
- 700: A brown-banded black spindle with a faint glow which makes goblins 50% likely to be friendly toward the user.
- 701: An orange cylinder which allows the user to see in complete darkness.
- 702: A pale-yellow cylinder which adds 5% to user's Agility stat.
- 703: A gray prism which is CURSED: makes unarmed attacks 30% more likely to hit the user.
- 704: A blue and orange square prism which allows the user to fly for up to 50 minutes per day.
- 705: A copper-flecked purple tetrahedron which gives a 5% bonus to luck.
- 706: A magenta octagonal prism which makes the user invisible to undead unless he/she attacks them.
- 707: A sepia lozenge which regenerates 3 points of damage per 20 minutes.
- 708: A glowing green icosahedron which glows as bright as a candle.
- 709: A green spindle which is CURSED: causes the user to take double damage from all poisons.

- 710: A purple octahedron which is CURSED: attracts vermin (fleas, lice, etc.) which constantly bite the user, causing distractions.
- 711: A purple-spotted white prism which is CURSED: gives a 20% penalty to luck.
- 712: A pink pentagonal prism which makes ranged attacks 10% more likely to miss the user.
- 713: A metallic gold pentagonal prism which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 714: A yellow cube which reduces all crushing damage to the user by 50%.
- 715: A turquoise tetrahedron which allows the user to cast spells as if 20% higher in level/ability.
- 716: A shimmering moonstone lens which absorbs spells up to 1st level (9 levels left).
- 717: A lime-green square prism which makes the user invisible to insects and insectoids unless he/she attacks them.
- 718: A gray-striped maroon prism with a faint glow which is CURSED: prevents a sound night's sleep, even in the softest bed, and causes nightmares.
- 719: An amber disc which allows the user to cast spells as if 10% higher in level/ability.
- 720: A pink-speckled sepia cube with a faint glow which gives user a 30% resistance to attacks/damage from all flying reptilians.
- 721: A magenta cube which allows the user to detect nearby humanoids.
- 722: A green pentahedron which is CURSED: appears to detect secret doors when tested but only spins at random in actual use.
- 723: An iridescent gray lens which allows the user (not including his/her clothing and equipment) to take on gaseous form for 40 minutes per day.
- 724: A shimmering moonstone square prism which regenerates 1 point of damage per 20 minutes.
- 725: An orange-speckled white ellipsoid with a faint glow which allows the user to detect nearby dragons and dragonkin.
- 726: A lavender disc which gives the user 40% resistance to poison.
- 727: A shimmering copper rhomboid which is CURSED: inflicts 4 points of damage per 10 hours.
- 728: A smoky blue icosahedron which adds 20% to the user's effective armor.
- 729: A violet-swirled chartreuse lens with a faint glow which makes the user invisible to humanoids unless he/she attacks them.
- 730: A gray square prism which allows the user to fly for up to 3 hours per day.
- 731: An orange lens which makes blunt attacks 20% more likely to miss the user.
- 732: A gray octahedron which is CURSED: lowers user's Alertness stat by 15%.
- 733: A maroon dodecahedron with a faint glow which protects the user's mind from being read.
- 734: A pale-green cube which absorbs spells up to 3rd level (5 levels left).
- 735: A pale-sepia ellipsoid which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 2 minutes per MPH of wind speed to coalesce again.
- 736: A metallic copper octagonal prism with a faint glow which prevents all vermin (fleas, lice, etc.) from biting the user.
- 737: A deep-pink rhomboid which allows the user to endure extreme cold.
- 738: A deep-violet orthorhomboid which causes the user to be overlooked by abominations unless he/she attacks them or no other targets are present.
- 739: A vibrant magenta disc with a faint glow which regenerates 1 point of damage per 20 minutes.
- 740: A pearly white square prism with a faint glow which allows the user to detect nearby enemies.
- 741: An iridescent pink orthorhomboid with a faint glow which gives user a 10% resistance to attacks/damage from slimes and oozes.
- 742: A purple octagonal prism which allows the user to endure extreme cold.
- 743: A glittering diamond octagonal prism with a faint glow which gives user a 10% resistance to acid damage.
- 744: An orange orthorhomboid which is CURSED: makes piercing attacks 20% more likely to hit the user.
- 745: A green and gray prism which gives a 20% bonus to all spellcasting related to Frost.
- 746: A yellow disc which gives user a 10% resistance to attacks/damage from slimes and oozes.
- 747: A yellow prism which is CURSED: prevents the user from being able to read his/her own language.
- 748: A tan cube with a faint glow which gives a 20% bonus to all spellcasting related to Fire.
- 749: A pearly white cylinder with a faint glow which is CURSED: makes user 20% less likely to hit with unarmed attacks.

- 750: An orange icosahedron which is CURSED: subtracts 30% from the user's effective armor.
- 751: A pink octagonal prism which is CURSED: makes otherwise non-hostile rodents 40% likely to be hostile toward the user.
- 752: A dusty lavender irregular-octagonal prism which allows the user to detect nearby animals.
- 753: An orange lens with a faint glow which whirls when within 10 feet of a secret door.
- 754: A smoky violet cube with a faint glow which glows when within 20 feet of a trap.
- 755: A pink octagonal prism which allows the user (not including his/her clothing and equipment) to take on gaseous form for 4 hours per day.
- 756: A red pyritohedron which gives the user 60% resistance to poison.
- 757: A pink square prism with a faint glow which makes the user invisible to insects and insectoids unless he/she attacks them.
- 758: A deep-brown lozenge which adds 15% to user's Intelligence stat.
- 759: An onyx black cylinder with a faint glow which glows as bright as a candle.
- 760: A smoky red octahedron which makes gryphons 70% likely to be friendly toward the user.
- 761: A blue cube which gives user a 10% resistance to acid damage.
- 762: A green-flecked orange octagonal prism which makes cutting attacks 30% more likely to miss the user.
- 763: A yellow and green pentahedron which is CURSED: makes user 30% less likely to hit with piercing attacks.
- 764: A lavender-spotted blue icosahedron which makes the user invisible to undead unless he/she attacks them.
- 765: A bright-green octahedron with a faint glow which is CURSED: gives a 10% penalty to all spellcasting related to Air.
- 766: A pink octagonal prism which is CURSED: makes blunt attacks 20% more likely to hit the user.
- 767: An iridescent orange dodecahedron with a faint glow which glows as bright as a torch.
- 768: A yellow octagonal prism with a faint glow which allows the user (not including his/her clothing and equipment) to take on gaseous form for 1 hour per day.
- 769: A yellow sphere which is CURSED: makes otherwise non-hostile orcs 60% likely to be hostile toward the user.
- 770: A maroon cube which adds 30% to the user's effective armor.
- 771: A dusty white cylinder which adds 20% to the user's effective armor.
- 772: A green pentahedron which makes lizards 100% likely to be friendly toward the user.
- 773: A white disc which is CURSED: doubles the effect of harmful spells cast on the user to 1st level (14 levels left).
- 774: A metallic copper icosahedron with a faint glow which gives the user 30% resistance to poison.
- 775: A glowing dusty rose icosahedron with a faint glow which gives user a 30% resistance to acid damage.
- 776: A metallic copper prism which adds 20% to the user's effective armor.
- 777: A green ellipsoid which makes user 10% more likely to succeed with all physical attacks.
- 778: An azure pentahedron which glows as bright as a candle.
- 779: A lime-green dodecahedron which makes the user invisible to insects and insectoids unless he/she attacks them.
- 780: A gray ellipsoid which makes slimes and oozes 60% likely to be friendly toward the user.
- 781: A black octahedron which is CURSED: makes user take 40% more damage from attacks/damage by slimes and oozes.
- 782: A faded yellow dodecahedron which is CURSED: prevents the user from being able to understand his/her own language.
- 783: A brown cube which makes user 40% more likely to succeed with unarmed attacks.
- 784: A smoky purple cylinder which makes user 10% more likely to succeed with cutting attacks.
- 785: An iridescent green orthorhomboid which makes user 10% more likely to succeed with blunt attacks.
- 786: A dusty gray pentagonal prism which allows the user to detect nearby dragons and dragonkin.
- 787: A black sphere which gives a 10% bonus to all spellcasting related to Protection.
- 788: A blue square prism which makes kobolds 100% likely to be friendly toward the user.
- 789: A yellow and red pentahedron which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 790: An orange disc which is CURSED: makes the user 30% more vulnerable to fire damage.
- 791: A dull silver octagonal prism which glows as bright as a torch.
- 792: A smoky green tetrahedron which allows the user to detect nearby gold.

- 793: A smoky brown pentagonal prism with a faint glow which makes user 10% more likely to succeed with piercing attacks.
- 794: A vibrant turquoise cube which adds 5% to user's Agility stat.
- 795: An iridescent clear rhomboid with a faint glow which allows the user to travel in forests without leaving tracks.
- 796: A green disc with a faint glow which gives the user a 15% chance per attempt at escaping restraints.
- 797: A topaz yellow cube which is CURSED: increases all cold damage to the user by 70%.
- 798: A pearly green sphere which gives a 15% bonus to luck.
- 799: A turquoise octagonal prism which adds 20% to the user's effective armor.
- 800: A magenta cube with a faint glow which makes the user immune to poison.
- 801: A green and azure square prism which allows the user to survive without air for up to 1 hour per week.
- 802: A gray disc with a faint glow which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 1 minute per MPH of wind speed to coalesce again.
- 803: A yellow disc which hums when within 30 feet of a trap.
- 804: A brown lens which allows the user to see in bright light even if light-sensitive.
- 805: A brilliant pink rhomboid which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 806: A gray octahedron with a faint glow which makes liches 70% likely to be friendly toward the user.
- 807: A green cube which glows as bright as a torch.
- 808: An iridescent brown icosahedron which makes the user invisible to humanoids unless he/she attacks them.
- 809: A sepia cube which causes the user to be overlooked by humanoids unless he/she attacks them or no other targets are present.
- 810: An iridescent gray dodecahedron which makes all mammals 90% likely to be friendly toward the user.
- 811: A pink ellipsoid which makes all dirt and stains vanish from the user's person and gear over a period of 8 hours.
- 812: A green pentagonal prism which gives user a 30% resistance to attacks/damage from bears.
- 813: A pale-blue octagonal prism which is CURSED: increases all poison damage to the user by 60%.
- 814: A yellow orthorhomboid which reduces all acid damage to the user by 80%.
- 815: A turquoise square prism which glows as bright as a torch.
- 816: A glowing black icosahedron which allows the user (not including his/her clothing and equipment) to take on gaseous form for 3 hours per day.
- 817: A red tetrahedron which is CURSED: makes user take 10% more damage from attacks/damage by dragons.
- 818: A glowing cream tetrahedron with a faint glow which is CURSED: attracts the attention of abominations, which will prefer the user as a target.
- 819: A smoky pink octahedron which allows the user to endure extreme heat.
- 820: A turquoise square prism which makes user 10% more likely to succeed with blunt attacks.
- 821: A turquoise ellipsoid which is CURSED: makes the user allergic to mold.
- 822: A faded violet dodecahedron which gives user a 30% resistance to sleep spells.
- 823: A lavender octahedron which gives a 5% bonus to all spellcasting related to Heat.
- 824: A metallic copper sphere which gives a 10% bonus to luck.
- 825: A lavender square prism with a faint glow which is CURSED: causes any light source equal to or dimmer than a torch to flicker and go out.
- 826: A sparkling white spindle which adds 10% to the user's effective armor.
- 827: A vibrant violet pentagonal prism with a faint glow which allows the user to survive without air for up to 1 hour per week.
- 828: A turquoise pentahedron with a faint glow which is CURSED: causes the user's clothing and gear to look dirty and stained; no matter how thoroughly it is cleaned, the stains come back within 3 hours.
- 829: A vibrant brown ellipsoid which is CURSED: prevents the user from detecting nearby humanoids.
- 830: A dull silver disc which gives the user 40% resistance to poison.
- 831: A brilliant blue pentagonal prism which protects the user's mind from being read.
- 832: A brilliant pink rhomboid with a faint glow which is CURSED: prevents the user from being able to understand his/her own language.
- 833: A magenta pentagonal prism which glows when within 30 feet of an ambush.
- 834: A bright-red prism which allows the user to endure extreme heat.
- 835: A dusty rose prism which gives user a 30% resistance to attacks/damage from liches.

- 836: A yellow-swirled turquoise disc which allows the user to know when someone is lying to him/her.
- 837: A dusty amber square prism which causes the user to be overlooked by insects and insectoids unless he/she attacks them or no other targets are present.
- 838: A gray-swirled clear sphere which makes gryphons 90% likely to be friendly toward the user.
- 839: A glowing clear cylinder which makes slimes and oozes 80% likely to be friendly toward the user.
- 840: A vibrant pink square prism which ensures a sound night's sleep, even on hard ground, and prevents bad dreams.
- 841: A shimmering copper sphere with a faint glow which reduces all heat damage to the user by 60%.
- 842: A cream pentahedron which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 843: A deep-blue ellipsoid which is CURSED: makes otherwise non-hostile lizardmen 50% likely to be hostile toward the user.
- 844: A maroon square prism with a faint glow which makes kobolds 90% likely to be friendly toward the user.
- 845: A purple octagonal prism which makes the user invisible to undead unless he/she attacks them.
- 846: A dusty sky-blue ellipsoid which gives user a 40% resistance to sonic damage.
- 847: A vibrant yellow octagonal prism which causes the user to be overlooked by undead unless he/she attacks them or no other targets are present.
- 848: A green tetrahedron with a faint glow which reduces all crushing damage to the user by 30%.
- 849: A rose sphere which makes ranged attacks 30% more likely to miss the user.
- 850: A sparkling rose lens with a faint glow which is CURSED: allows undead to see and attack the user even if he/she is invisible.
- 851: A yellow lens with a faint glow which makes cutting attacks 20% more likely to miss the user.
- 852: A pale-amber teardrop with a faint glow which makes felines 20% likely to be friendly toward the user.
- 853: A violet spindle with a faint glow which adds 15% to all skill checks.
- 854: A red irregular-square prism with a faint glow which makes user 20% more likely to succeed with piercing attacks.
- 855: A turquoise octahedron which allows the user to fly for up to 1 hour per day.
- 856: A brown lens which is CURSED: attracts the attention of humanoids, which will prefer the user as a target.
- 857: A sparkling turquoise prism with a faint glow which is CURSED: broadcasts the user's thoughts to nearby enemies.
- 858: A purple cylinder which allows the user to survive without air for up to 2 hours per week.
- 859: A glowing yellow octagonal prism which can be used for scrying like a crystal ball thrice a day.
- 860: A chartreuse octagonal prism which gives user a 20% resistance to attacks/damage from ghosts.
- 861: A black square prism with a faint glow which causes the user to be overlooked by regular and giant animals unless he/she attacks them or no other targets are present.
- 862: A brilliant red dodecahedron with a faint glow which gives a 15% chance for any physical attack by the user to do electrical damage instead.
- 863: A blue orthorhomboid which adds 5% to all skill checks.
- 864: A purple lozenge which gives user a 30% resistance to attacks/damage from all reptiles.
- 865: A sepia tetrahedron with a faint glow which is CURSED: makes the user 70% more vulnerable to poison.
- 866: A rose cylinder which gives user a 30% resistance to sonic damage.
- 867: A red pentagonal prism which is CURSED: causes the user to sink instantly in water and be unable to move, so he/she could drown in a fountain.
- 868: A gray lozenge which is CURSED: allows undead to see and attack the user even if he/she is invisible.
- 869: A red prism which allows the user to understand the language of a foreign country.
- 870: A magenta prism which is CURSED: attracts the attention of abominations, which will prefer the user as a target.
- 871: A rose lozenge which is CURSED: causes any light source equal to or dimmer than a torch to flicker and go out.
- 872: A purple square prism which is CURSED: prevents the user from being able to understand and speak his/her own language.
- 873: An iridescent violet icosahedron which is CURSED: increases cutting damage done to the user by 30%.
- 874: A purple orthorhomboid which protects the user's mind from being read.

- 875: An onyx black pentagonal prism which is CURSED: doubles the effect of harmful spells cast on the user to 4th level (10 levels left).
- 876: A yellow dodecahedron which protects the user's mind from being read.
- 877: A purple square prism which gives a 10% bonus to luck.
- 878: An iridescent pink pentagonal prism with a faint glow which reduces all poison damage to the user by 70%.
- 879: An orange disc which adds 20% to all skill checks.
- 880: An amber lens with a faint glow which makes the user invisible to undead unless he/she attacks them.
- 881: A green prism which makes unarmed attacks 30% more likely to miss the user.
- 882: An onyx black orthorhomboid which protects the user's mind from being read.
- 883: An iridescent dusty rose icosahedron which glows as bright as a candle.
- 884: A metallic gold orthorhomboid with a faint glow which is CURSED: turns the user (along with his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 3 minutes per MPH of wind speed to coalesce again.
- 885: A black dodecahedron which is CURSED: makes the user 10% more vulnerable to cold damage.
- 886: An emerald green disc with a faint glow which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 887: A gray tetrahedron which allows the user to cast spells as if 15% higher in level/ability.
- 888: A chartreuse lens which reduces all electrical damage to the user by 60%.
- 889: A sepia disc which allows the user to cast spells as if 20% higher in level/ability.
- 890: A white dodecahedron which makes blunt attacks 20% more likely to miss the user.
- 891: A gray and blue cylinder which gives user a 20% resistance to fire damage.
- 892: An opalescent tetrahedron with a faint glow which adds 5% to user's Alertness stat.
- 893: A sparkling maroon square prism which is CURSED: causes the user to go blind.
- 894: A maroon sphere which protects the user's mind from being read.
- 895: A faded purple octahedron with a faint glow which regenerates 1 point of damage per 20 minutes.
- 896: A brown square prism with a faint glow which is CURSED: makes ranged attacks 20% more likely to hit the user.
- 897: A brown lens which protects the user's mind from being read.
- 898: A topaz yellow disc with a faint glow which is CURSED: subtracts 10% from the user's effective armor.
- 899: A yellow octahedron which sparkles when within 20 feet of poison.
- 900: A deep-green pentagonal prism with a faint glow which is CURSED: attracts vermin (fleas, lice, etc.) which constantly bite the user, causing distractions.
- 901: A sparkling maroon square prism which is CURSED: makes the user 20% more vulnerable to cold damage.
- 902: A dusty sky-blue pentagonal prism which adds 10% to user's Personality stat.
- 903: A pale-green octagonal prism which adds 10% to user's Alertness stat.
- 904: A chartreuse cube which gives a 15% bonus to all spellcasting related to Darkness.
- 905: A red cube with a faint glow which gives user a 10% resistance to attacks/damage from lizardmen.
- 906: A turquoise ellipsoid which is CURSED: makes the user unable to use any crystal balls or other scrying devices.
- 907: A metallic copper cylinder which allows the user to travel in mountainous areas without leaving tracks.
- 908: A brilliant pink disc which is CURSED: attracts the attention of abominations, which will prefer the user as a target.
- 909: A green spindle which causes the user to be overlooked by reptiles and reptiloids unless he/she attacks them or no other targets are present.
- 910: A yellow rhomboid which makes cutting attacks 20% more likely to miss the user.
- 911: A yellow octahedron which gives user a 30% resistance to attacks/damage from lizardmen.
- 912: A pearly tan disc which is CURSED: turns the user (not including his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 3 minutes per MPH of wind speed to coalesce again.
- 913: A pale-blue pyritohedron which gives a 15% chance for any physical attack by the user to do acid damage instead.
- 914: An iridescent yellow square prism with a faint glow which is CURSED: has a 10% chance of paralyzing user for 1-3 minutes under stress.

- 915: A green orthorhomboid which allows the user to survive without air for up to 3 hours per week.
- 916: A smoky violet cube with a faint glow which makes user 30% more likely to succeed with blunt attacks.
- 917: A pearly gray lens which gives user a 20% resistance to attacks/damage from salamanders.
- 918: A faded chartreuse pentahedron which is CURSED: subtracts 10% from the user's effective armor.
- 919: A pale-azure pyritohedron with a faint glow which adds 10% to the user's effective armor.
- 920: A red octahedron which regenerates 2 points of damage per 30 minutes.
- 921: A clear tetrahedron with a faint glow which allows the user to fly for up to 1 hour per day.
- 922: A tan and orange lens with a faint glow which adds 5% to user's Alertness stat.
- 923: A pale-lavender octahedron which adds 20% to user's Alertness stat.
- 924: A vibrant red icosahedron which is CURSED: broadcasts the user's thoughts to everybody nearby.
- 925: A red octagonal prism which is CURSED: makes the user allergic to mold.
- 926: A clear disc which adds 30% to the user's effective armor.
- 927: A chartreuse orthorhomboid which is CURSED: causes user to become almost unable to breathe, gasping and choking, for 1 hour per week at a random time.
- 928: A pearly green rhomboid which makes orcs 40% likely to be friendly toward the user.
- 929: A red prism with a faint glow which whirls when within 50 feet of poison.
- 930: A blue cube with a faint glow which is CURSED: increases all cold damage to the user by 50%.
- 931: A yellow pentagonal prism with a faint glow which makes lichs 30% likely to be friendly toward the user.
- 932: A chartreuse prism which allows the user to read, write, understand, and speak the language of ogres.
- 933: An amber octahedron which is CURSED: makes piercing attacks 20% more likely to hit the user.
- 934: A faded green irregular-octagonal prism which chirps when within 40 feet of an ambush.
- 935: An iridescent orange dodecahedron which is CURSED: turns the user (along with his/her clothing and equipment) into a gas which is dispersed by any breeze and requires 3 minutes per MPH of wind speed to coalesce again.
- 936: A pearly white dodecahedron which is CURSED: makes otherwise non-hostile skeletons 80% likely to be hostile toward the user.
- 937: A starry black lens which is CURSED: makes the user 10% more vulnerable to acid damage.
- 938: A pink tetrahedron which is CURSED: allows abominations to see and attack the user even if he/she is invisible.
- 939: A faded tan prism with a faint glow which spins when within 10 feet of a trap.
- 940: A tan rhomboid with a faint glow which is CURSED: subtracts 10% from the user's effective armor.
- 941: A vibrant lavender octahedron with a faint glow which is CURSED: makes otherwise non-hostile whales 40% likely to be hostile toward the user.
- 942: A blue octagonal prism which allows the user to endure extreme heat and cold.
- 943: A dull red dodecahedron which gives a 5% bonus to all spellcasting related to Air.
- 944: A pink-speckled maroon disc which makes user 40% more likely to succeed with piercing attacks.
- 945: A vibrant blue dodecahedron which is CURSED: attracts the attention of demons, which will prefer the user as a target.
- 946: A pale-pink ellipsoid with a faint glow which makes the user immune to poison.
- 947: A dusty orange irregular-octagonal prism which gives a 5% bonus to luck.
- 948: A metallic gold tetrahedron which makes all dirt and stains vanish from the user's person and gear over a period of 7 hours.
- 949: A faded orange octahedron which is CURSED: makes the user 30% more vulnerable to life draining attacks.
- 950: An amber octahedron which is CURSED: prevents a sound night's sleep, even in the softest bed, and causes nightmares.
- 951: A red ellipsoid which is CURSED: appears to detect poison when tested but only flashes at random in actual use.
- 952: A tan pentahedron which adds 10% to user's Will stat.
- 953: A yellow octahedron with a faint glow which is CURSED: subtracts 20% from the user's effective armor.
- 954: A sky-blue lens with a faint glow which gives user a 10% resistance to attacks/damage from slimes and oozes.
- 955: A tan icosahedron which is CURSED: makes ranged attacks 20% more likely to hit the user.

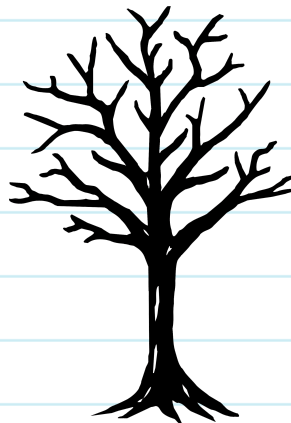
- 956: A black cube with a faint glow which is CURSED: allows humanoids to see and attack the user even if he/she is invisible.
- 957: A pink icosahedron which is CURSED: makes user 10% less likely to hit with cutting attacks.
- 958: A silver-swirled pink icosahedron which is CURSED: prevents the user from knowing when someone is lying to him/her, even with magical aid.
- 959: A maroon-swirled red ellipsoid which is CURSED: makes piercing attacks 40% more likely to hit the user.
- 960: A sepia lozenge which is CURSED: causes the user to take double damage from all poisons.
- 961: An iridescent white orthorhomboid which is CURSED: gives a 5% penalty to luck.
- 962: A dull sky-blue dodecahedron which causes the user to be overlooked by reptiles and reptiloids unless he/she attacks them or no other targets are present.
- 963: A red pentahedron which reduces unarmed damage taken by the user by 35%.
- 964: A blue tetrahedron which makes ghosts 80% likely to be friendly toward the user.
- 965: A metallic copper pentagonal prism with a faint glow which makes the user invisible to undead unless he/she attacks them.
- 966: A sky-blue prism which is CURSED: inflicts 2 points of damage per 20 hours.
- 967: A sepia spindle which causes the user to be overlooked by regular and giant animals unless he/she attacks them or no other targets are present.
- 968: An amber dodecahedron with a faint glow which can be used for scrying like a crystal ball twice a day.
- 969: A glowing brown spindle which allows the user to understand and speak the language of ratmen.
- 970: A white icosahedron which is CURSED: makes the user's spells function as if caster is 10% lower in level/ability.
- 971: A sepia pentahedron with a faint glow which allows the user (not including his/her clothing and equipment) to take on gaseous form for 40 minutes per day.
- 972: A white prism with a faint glow which gives user a 10% resistance to attacks/damage from slimes and oozes.
- 973: A green disc which is CURSED: prevents the user from detecting nearby friends.
- 974: A green spindle which can be used for scrying like a crystal ball once a day.
- 975: A dull silver irregular-prism which makes the user immune to poison.
- 976: A red prism with a faint glow which is CURSED: attracts the attention of reptiles and reptiloids, which will prefer the user as a target.
- 977: A brown and clear sphere which makes piercing attacks 20% more likely to miss the user.
- 978: A red cube which hums when within 50 feet of a secret door.
- 979: A faded red sphere which is CURSED: appears to detect ambushes when tested but only chirps at random in actual use.
- 980: A smoky orange cylinder which allows the user to know when someone is lying to him/her.
- 981: A yellow lens which is CURSED: subtracts 20% from the user's effective armor.
- 982: A maroon pentahedron which is CURSED: increases all heat damage to the user by 60%.
- 983: A smoky violet lozenge which sparkles when within 40 feet of a trap.
- 984: A white icosahedron which allows the user to fly for up to 40 minutes per day.
- 985: A shimmering copper pentagonal prism which reduces all piercing damage to the user by 50%.
- 986: A red octahedron which is CURSED: makes the user 20% more vulnerable to poison.
- 987: A gray pentagonal prism which gives a 10% bonus to all spellcasting related to Fire.
- 988: A dull silver pentagonal prism which regenerates 1 point of damage per 20 minutes.
- 989: A gray cube which makes ranged attacks 10% more likely to miss the user.
- 990: A green tetrahedron which gives user a 40% resistance to attacks/damage from liches.
- 991: A tan octagonal prism with a faint glow which protects the user's mind from being read.
- 992: A brown lozenge which is CURSED: causes any light source equal to or dimmer than a torch to flicker and go out.
- 993: A pink irregular-cylinder which reduces unarmed damage taken by the user by 25%.
- 994: A purple square prism which gives user a 20% resistance to attacks/damage from zombies.
- 995: A red sphere which allows the user to detect nearby gold.
- 996: A white lozenge which allows the user to endure extreme heat.
- 997: A green square prism which allows the user to endure extreme cold.

998: A topaz yellow cylinder which allows the user to read and write the language of the distant past.

999: A sepia disc which allows the user to understand and speak the language of a foreign country.

1000: A vibrant yellow teardrop with a faint glow which allows the user to read and understand the language of the distant past.

1001: A blue and brown prism which adds 10% to user's Will stat.



Wintertree Software

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