

Malcon's Tome of Magical Items

Magic Items Compatible with OSRIC



Written by Malcon the Firebringer

Edited By Joseph A. Mohr

MALCON'S TOME OF ZANZIAN MAGIC

A List of OSRIC Compatible Magic Items

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Joseph A. Mohr

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Malcon's Tome of Magic is written by Malcon the Firebringer and edited by Joseph A. Mohr.

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PREFACE

This tome is the result of hundreds of years of research by the Demon Lich Malcon The Firebringer. He was kind enough to share this tome so that scholars all over could benefit from his extensive research. Kindness is not generally in Malcon's character. He is, after all, chaotic evil. But his love of magic is such that it overcame his natural inclination to just kill everyone. So here lies his manual on magical items that exist in the land of Zanzia and perhaps will soon exist in your campaign universe as well.

Now Malcon does not claim that he personally created all of these new items. Even he will admit, with some reluctance, that others had some original ideas which became the items in this list. He will be quick to point out, however, that many of these items are his creations.

Should any of these items duplicate those listed in any other tomes of similar items it is purely incidental. Malcon lives in an active volcano and does not get out that much. He is blissfully unaware of items created by other authors in other campaign worlds and universes.

As Malcon has difficulty typing with his bony fingers he has employed me to put this list in the form that you readers can enjoy.

Now Malcon has shared with me a few secrets about this tome. For one, this tome lists some new items that were created specifically for or by characters of specific classes that have tended to be ignored in other works and compilations of magical items. Specifically Assassins, Druids and Monks will find very useful items within

this tome. So naturally you, as a game master, should ensure that none of them read it. Also within this tome are some items created for members of specific races such as dwarves, halflings and half-orcs. Additionally there are some important Zanzian artifacts within this book.

Malcon has assured me that despite his alignment he really and truly would like to see more game masters using his items in games of their own. Of course, he would prefer to see the villains wielding them.

GAME MASTER NOTES

For purposes of this book the following conventions will be used to identify items for specific classes. These descriptions will be in parentheses:

A - Assassin only
AP - Anti Paladin only (also referred to as SK for Shadow Knight)
B - Bard only
C - Cleric only
D - Druid only
F - Fighter only
I - Illusionist only
M - Magic User only

MO - Monk only
P - Paladin only
R - Ranger only
T - Thief only

Racial specific items will be listed as the specific race in parentheses. A combination of letters will indicate that all of the listed classes within parentheses can use the item. Each item will also have a description of the item as well as a gold

piece value and an experience point value assigned to it.

All items listed below which modify the percentages to class specific skills are not cumulative. Such modifications to class skills could easily make a player character far too powerful than is good for the campaign. For example, should a thief character find an amulet that modifies pick pockets skills by 2% and a ring that also modifies this percentage by 4% then the ring will override the amulet and the thief will gain only a total 4% bonus to that skill. This applies to other items relating to other classes as well.

And now a word from Malcon the Firebringer regarding these fabulous magical items.

AUTHOR'S NOTE

So.... you are eager to learn about magic....

During my hundreds of years in a volcanic prison I have learned many things. My research into Zanzian magic has made me the ultimate authority in such items. My many creations are so numerous and fantastic that they would boggle a puny mind like yours. So I have selected only the best items to list here in this tome. Should I feel the urge I might release another tome down the road. Or I might just turn you into a kobold and forget about the idea entirely. It just depends upon my whim.

These items are listed alphabetically and in categories of items that make sense to me. If they do not make sense to you then I guess you will just have to get used to it. I have not created any random tables for these items. I do not believe in random

distribution of my treasures. I place them where I feel like placing them in my dungeons and tombs and the like. I have placed suggested experience point values and gold piece values for each item. You are free to change these as you see fit. The artifacts and relics have no such values attached. They are, of course, priceless.

MAGICAL ITEMS OF ZANZIA



POTIONS

Elixir of Agility - A person drinking this potion gains a temporary point of dexterity that will last for one turn. XP Value 300, GP Value 500.

Elixir of Knowledge - A person drinking this potion gains a temporary point of

wisdom that will last for one turn. XP Value 300, GP Value 500

Potion of Beauty - A person drinking this potion gains a temporary point of charisma that will last for one turn. XP Value 300, GP Value 500

Potion of Bottled Fireballs - This strange potion appears to be a bottle of swirling fire. Should anyone make the mistake of opening the stopper to this potion bottle they and anyone close by will pay a terrible price as a result. Anyone within a 10' radius of the bottle will need to make a saving throw versus magic or take 6D6 damage. A saving throw will result in one half damage. However, this potion is not cursed. It could actually be quite a deadly weapon if used correctly. If someone were to throw the bottle to this potion into an area it would explode into a fireball and anyone within a 10' radius of the impact point would take 6D6 damage or half damage if a saving throw versus magic is made. XP Value 300, GP Value 500.

Potion of Chaos - The power of chaos is contained within this bottle. One of chaotic alignment who drinks of this potion temporarily gains the strength of a storm giant for one turn. A person of lawful alignment that drinks this potion will be paralyzed for one turn.

Potion of Clairaudience - This potion allows the person drinking this potion to have the ability provided by the spell of this same name for two to twenty rounds. XP Value 250, GP Value 400.

Potion of Clarity - Anyone drinking from this potion feels as if they have a clear mind. They gain plus one to intelligence for 1-3 turns. XP Value 300, GP Value 500.

Potion of Clear Air - This potion allows the person drinking it to resist the power of gas poison. This includes the poison gas from dragon's breath. The person protected gains plus two to saving throws against poison gas and has gas damage reduces by one point per die of damage. XP Value 250, GP Value 400.

Potion of Combustion - This cursed potion looks normal enough. It is just a clear liquid. But when the liquid is tasted the drinker will burst into flames and suffer 2-12 points of damage per round thereafter for 2-5 rounds. This spontaneous combustion could be put out by some means possibly at the discretion of the game master but it might just continue for the full duration. XP Value 0, GP Value 0.

Potion of Consumption - This cursed potion infects the person drinking from it with a flesh eating bacteria. This disease will kill the person infected within 3 days unless a cure disease is cast upon the person within that time. XP Value 0, GP Value 0.

Potion of Dragon's Breath - This powerful potion allows the person who drinks from this bottle the power to have a breath weapon like a dragon. This effect will last for only one use per bottle. The user can select which type of weapon he wishes to breath (acid, cold, fire, poison or lightning) The breath weapon is shaped like a dragon breath of the same type and has a range of up to 25 feet from the mouth of the person breathing it. The victim or victims in the area of effect must save versus dragon breath or take 4D10 damage of the type declared. A saving throw indicates one half damage is taken. The area of effect is a cone of up to ten feet wide from the point of the mouth that breathes it. This potion does not over ride any immunities that the victims or

creatures struck by the breath weapon might have. Creatures with magic resistance might still avoid any damage at all from using this potion. XP Value 800, GP Value 4000.

Potion of Grounding - This potion allows the person drinking it to resist the power of lightning. For one turn the person protected will gain plus two to all saving throws versus lightning and will have damage from lightning be reduced by one hit point per die of damage. XP Value 250, GP Value 400.

Potion of the Holy - When a good person drinks of this potion they are imbued with the power of the gods. A person who drinks this potion may turn undead as if they were a cleric of the same level of experience that they enjoy in their current profession. An evil person drinking this potion will sustain 20 hit points of damage from it. XP Value 400, GP Value 1000.

Potion of Incoherent Thought - This cursed potion clouds the mind of the person drinking even a sip from it. Both intelligence and wisdom are lowered by six points until the effects of this potion wear off in 1-4 turns. XP Value 0, GP Value 0.

Potion of Infravision - The person drinking this concoction is allowed the power to see in darkness with Infravision. This is the same ability that is natural to some demi-human races. This ability allows the user to see in the dark up to 60' like a dwarf.

Potion of Insanity - This cursed potion drives the person drinking even a sip from it permanently insane. XP Value 0, GP Value 0.

Potion of Law - One who drinks this potion will feel the power of law. A lawful person will gain temporary storm giant strength as a

result of this potion for one turn. A person who is chaotic in alignment will be paralyzed for one turn as a result. XP Value 400, GP Value 1000.

Potion of Liquified Gas - This cursed potion is a danger to everyone in the room with the person opening this. It is filled with compressed gas which will flood the room when the stopper of the bottle is removed endangering all. Various forms of this potion exist including poison, sleep and paralyzing gasses. Anyone within 10" of the potion when the stopper is removed will need to make a saving throw to avoid the effects of the gas. XP Value 0, GP Value 0.

Potion of Luck - Anyone drinking from this potion feels as if nothing could go wrong. They will receive plus one to all saving throws for 2 turns and will also gain plus one to all rolls involving division of loot. XP Value 200, GP Value 500.

Potion of Paralyzation - This cursed potion paralyzes the person drinking even a sip from it for 1-4 turns. It has the same appearance as that of a potion of giant strength.

Potion of Protection from Lycanthropy - The person drinking from this potion is immune to infection from Lycanthropy. They are not, however, immune from the monsters who carry this disease. This effect lasts for one turn. XP Value 250, GP Value 400.

Potion of Protection versus Petrification - Anyone who drinks this potion may save against petrification at +5 for one turn. XP Value 300, GP Value: 500.

Potion of Shielding - A person drinking of this potion is protected as if a shield spell

was cast upon him by a magic user of twelfth level. XP value 300, GP Value 600.

Potion of Silence - A person drinking even a sip from this potion is silenced for a full turn. XP Value 400, GP Value 500.

Potion of Sticky Fingers - A person drinking from this potion will improve their odds at picking pockets by 5% during the duration of the potion. They will also improve their ability to climb by 5% for the duration of the potion. The potion lasts for one turn. XP Value 400, GP Value 600.

Potion of Strength - A person drinking this potion gains a temporary point of strength that will last for one turn. XP Value 300, GP Value 500

Potion of Trap Detection - This potion allows the person drinking it the knowledge of trap detection for one turn after wards. This allows the person a one hundred percent chance to detect traps for this period of time. Disarming these traps, however, is a different matter entirely. XP Value 300, GP Value 500.

Potion of the Unholy - An evil non cleric drinking from this potion gains the temporary power to turn paladins and control undead as if they were an evil cleric of the same level they enjoy in their current profession. This effect lasts for one turn. A good person drinking this potion will sustain 20 hit points of damage from it. XP Value 400, GP Value 1000.

Potion of Vile Darkness - This cursed potion appears as a bottle of black liquid. The liquid is so dark that light does not shine through it. Anyone who drinks from this potion must save versus magic at -4 or immediately change alignment to chaotic

evil. Both the player and his party will be unaware of the change other than if a detect evil spell is cast upon the person. The actions of the person later may give clues to the change in alignment. XP Value 0, GP Value 0.

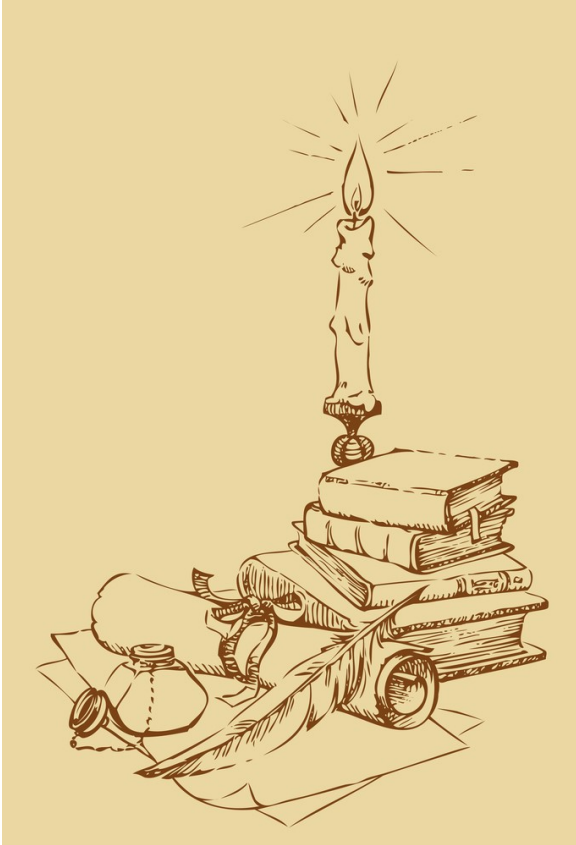
Potion of Warmth - This potion allows the person drinking it to resist the effects of cold. Anyone who drinks this potion will for one turn gain a plus two to all saving throws versus cold and all damage from cold will be reduced by one per die of damage. XP Value 250, GP Value 400.

Potion of Wonders - This strange potion seems to change color constantly in the bottle that contains it. The effects of this potion are totally random. Some of the results are beneficial and some are not at all. These effects last for one turn. XP Value 300, GP Value 600

01-10 Gaseous form
11-16 Healing
17-25 Speed
26-35 Poison Type A Ingestive
36-45 Insanity
46-60 Heroism
61-65 Delusion
66-70 Flying
71-75 Diminution
76-84 Invulnerability
85-95 Paralyzation
96-00 Hill Giant Strength

Tonic of Intellect - A person drinking this potion gains a temporary point of intelligence that will last for one turn. XP Value 300, GP Value 500

Tonic of Stamina - A person drinking this potion gains a temporary point of constitution that will last for one turn. XP Value 300, GP Value 500



SCROLLS

Protection Versus Energy Drain - This scroll allows the reader and all those within a 10' radius protection against the life draining effects of some undead creatures. This protection lasts 5D6 rounds. While the life draining effect will not occur the damage from being touched by such a creature will still be inflicted. This scroll takes 5 segments to read and take effect. XP Value 2000.

Protection Versus Giants - This scroll allows the reader and all those within a 10' radius of the reader protection against giants for 5D6 rounds. Giants will avoid all contact with the persons so protected but should a giant be attacked by a person under this spell's protection the spell shall be broken.

This scroll takes 5 segments to read and cast. XP Value 1500.

Protection Versus Giant Class Creatures-

This scroll allows the reader and all those within a 10' radius of the reader protection against giant classed creatures for 5D6 rounds. Giant class creatures will avoid all contact with the persons so protected but should a giant be attacked by a person under this spell's protection the spell shall be broken. This scroll takes 5 segments to read and cast. Giant classed creatures include: bugbears, ettins, giants, gnolls, goblins, hobgoblins, kobolds, ogres, ogre magi, orcs and trolls. XP Value 2500.

Protection Versus Illusions - This scroll allows the reader and all those within a 10' radius of the reader protection against the effects of illusions for 5D6 rounds. This scroll takes 6 segments to read and cast. During the duration of the scroll effects those protected will disbelieve all illusions that they encounter with 100% success. XP Value 2000.

Protection Versus Plants - This scroll allows the reader and all those within a 10' radius protection against the attacks of plant life and plant based creatures for 5D6 rounds. This scroll takes 6 segments to read and cast. All plants will avoid contact with the persons affected for the duration of the scroll. Should a plant be attacked by one of the persons affected this spell will be broken. XP Value 1500.



RINGS

Bigby's Magic Ring (M) - This ring seems to have a little fist engraved on one end of it. Only a magic user can find use for this ring. On the hands of anyone else it appears to have no powers of any kind. This ring has very limited charges. At a cost of one charge the user can cast "interposing hand", at a cost of two charges the user can cast "forceful hand", for three charges "grasping hand", for four charges "clenched fist" and for five charges "crushing hand" can be cast. XP Value 5000, GP Value 50000.

Buccaneer's Ring - The wearer of this ring immediately begins talking like a pirate. Everyone is referred to as matey. The wearer gains a plus one to all rolls involving division of booty. The wearer gains a plus one to all rolls to hit while using a short sword or cutlass in combat (assuming that they are allowed to use such a weapon in the first place). XP Value 1000, GP Value 10000.

Ring of Access (M) - This ring seems to be made of gold and has the emblem of a fist on it. Only a magic user can use this ring

effectively. At a cost of one charge the user can cast knock and for three charges they can cast passwall. XP Value 1500, GP Value 15000.

Ring of Battle (F, R, P) - Some people are born to fight. This ring represents the needs of such people. The wearer of this ring has a special ability to avoid normal missiles in flight. This allows the warrior to focus on melee combat without need to worry about archers and other weaklings that hide behind the lines. The warrior wearing this ring has an additional plus four to armor class against normal missiles when the power of this ring is invoked. The power lasts for one full turn and can be invoked daily. XP Value 3000, GP Value 30000.

Ring of Climbing (T, MO, A) - This special ring was created for those classes that excel at the art of climbing. This plain looking ring appears to have a spike on the underside which might aid in grabbing hold of something during an ascent. The ring is usable only by thieves, assassins and monks. Any other class that attempts to put this ring to use will discern no magical abilities. But to one of the proper class the rings uses become immediately apparent. The ring adds +10% to the climbing skills of the person wearing it. XP Value 1000, GP Value 5000.

Ring of Clouds (I) - This shiny bauble appears to be just a clear glass band. But when it is worn by an illusionist it becomes cloudy. Any illusionist wearing this ring will understand it's true powers immediately. Once per day the wearer of this ring may cast wall of fog, fog cloud, walk on clouds or see through fog. XP Value 3000, GP Value 20000.

Ring of Colors (I) - This particular ring is a simple black band. But when the power of

the ring is invoked (twice per day) the ring will suddenly change colors. These colors are bright and cannot be overlooked by one standing in front of the illusionist wearing the ring. This creates an effect of confusion as if cast by an illusionist of twelfth level. XP Value 2000, GP Value 20000.

Ring of Color Spray (I) - On the hands of anyone but an illusionist this ring would appear to be just a shiny bauble. But on the hand of an illusionist this ring shows it's true colors. Color sprays that is. The illusionist wearing this ring may cast color spray once daily. XP Value 1500, GP Value 7500.

Ring of Conjuration (I) - This shiny ring seems so shiny that one can see one's own reflection in it. On the hands of anyone but an illusionist this ring seems just a mystery. But on the hands of an illusionist it shows real power. At a cost of one charge the user may cast shadow door, minor creation or projected image. XP Value 2000, GP Value 20000.

Ring of the Cutpurse (T, A) - The rogue wearing this ring finds that picking pockets is much easier. A bonus of +5% to pick pocket skill is gained while wearing this ring. This effect is not cumulative with other magic items that improve this skill. XP Value 3000, GP Value 30000.

Ring of the Deep Woods (Elves) - An elf or half elf that wears this ring gains an additional plus one to hit with a bow, short sword or long sword. XP Value 4000, GP Value 40000.

Ring of Defenselessness (Cursed) - The wearer of this ring will feel well protected. He or she will feel that this ring is improving their armor class by two just like a ring of

protection +2 would do. The reality, however, is that the wearer of this ring has their armor class raised to 10 while wearing this ring. This ring is cursed and may only be removed when the curse is lifted. XP Value 0, GP Value 1000.

Ring of the Devout Knight (P) - This ring makes the wearer feel as if they are filled with holy power. The wearer of the ring gains plus one to all attack rolls against evil creatures or beings and plus two to damage against them. Once daily the paladin wearing this ring may cast cure critical wounds. XP Value 3000, GP Value 25000.

Ring of Dragon's Breath (M) - This is an extremely powerful ring and is rarely found with but a few charges left on it. The user of this ring can use a breath weapon like a dragon each time he expends one of the limited charges from the ring. The user must select which type of dragon that he or she will be using the breath weapon of and then breath towards a target. The breath weapon will do an amount of damage equal to that of the magic user wearing the ring. The target may save for one half damage. Targets that are immune to a specific type of breath weapon will still be immune to the effects of this ring if that type of breath is chosen. XP Value 5000, GP Value 50000.

Ring of Dragon Summoning (M) - This extremely powerful ring has the ability to summon dragons. Of course, this might not always be a good thing. It always comes with extremely limited charges. No more than five charges will ever be found on such a ring. The table of summoning is as follows:

01-10	Red
11-20	Blue
21-30	Green

31-40	White
41-50	Black
51-60	Copper
61-70	Brass
71-80	Gold
81-90	Silver
91-100	Bronze

Then roll age on the following table:

01-50	Very Young
51-62	Young
63-72	Sub Adult
73-82	Young Adult
83-89	Adult
90-94	Old
95-99	Very Old
00	Ancient

The reaction of the dragon summoned is not always predictable. A dragon whose alignment is not favorable to the one summoning it might react in a hostile manner when it arrives. Such reaction needs to be rolled as follows:

A roll of over 50% on percentile dice will mean that the dragon will perform the service for which it was summoned. This percentage roll will be modified by the alignments of the summoner and the dragon summoned.

Exact same alignment	+50%
If both are similar (both neutral, both good, both evil but not exact)	+25%
If both are not similar (one is evil and the other is good or neutral)	-25%
If diametrically opposed (chaotic evil summoning a lawful good)	-50%

Services for which a dragon may be summoned might last as long as one combat encounter or perhaps as long as one full day depending upon the circumstances. A dragon

will not assist for longer than this period of time. A dragon might allow a passenger to ride it for example or might fight some enemy. It will not turn over it's treasure hoard or ever do anything that it would never consent to on it's own. It will not perform services that are contrary to it's own alignment.

Ring of Dwarvenkind (Dwarf) - A dwarf wearing this ring gains many benefits. All saving throws versus magic will be at an additional plus one. The constitution of the dwarf will be raised by one additional point while wearing the ring. XP Value 4000, GP Value 40000.

Ring of the Eclipse (D) - The bearer of this ring has the power to block out the sun! At a cost of one charge this bearer of the ring may cause the sky to turn black and the sun to hide behind the moon. This will affect the tides, terrify enemies, change the weather and create panic among the masses. The ring comes with very limited charges and really does no direct damage to anyone or anything. XP Value 2000, GP Value 25000.

Ring of Elvenkind (Elves and Half Elves) - This ring has elvish symbols engraved upon it. Anyone other than an elf or half elf will not recognize this ring as being magical. It will appear just to be a silver ring with strange symbols on it. When worn by an elf or a half elf the ring will demonstrate it's magical properties to the wearer. An elf who wears this ring gains an additional plus one to all hit rolls when using a short or long bow or a short or long sword. For a true elf it also adds another 5% to charm and sleep spell resistance. For a half elf the wearer will gain the plus one to hit that a true elf has with the short or long bow or short or long sword that a true elf has naturally. The half elf will also gain the 5% resistance to charm

and sleep that a true elf has naturally. XP Value 3000, GP Value 30000.

Ring of the Equinox (D) - The bearer of this ring has the power to control the weather. These rings come with very few charges on them because of the sheer power they possess. The bearer of the ring may control weather as per the 7th level druid spell at a cost of one charge. XP Value 5000, GP Value 50000.

Ring of Fire (M) - The bearer of this ring may cast a burning hands spell at a cost of one charge.
XP Value 2000, GP Value 10000.

Ring of the Fist (MO) - This ring is made for punching. A monk wearing this ring gains +1 to damage during open hand combat. XP Value 2000, GP Value 20000.

Ring of Flames (C) - A cleric wearing this ring has the power to cast a flame strike at 12th level of ability at the cost of one charge. These rings are found typically with very limited charges on them. Typically 5 or 6 charges are the norm. XP Value 4000, GP Value 40000.

Ring of Fools - This cursed ring makes a fool out of the one wearing it. At first the ring seems to be a ring of protection but over time it's true properties are revealed. It provides no protection at all. Instead over the period of a week it will lower the intelligence of the wearer. This will continue at a rate of one point per week. If removed the intelligence loss proves to be permanent. XP Value 0, GP Value 1000.

Ring of the Forest (D) - This plain looking band appears to be made from grass and leaves. On the hand of anyone but a druid it would appear entirely worthless. But when

worn by a druid it reveals powers and abilities of value. This ring has limited charges. The wearer of the ring can cast animal summoning I through III. At the cost of one charge animal summoning I can be cast, two charges for Summoning II, or three charges for Summoning III. XP Value 3000, GP Value 20000.

Ring of Fury (MO) - A monk wearing this ring may fight with open hands as a monk of one higher level. The monk will also find that they are able to avoid the effects of many types of damage more easily while wearing this ring. They will gain a bonus to all saving throws of plus one while wearing this ring. XP Value 2500, GP Value 25000.

Ring of the Grasshopper (MO) - This ring allows the monk wearing it the powers of the grasshopper. The monk wearing this ring can jump up to twenty feet while wearing this ring. He cannot fly but he can leap a long way. XP Value 1000, GP Value 4000.

Ring of Hard Falls (Cursed) - This ring appears at first to be a ring of feather falling until the wearer falls from a distance of greater than five feet. At this point the true nature of the ring becomes apparent but by then it might be too late. This cursed ring causes the wearer to suffer falls much harder than he or she should suffer. Double the normal damage from falling will be taken by anyone wearing this ring. The ring may be removed only after a remove curse spell has been cast upon it or by a wish or limited wish. XP Value 0, GP Value 1000.

Ring of Healing (C) - This ring makes the wearer feel a sense of safety when it is worn. On the hands of anyone but a cleric the ring will not reveal it's magical abilities. But when worn by cleric the ring is quite useful. The wearer may cast cure light wounds for

one charge, cure serious wounds for two charges, cure critical wounds for three charges and heal for four charges. The ring comes with limited charges. XP Value 3000, GP Value 30000.

Ring of Horrors (Cursed) - This cursed ring appears at first to be a ring of great value such as a ring of protection or a ring of wizardry. However when it is used by a person in combat the true nature of the ring shows it's ugly head. The wearer of the ring will be affected by a horror spell without saving throw causing him or her to flee in terror and abandon their party mates. XP Value 0, GP Value 1000.

Ring of Images (I) - The illusionist wearing this ring gains a little help in misleading others. Twice per day the user of this ring may cast misdirection as a twelfth level illusionist. XP Value 2000, GP Value 25000.

Ring of the Initiate (D) - This simple ring appears to be made from a single leaf. It is green and appears to still be growing. When worn by a druid the ring shows that it is much more than just a leaf. A druid wearing this ring may cast entangle, faerie fire and animal friendship once daily. XP Value 2500, GP Value 25000.

Ring of Killers (A) - These rings are prized among assassins. The ring appears as a simple silver band but always appears to be just a bit bloody. The wearer of this ring gains +3% to hide in shadows and move silently skills while wearing the ring. These effects are not cumulative with any other item modifying thief skills. While wearing this ring the assassin gains plus one to all backstab damage. This effect is also not cumulative with any other item modifying this skill. XP Value 2000, GP Value 30000.

Ring of Kings (F, P, R) - A person wearing this ring is instantly recognized as someone to follow. This ring is made of platinum and has a royal seal on it. Anyone of an appropriate class who wears this ring will gain 25% extra followers as a result. The Charisma of the person wearing this ring gains three points while the ring is worn. Royal guards and city guardsman alike will not think to question the person wearing this fine ring unless they have direct knowledge that the wearer is a criminal. XP Value 4000, GP Value 30000.

Ring of Leadership (P, R, F) - This ring appears to be a finely made ring of silver etched with royal or noble markings. The wearer of this ring can attract twenty five percent more followers than they normally could before wearing the ring. The wearer gains plus one to all saving throws against fear or terror and all those who follow him or her gain this bonus as well. XP Value 2500, GP Value 25000.

Ring of Lies (T, A) - Lying is a normal part of an Assassin or Thief's line of business. In order to facilitate this important skill this ring was made. The wearer of this ring is totally immune to detect lie spells. XP Value 2000, GP Value 20000.

Ring of the Little People (Halfling) - This ornate ring is made of gold and is often referred to as "precious" by those few members of the shire that have seen one before. Twice per day this ring can cause the wearer to turn invisible for up to one turn at a time. This effect is broken, of course, the moment one engages in combat or engages in any physical activity that requires any serious effort on the part of the wearer. This ring can be worn at all times and the powers can be invoked at will by the wearer. The ring also gives a resistance bonus of plus

one to magic. The powers of this ring are only usable by a halfling. XP Value 3000, GP Value 30000.

Ring of the Magi (M) - These rings are much sought after by wizards all over Zanzia. A magic user or illusionist wearing this ring saves versus magic at a bonus of plus two. The bearer of this ring also gains a bonus of plus one to armor class. The ring bearer casts all spells as if one level higher in experience and gains a plus one to all rolls for spell learning and spell failure. XP Value 2500, GP Value 35000.

Ring of the Mariner - The bearer of this ring can sense a storm coming a day in advance and make the appropriate preparations. The bearer may also swim for up to one turn even in heavy armor. The bearer may also breathe under water for up to one turn. XP Value 2000, GP Value 10000.

Ring of the Master (MO) - This ring appears to be made of cloth. A monk wearing this ring will realize that it has powers that will be quite useful to a monk. The monk wearing this ring gains plus two points of open hand damage while wearing it and doubles the amount of distance he can fall safely without taking damage. XP Value 3000, GP Value 20000.

Ring of the Master Burglar (T) - On the hands of anyone but a thief this ring seems like a cheap band made from some scrap metal. But worn by a thief and this ring becomes a prize worth stealing. All thief abilities are improved by three percent while this ring is worn. Only one of these rings can be worn at one time to gain any benefit. Wearing two of these rings merely cancels out the benefits of either. Wearing any ring that improves thieving abilities will have the

same canceling effect. XP value 2500, GP Value 25000.

Ring of Minstrels (B) - This shiny bauble seems to make the wearer feel as if there is a song in their heart. When worn by anyone but a Bard the ring merely makes the wearer feel in a good mood. But a Bard will recognize it's true abilities. A Bard wearing the ring gains an additional language, gains +5% to charm ability and gains +5% to legend lore ability. XP Value 3000, GP Value 20000.

Ring of Mischief (T) - This ring appears as a simple band of leather. Anyone other than a thief will see it only as a worthless item and pay it no mind. A thief wearing this ring, however, gains +5% to pick pocket skill and +5% to pick locks skill. A thief who wears this ring in conjunction with any other ring that modifies thief skills will find that the items cancel each other out. XP Value 3500, GP Value 35000.

Ring of Murder (A) - This ring is blood red and always appears to be slightly wet with blood when worn. Where the blood comes from is a mystery. Anyone but an assassin will be repulsed by this grotesque object. But an assassin will immediately see the value in it. Any assassin who wears this ring backstabs as an assassin four levels higher. XP Value 3000, GP Value 20000.

Ring of One Eye (Orc) - An orc or half orc wearing this ring will gain several benefits. This foul looking ring has a symbol of an eye as it's center piece. The orc or half orc wearing it will feel the power of their most important deity. The wearer gains the ability to strike their racial enemies at a bonus of plus one. These racial enemies include elves and dwarves. XP Value 2000, GP Value 30000.

Ring of Plagues (D) - This strangely shaped ring seems to have the shape of the head of an insect made of silver. Only a druid may divine the uses of this ring. A druid, however, can use this ring to cast insect summoning at a cost of one charge or creeping doom at a cost of three charges. Limited charges. XP Value 4000, GP Value 40000.

Ring of Power (M, I) - This finely engraved silver ring seems to flow with magical power. Once per week the wearer of this ring may call upon this ring to restore the magical energy to cast one spell of up to the highest level they are capable of casting. XP Value 2500, GP Value 25000.

Ring of Purity (P) - A paladin wearing this ring gains a bonus of plus one hit point per level to their lay hands ability. XP Value 3000, GP Value 30000.

Ring of Reflections (I) - The wearer of this ring can cast a mirror image spell as if a 12th level illusionist at a cost of one charge. XP Value 2000, GP Value 20000.

Ring of the Scout (R) - This simple looking ring appears just to be a wooden band made from twigs. If worn by a ranger, however, the rings powers become obvious. Once per day the wearer of this ring may go berserk against giant class creatures. This allows the ranger to strike double the normal amount of times in a single round. This effect will last throughout the entire encounter with the giant class creatures but will end immediately upon the conclusion of that battle. XP Value 3000, GP Value 20000.

Ring of Shape Changing (D) - This plain wooden band appears to be a worthless trinket. But when it is worn by a druid the ring shows powers that are far beyond

monetary value. A druid wearing this ring may shape change one additional time per day beyond what their normal level and class would allow. XP Value 2500, GP Value 25000.

Ring of Skulls - The wearer of this ring has the power to command the dead. At a cost of one charge the wearer of this ring may animate the dead or speak with the dead. XP Value 2000, GP Value 30000.

Ring of Spiders (M) - This strange ring is made of steel but has a small spider on the top of it. The wearer of this ring may cast a spider climb spell at a cost of one charge or a web spell at a cost of one charge. Limited charges. XP Value 1000, GP Value 10000.

Ring of Spies (A) - The assassin wearing this ring is more adept at wearing disguise. The chance of discovery is reduced by 2% while wearing this ring. This percentage is not cumulative with any other magical object that provides such a bonus. XP Value 2000, GP Value 30000.

Ring of Storms (D) - This strange ring is made of clear glass. When the ring is worn by a druid, however, the ring seems to have dark clouds floating in it and occasional flashes of lightning within the clear band. A druid wearing this ring can cast call lightning at a cost of one charge or weather summoning at a cost of two charges. Limited charges. XP Value 3000, GP Value 20000.

Ring of the Strider (R) - A ranger wearing this ring gains bonuses to tracking skill while wearing this. Underground the ranger gains a bonus of 5% to their base chance of success. Outdoors the ranger gains a 2% bonus to the chance of success per level of experience.

Ring of Thorns (D) - A druid wearing this plain wooden ring may cast a wall of thorns spell at a cost of one charge or cause a thorn storm in a ten foot radius around the staff striking all those present, friend and foe alike, for 6D6 damage (save versus magic for half damage) at a cost of two charges. Limited charges. XP Value 4000, GP Value 40000.

Ring of Transportation (M) - This ring seems to be made of silver and seems to be extremely light given it's metal makeup. It has a pair of wings on the front of it. Only a magic user will be able to put this ring to it's proper use. For a cost of one charge the user can cast fly, and for two charges the user can cast dimension door and for three charges they can cast teleport. Limited charges. XP Value 3000, GP Value 30000.

Ring of Tricksters (I) - An illusionist wearing this ring will find it most useful. At a cost of one charge the illusionist may cast ventriloquism, at a cost of two charges the illusionist may cast non-detection and at a cost of three charges the wearer may cast confusion. XP Value 3000, GP Value 35000.

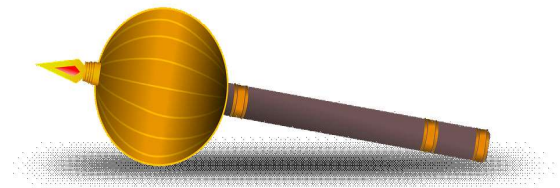
Ring of War (F, R, P) - This fine ring has seen much combat. This is a warrior's ring. Others will not benefit from it. A fighter class character wearing this ring will heal one extra hit point per day from normal rest. Once per day the wearer of this ring can invoke the primary power of this ring and self heal for half of his normal damage. This is not to be considered healing per se but as a burst of strength at a critical time in battle. However, there is a major drawback to using this power. Should the character in question reach zero hit points the player shall die. The player will not fall unconscious but shall die immediately from the great strain of fighting

beyond normal stamina would allow. XP Value 4000, GP Value 40000.

Ring of the Wilderness (D, R) - A ranger or druid wearing this ring has the power of nature in their hands. Once per day the wearer of this ring may cast the following spells and abilities as if they were a druid of 12th level : entangle, locate animals, locate plants, warp wood, snare. XP Value 2000, GP Value 25000.

Seafarer's Ring - This ring is just a little bit salty. The wearer of this ring will always know the proper direction as long as they are on the water. The wearer of this will never get lost on the sea. This ring gives the bearer total resistance to the effects of wind and rain. XP Value 3000, GP Value 30000.

Swashbuckler's Ring - The wearer of this ring is good at fighting with a sword. The wearer gains a plus one to hit while using a sword in combat as long as it is a one handed variety. XP Value 2000, GP Value 25000.



RODS

Rod of Power (F, C, R, P) - This regal looking rod has a large red ruby at the tip. The rod may be used as a mace and will act as a plus two weapon to hit and to damage. But it's true powers lie within. Once per day the wielder of the rod may fly for up to one turn as per the spell of flying. Once daily the wielder may be shielded as per the spell

shield for up to one turn. Once per day the wielder of the rod may command as per the command spell as if he were a 9th level cleric.



STAVES

Staff of Arcane Energy (M) - This powerful magical staff seems to buzz with energy. Anyone near this staff can feel the power of this staff radiating. Only a magic user may make use of this staff. It has the appearance of a long metal staff with a strange clear gem at the tip which seems to be giving off light. At a cost of three charges the magic user using this staff may cast delayed blast fireball or reverse gravity, for two charges he or she may cast globe of invulnerability, and for one charge teleport. Limited charges. XP 6000, GP Value 60000.

Staff of the Deceiver (I) - This staff is a long wooden shaft and is all black. At times the staff appears only a couple of feet long and at others it appears as long as seven feet. It is light to the touch yet appears quite thick

to those looking at it. An illusionist wielding this staff may cast shades for a cost of two charges, mirror image for a cost of one charge and blur for a cost of one charge. Limited charges. XP Value 5000, GP Value 50000.

Staff of the Desert Sands (D) - This staff has the power of the desert storms inside of it. At the cost of a charge the druid in possession of this staff may create a sand elemental. This is basically the same as an air elemental except that it has sand in the wind which cuts deeply when it touches a living being. The elemental will be an 8HD variety. Should the druid expend two charges a 12HD variety may be created and at a cost of three charges a full 16HD variety may be obtained. These staves are found with limited charges on them. XP Value 4000, GP Value 40000.

Staff of Fury (MO) - A monk wielding this staff is a formidable foe. The staff is plus one to hit and to damage. The staff does normal damage but the monk wielding it may swing it twice per round. XP Value 2000, GP Value 30000.

Staff of the Grove (D) - This staff looks like a thin branch from a withered old tree. But in the hands of a druid this staff is a formidable weapon. It is plus one to hit and plus two to damage if wielded as a weapon. The holder of this staff gains plus one to all saving throws while outdoors. Once per day the druid wielding this staff may cast: hold plant, call lightning, wall of thorns and pass plants. XP Value 5000, GP Value 50000.

Staff of the Henge (D) - The druid wielding this fine staff has the power of the standing stones. This staff gives the wielder the following abilities at the cost of charges: Conjure earth elemental - 3 charges, Cure

Critical Wounds - 2 charges, Transmute Rock to Mud - 1 charge. These staves come with limited charges. XP Value 4000, GP Value 40000.

Staff of Images (I) - An illusionist in possession of this staff may cast a minor creation at a cost of one charge or a major creation at a cost of two charges. Should this staff be broken this staff has a retributive strike effect similar to that of a staff of power. Instead of creating an explosion of force, however, the broken staff will release illusionary magic resulting in a continuous prismatic spray that will affect all creatures in the area, including the illusionist. The prismatic spray effect will last for a full turn and all creatures in the area must suffer the consequences of releasing this force. XP Value 5000, GP Value 50000.

Staff of the Moon (D) - The power of moon light is well documented among those of the druidic faith. A druid wielding this staff has the power to identify lycanthropes at will with it. At a cost of one charge the druid may cure one of lycanthropy. At a cost of two charges the druid may cast a moonbeam which will harm undead creatures only for 2-20 points of damage instantly. XP Value 3000, GP Value 40000.

Staff of Oak (D) - This sturdy staff is a deadly weapon in the hands of a druid. It is a plus three weapon to hit and to damage when wielded properly by a student of nature. Certain abilities and powers are also present in the staff which is made from a tree branch: Fire seeds at a cost of three charges, commune with nature at a cost of two charges and dispel magic at a cost of one charge. When all charges are expended from the staff it will revert back to a simple tree branch and will no longer have magical

properties. XP Value 4000, GP Value 40000.

Staff of Phantasms (I) - The illusionist wielding this staff may use it as a weapon or may spend charges on the staff to perform certain abilities. As a weapon the staff is plus one to hit and to damage. At a cost of one charge the user can cast a phantasmal force. At a cost of two charges the wielder may cast an improved phantasmal force. At a cost of three charges the wielder may cast a phantasmal killer spell. XP Value 5000, GP Value 50000.

Staff of Prisms (I) - This staff generally is found with few charges remaining on it due to the extremely powerful nature of it. This staff is made for illusionists and only an illusionist can gain any benefit from it. The user of the staff may cast prismatic wall at a cost of one charge and prismatic spray at a cost of two charges. XP Value 5000, GP Value 50000.

Staff of Rain (D) - The druid wielding this staff may bring forth the rains causing flooding. The druid may also lower the waters. At a cost of one charge the druid may cast the cleric spell lower water. At a cost of two charges the druid may call forth the waters of the earth and bring a deluge upon the land which will cause massive flooding in a one mile radius around the druid. The druid will be in no danger but friends and foes alike might very well drown as a result of this power. Such waters might rise as high as ten feet in many places. XP Value 4000, GP Value 40000.

Staff of Shadows (I) - This strange staff seems to get darker as the light in the room increases. The staff is made for illusionists and only a member of that class may use its abilities. At a cost of one charge the

following spells may be cast from it: shadow monsters, shadow magic, summon shadows and shadow door. XP Value 6000, GP Value 60000.

Staff of Snow (D) - A druid in possession of this staff has the power to bring forth the snows. A snow storm may be brought forward which will do no damage but which will block mountain passes and create a barrier difficult to penetrate can be brought forth at a cost of one charge. At a cost of two charges the wielder may create a wall of ice. And at a cost of three charges the wielder may cast an ice storm as if they were a magic user of twelfth level. XP Value 4000, GP Value 40000.

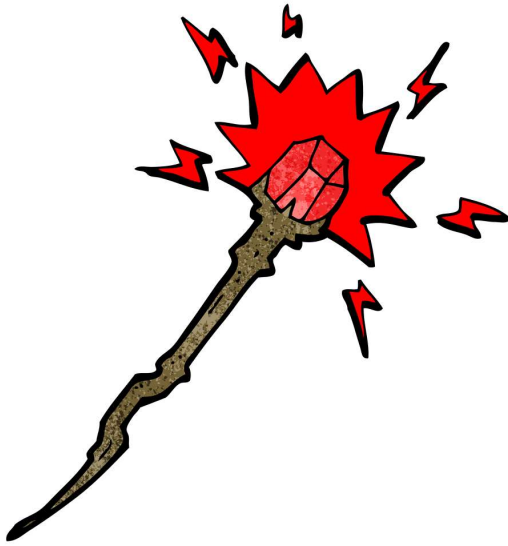
Staff of the Sun (D) - The power of the sun is an incredible force. Druids are fully aware of these energies and how to channel them. The druid wielding this staff may use the following powers at the cost of charges: Sun Beam at a cost of three charges - this creates a powerful beam emanating from the tip of the staff towards one individual creature. Vampires will take 3-30 damage from such a beam. Other creatures will suffer 1-10 points of fire damage but will be allowed a saving throw versus magic for one half damage. Solar Flare at a cost of two charges - This power allows the druid to cause the tip of the staff to burst into bright flame. Such flame will terrify undead creatures which will need to make a saving throw versus magic to avoid fleeing in terror for 2-5 rounds. Flaming Tip at a cost of one charge - This power allows the staff tip to burst into a smaller flame which can be used to provide light continuously or can be used in combat to add another 1-6 fire damage against an opponent struck with it. Targets are allowed a saving throw versus magic to avoid one half of the damage. XP Value 4000, GP Value 40000.

Staff of Truth (C) - This finely engraved staff is made of the finest oak. At the tip of the staff is a carving of a distinguished looking face with a stern look. The powers of this staff may only be used by a cleric. At a cost of one charge the user may cast a detect lies spell. For two charges the user may cast an exorcism spell. And for three charges the wielder may cast a speak with monsters spell. These staves come with limited charges. XP Value 5000, GP Value 50000.

Staff of War (F, R, P, C, M, A, D, MO, I) - Many may use this staff in battle. It is a plus one weapon to hit and to damage. But the person wielding this staff can command armies with it. The wielder of this staff improves the morale of those following him or her. All followers will save at plus one against fear or terror spells or effects. XP Value 2000, GP Value 10000.

Staff of Wind (D) - This staff gives the druid wielding it the power of the winds. At a cost of one charge the wielder may cast control wind as a 12th level druid or create an 8HD Air Elemental which will last for one full turn before disappearing forever. XP Value 4000, GP Value 40000.

Staff of Wood (D) - This staff appears just to be the withered old branch of some dead tree. In the hands of a druid, however, the staff is proven to be quite an effective magical weapon. It is plus two to hit and plus four to damage when used to strike as a weapon. For a cost of two charges the user may cast cure critical wounds. For a cost of one charge the user can cast anti plant shell or anti animal shell. Limited charges. XP Value 6000, GP Value 60000.



WANDS

Wand of Animal Summoning (D) - These fine wands are made for druids. The wand appears to be a simple stick from an oak tree with leaves still attached. But the stick has magical powers. At a cost of one charge an Animal Summoning I spell might be cast. At a cost of two charges an Animal Summoning II spell might be cast. And at a cost of three charges an Animal Summoning III spell may be cast. Limited charges. XP Value 3000, GP Value 30000.

Wand of Blunders - This wand is cursed. Those who count on this wand for providing magical benefits shall only be disappointed. Each time a charge is expended this wand will create a catastrophe randomly on the following table:

01-10	The wielder is engulfed in flames and suffers 1-6 damage per round for 2-7 rounds
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11-20	An ice storm strikes where the wand wielder is standing affecting both the wielder and those within a ten foot radius of him for 6D4 damage
21-30	The wielder of the wand is teleported randomly 2-20 miles away
31-40	The wielder of the wand is teleported 10 to 100 feet in the air and dropped to the earth
41-50	All of the belongings of the person expending a charge from this wand are teleported ten miles away in a random direction
51-60	All those in a ten foot radius of the wand are cursed (reverse bless) for one turn All those in a ten foot radius of the wand have their weapons and armor teleported one hundred feet away in a random direction
61-70	The wielder of the wand is turned blue
71-80	The wielder of the wand is aged ten years
81-90	The wielder of the wand loses one point of intelligence permanently
91-99	The wielder of the wand grows a six foot beard immediately
00	The wielder of the wand finds that all of his or her magic items have lost their power.

Wand of Bones (M) - This wand allows the wielder to create an army of skeletons to support the magic user. Each charge of the wand will create a single skeleton which will serve the wielder for a predetermined amount of time rolled randomly and kept

secret from the person using the wand. This time will be 1-4 days. At the end of that time the skeleton will either turn to dust (50% chance) or turn on it's master (50 % chance). While a person using this wand might feel secure and create a full complement of skeletons to protect him or her they might soon find that this army is suddenly turned upon them. These wands have limited charges and cannot be refilled. XP Value 3000, GP Value 30000.

Wand of Cloud Kill (M) - This wand appears to have a tip which is white and shaped like a cloud. The user of this wand can cast a cloud kill spell at a cost of one charge per use. Limited charges. XP Value 4500, GP Value 45000.

Wand of Dragon's Breath (M) - This wand has the shape of a dragon's head at the end of it. It can only be used by a magic user. Anyone of another class will not understand it's purpose or how to wield it. The magic user wielding this wand will have immense power doing so. He or she may choose to discharge a breath weapon of any type of normal chromatic dragon from this wand. The choice is up the wielder. The area of effect is a 5' radius from the area selected as the target. The maximum range from the wand is fifty feet. The target and all those within the area of effect will need to make a saving throw versus breath weapon to take one half damage from the wand. Damage from the wand is equal to the hit points of the magic user wielding it or half if a saving throw is made. Limited charges. XP Value 5000, GP Value 50000.

Wand of the Elements (M) - The wielder of this wand may summon an elemental of one of the four primary types (earth, water, fire or air). The elemental summoned will be an 8 hit die variety unless more than one

charge expended. If two charges are expended then a 12 hit die variety will appear. If three charges are expended then a 16 hit die variety will appear. These wands are extremely rare and are always found with few charges left upon them. XP Value 5000, GP Value 50000.

Wand of Insects (D) - These wands appear to be made from the leg of some incredibly tall insect. It is greenish and at times seems to move on it's own. At a cost of one charge the druid wielding this wand may cast a summon insects spell. At a cost of two charges the druid may cast an insect plague spell. And at a cost of three charges the user may cast a creeping doom spell. Limited charges. XP Value 5000, GP Value 50000.

Wand of Knocks (M) - This thin wand is made of metal and has a fist at the end of it appearing as if it is being used to knock on a door. The wielder of this wand may cast a knock spell at a cost of one charge. Limited charges. XP Value 2000, GP Value 20000.

Wand of Many Colors (M, I) - Each time a charge is expended from this wand one color of the spectrum from the prismatic spray is fired from the tip of the wand towards the target chosen. The color fired is not controlled by the wielder but is determined randomly and has the normal effects of a prismatic spray. XP Value 4000, GP Value 40000.

- | | | |
|----|--------|---------------------------------------|
| 1. | Red | Inflicts
10 hit
point
damage |
| 2. | Orange | Inflicts
20 hit
points |

- | | | |
|----|------------------|--|
| 3. | Yellow | damage
Inflicts
40 hit
points
damag
e |
| 4. | Green | Save
versus
poison
or die |
| 6. | Blue | Save
versus
petrific
ation
or
turned
to
stone |
| 7. | Violet | Save
versus
wand
or go
insane |
| 8. | Roll Again Twice | |

Wand of Monster Summoning (M) - This thin wand has the head of a dragon carved into the tip. When this wand is used one must expend a charge or charges to summon creatures. One charge expended casts a Monster Summoning I spell. Seven charges expended casts a Monster Summoning VII spell. The number of charges spent determines the level of spell cast. These wands have limited charges found upon them. XP Value 5000, GP Value 50000.

Wand of Petrification (M) - This wand appears to be made of stone. Anyone using this wand can cast a flesh to stone spell or the reverse (stone to flesh) at the cost of one charge. This wand can only be used by magic users and has limited charges. XP Value 5000, GP Value 50000.

Wand of Phantasms (I) - This thin metal wand has a glass ball at the tip of it which is about one inch in diameter. The user of this wand must be an illusionist or it shall reveal no powers at all. At a cost of one charge the wielder may cast a phantasmal force spell. At a cost of three charges the user may cast a phantasmal killer spell. Limited charges. XP Value 5000, GP Value 50000.

Wand of Shadows (I) - This thin wand seems transparent except for strange swirling patterns which continually move within the wand itself. This wand is for illusionists and all other classes wielding this wand will see no benefits from it. At a cost of one charge the user may cast a shadow monsters spell. At a cost of two charges the wielder may cast a shadow door spell or a shadow magic spell or a summon shadows spell. At a cost of three charges the user may cast a demi-shadow magic spell. Limited charges. XP Value 5000, GP Value 50000.

Wand of Suggestion (M) - The wielder of this instrument may cast a suggestion spell at a cost of one charge per use. Limited charges. XP Value 2000, GP Value 20000.

Wand of Trickery (I) = This strange wand is made of clear material and at times seems nearly transparent. In the hands of an illusionist this wand may be used to cast suggestion, fear or confusion at a cost of one charge. XP Value 4500, GP Value 45000.

Wand of the Trickster (I) - This wand was designed for illusionists to aid in their trade. The user of this wand may cast hypnotism, misdirection, non detection and confusion at a cost of one charge each. XP Value 4000, GP Value 40000.

Wand of Walls (M) - This wand appears to be made out of stone. In the hands of any but a magic user it will seem to have no value. But in the hands of a magic user the wand reveals it's abilities. The user of the wand can cast wall of fire, wall of ice, wall of iron, wall of force, wall of stone at a cost of one charge. Limited Charges. XP Value 4000, GP Value 40000.

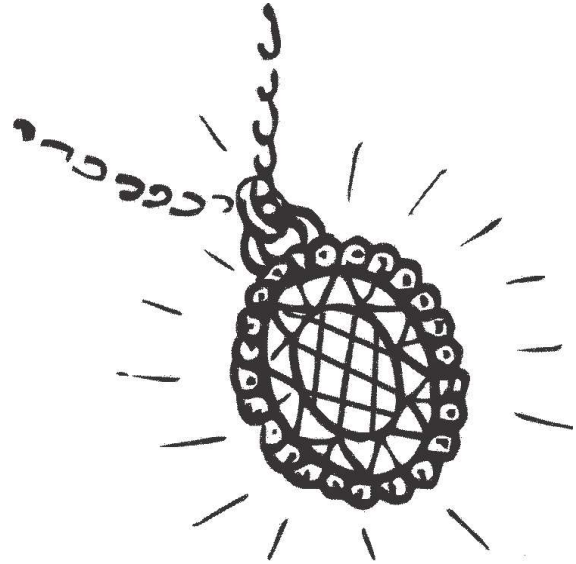
Wand of Webs (M) - At the top of this then wand of wood is a small spider carving. The user of this wand can cast a web spell at a cost of one charge. Limited charges. XP Value 2000, GP value 20000.

Wand of Wind (M) - This strange wand has a fan blade at the end of it made of wood. It twirls as spells are cast from it. This wand may only be used by a magic user. When one charge is expended the user of this wand may create an eight hit die air elemental to do his bidding or cast a gust of wind spell. XP Value 5000, GP Value 50000.

MISC ITEMS

All Seeing Eye (Orc or Half Orc) - This grotesque amulet is much coveted by orcs and half orcs alike. It represents the one eye of their most powerful deity. The wearer of this pendant must be orc or half orc or else the person wearing it will suffer 3-30 points of damage from the anger of the deity at the insult. A non orc or half orc wearing the amulet must also make a saving throw versus magic or suffer an alignment change to evil as a result of the powers of the amulet. An orc or a half orc wearing this amulet feels the power of their god coursing through their blood. They feel fearless and empowered as a result and gain plus one to hit and to damage while using a spear in combat as their deity prefers a spear. Additionally the wearer gains plus one to

strength while wearing this necklace but a minus two to charisma. The wearer also gains another 20' of infravision. Only a handful of these evil talsimands have been known to exist. XP Value 2000, GP Value 10000.



Amulet of Battle (A, F, P, R) - This fine amulet seems slightly damaged from combat. This amulet is made for those skilled in the arts of fighting. Only a fighter, paladin, ranger or assassin might find benefit from wearing it. The wearer gains plus one to all damage rolls and recovers hit points at an extra two points per day. XP Value 4000, GP Value 30000.

Amulet of the Defender (P) - This shiny silver amulet has a feeling of pure good when held in one's hands. The magical powers of this amulet may only be unleashed by a paladin of the purest heart. Once per day the paladin wearing this device may cast a cure serious wounds, remove curse or a

dispel magic spell. XP Value 3000, GP Value 25000.

Amulet of the Earth (D) - This strange amulet looks like a piece of dirt hanging by a small leather band. But this amulet has strange powers in the hands of a druid. The wearer has the power to conjure an 8HD earth elemental at the cost of a charge. It comes with limited charges. Also for a single charge it gives the power to transmute rock to mud. XP Value 4000, GP Value 20000.

Amulet of the Immaculate (C) - This fine amulet is engraved with many holy symbols. Clearly this amulet is intended for the use of clerics. The wearer may cast once per day the following spells: cure serious wounds, neutralize poison, prayer. XP 4000, GP Value 20000.

Amulet of Murder (A) - These amulets look like a little drop of blood in a small vial which hangs around the neck of the person wearing it. These amulets are made for those who slay. The wearer of this amulet gains a plus one to hit on all back stab attempts. The wearer also gains a 10% resistance to all know alignment or detect evil spells cast against them. XP Value 3000, GP Value 25000.

Amulet of the Master of Winds (MO) - These plain looking amulets are made from a simple cloth band holding a plain looking rock around the neck. These necklaces are made for those who are of a monastic order. A monk wearing these amulets gains plus 5' tp maximum movement rate and plus one to all saving throws. XP Value 3000, GP Value 25000.

Amulet of the Pathfinder (R) - This amulet appears to be a small arrow hanging

from a thin piece of leather cord. This device is only usable by one of the ranger class. Once per day the ranger wearing this may cast a pass without trace, locate animals, locate plants or pass plants. XP Value 3000, GP Value 25000.

Amulet of the Visionist (I) - This strange amulet at times does not even appear to be there. At other times it appears to be a shiny metal object hanging from the neck. This amulet aids in the powers of illusion. The wearer of this amulet can cast the following spells from the amulet once per day: color spray, hypnotism, invisibility, blindness, illusionary script. XP Value 4000, GP Value 20000.

Amulet of Thievery (T) - This strange amulet appears only as a coin with a small strap of leather holding it around the neck of the wearer. This amulet, however, gives the thief wearing this +2% to pick pockets, find and remove traps and lock picking skills. These effects are not cumulative, however, with any other devices that give bonuses to these skills as well. XP Value 3000, GP Value 25000.

Arrow of Misdirection - this cursed item looks just like an arrow of direction but it will actually mislead it's owner at critical times. It will not always point the wrong direction. When the answers are obvious it will point correctly. But at critical times when the owner requires the proper directions it will fail miserably. XP Value 0, GP Value 1000.

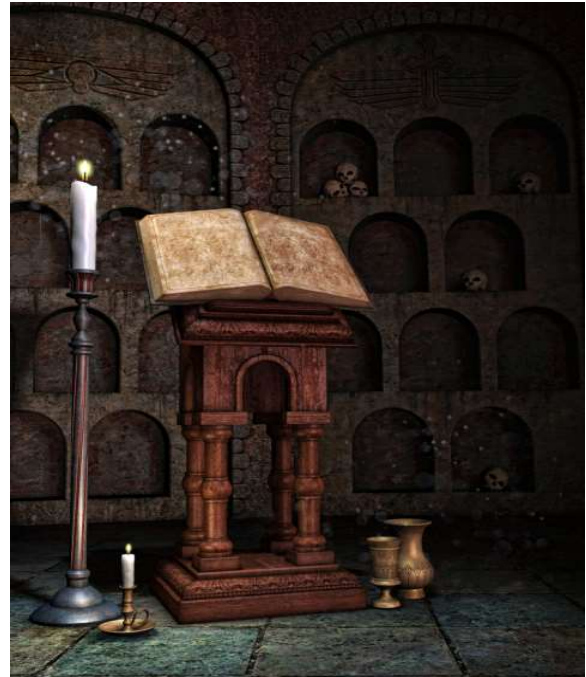
Bag of Illusions (I) - This strange bag has peculiar runes sewn into the cloth that only an illusionist could understand. Inside the bag are twelve pebbles. Each time a pebble is withdrawn from the bag and thrown upon the ground it will create an illusion

randomly from the following table. Once each illusion is used the pebble will turn red and will no longer be usable as an illusion again. None of these illusions can be cast again once used. XP Value 5000, GP Value 25000.

1. Ancient Red Dragon
2. Manticore
3. Orc
4. Bugbear
5. Gnoll
6. Demon Type IV
7. Elf
8. Dwarf
9. Silver Dragon
10. Lammasu
11. Androsphinx
12. Griffon
13. Owlbear
14. Kobold
15. Blink Dog
16. Hell Hound
17. Couatl
18. Water Elemental
19. Bone Devil
20. Pit Fiend

Bag of Spell Components (M, I) - This bag was clearly previously owned by another magic user or illusionist. Inside the bag are various spell components for a random selection of spells which might be useful to the person holding it. Anyone holding this fine bag will find the components for the spell they are looking for 75% of the time. XP Value 2500, GP Value 40000.

Belt of Displacement (I) - The wearer of this belt never seems to be in one place at one time. An illusionist wearing this belt gains displacement as if wearing a cloak of displacement. XP Value 5000, GP Value 50000.



Book of Dwarves - Reading from this thick tome will improve one's reaction adjustment when dealing with the listed race after one finishes reading it. The book explains the customs and legends of the race and makes the reader more aware of what is expected. The book will make the reader more readily accepted. XP Value 4000, GP Value 40000.

Book of Elves - Reading from this thick tome will improve one's reaction adjustment when dealing with the listed race after one finishes reading it. The book explains the customs and legends of the race and makes the reader more aware of what is expected. The book will make the reader more readily accepted. XP Value 4000, GP Value 40000.

Book of Gnomes - Reading from this thick tome will improve one's reaction adjustment when dealing with the listed race after one finishes reading it. The book explains the customs and legends of the race and makes

the reader more aware of what is expected. The book will make the reader more readily accepted. XP Value 4000, GP Value 40000.

Book of Halflings - Reading from this thick tome will improve one's reaction adjustment when dealing with the listed race after one finishes reading it. The book explains the customs and legends of the race and makes the reader more aware of what is expected. The book will make the reader more readily accepted. XP Value 4000, GP Value 40000.

Belt of the Rogue (T, A) - A thief or assassin wearing this fine belt finds it easier to climb. A bonus of 5% is gained to the climbing ability while wearing this belt. The effects of this belt are not cumulative with the effects of other devices that modify that skill. XP Value 3000, GP Value 30000.

Belt of Wound Binding - These fine leather belt seems to help with healing. Anyone wearing this fine belt heals one extra hit point per day as a result. XP Value 1000, GP Value 10000.

Black Sail - This black piece of cloth is the sail from a pirate ship. When it is raised as a sail this cloth gives the boat an extra burst of speed under heavy wind. The ship or boat using this as a sail will travel one third faster than the ship would without. This sail allows the pirates to chase down their victims and flee from authorities easily. XP Value 1000, GP Value 10000.

Book of Ancient Lore - This fine book is very thick and seems to contain passages on many different subjects. One who reads this entire book will gain a single point of wisdom as a result. Reading the entire book will take 2-5 months of intense focus and study. XP Value 5000, GP Value 50000.

Book of the Damned - A person that reads this text has the ability to lift a powerful curse. Even curses that would typically require a wish or limited wish might be removed with this book instead. This text does not need to be read by a cleric. The reading must be made aloud and typically takes up to one full day of uninterrupted speaking to complete. The book is consumed in flames when completed. XP Value 2000, GP Value 20000.

Book of the Dead - A person that reads from this text understands the secrets of life and death. One time only, upon completion of the reading of this text aloud, the person using this tome may bring a slain being back to life from the dead. This is the same effect as a resurrection spell. A person does not need to be a cleric to use this text. Reading this text typically will take two full days to read aloud. The reading must be undisturbed. The book is consumed in flames once read. XP Value 4000, GP Value 40000.

Book of Dedication and Silent Prayer (MO) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the monk class. While this book will give the experience needed to advance in level it does not eliminate the need to challenge one of the same level if this is required by the class. XP Value 8000, GP Value 40000.

Book of the Grove (D) - A druid reading from this text is in tune with nature. The druid will be able to shape change one additional time per day upon reaching the appropriate minimum level for this ability. This ability is not cumulative with other

magical items that might improve this skill.
XP Value 4000, GP Value 40000.

Book of Legends (B) - A bard reading from this tome gains great knowledge about the world around them. Legend lore and item knowledge skill raises by 5% after this book is read. This effect is not cumulative with other items that improve this skill. XP Value 4000, GP Value 30000.

Book of Nature (D) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the druid class. While this book will give the reader the needed experience to gain a level it does not eliminate the need to challenge one of the appropriate level to advance if that is required. XP Value 8000, GP Value 40000.

Book of the Open Hand (MO) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the monk class. While this book will give the experience needed to advance in level it does not eliminate the need to challenge one of the same level if this is required by the class. XP Value 8000, GP Value 40000.

Book of Songs (B) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the bard class. This book will only be of value once the character has made the transition from thief to bard. XP Value 8000, GP Value 40000.



Boots of Avoidance (T, A) - These fine boots are made for fleeing. They leave no tracks or footprints to follow. Even a ranger cannot track the wearer of these fine boots. XP Value 1000, GP Value 7500.

Boots of the Elements (D,R) - These fine boots seem to hold up well against the weather. A druid or ranger wearing these boots gains plus one to saving throws against fire, lightning and cold. XP Value 4000, GP Value 40000.

Boots of Mystery (I) - These fine boots seem to ground the person wearing them in reality. An illusionist wearing these fine boots gains plus four to all saving throws for disbelieving illusions. XP Value 2000, GP Value 25000.

Boots of Shadows (T, A) - These dark boots are made for rogues. A thief or assassin wearing these boots gain +5% to their hide in shadows ability. These boots effect are not cumulative with any other device which

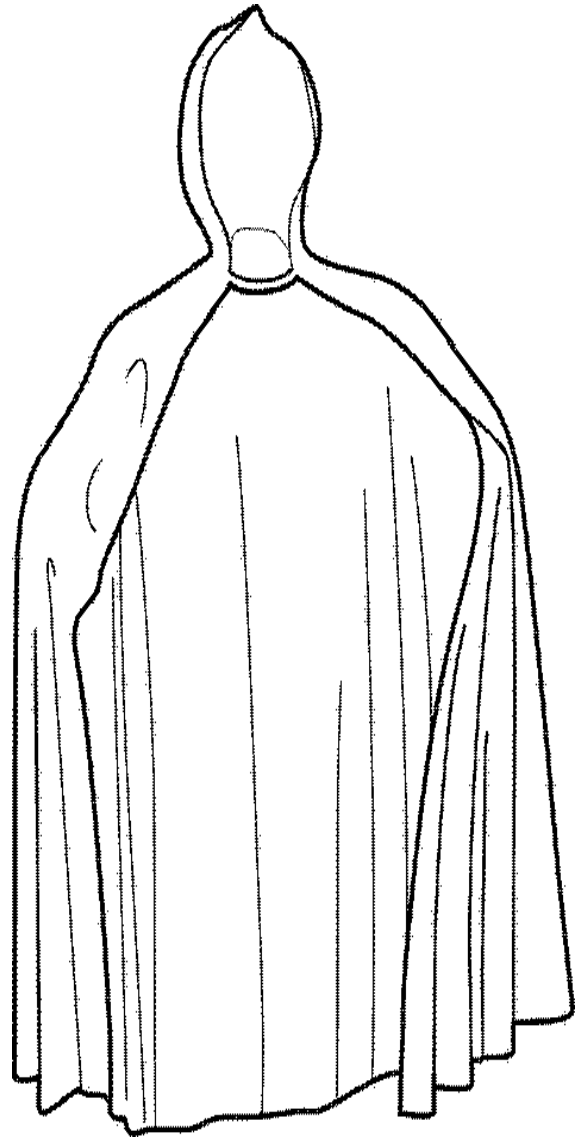
adds a bonus to that skill. XP Value 2000, GP Value 20000.

Boots of the Woodsman (R) – These slightly worn looking boots are made of fine leather and seem to hold up well against the elements. A ranger wearing these boots gains plus one to all saves against cold damage. All giant class creatures attacking the ranger wearing these boots do so at a penalty of -1 to hit. XP Value 2500, GP Value 20000.

Bracers of Manipulation (I) - These fine bracers have a mirrored appearance. Strange reflections can be seen in them. The illusionist wearing these bracers casts illusions that are difficult to disbelieve. All those making saving throws to disbelieve an illusion created by the wearer of these bracers does so at a penalty of -1. XP Value 2000, GP Value 25000.

Burglar Tools (T, A) - These special thieves tools aid the thief with their magical properties. The user of these tools gain +5% to lock picking skill while using these tools. XP Value 1000, GP Value 10000.

Chime of Shattering - This cursed chime destroys glass and crystal objects in a thirty foot radius of the sound. All potion bottles, all glass windows, all crystal objects, etc in a thirty foot radius will be shattered upon the ringing of these chimes.



Cloak of Darkness - A person wearing this fine cloak will find that they can hide in shadows as if they were a 5th level thief. A thief wearing this cloak will find that they can hide in shadows with a bonus of +5%. This bonus is not cumulative with other magical items providing such bonuses to thief skills. XP Value 3000, GP Value 30000.

Cloak of Murder (A) - This fine cloak is made for slayers. One wearing this robe blends easily into a crowd. This improves the assassin's ability to disguise themselves with a bonus of -1 to any such rolls for discovery. The assassin wearing this robe will also find that they have a bonus of plus 2% to move silent skill and plus 2% to hide in shadows skill. These bonuses are not cumulative with other items that might provide similar bonuses to thief skills. XP Value 3000, GP Value 30000.

Cloak of Mystery (T, A) - A rogue wearing this robe gains plus 2 % to hide in shadows ability. This is not cumulative with other such bonuses to thief skills from other magic items. The wearer of this cloak may also pass without trace as per the spell twice daily. XP Value 3000, GP Value 30000.

Dwarves Mining Pick - This fine tool can also be used as a weapon. In the hands of a dwarf it can be used as a military pick plus one. But also when it is used by a dwarf it can be used to mine for ore. It increases the chance of finding valuable gems or ore by twenty percent. XP Value 2000, GP Value 20000.

Emerald Robe (D) - This green robe has magical powers that a druid may find useful. While wearing this robe the druid may shape change one additional time per day. The robe gives the druid wearing it a bonus of plus one to armor class. While wearing this robe the druid gains an additional plus one to saving throws against electricity and fire. XP Value 3000, GP Value 30000.

Eyes of Understanding (T) - These strange goggles seem only to be valuable to a thief. The wearer of these goggles feels that they are better able to understand languages and magic. The wearer gains +5% to read

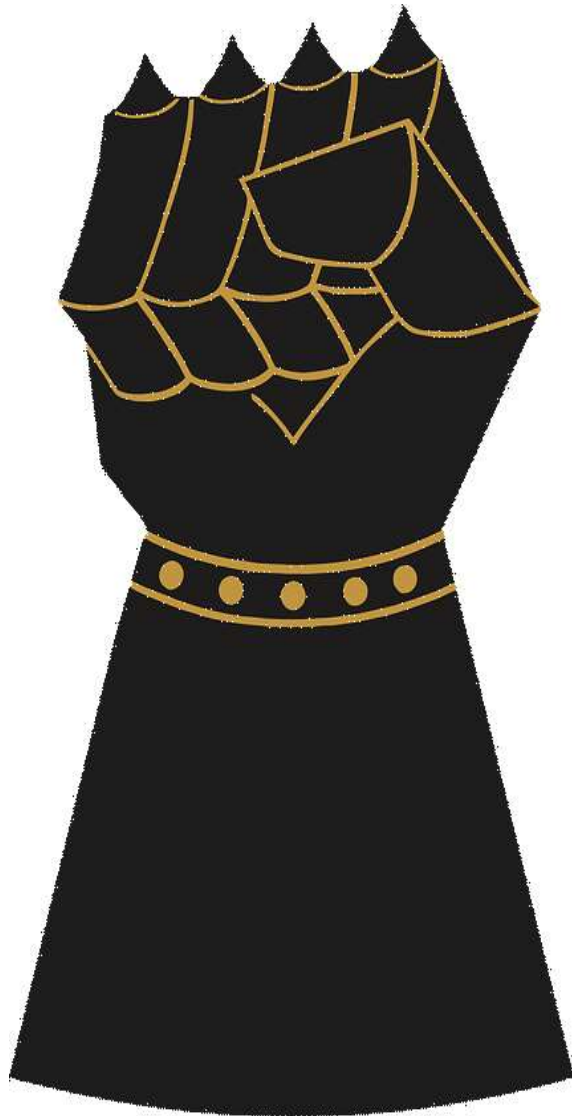
languages skill as well as rolls involving reading magic. XP Value 3000, GP Value 25000.

Feather of Skilled Writing (M) - A magic user using this quill pen does so as if he had cast a **Write spell**. XP Value 2000, GP Value 20000.

Fists of Glory (MO) - These fine gloves are made for monks to wear while fighting. These gloves allow the monk using them +1 to hit and to damage while fighting with open hands. XP Value 2000, GP Value 20000.

Flute of Don Juro (B) - This fine musical instrument is made for use by a bard. A bard of a minimum of 4th level may play this instrument without penalty. Don Juro was a famous Zanzian bard who died years ago during the Siege of the City of Onm. A bard playing this instrument gainst +12% to charm, can cast cure light wounds, bark skin, and detect magic once daily. XP Value 1000, GP Value 5000.

Gauntlets of Kobold Power - These fine gloves seem to be made from the finest plate mail and appear to be a set of Gauntlets of Ogre Power when worn. In reality, however, they are cursed. The wearer will soon find that they have the strength of a Kobold instead when these gloves are worn. Even worse, they will find that these gloves cannot be removed short of a remove curse spell or a wish or limited wish. Instead of a 18/00 strength the wearer gains a strength of 3 until he or she is able to finally remove them. XP Value 0, GP Value 1000.



Gem of Flaws - When this cursed gem is placed with other gems the other gems lose their value and become worthless pieces of glass paste. This gem, however, will appear to be a 100 gold piece value gem. XP Value 0, GP Value 1000.

Girdle of Brownie Strength - This fine belt appears just like the Girdle of Giant Strength. But this cursed belt bestows the weakness of a brownie instead. The wearer

of this belt will have a strength of 3 while wearing this belt until a remove curse is cast to allow them to remove the belt and discard it. The belt will always reappear around the waist until the curse is lifted. XP Value 0, GP Value 1000.

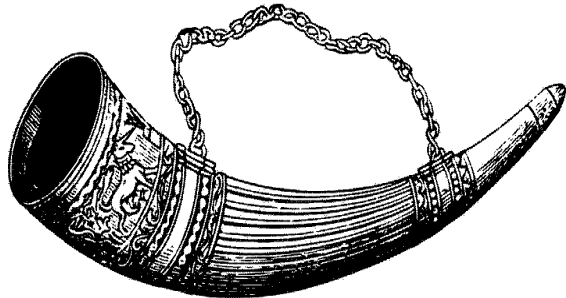
Gloves of Deception (I) - These gloves are designed for Illusionists. Using these gloves gives the illusionist the benefit of improved success. All opponents who view their illusions will suffer a -1 penalty to disbelieving. XP Value 2000, GP Value 20000.

Gloves of the Cutpurse (T, A) - These cheap looking gloves could only look appropriate on a rogue. They appear to be made of cheap cloth and have holes in them. However, on the hands of a rogue these gloves have power. The wearer gains +5% to pick pockets skill while wearing these gloves. This bonus is not cumulative with any other magic device that modifies that skill. XP Value 2000, GP Value 10000.

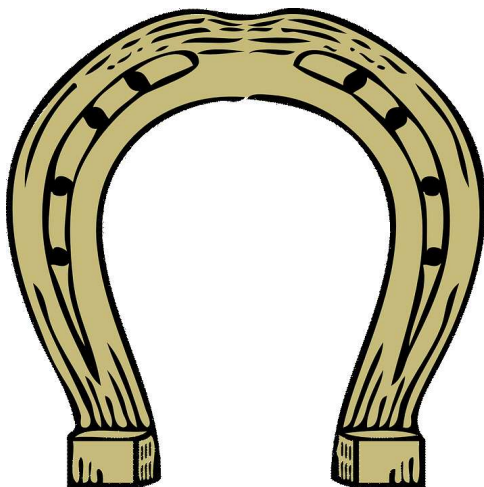
Gloves of Murder (A) - These gloves are made for killing. They have an appearance that seems a bit bloody. An assassin wearing these gloves backstabs with a bonus of plus one to damage before the multipliers. The assassin also gains +1% on the assassination table during an attempt to assassinate a victim. XP Value 4000, GP Value 40000.

Harp of the Angels (B) - This fine mandolin is made in the strange barbarian lands to the north of Zanzia. Who makes them or plays them in that barbaric place is unknown and these instruments are quite rare. A bard of a minimum of 10th level might play this harp with no penalty. A bard playing this harp gains + 23% to charm and can cast the following spells once daily: pass

plant, animal summoning III and conjure fire elemental. XP Value 4000, GP Value 20000.



Horn of Disaster - This cursed item brings bad luck to the one who plays it and to all who hear it as well. When this horn is played the player and anyone in a 20' radius are all affected. Each will receive -5 to all saving throws for one turn. They will, of course, be unaware of this fact until an appropriate saving throw needs to be made. They will only know that the horn makes no apparent noise when played. XP Value 0, GP Value 1000.



Horseshoes of Flying - Once per day the horse wearing these fine silver horseshoes may be made to fly as per the spell for a duration not to exceed one hour. XP Value 1000, GP Value 10000.

Lantern of Blinding Light - This fine bullseye lantern can be made to shine directly in the eyes of one opponent with the effect of a cause blindness spell. A saving throw by the victim will negate the effect. XP Value 1000, GP Value 10000.

Lantern of the Gods - This fine lantern seems incredibly bright when in the presence of undead. All undead encountered while this lantern is lit will fight at -1 to hit penalty while within 10' of the lit lantern. XP Value 2000, GP Value 20000.

Lantern of Monstrous Attention - This cursed lantern brings unwanted attention to the person holding it. Monsters find it very interesting and will come looking for the person in possession of it. Random encounters while holding this lantern are 90% instead of the normal rate for encounters until this lantern is disposed of by a remove curse, wish or limited wish. The lantern will keep appearing in the hands of the person who first used it until the curse is lifted. XP Value 0, GP Value 1000.

Libram of the Deep Woods (D) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the Druid class. XP Value 8000, GP Value 40000.

Lucky Silver Piece (A) - According to the ancient Zanzian legends this silver piece was paid to the Grandfather of Assassins for his first murder. This was the last silver piece,

coincidentally, that he owned when his second in line thrust a dagger through his heart and removed the coin from his dead body. To most people it appears just as a normal silver coin. To an assassin, however, this coin adds plus one to all saving throws while in possession of it. XP Value 2000, GP Value 20000.

Lyre of Hope (B) - This musical instrument is made for Bards. Any level Bard may play this instrument. If played by a Bard those who are in range to hear the music from it (20 feet from the instrument) will gain +2 to all saves from fear or terror. XP Value 1000, GP Value 5000.

Lyre of Salven the Singer (B) - Long ago a bard named Salven told the tales of the ancient Juralian emperors. He was ultimately tortured and killed by one of the emperors who was offended by one of his tales. This instrument was his until his untimely death. A bard of a minimum of 6th level might use this instrument without penalty. It gives the player +17% to charm and allows the player to cast call lightning, snare and animal summoning I once daily. XP Value 2000, GP Value 10000.

Mandolin of Sweet Melody (B) - This fine mandolin is made of the finest materials and is tuned to perfection. These mandolins are made in the empire of Jural and are hard to come by in Zanzia. A bard of a minimum of 8th level might use this fine instrument with no penalty. The player of this instrument gains +20% to charm, and can cast call woodland beings, protection from lightning and animal summoning II once daily. XP Value 3000, GP Value 15000.

Manual of Efficient Assassination (A) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that

allow the user to gain a level of experience after reading the tome. This one is made for those of the Assassin class. XP Value 8000, GP Value 40000.

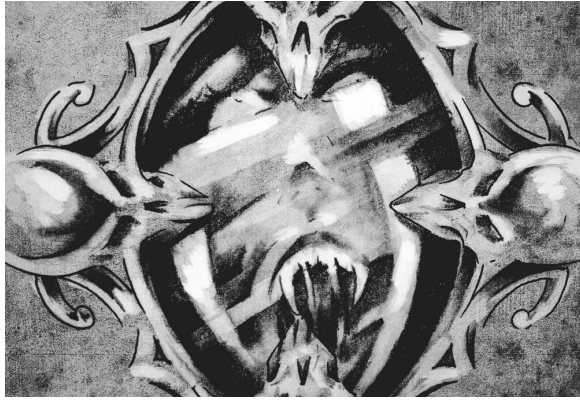
Manual of Perfect Illusion (I) - This tome is similar to the Manual of Stealthy Pilfering and other such tomes that allow the user to gain a level of experience after reading the tome. This one is made for those of the Illusionist class. XP Value 8000, GP Value 40000.

Mask of Disguise (A) - This fine mask allows the one who wears it to hide their identity. An Assassin who wears this mask gains a bonus of -1% to their chance of being discovered while in disguise. XP Value 1000, GP Value 5000.

Mask of the Spy (A) - Spies find it easier to hide their identity while wearing this fine mask which seems to conform perfectly to their face and change their appearance drastically. A spy wearing this mask gains +5% to the spying ability success rate and -2 on the spy failure table thus improving their chances for success. XP Value 3000, GP Value 30000.

Medallion of Summoning - These rare medallions are worn as a necklace. There are four types of these medallions and each serves a different purpose. One has a vial of water worn around the neck. Another has a living flame under glass worn around the neck. Another has a clump of earth held around the neck. And the last has what appears to be an empty vial of air worn around the neck. Each of these vials can be broken on the ground by the person wearing it creating a sixteen hit dice elemental of the type represented by the medallion. The elemental will serve the owner of the medallion for one turn and will then

disappear forever. The medallion will be gone with it. XP Value 3000, GP Value 30000.



Mirror of Blindness - One who looks into this cursed mirror never will do so again. The person doing so will be blinded permanently unless they make a saving throw versus magic. XP Value 0, GP Value 1000.

Mirror of Reflections - This cursed mirror creates a mirror image of the person looking into the mirror. Even the friends of the person mirrored will be unable to distinguish between them. The new image will immediately attack and try to replace the person it is mirroring. It will have equal stats, armor, weapons, spells and abilities. If it is slain the body and items will disappear and the mirror will crack and shatter into a thousand pieces. XP Value 0, GP Value 1000.

Mirror of Souls - This is a full mirror of life trapping. When one looks into this mirror it will shatter and release all of the souls trapped within all at one time. Many of these souls will be quite angry at their imprisonment and will seek to take revenge

on anyone present. XP Value 0, GP Value 1000.

Mirror of Statues - The unfortunate person to look into this cursed mirror will see the face of a medusa and be turned to stone unless they save versus petrification to avoid. XP Value 0, GP Value 1000.

Necklace of Apparition (I) - This strange necklace has a small clear glass ball at the center of it which seems to light up and shine when the power of the necklace is invoked. Once per day the illusionist using the necklace can cast a phantasmal killer spell. XP Value 1000, GP Value 10000.

Pipe of the Shire (Halfling) - Halflings are well documented for their love of smoking these fine pipes in their shires. In the hands of a halfling this device has magical properties that only one of their race can employ. The halfling who smokes this pipe regains hit points at double the normal healing rate per night of rest if they are smoking this pipe daily. The pipe also makes them calm and thus results in a plus one to all saves versus fear and paralyzation and death magic. XP Value 2000, GP Value 10000.

Portable Pit (T, A) - This device is made for those who just do not have the time to dig their own pits. This device is similar to a portable hole. It is a black piece of cloth about ten foot by ten foot in dimension. It can be stretched out in a dark hallway and creates a twenty foot deep pit for others to fall into. It can be rolled up and hidden away again for later use. XP Value 2000, GP Value 20000.

Priest Vestments (C) - A cleric wearing this robe will feel the power of their god flowing through them. Twice per day the

cleric can lay hands as if they were a paladin of equal level. Alternatively an evil cleric can reverse this ability and cause harm for two points of damage per level upon a successful touch. Such hit points drained from the opponent are bestowed upon the cleric until fully healed. XP Value 5000, GP Value 50000.



Robe of Diversion (I) - This strange robe seems to shimmer. It almost seems as if the robe is not even there. This robe is designed by and for those of the illusionist class. Once daily the illusionist wearing this robe can use the following powers: mirror image, hypnosis, gaze reflection, detect illusion, detect invisibility and misdirection. XP Value 5000, GP Value 50000.

Robe of the Forest (D) - A druid wearing this bright green robe is highly resistant to fire and electricity. In addition to the druids

normal bonuses to saving throws from these attack forms the druid wearing this robe gains an additional plus two to such saving throws and all damage received from such attack forms will be at -1 per die of damage. XP Value 4000, GP Value 30000.

Robe of the Four Winds (MO) - The monk wearing this plain looking robe has the power of the winds. Once per day the monk can control winds as per the druid spell of this name as if he were a 14th level druid.

Robe of Leaves (D) - This robe looks as if it is made of leaves. Only a druid could love this robe and most druids do. The druid wearing this robe has a base armor class of five while wearing this robe. The robe gives the wearer a base resistance to magic of 5%. The wearer gains a plus one to all saving throws. When wearing this robe the wearer can be invisible to animals three times per day. XP Value 5000, GP Value 50000.

Robe of the Snake Goddess (M, C): The wearer of this robe may once per day shape change into a large Constrictor Snake with equivalent hit points and abilities. This transformation lasts for one turn or until the wearer of the robe chooses to transform back to human form again. XP Value 3000, GP Value 30000.

Robe of the Trickster (I) - This robe appears nearly transparent until worn. At that point it seems to shimmer with magical energy. The illusionist wearing this fine robe can cast mirror image from the robe two times daily. Twice per day the wearer may go invisible. And twice per day the wearer may cast blur. XP Value 4000, GP Value 40000.

Robe of Warmth - This black robe may be worn by anyone (but not in addition to

armor) and seems quite cozy and warm. The wearer of this robe, however, is resistant to cold as if they were wearing a **ring of warmth**. XP Value 2000, GP Value 20000.

Robe of the Wilderness (D) - The druid wearing this robe seems nearly invisible when in the woods. It acts as if it were a robe of elvenkind for a druid in a forest environment. The druid wearing this robe also has the ability to pass without trace once per day and cast an obscurement spell once per day. XP Value 3000, GP Value 30000.

Seafarer's Sextant - This strange device is made for finding one's way on the seas. With the aid of this device one can always find one's way among the stars. The proper direction to one's destination will be found 100% of the time on water. XP Value 1000, GP Value 10000.

Sticky Fingers (T, A) - These worn and tattered gloves seem tailor made for rogues. A thief or assassin using these gloves gains a bonus of 5% to pick pocket skill and to climbing walls skill. These gloves bonuses are not cumulative with any other magic devices which improve thief skills. XP Value 2000, GP Value 20000.

Symbol of Turning (P, C) - This holy/or unholy symbol is a powerful device in the hands of a cleric or paladin (or anti-paladin as the case may be). The use of this holy or unholy symbol gives the wielder a bonus of plus one to rolls for turning (or commanding) undead. This symbol appears only to be a finely made holy symbol decorated with gems and made of the finest metals. Once held by a cleric or paladin, however, the true value of the symbol becomes apparent. XP Value 2000, GP Value 15000.

Talisman of the Dragon (MO) - The dragon is a clever and dangerous foe. The way of the dragon is to fly high above your enemies and keep your distance in combat. The monk wearing this device gains a bonus of plus one to hit and to damage on all range or missile attacks. XP Value 2000, GP Value 20000.

Talisman of Images (I) - An illusionist wearing this talisman finds safety in numbers. These talismans come with only five charges maximum and each charge is expended automatically when the illusionist finds himself under attack. The talisman will create two mirror images, as per the spell of this name, to protect the illusionist from harm. Once these charges are gone the talisman, which is made of mirrored glass, will shatter to pieces. XP Value 1000, GP Value 10000.

Talisman of the Lotus (MO) - The lotus is graceful and full of beauty. The way of the lotus is to avoid clumsiness. A monk wearing this talisman has the ability to avoid falling into pits or crevasses. A monk encountering such a situation may avoid such occurrences 50% of the time. XP Value 2000, GP Value 20000.

Talisman of the Mantis (MO) - The mantis is a deadly foe that uses its natural ability to camouflage itself to its advantage. The monk wearing this talisman has a bonus of 10% to hide in shadows ability while wearing this. XP Value 2000, GP Value 20000.

Talisman of the Monkey (MO) - The monkey is an elusive foe. It moves in ways that are mysterious and difficult to predict. The way of the monkey is that of avoidance. The bearer of this talisman is difficult to find in combat. This allows the monk wearing

this talisman a bonus of plus one to their armor class while wearing this device. XP Value 2000, GP Value 20000.

Talisman of the Tiger (MO) - A tiger is fearless in combat. The way of the tiger is courage in the face of danger. A monk wearing this talisman is immune to fear or terror spells or effects. XP Value 2000, GP Value 20000.

Thinking Cap - This fine blue hat is made from Juralian silk from the finest phase spiders. It has yellow stars and white comets sewed into it. When one wears this hat they gain a plus one to their intelligence but only while the hat is worn. Once removed the intelligence returns to normal levels. These hats are highly sought after by wizards all over Zanzia but are in short supply. XP Value 5000, GP Value 50000.

Tome of Battle (A, F, P, R) - Some people are born to battle. For those this book was written. One of the appropriate classes who reads from this tome will find that their value in melee combat has improved. Like most magical tomes this one takes a full month of study to gain any benefit from. Others who read from this book will gain no understanding at all from it. At the end of one month the reader of this tome will have the ability, once per day, to go berserk for 2-11 rounds. During this time the person going berserk gains double their normal rate of attack with melee weapons. When this effect has worn off the ability is lost for the day. This allows the person one important burst of energy to change the course of a battle when it is most needed. XP Value 5000, GP Value 50000.

Tome of Murder (A) - An assassin who reads from this text can gain insights on new methods of killing. Use of new poisons and

techniques for silent killing is always a benefit to those of this profession. After one full month of study the assassin who reads from this tome gains a bonus of +1% to assassination attempts. This one percent could be the difference between success and failure. A person of any other class that reads from this tome will understand none of it. A person of good alignment that attempts to read from it will lose 10000 experience points and must roll a system shock check or fall into a catatonic state for three days after being subjected to the horror of it. XP Value 4000, GP Value 40000.

Tome of War (F, P, R) - This thick tome is made for those who fight. A member of the appropriate classes that reads this tome will gain insight into techniques of melee combat that have been acquired through the ages. Strategies for generals, commanders or leaders of men in battle fill this tome. The reader will discover that they are more able to command the loyalty of others. Like all such magical books this tome takes intense study for one month before it is of any use to the reader. At the completion of that month the reader of this tome will gains a point of charisma as well as fifty thousand experience points. Members of any other class will find this mysterious text boring and will be unable to gain any benefit from it. XP Value 5000, GP Value 40000.



Wizard Hats (M) - No wizard is complete without a pointed hat. These hats come in several varieties.

Hat of the Magi - This hat is dark gray and plain. While wearing this hat the wearer has a bonus of plus one to intelligence. The bonus is lost if the hat is removed. XP Value 4000, GP Value 40000.

Hat of Power - This hat is red with yellow flames and is made from fine Juralian silk. The wizard wearing this fine cap will feel the magical power it is imued with. The wearer gains a plus one bonus to armor class while wearing this hat. The wearer also gains a bonus of plus one to saving throws versus magic. The chance to learn a spell is increased by 5% while wearing this hat. XP Value 4000, GP Value 40000.

Hat of Wizardry - This fine hat is made from the silk of phase spiders and comes in black or dark blue with yellow stars on it. The wizard wearing this fine hat has a fine memory. At the appropriate levels the wearer of this hat may remember one additional first and second level spell. XP Value 4000, GP Value 40000.

WEAPONS



Arrows of Acid - These fine arrows have a green arrowhead with glass vials of acid painted on them. When the arrow is let loose it will burst into flames on impact causing an additional 1-6 points of acid damage to the victim unless they make a saving throw versus magic to take one half damage. XP Value 100, GP Value 600.

Arrows of Backbiting - These cursed arrows will turn in flight and strike the person firing in the back. They have the appearance of plus two arrows and will seem to be so until fired for the first time. XP Value 0, GP Value 500.

Arrows of Barbs - These arrows have nasty looking barbs on the tip which do great harm when the arrows are pulled out. They do

normal damage when they strike and they gain no bonus to hit but when they are removed they will cause bleeding that will continue after the arrow is removed for 2-7 rounds doing another two points of damage per round. XP Value 100, GP Value 1000.

Arrows of Bending - These fine arrows are intent on hitting their target. They can turn corners and will do so if necessary to seek their mark. If the person firing them knows where a victim is, even if that victim is not immediately visible, this arrow might still find it's mark. The bowman must still roll to hit as normal and can miss. But if the correct number to hit is acquired the arrow will find it's mark even if the victim is behind cover or completely out of view. They will totally negate the effects of concealment or cover as long as the person firing knows of the immediate presence of the victim. These arrows will not travel through walls or go through the ground to hit targets. XP Value 300, GP Value 2000.

Arrows of Concussion - These arrows have a flat tip. Upon impact the victim takes no physical damage but the arrow impact makes a loud bang stunning the victim for 2-5 rounds unless a save versus magic is made. XP Value 100, GP Value 600.

Arrows of Confusion - These arrows do no physical damage on impact but the victim must save versus magic or be confused for 3D4 rounds thereafter. XP Value 100, GP Value 600.

Arrows of Dispelling - These arrows appear normal but on impact they will dispel magic and dispel illusions. XP Value 100, GP Value 600.

Arrows of Distance - These fine arrows seem to be extremely well made. They fire

twice normal distance as normal arrows do with no penalty to hit or damage. They are highly prized among assassins who like to do their dirty work from a distance. XP Value 200, GP Value 1000.

Arrows of Disruption (P) - When fired by a paladin these arrows disrupt undead like a mace of disruption. They do normal damage to any other type of target and gain no plus to hit or damage. XP Value 100, GP Value 1000.

Arrows of Explosion - These fine arrows have a large red arrowhead with a fiery explosion painted on them. When the arrow is let loose it will explode on impact causing an additional 6-36 points of explosion damage to the victim and half damage to anyone within a 10' radius of the victim unless they make a saving throw versus magic to take one half damage. These arrows are extremely rare and are never found in increments of more than three at one time due to their powerful nature. XP Value 1000, GP Value 6000.

Arrows of Fire - These fine arrows have a red arrowhead with fiery yellow flames painted on them. When the arrow is let loose it will burst into acid on impact causing an additional 1-6 points of fire damage to the victim unless they make a saving throw versus magic to take one half damage. XP Value 100, GP Value 600.

Arrows of Fumbling - These cursed arrows seem like plus two arrows. But when fired they unerringly hit a friend instead of an enemy. Regardless of a roll to hit made it will always strike one of one's own party. XP Value 0, GP Value 100.

Arrows of Ice - These fine arrows have white snow flakes painted on them. When

the arrow is let loose it will burst into ice on impact causing an additional 1-6 points of cold damage to the victim unless they make a saving throw versus magic to take one half damage. XP Value 100, GP Value 600.

Arrows of the Holy (P) - In the hands of anyone but a paladin these arrows are merely plus one arrows. But in the hands of a paladin they are plus two to hit and to damage and against evil creatures they are plus five to hit and to damage. XP Value 100, GP Value 600.

Arrows of Lightning - These fine arrows have a black arrowhead with white lightning bolts painted on them. When the arrow is let loose it will burst into electricity on impact causing an additional 1-6 points of electrical damage to the victim unless they make a saving throw versus magic to take one half damage. XP Value 100, GP Value 600.

Arrows of Paralyzation - These fine arrows do no physical damage when a victim is struck but unless a saving throw versus magic is made they will be held (hold person spell) for 3D4 rounds. This will only affect humans and humanoids. Monsters will not be affected. XP Value 100, GP Value 600.

Arrows of Petrification - These strange arrows have a tip shaped like the head of a medusa. Upon impact the victim must make a saving throw versus petrification or be turned to stone. It is believed that certain snake cults have been making this item but they are rarely encountered. XP Value 200, GP Value 1000.

Arrows of Piercing - These fine arrows have a razor sharp tip. They are plus two to hit and to damage and on a natural 20 roll they will do an additional 20 points of piercing damage (unless you have a critical

hit system in place). XP Value 100, GP Value 600.

Arrows of Poison (A) - These fine arrows have a tip that contains a small dose of poison. Upon impact the poison is released into the wound and the victim must save versus poison or suffer 1-6 points of poison damage for 1-6 rounds thereafter. XP Value 200, GP Value 1000.

Arrows of Polymorph - These arrows will do no physical damage on impact but the victim must save versus magic or be polymorphed into a creature so stated by the bowman at the time of firing. XP Value 100, GP Value 1000.

Arrows of Seeking - These fine arrows are good at hitting their mark. They are plus two to damage but plus five to hit. XP Value 200, GP Value 2000.

Arrows of Silence - These fine arrows look like normal arrows but are silent when fired and when flying in the air. Upon impact the victim struck will take no physical damage but will be silenced for 4D6 rounds unless a saving throw versus magic is made. XP Value 100, GP Value 600.

Arrows of the Unholy (AP/SK) - In the hands of anyone but an anti paladin these arrows are merely plus one arrows. But in the hands of an anti paladin they are plus two to hit and to damage and against good creatures they are plus five to hit and to damage. XP Value 100, GP Value 600



Axe of Dwarven Kings - (Dwarves, F, P, R) - In the hands of a dwarven fighter this is a deadly weapon. To anyone but a dwarf it is merely a rather small plus one battle axe. But in the hands of a dwarf fighter it is a plus three weapon to hit and to damage and acts as a sword of sharpness. XP Value 10000, GP Value 50000.

Axe of Sharpness - These fine axes are made for executioners all across the Jural Empire. These axes are battle axes and are similar to the Sword of Sharpness. XP Value 7000, GP Value 35000.

Axe, Throwing - This fine axe is made for throwing. It is only a hand axe but is plus three to hit and to damage when thrown and always returns to a sheath on the belt of the thrower after one full round. XP Value 1000, GP Value 5000.

Battle Axe of Backbiting - This shiny axe seems like the perfect weapon. And it is....for one's enemies.... There is a 50% chance on any swing of this axe of the blade

stopping in mid swing and returning to hit the person wielding it. XP Value 0, GP Value 1000.

Battle Axe, Cursed -3 - This shiny axe looks sharp and dangerous. But it avoids impact when it is swung in combat. It is negative three to hit and to damage as a result. It also does not like to be discarded and will always reappear in the hands of it's owner during combat until a remove curse or limited wish or wish are used to rid oneself of it. XP Value 0, GP Value 1000.

Battle Axe, Dragon Slaying - This fine weapon is similar to the sword of the same name. It is plus two to hit or damage but is plus four to hit or damage against true dragons. It does double damage to a specific type of dragon determined randomly the same way as the sword. XP Value 900, GP Value 4500.

Battle Axe, Frost Brand - This fine weapon is similar to the sword of the same name. It is a plus three weapon and plus six versus fire using or dwelling creatures. XP Value 1600, GP Value 8000.

Battle Axe, Giant Slaying - This fine weapon is similar to the swords of the same name. It is plus two to hit and damage but plus three against ettins, ogres, titans or giants and does double damage against true giants. XP Value 900, GP Value 4500.

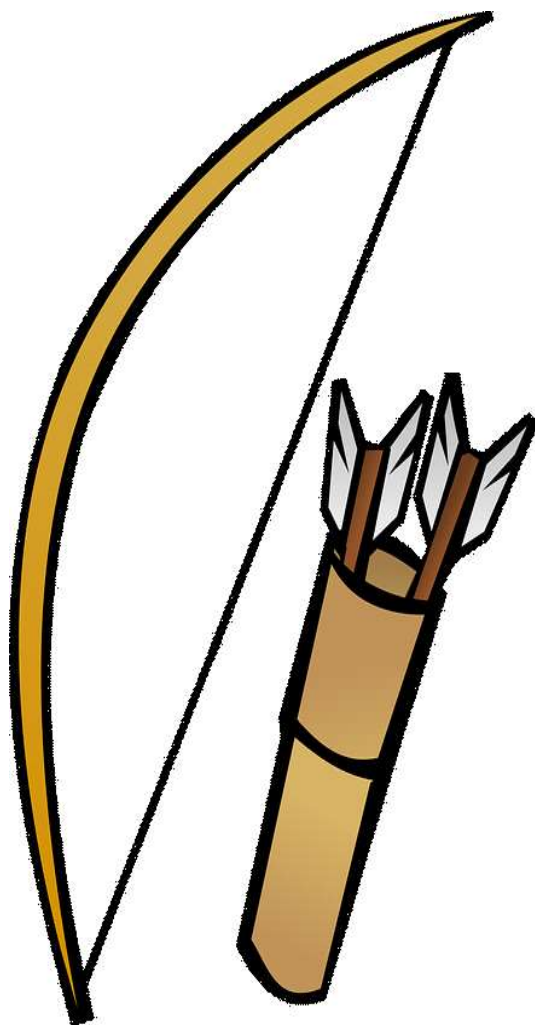
Battle Axe, Life Stealing - This fine weapon is similar to the sword of life stealing. XP Value 5000, GP Value 25000.

Battle Axe, Vorpal Weapon - This fine weapon is similar to a vorpal sword. XP Value 10000, GP Value 50000.

Battle Axe, Wounding - This fine weapon is similar to the sword of the same name. XP Value 4400, GP Value 22000.

Bolts - All of the arrows listed in this tome have bolt versions with equivalent attributes.

Bo Stick of Law (MO) - This plain looking round stick is about eight feet long and perfectly round. When used by a monk it is a deadly weapon against chaos. A monk wielding this weapon has a bonus of plus one to hit and to damage. XP Value 1000, GP Value 2000.



Bow of the Deep Woods - This fine bow has the symbol of the elves engraved upon it. It is made from the finest and largest oak branches found in the forest. When used in combat it is a plus two weapon to hit and to damage. It fires quickly and accurately and the person firing it may fire twice their normal number of attacks in the first round of combat with it. XP Value 3000, GP Value 30000.

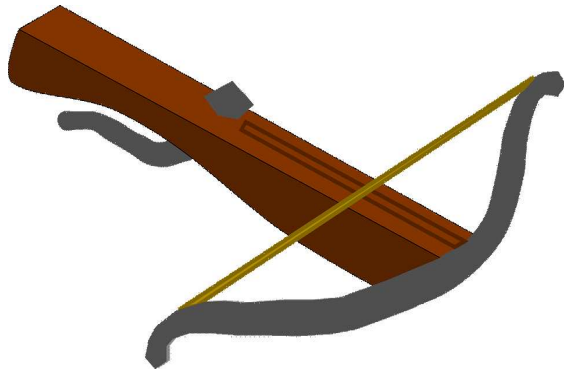
Bow of Elvenkind - It is well known that the forest people are well versed in the use of bows in combat. This fine bow is made from the finest wood in the forest. It is finely carved and strung with the finest strings. It is plus two to hit and to damage and it shoots accurately at a distance one and one half times that of a normal bow with no penalty. In the hands of an elf this bow is a plus three weapon to hit and to damage. XP Value 2500, GP Value 35000.

Bow of the Guide (R) - This bow is always found in the form of a composite long bow. It is just a plus one bow in the hands of anyone but a ranger. But in the hands of a skilled ranger this weapon is plus two to hit and to damage but against giant class creatures it is plus five to hit and to damage. XP Value 2000, GP Value 20000.

Bullets - All of the arrows here in this tome have sling bullet equivalents with the same attributes.

Claws of the Ninja (MO) - These fine claws may be used only by a monk (or a ninja class if you allow such things in your campaign). These claws can be used for fighting or for climbing. Use of these claws allows the wearer to climb at a bonus of 2% to their normal climbing skill. These claws may also be used as a weapon which will do 2-5 points of damage and will be treated as a

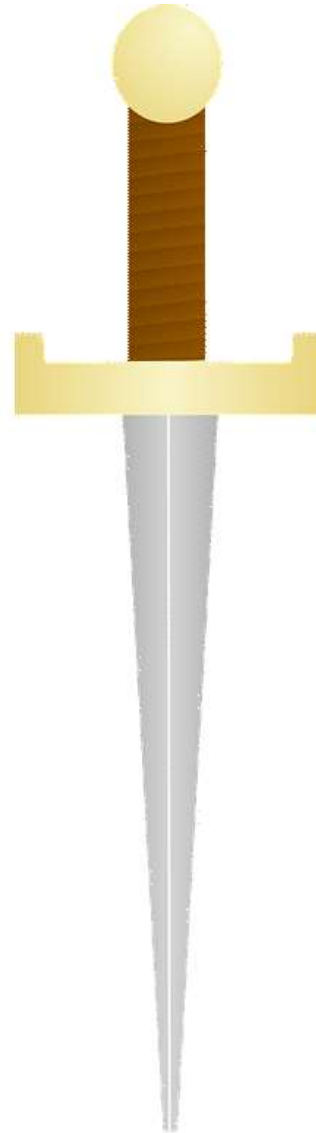
plus one weapon to hit and to damage. XP Value 1000, GP Value 10000.



Crossbow of Assassination (A) - This finely made heavy crossbow is made for killing. In the hands of a skilled assassin it is +2 to hit and to damage. It adds +2% to the percentage chance of success in an assassination. XP Value 4000, GP Value 30000.

Cutlass of the High Seas - This short sword has a leather handle which appears to be crusty with salt. The sword has been used in many sea battles and is worn and has many chips in the blade from combat. It is a plus two weapon to hit and to damage but when wielded by a pirate or seafaring captain the sword is plus four to hit and to damage. XP Value 3000, GP Value 25000.

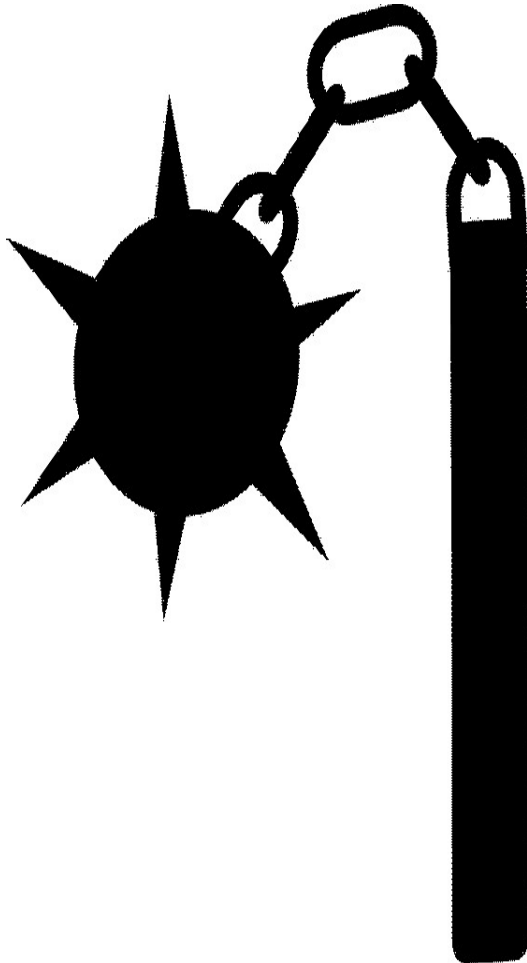
Dagger of Return - This fine throwing dagger will always magically reappear in the sheath of the person throwing it. It is plus two to hit and to damage when thrown. Return takes one full round. XP Value 1000, GP Value 5000.



Dagger of Sacrifice (Evil Clerics) - These fine ceremonial daggers are generally made of gold, platinum or silver and studded with many gems. These daggers are made for evil rituals and sacrificing virgins and innocent beings. The dagger is not imbued with any magical bonus to hit as clerics do not normally use such weapons in combat. But if a creature is sacrificed with this dagger the evil cleric committing this abominable crime will temporarily gain an additional hit dice

of hit points as a result up to a limit of one bonus hit dice. This effect will last for up to one full day and then the hit points will dissipate. XP Value 1000, GP Value 10000.

Darts - All of the arrows listed in this tome have dart equivalents with similar attributes.



Flail, Wounding - This fine weapon is similar to the sword of the same name. XP Value 4400, GP Value 22000.

Grave Digger (A) - This fine weapon was forged for the Grandfather of Assassins. In the hands of anyone but an assassin the dagger is merely a plus one dagger. But in the hands of a skilled assassin the weapon is

a fine instrument of murder and mayhem. It is plus three to hit and to damage. It acts as a dagger of venom. It is intelligent and can speak. It knows the language of assassins and of all evil alignment tongues. It can speak orc, goblin, hobgoblin, common tongue and bugbear. It has an intelligence of 15 and will advise the assassin on ways to achieve success. XP Value 6000, GP Value 60000.

Hammer of Fire - This fine war hammer is plus one to hit and to damage. When a command word is spoken the hammer can burst into flames twice daily and lasting for ten rounds. During this time all attacks with the hammer that result in a hit will also do 1-6 points of fire damage to the victim unless a saving throw versus magic is made for half damage. XP Value 1000, GP Value 10000.

Hammer of Fog - This fine war hammer is +2 to hit and to damage when used in combat. Twice per day the wielder of this hammer may cast a fog cloud spell as if he were a tenth level illusionist. XP Value 2500, GP Value 25000.

Hammer of the Holy - This mace appears to be a plus two war hammer. But in the hands of a good aligned cleric this weapon is plus three to hit and to damage and does double damage against evil creatures. XP Value 2000, GP Value 20000.

Hammer of the Tinker (Gnome) - Gnomes are renowned for their experimenting and tinkering with mechanisms of various types. They often create mechanical devices which seem almost magical to others. They are naturally curious. And they are willing to take certain risks in the process of learning. A tinker is a gnome of this sort. And this weapon is made for them. In the hands of a gnome this weapon is plus two to hit and

damage. Against their natural enemies however it is a very fearsome weapon. Against kobolds and goblins this weapon is plus five to hit and to damage. When wielded by a gnome the head of this hammer glows blue and provides light at all times with the same brightness as a torch. The gnomes infravision, however, is not affected by this light. Goblins and kobolds which see this hammer glow blue will be afraid and will suffer a penalty of minus one to hit against the wielder of it. XP Value 2000, GP Value 10000.

Hammer of the Unholy - This mace appears to be a plus war hammer. But in the hands of a evil aligned cleric this weapon is plus three to hit and to damage and does double damage against good creatures. XP Value 2000, GP Value 20000.

Long Bow of Speed - This finely made bow is made by the elves from trees from the deepest part of the forest. It is said that only branches from trees split by lightning are used in their creation. These fine bows act like a crossbow of speed and double the normal rate of fire of the user. XP Value 1500, GP Value 7500.

Mace of Fire - This fine mace is plus one to hit and to damage. When a command word is spoken the mace can burst into flames twice daily and lasting for ten rounds. During this time all attacks with the mace that result in a hit will also do 1-6 points of fire damage to the victim unless a saving throw versus magic is made for half damage. XP Value 1000, GP Value 10000.

Mace of the Holy - This mace appears to be a plus two mace. But in the hands of a good aligned cleric this weapon is plus three to hit and to damage and does double damage against evil

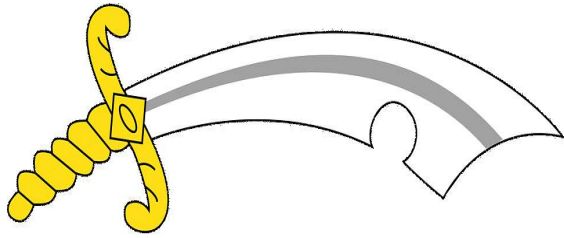
creatures. XP Value 2000, GP Value 20000.



Mace of the Unholy - This mace appears to be a plus two mace. But in the hands of a evil aligned cleric this weapon is plus three to hit and to damage and does double damage against good creatures. XP Value 2000, GP Value 20000.

Mace, Wounding - This fine weapon is similar to the sword of the same name. XP Value 4400, GP Value 22000.

Scimitar of Sharpness - This curved sword is similar to a sword of sharpness. XP Value 7000, GP Value 35000.



Scimitar, Vorpall - This fine curved sword acts as a vorpall sword. XP Value 10000, GP Value 50000.

Shuriken of Law (MO) - Monks all across Zanzibar sharpen these fine darts for the fight against chaos. When thrown by a monk these darts do 1-3 damage and are plus one to hit and to damage. They do double damage to creatures of chaotic alignment. The darts are usable only one time before losing magical properties. XP Value 50, GP Value 100.

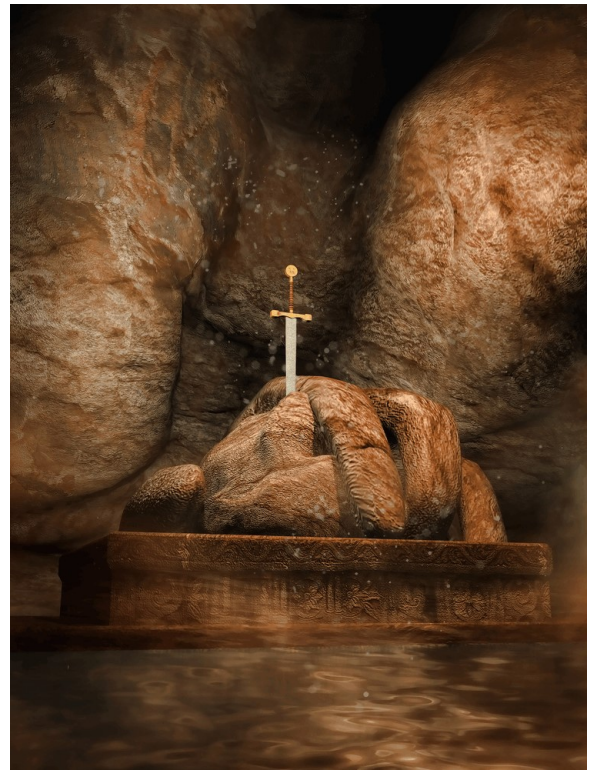
Silent Arrow (A) - These arrows are made for murder. The assassin using this fine arrow will find that it gives a bonus of plus two to hit and to damage or a bonus of 1% to an assassination attempt. This arrow is silent when it flies through the air making it difficult for the victim to hear it coming or the guards to realize where it came from. It is also painted black making it nearly impossible to see in flight in darkness. XP Value 500, GP value 1000.

Sling of the Little People (Halfling) - It is well known that halflings favor using slings in combat. This sling is made of fine leather and will act as a plus one weapon. But if wielded by a halfling this sling is plus two to hit and to damage and on a natural 20 it

strikes any giant class opponent dead as a doornail. XP Value 2000, GP Value 10000.

Sling of Speed - This weapon is a plain looking strap of leather. It acts as a plus one weapon to hit and to damage. But it has another rather useful property. It has a very rapid rate of firing and allows the user double the normal attacks with it during a round of combat. XP Value 2000, GP Value 10000.

Spear, Wounding - This fine weapon is similar to the sword of the same name. XP Value 4400, GP Value 22000.



Sword of Cowardice - This sword is not technically cursed. It could be discarded if the user chooses to do so. However this sword is intelligent but deathly afraid of being damaged in combat. It is a plus three weapon to hit and to damage so it might be

highly prized. But when used in combat it will scream and wail loudly as it is afraid of being harmed. This additional noise has the propensity to draw random encounters which might prove harmful if added to the current threats being faced. The chance of such noise causing a random encounter is 50% each time it is used. XP Value 1000, GP Value 5000.

Sword of Knowledge - This intelligent sword can speak. It can be any alignment or true neutral and always has an intelligence of at least 15. It can speak and read common tongue and 2-9 other randomly determined languages. It has a 25% chance of knowing legend lore or at least having some common knowledge about such subjects. It is plus two to hit and to damage in combat. XP Value 2000, GP Value 15000.

Sword of the Pathfinder (R) - This strange sword has a plain looking leather handle and a sharp blade. It is generally found as a long sword or a bastard sword. There are reports of an extremely rare two handed variety. To a non ranger this weapon is merely a plus two sword. But in the hands of a ranger it has other benefits. It is plus two to hit and to damage but against giant class creatures this weapon is plus five to hit and to damage. XP Value 2000, GP Value 20000.

Sword of Power - When wielding this weapon the user feels true power coursing through their veins. The sword is plus two to hit and to damage. Once per day the user can state a command word and for 2-11 rounds the wielder will have the strength of an ogre (18/00). XP Value 2000, GP Value 15000.

Sword of Slaughter (A) - This evil sword is made for killers. Eighty percent of these swords are found as short swords and twenty

percent are found as long swords. These swords are filled with the powers of evil. An assassin wielding this weapon has a bonus of plus two to hit and to damage in normal combat. However, for purposes of backstabbing the sword adds another plus two to hit and to damage. Every time a person of good alignment is murdered or slain with this sword the person holding it heals a full hit dice of damage and feels warm inside with the knowledge of their success. XP Value 5000, GP Value 40000.

Sword of Unholy Vengeance (SK/AP) - This evil sword functions as the anti paladin or shadow knight equivalent of the holy avenger. An anti paladin in possession of one of these swords gains the same (or reverse as appropriate) powers from this sword that a paladin gains from a holy avenger sword. This makes the anti paladin or shadow knight an extremely powerful adversary. Anyone of good alignment touching this sword suffers damage the same way one of evil alignment would from touching a holy avenger sword. XP Value 4000, GP Value 50000.

Sword of War (F, R, P, AP) - This fine sword is generally found as a long sword but occasionally is found as a two handed sword. This fine weapon is made for battle. The bearer of this sword has the power to lead. The morale of the troops that follow this leader is always at a bonus of 5%. This sword has a bonus of plus two to hit and to damage. Once per day the bearer of this sword may cause it to burst into flames which will last for up to one turn. These flames will do an additional 1D6 points of fire damage to anyone struck by it. A saving throw versus magic will reduce that damage by one half. XP Value 4000, GP Value 40000.

SHIELDS



Shield of Magic Absorbtion - This shield acts as a plus one shield to armor class. But when magical energy is thrown in the direction of the wielder this shield shows it's true value. This shield will absorb up to fifty points of magical energy which otherwise would have struck the wielder of the shield. However, when the fifty first point is absorbed the shield will explode releasing all of that energy. The wielder of this shield will never know how much more energy can be absorbed or what might happen if too much is taken. When too much damage is taken the explosion will do 6D6 damage to all within in a 10' radius of the shield including the wielder and including friends and enemies alike All will be entitled to a saving throw versus magic to take one half damage. XP Value 500, GP Value 5000.

Shield of Reflections - This shiny shield is a plus one shield but when gaze weapons are

employed against the person holding this shield the gaze is reflected back at the creature doing so. XP Value 500, GP Value 2500.

Shield of Thorns (D) - This wooden shield has many thorns on the outside. It is a plus one shield as far as armor class adjustment but creatures that strike the druid with arms, hands, claws or which bite or grapple the druid will take damage from the thorns on the edge of the shield each time they do so. Such damage will be 1D4 damage for each strike upon the druid. This tends to discourage people or creatures from choosing the druid to strike first in combat. XP Value 1000, GP Value 10000.

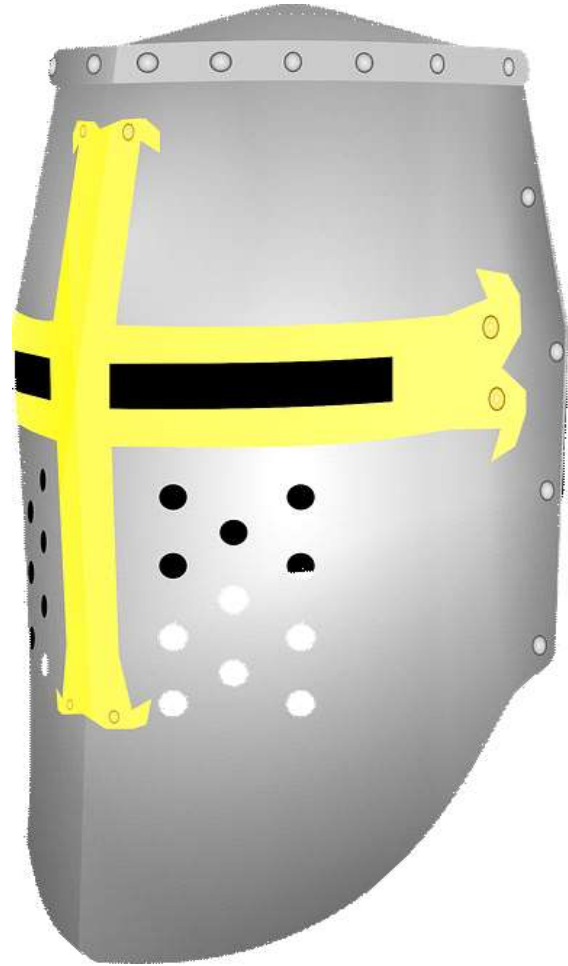
Shield of Wood (D) - This fine wooden shield is made for a druid. It has a bonus of plus two to armor class and once per day the druid holding this shield may cast the spell Barkskin. XP Value 1000, GP Value 10000.

ARMOR

Chain Mail of the Deep Mines (Dwarf) - This dwarf sized suit of chain mail can only be worn by a dwarf of pure blood. When a true dwarf wears this armor it acts as a suit of plus four chain mail. Against orcs, goblins, half orcs and hobgoblins the suit acts as a plus five suit of armor. XP Value 1500, GP Value 10000.

The Emperor's New Clothes - This fine looking suit of armor is just an illusion. It appears to be the finest plate mail and once it is worn the person doing so will never wish to remove it. When it is first seen all those viewing it must make a saving throw versus magic to disbelieve the illusion. All those who can wear plate armor who fail this saving throw will insist on taking this as their primary armor. Anyone attempting to

convince the person that this armor is cursed will be ignored initially. After a while the person will begin to believe that his friends are just jealous and ultimately will become quite hostile if not left alone about the armor. The armor, of course, is non-existent. This is just a suit of cloth and will leave the wearer with a base armor class of 10. The person wearing this suit will have to be subdued in some manner in order to remove and destroy the illusionary armor before he will accept the fact that it has no value. A dispel magic will not affect this suit but a dispel illusion will destroy it and solve the matter completely. XP Value 0, GP Value 0.



Helm of Heroes (F, R, P) - This fine helm is made for a warrior. It is generally found with many dents and battle scars upon it. Once per day the warrior bearing this helm may go into a berserk rage for 2-8 rounds. This allows the person to make double their normal number of attacks during that duration. This applies only to melee attacks. The helm has a bonus of plus one to the armor class of the person wearing it. XP Value 4000, GP Value 40000.

Helm of the Holy (P) - This bright helm has a holy symbol painted on the front of it. A paladin who wears this helm feels in tune

with his god and all that is good in the land. Once per day the wearer of this helm may project the power of protection of evil to a ten foot radius around the paladin for one turn. Once per day the wearer of the helm may choose to shine like a beacon of goodness and law. This effect will allow the paladin to turn undead at the same skill as a cleric of the same level. The helm adds plus one to the armor class of the paladin wearing it. XP Value 5000, GP Value 40000.

Helm of Insanity - This fine helmet appears to be a warriors helm. When worn it appears to improve the armor class of the wearer by one but within one turn the wearer will go permanently insane and will go berserk attacking friends or foes alike. XP Value 0, GP Value 1000.

Helm of Leadership (F, R, P) - A warrior wearing this helm inspires those who stand with him to fight with courage and valor. The person wearing this helm and those within a ten foot radius of the person wearing the helm will save at +2 versus all terror or fear attacks. XP Value 2000, GP Value 20000.

Helm of Legends (B) - This fine helm is made for the tellers of tales and singers of songs. A bard wearing this helm will know two additional languages while wearing this helm. Legend lore and item knowledge percentage will be improved by 2% while wearing this helm. The helm gives an armor class bonus of one to the bard wearing it. XP Value 3000, GP Value 30000.

Helm of the Mines (Dwarf) - A dwarf wearing this helm will notice a substantial improvement to their infravision. The range doubles while the helm is worn. XP Value 2000, GP Value 20000.

Helm of One Eye (Orc, Half Orc) - This grotesque helm has a single eye in the center of the forehead. This is the symbol of One Eye an Orc God that is revered by many clans of orcs across Zanzia. The wearer of this helm is fearless in combat and will never flee as a result of terror magic. The wearer is also able to go berserk in combat twice daily which results in double the normal rounds of attack for the duration of the effect. The duration of this effect is 2-8 rounds. This applies to melee attacks only. The blood lust of the Orc God gives the wearer the strength and power to slay one's enemies. XP Value 5000, GP Value 40000.

Helm of Protection - This fine helmet is made for those who do battle in heavy armor. It provides a bonus of plus one to the armor class of the person wearing it but can only be worn by classes that can wear such a helm in combat such as fighters, rangers, paladins and clerics. XP Value 1000, GP Value 5000.

Helm of the Ram (F, R, P, C) - This particular helm has a peculiar set of ram horns on the front of it. The wearer of this helm may make an extra attack each round which is a head butt and does 1-4 damage upon a successful attack. This extra attack does not add any other type of attacks to the person using the helm. XP Value 1000, GP Value 10000.

Helm of Valor (F, R, P) - The warrior wearing this helm feels a sense of bravery and courage. The wearer of this helm is immune to the effects of fear or terror while wearing the helm. It has no bonus to armor class or any other abilities. XP Value 1000, GP Value 10000.

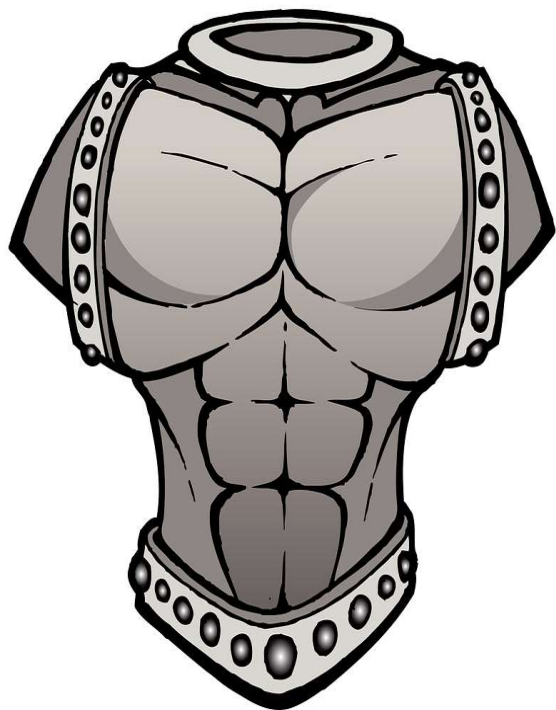


Plate Mail of Egg Shells - This fine plate mail appears sturdy and strong. It also appears to be plate mail +2. But the first time that it is struck in combat it will shatter into a thousand pieces leaving the person wearing it with no armor at all. XP Value 0, GP Value 1000.

Plate Mail of Fire - Once daily the wearer of this fine suit of mail can become engulfed in magical flames. These flames will not harm the wearer but will cause 1-6 points of fire damage per round to anyone or anything which is grappling or extremely close to the wearer of the armor. This effect will last up to 2-11 rounds or extinguish at the command of the wearer. Creatures which strike with claws, hands, mouth, etc will also be affected when they strike the wearer. Each will be entitled to a saving throw versus

magic to take one half damage from the fire each time they come into contact with it. It gives no bonus to armor class beyond being plate mail. XP Value 1500, GP Value 15000.

Plate Mail of Hopelessness - This cursed armor appears to be the shiniest and safest armor. It appears to be a plus two suit of plate mail when first worn. However it is cursed. The wearer of this armor will take double damage from all hits inflicted while wearing it. It actually provides no bonus to armor at all and will act as a normal suit of plate mail until a hit is scored. The hits will seem much harder but the victim will be unaware that all hits are being doubled. XP Value 0, GP Value 1000..

ARTIFACTS

The Book of Chaos - The demigod Simaru is known as the God of Chaos in Zanzian lore. Cults worshiping this evil demigod have sprung up all over Zanzia at various times during the history of the country. Some of the early kings of this great land are believed to have been followers of this demonic entity.

Simaru is generally depicted in large red idols with gems for eyes and many large wicked ivory teeth smiling. Generally Simaru is depicted holding a bowl of fire before him in which sacrifices are laid by his worshipers.

This book details a ritual by which one might possibly summon this demigod to the prime material plane. Whether this ritual actually works is unknown as no person is known to have ever completed it and live to tell the tale. According to legend worshipers of this demigod have often sought great power from him and have sought to bring

him to this plane in order to rid this world of the lawful and the just.

Any person reading from this tome is likely to be affected in different ways depending upon their current alignment. A person of good alignment that reads even a few words from this book will suffer 5-50 points of damage from the shock of it and lose 50000 experience points. A person of neutral alignment reading from this book will take 3-30 points of damage and lose 25000 experience points. A person of evil alignment but who are not chaotic evil will take 1-10 points of damage and lose 10000 experience points. A person of chaotic evil alignment reading from the tome will feel warm and fuzzy inside and empowered with a feeling of strength.

The ritual by which one might summon this demigod requires many great and difficult tasks to be performed. Some of these tasks include bringing some very difficult component parts together for the ritual. Some of these components are:

The bones of a recently slain titan
The horn of a unicorn
The wings of a couatl
The eyeball of a Kraken

These components must be placed in the same large boiling cauldron filled with the blood of an ancient silver dragon.

Once Simaru arrives the summoner must slay an elven princess within minutes of his arrival or else Simaru will not be pleased and may destroy the summoner and all those who dare to not follow the ritual path.

Should Simaru actually arrive and not slay the summoner it is possible that he may bestow some boon upon his follower. He

will certainly not do the bidding of the summoner. He might grant some wish or minor bequest. It is unknown exactly how he will respond since it does not appear that it has ever been accomplished before.

Crown of Bone **Ring of Bone** **Staff of Bone**

Now I would be remiss if I failed to mention those artifacts in my personal possession. Naturally I would not like to spoil the surprise by sharing their particular statistics just in case you and I should meet at some point in the future. Needless to say... these artifacts are incredibly powerful. And they are mine and not yours.....Malcon

Dagger of Namon the Betrayer - It is said that this beautiful jeweled dagger was once thrust into the heart of the Zanzian Grandfather of Assassins by his protégé to seize command of the guild. Namon become the Grandfather of Assassins and reigned over assassins in Zanzia for many years before being poisoned by his second in command. It is said that Namon and his boss were good friends for many years before the sudden betrayal.

The dagger is plus three to hit and to damage. If used to backstab, however, it is plus six to damage. Anyone using it during an assassination attempt gains a bonus of 2% to the assassination skill while using it. Anyone who is not an assassin will be repelled by this weapon. They will suffer a shock of 3D10 damage and find that dagger forcefully repels them twenty feet from it.

An assassin of less than twelfth level that attempts to use this weapon will suffer an experience point loss of 50000 points.

A person of any alignment other than evil will find the thing repulsive. Even touching the dagger will cause a good person to suffer a serious doubt of faith and they will feel compelled to seek a cleric and find absolution from them. Such absolution will require completion of some quest to atone for their contact with pure evil.

The dagger is intelligent and speaks the language of assassins. It will give advice on proper techniques in murder. This is how the dagger aids in the completion of assassinations and how the 2% bonus is achieved. It's advice in such matters is worth it's weight in gold to an assassin.

The dagger, however, soon takes over the will of the person wielding it. Before long the assassin wielding this dagger will feel that everyone is conspiring against them. They will feel the need to dispose of such enemies before they do unto him. And thus the cycle resumes with the wielder slaying or being slain by those around him.

Each day that the dagger is in possession of a person there is a 10% cumulative chance that the wielder will turn on his companions and begin slaying them. He will not do so openly but will begin killing them off one by one by poison, backstabbing or other means appropriate.

The Gem of Fire - This ancient relic is a powerful device in the hands of one who knows how to use it properly. According to legend this fiery red gem was mined from the mountain of power. The mountain of power is a large volcano believed to be the lair of the demon lich Malcon the Firebringer. It is said that the gem can only be destroyed there as well by throwing it deep into the lava there. The mountain is

deep in the Dragon Teeth mountain range in Northwest Zanzaria.

The gem at first appears just to be a clear diamond. But soon after one will begin to notice strange flames from deep within the diamond. One can sense the power inside of it. But one does not immediately sense the great evil inside of it.

Anyone who holds the gem may use it as a crystal ball. One who holds the gem may also cast a hypnotic pattern with it three times daily. Twice daily the holder may cast a wizard eye with the gem. And once daily the user may cast a prismatic spray with it.

But the gem is not all fun and games. There are certain aspects to the gem which make it a very dangerous thing to possess. Anyone holding it is quite susceptible to poison and saves at a penalty of minus two against it. Each time any of the powers of the gem are invoked the person holding the gem has a 1% chance (cumulative) of turning chaotic evil. The more times that the powers of the gem are used the more likely the user is to turn evil. Once this transition occurs the holder of the gem will no longer see the value in having companions and will try to slay them in order to be the only one in control of the Gem of Fire. Each time the powers of the gem are used the holder takes 5 hit points of damage. If the prime power is used (prismatic spray) the holder of the gem takes 10 hit points of damage. Any time the powers of the gem are used there is a 1% chance that anyone else who sees the gem being used will have an uncontrollable urge to seize possession of it from the owner. This chance is also cumulative. And those who desire the gem will stop at nothing to gain possession of it.

Mother Nature's Fury - According to legend the Tree of Life in the western reaches of Zanzia is the oldest living thing in the world. It is said that this great tree dropped a single branch to reward a druid for service to it. From this branch a powerful magical staff was created. Only a Great Druid can wield this staff. Should anyone of less than 14th level touch this staff, druid or otherwise, they will suffer the following effects with no saving throw applicable:

Shock damage of 4D10
Paralysis for 3D6 turns
Loss of 50000 experience points

In the hands of a Great Druid, however, this staff has incredible powers. The staff may be used as a weapon in combat. As such it is plus three to hit and to damage. The following powers and abilities are available to the wielder:

Call lightning once per day
Control weather once per day
Fire storm once per day
Weather summoning once per day
Control winds once per day
Commune with nature once per day

Any time any of these powers is used the wielder ages ten years. Each time a power is used there is a 10% chance that the wielder will lose a single point of constitution drained into the staff. Each time a power is used the wielder turns a little bit more green like a tree. The wielder will begin to sprout leaves and grow bark over time. At some point the wielder will become more tree than human until at some point he or she becomes a new tree of life.



The Pipe Organ of Aandoran the Deflier -

This relic is an instrument of evil in every sense. An exceptionally old and powerful vampire lord by the name of Aandoran played this organ all night alone in his lonely castle in the wilderness of Zanzia. Aandoran was particularly fond of organ music and had this fine instrument prepared to his personal specifications. The instrument, however, had powers far beyond that of producing fine music. As the music echoed through the walls of his lonely castle Aandoran was populating it with undead creatures created by the power of the organ itself.

As the organ is played strange colored smoke rises out of the pipes of the organ. Each color seems to correspond to a certain power of the organ. Only Aandoran the Defiler understood all of the functions and powers of the instrument. Anyone else coming into possession of this instrument will have to learn it's powers through the dangerous process of trial and error. It would be wiser yet to just destroy this foul artifact should they have the power to do so for it is only a instrument of great evil.

The organ is very large and very heavy. It cannot easily be transported. It weighs nearly three thousand pounds and is approximately fifteen feet tall (pipes) at the highest point. It is about six feet wide and eight feet long. It has a fine wooden bench in front of it to play from.

The organ has pedals and keys like any organ. There are long steel pipes rising from the rear of it like a normal pipe organ would have. The pipes are as black as the soul of Aandoran himself. Whenever the organ is played it is shrouded in fog from the various pipes of the organ.

The known colors are as follows:

Gray - Fog from the organ makes visibility around it difficult at best. The fog rises quickly around the organ as it has begun to be played.

Green - This fog acts as a cloud kill spell to those in an area of twenty feet in radius from the organ at the center. This spell is cast at a 20th level of magic user skill.

Yellow - This fog creates an air elemental of 8HD variety every five rounds.

Blue - Creates an ice storm spell effect in a twenty foot radius from the organ as a 20th level magic user spell.

Red - Creates a fire charm spell as a 20th level magic user spell.

Black - When the black smoke is bellowing from the pipes one better look out for their lives. Undead will spill forth from the black smoke randomly and at an increasing pace. The following table will be rolled on to determine the type. Frequency will increase as the pace of the music speeds up.

1. 2-12 Skeletons
2. 1-10 Zombies
3. 1-6 Shadows
4. 1-6 Wights
5. 1-4 Wraiths
6. 1-4 Specters

At first the smoke will create such creatures every round. Then twice per round, three times per round, etc... until the room is nearly filled with the foul beasts. Where these beasts are actually coming from is a mystery but it is clear that the organ is the source of the evil magic. Once the organ is playing it is essential that anyone nearby break the spell by attacking the player to stop the flow of undead or they will quickly be over run by them.

Anyone playing from this organ has a 10% chance per round of changing alignment immediately and irrevocably to chaotic evil. This person will suddenly have an urge to drink human blood. Each round that the organ is played the person doing so becomes paler and paler in color. The features of the player will become more like those of a vampire each round. Fangs will grow. Long nails will grow. And the skin will become ghostly white.

The player of the organ that changes alignment to chaotic evil will soon tire of his living companions. He or she will begin playing the organ and summoning his new undead minions to finish off the living. He or she will then seek to do nothing forever after but play the organ and summon undead minions into the material plane to do his or her bidding.

This organ can be destroyed but it is not an easy process. If it is doused with gallons of holy water it will become vulnerable for a short while. The vulnerability will last one round per gallon of holy water applied to it. During the period of vulnerability the organ will have an armor class of 0 and 1000 hit points. When the hit points are reduced to zero the organ will shatter into pieces and these pieces must be doused in holy water as well to finish the process. If this is not done the pieces will gradually reform and become the organ once more.

The Razor's Edge - This fine short sword is unique. It was once owned by the legendary thief, Giovanni Galloway, who once stole the Sceledrus diamond necklace from the princess of Zanzia herself ages ago. The sword is plus two to hit and to damage. It has a chaotic neutral alignment and an intelligence of 14. It has the power of speech and can communicate in halfling, elven and dwarven. It does not speak common tongue. It has the following abilities:

It can detect magic in a 1" radius and will the blade will shine blue if it is out of the scabbard and used for this purpose. Otherwise it will not alert anyone to the presence of magic if left in its scabbard.

It has the power to detect gems in a ½" radius. Again it must be

unsheathed and the user must have the sword out in order for this ability to work. The blue will glow red if gems are located nearby.

The sword comes in a finely engraved sheath made of gold. The sheath itself is valuable as it is also decorated by small emeralds and rubies and is worth 5000 gold pieces alone. The pommel of the razor's edge is a large black opal stone.

Tooth of Xaa - Xaa was once the oldest living red dragon in Zanzian history. This vile and evil dragon was ultimately slain by powerful adventurers that dared to seek him out in his cavernous lair. A single tooth remained from this great dragon and it was taken and forged into a powerful weapon. A dagger was made from this tooth and it was a finely made weapon. Unfortunately the great evil of the dragon infused this tooth with great evil as well.

The dagger is an intelligent weapon. It is also lawful evil in alignment. It speaks all of the dragon tongues as well as the common language of Zanzia. It is a plus three weapon to hit and to damage. Against creatures of good alignments the dagger is plus six to damage. The bearer of this dagger is totally immune to the effects of fire.

Anyone using this dagger in combat has a 10% chance of converting alignment to that of the dagger each time it is used. Once this conversion of alignment is made the bearer will feel the need to do away with companions who are not of similar alignment. The tooth will seek the blood of those companions at opportune moments during combat with others.

A FINAL WORD FROM MALCON

Foolish mortals.....

If you enjoyed this tome.....and I know that you did.... please remember that this work is a Pay What You Want product. Please contribute generously so that my coffers shall be filled.....err... so that we might provide you with more fine works such as this one.

Sincerely,

Malcon the Firebringer



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