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*A Compendium of Magical
Treasures for All
Roleplaying Systems*

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How to use this book...

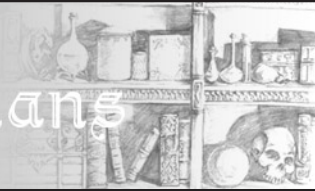


This collection of magical items is meant as a relatively comprehensive collection of magical treasures to be used in FRP games. The treasure items contained herein can be found in a variety of published, as well as some unpublished, FRP gaming systems. Should a Gamemaster desire to randomly determine the specific treasure to be given out, he need only use a set of percentage dice and the charts given. He must first use the chart below to determine the type of magical item which will be used as treasure.

<u>% Roll</u>	<u>Type of Magical Item</u>	<u>Go To Page</u>
01-14	Amulets,Rings & Talismans	3
15-28	Armor & Clothing	7
29-42	Books & Scrolls	14
43-58	Potions & Powders	17
59-72	Staves & Wands	20
73-86	Swords & Daggers	23
87-00	ROLL AGAIN	

Now proceed to the indicated page, using the chart (s) in each respective section to obtain a particular magical item. For more than one magical treasure, simply repeat the process.

Amulets, Rings and Talismans



RANDOM DETERMINATION TABLE

<u>% Roll</u>	<u>Amulet, Ring or Talisman</u>
01-04	Amulet of Alienation
05-08	Amulet of Emphasis
09-12	Amulet of the Fiddler Crab
13-14	Amulet of Pentagram
15-16	Protection Amulet of Techno Absorbition
17-20	Amulet of the Ten Bees
21-22	Armorer's Ring
23-26	Disc of the Shunned Eye
27-28	Fencer's Aid
29-32	Medallion of the Dragonfly
33-36	Pendant of the Fragrant Rose
37-40	Pendant of Petulance
41-44	Pentacle of Mars
45-46	The Personal Gate
47-50	Ring of the Birthing Dynasty
51-54	Ring of Clouds
55-56	Ring of Cutting
57-58	Ring of Darkness
59-62	Ring of Double Damage
63-66	Ring of Levels
67-70	Ring of Moonbolts
71-74	Ring of Travelling
75-78	Skullcracker
79-82	Slime Ring
83-86	Starshine Ring
87-90	Stormring
91-94	Talisman of Size
95-98	Talisman of the Gypsyfoot
99-00	Triangle Amulet

AMULET OF ALIENATION

This silver amulet has a face on each side. The expressions on these faces are hostile. When activated, this amulet will cause discord and doubt, as well as ill will, among two people, and the closer of friends they are, the more intense the hostility.

AMULET OF EMPHASIS

A turquoise amulet in the shape of a leaping dolphin. When targeted against a victim, nothing immediate happens. However, the next spell thrown at that victim will have double effect and the victim is not allowed a save. This effect can be used only once against any single target/ victim.

AMULET OF THE FIDDLER CRAB

This amulet is in the shape of a fiddler crab. The user's A. C. is increased by +4 and the user's right arm grows to 1.5 times its normal size with double strength and a dexterity of +5.

AMULET OF PENTAGRAM PROTECTION

This wonderful diamond-studded amulet is in the shape of a pentagram. On command, the amulet will form a 10 ft. diameter pentagram around the user. This pentagram is uncrossable by any creature of less than double the user's level. The pentagram will remain as long as the user concentrates on it.

AMULET OF TECHNO ABSORPTION

This small amulet is in the shape of a techno/phaser type rifle. The wearer is unaffected by any techno energy weapons, for the energy is absorbed by the amulet without harm to itself or the wearer.

AMULET OF THE TEN BEES

This round amulet has ten very lifelike bees attached to its front in a pleasing pattern. Upon command, the bees will fly off of the amulet and attack one target, or as many as specified. They attack by getting into armor, under robes, in helmets, etc. They have 1 hit point and if killed, return to the amulet. They sting for 1-6 points and will continually do so until dead. The bees are able to penetrate armor up to leather and ALL magical bracers, robes, etc. are as the minimum A.C. to them. Usable twice per day.

ARMORER'S RING

This ring is a simple band made of iron, but is highly magical. The user has the ability to repair any broken magical armor or sword. He has a 10% chance per level of success, minus 10% per plus(+) of the weapon, i.e., if a fifth leveler wants to repair a +2/+2 blade, he has a 30% chance of successfully making the repair ($50\% - 20\% = 30\%$). The user may attempt this only once per magical item.

DISC OF THE SHUNNED EYE

A round silver disc with a human pearl eye in the center. Anyone viewing the wearer must save or have their eyes averted to another direction. Any attacks against the wearer are at -5. For this amulet to function, it must be clearly displayed.

FENCER'S AID

This ring of adamantine has two foils crossing each other at the top and an engraving of a plume on each side of the ring. This ring is only usable by thieves and similar types. When wearing this ring and while using an epee or rapier, the user receives +3 to attack, gets 2 attacks per melee with each weapon (some fencers use two weapons), and he can parry 2 blows per melee round with a 30% (+2% per level) chance of success.

MEDALLION OF THE DRAGONFLY

A golden disc upon which a jeweled large dragonfly has been placed. Upon command, the dragonfly will leave the disc and fly to the indicated target's face, where if the target fails his save, the dragonfly will sew up the victim's eyes, mouth and nose. The dragonfly will then return to the gold disc. It also returns if the saving throw is made.

PENDANT OF THE FRAGRANT ROSE

Crafted from rose quartz, this pendant has a pleasing scent to it, and any humanoid female wearing it attracts the opposite sex 50% more often than any other woman, regardless of charisma or appearance. She has that "certain something", receiving +50% on all dealings with men. Should a man wear this amulet, the effect will be the same, but with females.

PENDANT OF PETULANCE

This item looks like a grinning, bearded face with a white braided hair as the cord which supports the rather realistic pendant. This pendant, when first put on, cannot be removed except by extraordinary means ... like death. It gives +4 to all saving throws, but the wearer will become extremely argumentative and sulk like a child if he does not get his way. The wearer becomes very unreliable in life or death situations.

PENTACLE OF MARS

This star-shaped talisman has the symbol for the planet Mars in the center, and is usable once per week. Anyone viewing this pentacle, of the user's level or under, will rally to his side, becoming warlike and hostile, and attacking anyone or anything the user desires. These effects last for 24 hours.

THE PERSONAL GATE

This talisman is in the shape of a small wooden gate. When worn around the neck, the user may transport himself, and up to 1 additional person per level, to any other world, universe, etc. He may do this once per day.

RING OF THE BIRTHING DYNASTY

A very beautiful green jade ring in the shape of a coiled dragon which bears a golden crown. The wearer is endowed with +5 charisma, as well as a +50% better ability to deal with nobility. In addition, the wearer is compelled to father or mother as many heirs as possible to form a dynasty of rulership.

RING OF CLOUDS

This blue crystal ring gives the user the ability to cast any one of the following effects:

1. Thunderstorm - A dark cloud appears over the victim for 1-10 melee rounds, during which the victim take 3-18 sonic and 5-30 lightening damage, save to half damage.
2. Blizzard - A small white cloud appears for 1-10 melee rounds doing 8-48 cold damage, save to half damage.
3. Fog - A fog bank appears around the victim for 2-12 melee rounds, giving -3 to all of victim's attacks, save to -1 on all attacks. The damage listed above is #1 & #2, is given each melee round. The user may cast each one of the above effects once per day.

RING OF CUTTING

This pure gold ring looks like a simple wedding band, but possesses extreme powers when worn by a spellcaster. The wearer's spells will cut through any artificial magic resistance, immunity, protections, regardless of anything. Natural resistances, however, cannot be cut, i.e., no fire spells are going to affect a fire creature who is immune to fire.

RING OF DARKNESS

The wearer of this onyx ring will begin to hate the light of day, preferring the night. During the day, the wearer has only 75% of his normal hit points and his constitution is lowered by 1-6 points. During the night, however, he has excellent vision, his hit points are doubled, and he will have 1-6 points added to both his constitution and strength.

RING OF DOUBLE DAMAGE

This thin silver ring has 1-100 charges. The user can fire any spell of any level, but the level of the spell used is how many charges are used off of the ring, i.e., a 5th level spell would cost 5 charges. The spell used must be within the intelligence range of the caster, but not necessarily within his spell level capabilities.

RING OF MOONBOLTS

The crest of this silver ring is a pale full moon surrounded by patchy grey swirls. Once per day, the wearer can cast a moon-beam from the ring which first causes madness, then paralysis, then death. Victim must make a save for the madness, and then the paralysis or he will die in 1-8 melee rounds (failing only one of the saves will still result in death in 2-12 melee rounds). This ring can be used only at night or underground where there is little light.

RING OF TRAVELLING

This unadorned gold ring allows the user to swim like a dolphin at 1811 per turn, fly like an eagle at 2411 per turn, and run on land at 2011 per turn, regardless of what he is wearing or carrying.

SKULLCRACKER

This is a small piece of skull attached to a golden chain. Any spellcaster who wears this has the ability to explode the skulls of others, depending on the force used. By using his spellpoints, the mage may do 1d4 points of brain and bone damage per level of spell placement desired, e.g., if he wants to do 6d4 pts. of damage, it costs him spellpoints equivalent to a 6th level spell. The user may not throw more damage than his spell limitations would prohibit.

SLIME RING

This bronze ring with a swampy green gem can fire a beam 5 ft. (wide) by 30 ft. (long). Anyone caught in this slime beam must make their save or take 3-24 points of slime damage. The ring can fire this beam once per day. (Note: Slime continues doing damage until destroyed or until the victim is nothing but slime.)

STARSHINE RING

The wearer of this ring can call upon the light and powers of the stars at night and is able to go without food or sleep. Any evil in the immediate area (30 ft. radius) is driven away, minor evils may be dispelled. The wearer also has a natural self-healing ability of up to 10 points of damage per night, and triple that when there is no moon.

STORM RING

This clear, grasslike ring with a swirling hailstorm within allows the user to become a "living" hailstorm. The hailstorm covers a 30 ft. diameter square and does 3-36 points of damage to anyone within the area that the user wishes to damage. The storm moves at 2411, is not affected by physical damage and takes double damage from fire. If the user dies while in this shape, his body will reshape itself.

TALISMAN OF SIZE

This talisman is in the shape of a small man. The user can cause any part, or all, of his body to shrink to 1/10th its normal size, or grow to 10 times its normal size.

TALISMAN OF THE GYPSYFOOT

An intricate and beautiful talisman which gives the user +50% chance to make escapes. However, the user is unable to remain more than 30 minutes in one place without moving at least 1500 ft. from that area, unless he is unconscious, under a spell, or sleeping.

TRIANGLE AMULET

This amulet is a small thin mithril triangle. When worn, the wearer can take no more than 1/3 of his normal hit points in damage from any single blow, e.g., if he had 9 hit points, he could not take more than 3 points of damage per blow. In addition, all physical blows delivered by the user do triple damage.

Armor & Clothing



TABLES FOR RANDOM DETERMINATION

<u>% Roll</u>	<u>Go To</u>
01-50	Table "A"
51-00	Table "B"

TABLE "A"

<u>% Roll</u>	<u>Armor or Clothing</u>
01-04	Armor of Added Protection
05-08	Armor of Apparent Defenselessness
09-12	Armor of Iron Binding
13-16	Armor of Self-Healing
17-20	Ashen Gown of Invocation
21-22	The Bland Shield
23-26	Boots of Dodging
27-30	Boots of the Infernal Walker
31-34	Bracelet of Range
35-38	Bracelet of Safety
39-42	Bracers of Synchronization
43-46	Breastplate of Divining
47-50	Bright Star
51-54	Chain Armor of the Untouchables
55-60	Cloak of the Water Spider
61-64	Collar of the Standing Oak
65-68	Coronet of Urim
69-72	Crown of the Winter King
73-76	Diadem of Sanity
77-80	Dragon Gi
81-84	Earth Boots
85-88	Gauntlets of the Strangler
89-92	Gi of Disguise
93-94	Armor of the Undying Ones
95-98	The Hand of Raal-Nar
99-00	Helm of the Serpent's Embrace

TABLE "B"

<u>% Roll</u>	<u>Armor or Clothing</u>
01-04	Helm of the Tenrec
05-08	Hood of the Executioner
09-12	Kossar Saddle Blanket
13-16	Leather Armor of the Tireless Tracker
17-20	Mask of Thalia
21-23	Plate Mail of the Rainbow
24-26	Purple Robes of Wizardry
27-30	Robe of Absorbtion
31-34	Robes of the Doomsayer
35-38	Robes of Ruthlessness
39-42	Sash of the Sacred Phoenix
43-46	Robes of Splendor
47-50	Robes of the Swallowtail Queen
51-54	Robe of Techno Protection
55-58	Scarlet Cape of the Damned
59-62	The Seven Veils
63-66	Shield of Darkness
67-70	Shield of Swallowing
71-74	Shroud of the Hermit
75-78	Slippers of Luminosity
79-82	Torque of Constriction
83-86	Surplice of Piety
87-90	Vermillion Scarf of Mystic Sight
91-94	Wailing Dragon Helm
95-98	War Gauntlets
99-00	White Robe of Wizardry

ARMOR OF ADDED PROTECTION

This glassy black armor +3 gives an unusual protection to the wearer. Any blow taken must do at least 10 points of damage before the wearer begins to take damage, so a sword strike doing 12 points would only give the wearer 2 points of damage.

ARMOR OF APPARENT DEFENSELESSNESS

The wearer appears to be wearing normal clothing, yet when wearing this simple everyday outfit, all physical hits upon his body do only half damage.

ARMOR OF THE IRON BINDING

This armor is +2 and any weapon hitting the wearer will stick tightly to the armor, not being released until the wearer so declares.

ARMOR OF SELF-HEALING

This armor, ranging from +1 to +4, has the ability to heal up to 100 points of damage on the wearer. After the armor has healed all of the damage it can, it becomes normal magical +1 to +4 armor. The healing of damage takes place as the user desires.

ASHEN GOWN OF INVOCATION

Once per day, the wearer of these earthen/olive colored robes may call upon the spirits of the earth and wood to enter him for 1 hour, endowing him with 20 extra hit points and +4 to his strength. The gown must be worn for at least 4 hours before the power can be invoked.

THE BLAND SHIELD

This shield +3 makes the user so bland that regardless of how flamboyant his clothing or dynamic his personality, no one will ever notice him. When in melee and if there is ever a choice of targets (user or someone else), the other person is attacked because the user is so bland. If the user stands still for 3 melee rounds, he virtually disappears (becomes invisible) until he moves again.

BOOTS OF DODGING

These plain leather boots give the wearer the ability to dodge any blows aimed at him, with a roll of 17-20 on a d20. These boots also double the user's dexterity and cause him to never have to make dexterity rolls of any kind.

BOOTS OF THE INFERNAL WALKER

These black boots appear to have dried blood stains all over them. Wearer becomes ruthless and cruel and has no desire to remove the boots. He will leave behind cloven hoofprints and casts no shadow. Any living thing he steps on must make its save or die.

BRACELET OF RANGE

Any spellcaster wearing this silver bracelet has no range limitation to his spells, i.e., he can cast as far as he desires. He cannot, however, cast spells at things he cannot see.

BRACELET OF SAFETY

This bracelet comes in many variations, but all have the same basic powers. The user receives +3 to saves and any saving throw made results in no effect taken, i.e., save to no half effect.

BRACERS OF SYNCHRONIZATION

Metal bracers which when pressed together while wearing them, cause all in the wearer's party to save at -5 or obey the leader implicitly (whomever he may be). All victims will do as told for at least 1 hour per level of the wearer.

BREASTPLATE OF DIVINING

Does only one thing, and that is to be able to divine, of all possible enemies in a battle, which is the strongest in sheer strength or magical ability, and which is the weakest and most vulnerable. Can be used as often as desired.

BRIGHT STAR

This shield +3 has a black background with a single, eight-pointed star emblazoned across it. Three times per day, the star can be commanded to blaze forth, and all within 30 ft. of the front of the shield must make a save or suffer 8d8 heat damage and blindness. If save is made, suffer half heat damage.

CHAIN ARMOR OF THE UNTOUCHABLES

Ordinary appearing armor which gives no A.C. bonus, but makes the wearer untouchable by flesh or skin.

CLOAK OF THE WATER SPIDER

A nearly transparent cloak which can cast a 6 ft. radius bubble of air around the wearer, permitting him to breathe underwater with artificially produced normal gravity for 4 hours. Any water breather (such as a fish) entering the bubble will not be able to breathe.

COLLAR OF THE STANDING OAK

An embroidered magical collar with oak trees stitched around it. This collar acts like a shock absorber, giving immunity to the wearer from all impact weapons, as well as any spell which might cause the owner to be buffeted around, lose balance, or otherwise fall. It is ineffective against sharp instruments.

CORONET OF URIM

Person placing this pearl coronet on his head will receive +1 to all statistics and abilities, and have an obsession to seek the ultimate in perfection. This can be either perfect good or perfect evil. There is also a perfect neutrality which demands that for every good act committed, an evil act equivalent must be committed.

CROWN OF THE WINTER KING

This transparent crown is actually made of non-meltable ice and endows the wearer with immunity to cold and freezing effects. When activated, all area within a 500 ft. radius will be affected as if it were winter. Frost will form, ponds will freeze over, trees will lose their leaves and the temperature will drop to -10 degrees. There is a 50% chance that a mini hailstorm or blizzard will form, obscuring all vision except that of the crown wearer.

DIADEM OF SANITY

A small golden crown with small amethysts set in it. Wearer of the diadem can never be driven insane, can detect insanity in others, and can also sense the ability a creature might have to drive others insane. Should the diadem be worn by a healer-type or spellcaster, there is a 50% chance that he can cure any insanity.

DRAGON GI

This black martial art qi (top & bottom) has a different colored dragon embroidered on each arm and leg. All hand and foot blows dealt by the wearer will do additional damage corresponding to the breath of the dragon pictured on that particular sleeve or pant leg, e.g., if a red dragon is pictured on the left leg, any blow delivered by that leg would do additional fire damage equivalent to a red dragon. This qi is only usable by martial art types.

EARTH BOOTS

These muddy brown boots of clay and mud give the wearer the ability to perform all magic at 1/2 spellpoint cost, provided his feet are in contact with the ground. These boots are for spellcasters only.

GAUNTLETS OF THE STRANGLER

Endows the wearer with the strength that is one point higher than his intended target, provided the target is a humanoid. With all such humanoid types, the wearer feels a strong compulsion to kill by strangulation, going in for the kill with only his hands. This does not, however, stop him from wearing down his opponent with a weapon first.

GI OF DISGUISE

This plain white karate uniform allows the user to disguise himself as any humanoid creature with a 5% chance per level of success. If successful, the disguise is undetectable. For use by martial art types only.

GOLDEN ARMOR OF THE UNDYING ONES

This beautiful golden armor gives a -2 to A.C., but also grants the wearer a type of immortality. The wearer can never die from poison or a wound, even if a limb is severed (head included). The severed limb will naturally rejoin with the body and the armor will regenerate itself. Wearer heals all types of damage at 4 points per day. Should the character take off the armor, and die while not wearing it, the death is permanent, wishes notwithstanding.

THE HAND OF RAAL-NAR

When worn, this light brown glove permanently rots into the wearer's hand, lowering his appearance by 3 points. The user is immune to any form of "rotting", and anyone he touches with the glove must save or rot at 4-24 points for 1-12 melee rounds, save to half damage.

HELM OF THE SERPENT'S EMBRACE

This helmet green snake, coiled about the head. Upon command, it will attack a target, growing larger as it slithers forth. It kills by constriction and has 60 hit points, a strength of 24, and does 2-16 points of damage each melee round. If killed, the serpent reappears back on the user's head as a helmet. This power is usable only 3 times.

HELM OF THE TENREC

A tenrec is a hedgehog-type animal with a row of white, sharp spines along its back. The image of such a beast is affixed to the helm, and when the user lowers his head, he can fire as many of these ten spines as he desires. Each spine must hit the target, but is +3 to do so, and does 1-6 points of damage. The spines can be recalled to the helmet at will, and once a spine is lost or destroyed, it is lost forever.

HOOD OF THE EXECUTIONER

A black hood, with a peaked top and eyeslits, guarantees anonymity while killing someone. Even if there are witnesses, the identity of the wearer or any information about him will be instantly forgotten.

KOSSAR SADDLE BLANKET

This light brown, wool saddle blanket has a multi-colored, five-headed dragon embroidered on it. Any horse or other riding mount wearing this blanket is totally unaffected by weather conditions and has double his normal endurance.

LEATHER ARMOR OF THE TIRELESS TRACKER

Wearer will never weary and needs no food or drink until quarry he is tracking/trailing is found. Speed is also doubled while hunting.

MASK OF THALIA

This lovely mask endows the wearer with a master's skill in acting, mime, disguise, etc. The mask is put over the face and the desired role is thought about. When the mask is removed, the person acts, speaks, and nearly looks like that which he is pretending to be. There is a 5% chance that the act will be so convincing that the person will believe it to be the truth, in which case, they will forever remain in that role.

PLATE MAIL OF THE RAINBOW

Bands of prismatic light run up and down the length of this armor. The armor gives no A.C. bonus, however, nothing but flesh or skin can touch or harm the wearer, everything else is harmlessly deflected away.

PURPLE ROBES OF WIZARDRY

These legendary and rare robes give the user A.C. 2+2, give all of his thrown spells a -1 on their save for every 5 levels of the user, and lower all targets' resistances, etc., by 2% per user's level. (only usable by spellcasters.)

ROBE OF ABSORPTION

This maroon robe will absorb the following, each one per day:

1. The first 30 points of damage taken,
2. The first 10 spell levels thrown at wearer, 3. The first dragon breath taken.

The robe also gives +3 to saves and A.C.

ROBES OF THE DOOMSAYER

These robes are midnight black with shimmering silver sparks of light that shoot out from the folds. There is also a hood which leaves the face in perpetual shadow. The wearer can cast curses at target(s) once per day, for each level worn. If the target fails his save, he will suffer the effects of the curse.

ROBES OF RUTHLESSNESS

Purple velvet robes which give the wearer the desire for absolute power, i.e., becoming the leader of the party, the mayor of the village, the king of a country, etc. The wearer will do anything and everything to increase his power. Should he take off the robes (which he has no desire to do), he will die. The robes never appear bloody, grimy or torn. Should the wearer die, the robes will immediately change color, and all who associated with the wearer will not connect his evilness with the robes.

SASH OF THE SACRED PHOENIX

This transparent, reddish sash is always warm to the touch. It may be worn in any manner, and as long as it is worn, the wearer is immune to fire damage. Should the wearer die, and if his remains are burned by magical fire, he will arise from the ashes. The sash can do this life-giving power twice.

ROBES OF SPLENDOR

The person who wears these robes has an aura, or glow, about them which makes dealings with aristocrats and merchants far easier, giving a 50% chance of receiving better benefits, etc. In addition, normal people viewing the wearer take special delight in giving him presents, which can be anything from an ancient family heirloom to a freshly plucked chicken.

ROBES OF THE SWALLOWTAIL OUEEN

Beautiful gossamer robes in gold and black with trailing sleeves which represent wings. The wearer may levitate, float, soar and fly, but as slowly and graceful as a butterfly. The wearer may also command butterflies and caterpillars of all types (up to user's level in number).

ROBE OF TECHNO PROTECTION

This clear, translucent robe makes the user act like a techno drainer. Any techno directed at the user will have no effect, he can use no techno himself, and any techno items which touch any part of his body will permanently lose all of its abilities, unless it makes a save of 16 or better on a d20. If save is made, then it is rendered inactive for 2- 12 melee rounds. The robe also gives the wearer +2 to A. C. and saves.

SCARLET CAPE OF THE DAMNED

This cape gives the wearer A. C. 2 and once put on, cannot be removed. If the wearer overhears even the most idle wish for someone's death, he is obliged to follow through and attempt to murder that person whose death was called for. He must accomplish this within one week of locating his target.

THE SEVEN VEILS

These beautiful veils, when employed by a woman in the Dance of the Seven Veils, give her the ability to charm any one (1) observing male of her choice. The target's protections and resistances vs. charms are halved. if save is made, there is no trace of the charm attempt.

SHIELD OF DARKNESS

This dense black shield +3 is so dark that it seems to absorb light. Three times per day, the user may do a shield bash, and the stricken target must save at -3 or be absorbed into the shield, as in a black hole.

SHIELD OF SWALLOWING

This mithril shield +4 has a gold roaring lion in the center of the shield whose dark black mouth is open. With this shield, the user may block any blow swung at him with a 50% +1% per level of user chance of success. Any weapon blocked has a 25% chance of being swallowed by the lion's mouth, being sent into some nameless oblivion. A save is allowed for the weapon.

SHROUD OF THE HERMIT

Even though this grimy shroud makes the wearer look like a freshly buried corpse, the shroud gives him +3 to his wisdom, intelligence and saving throws. The wearer's charisma is lowered by 3 points.

SLIPPERS OF LUMINOSITY

If desired, these slippers will glow softly, lighting the path of the wearer. In addition, glowing footprints can be left behind for others to follow, these footprints last up to 4 hrs. The light produced by these slippers can penetrate all types of darkness and can be seen on all planes/dimensions.

TORQUE OF CONSTRICTION

A beautiful and highly magical neck torque. When put on, it will shrink and attempt to strangle the wearer. Upon death, the torque disappears.

SURPLICE OF PIETY

A very sacred robe embroidered with nondescript designs in gold thread. Any cleric-type who wears this, will have any of his prayers blessed with a +3 on their effectiveness. Furthermore, the surplice grants absolute immunity from evil curses and sendings of any type.

VERMILLION SCARF OF MYSTIC SIGHT

The wearer of this scarf has the ability to see through all illusions and into all planes/dimensions, thus perceiving the reality in any situation.

WAILING DRAGON HELM

A small copper dragon image sits upon this helm with its mouth open wide. When it screams, it sounds exactly like a very angry, hostile dragon of immense size. It can be commanded to scream twice per day, doing 4-24 points of sonic damage to everyone in front of its mouth (up to 60 ft. away). This helm tends to attract other dragons in the area who want to see what's wrong.

WAR GAUNTLETS

These metallic blue gauntlets give the wearer +3 to all attacks, and give him a 30% (+2% per level) chance of parrying attacks with any of his handheld weapons.

WHITE ROBE OF WIZARDRY

This gleaming white robe is usable by spellcasters only. All spells thrown by the wearer of this robe are at 1/2 spellpoint cost. In addition, the user becomes 50% immune to fire, cold, acid and lightning. Once per day, the user may key one of these immunities to increase to 100% for a period of 6 hours. The wearer of this robe is unaffected by any spell cast by a mage of a lower level than the wearer. The wearer is given A.C. 2+2.

Books & Scrolls



TABLE FOR RANDOM DETERMINATION

<u>% Roll</u>	<u>Book or Scroll</u>
01-05	The Alchemist's Tome
06-10	Bardic Song of Miracles
11-15	Bardic Song of the Ever-Youthful
16-20	Bardic Song of the Healer
21-25	Bardic Song of the Peaceful Rest
26-30	Bardic Song of the Soother
31-35	Book of Building
36-40	Book of Doubling
41-45	Book of Oceans
46-50	Canon of Sanctification
51-55	Cleric's Tome
56-60	Fighter's Tome
61-64	Great Book of Life
65-68	The Joke
69-72	Parchment of Demonic Death
73-76	Prayers of Good & Bad Luck
77-80	Proxy Scroll
81-84	Scroll of Death
85-88	Scroll of Elemental Binding
89-92	Scroll of the Time Knot
93-96	Tome of Rangelessness
97-00	Tome of Secret Doors

THE ALCHEMIST'S TOME

This tome contains knowledge considered sacred to all alchemical types. The user has the ability to take any three ingredients, mix them together, and come up with a mixture which will endow the consumer with magical abilities. The exact power gained from a mixture is determined by the Gamemaster, and using the same ingredients will produce the same effects. The user will be delighted by the amusing achievements produced by this tome.

BARDIC SONG OF MIRACLES

A parchment with a song on it which when sung over a dead body, will restore life. Every time this song is used on a body, his constitution is reduced by 1 point.

BARDIC SONG OF THE EVER-YOUTHFUL

When the song on this parchment is sung, the effects of aging or withering are reversed on the target. If sung for too long a period of time, everyone that can hear the song will eventually become younger and younger until they disappear.

BARDIC SONG OF THE HEALER

The song on this parchment, when sung, temporarily cures all types of damage under any circumstances until a proper cure is found. The cure will last as long as the song is sung.

BARDIC SONG OF THE PEACEFUL REST

This song restores life to undead as soon as they hear the words, but only works on those who have been undead for 6 months or less. If the undead have been so longer than 6 months, this song will have no effect. The affected targets regain their original abilities and levels upon restoration.

BARDIC SONG OF THE SOOTHER

This song has the ability to ease pain of any sort, physical, mental or spiritual. The soothing lasts as long as the singer sings.

BOOK OF BUILDING

This book contains most knowledge needed to build anything. If the user has a need to build something, or if he just feels like doing something, this book can be consulted and there is a 50% chance (+1% per level of user) that the tome will hold the answer and instructions.

BOOK OF DOUBLING

A very magical book which shows the reader how to double the efficiency of his spell casting. Thus, the reader may choose one spell from each level and double its effectiveness. Only spells up to the 7th level may be doubled.

BOOK OF OCEANS

This tome is the bible of the Sea Priestesses of Rothgard and each page is made up of the compressed scales of a different sea creature. This book is a complete guide to local sea gods and their rituals, and always opens to the needed page for the user's locale. If the listed rituals are followed, no harm will come to any ship bearing this book from any creature or weather condition of the sea.

CANON OF SANCTIFICATION

This canon explains the ritual which will sanctify and cleanse the most unholy of things, creatures or areas. So tremendous is this, that nothing evil can reside within a 100 mile radius of the purified target for 1000 years. This canon is usable only once.

CLERIC'S TOME

This holy book is for use by clerical types only. Once read, the user's touch will automatically cure 2-24 points of damage. This effect is permanent and he may perform this cure three times per day. The tome is usable only once.

FIGHTER'S TOME

This ancient book of fighting skills, fighter, gives him +2 to attacks, +2 to A.C. & quickness), and +2 to constitution. This only once and by fighter-types only.
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GREAT BOOK OF LIFE

This ancient, leatherbound book contains most of the great histories and knowledge of any one world. As history is made, it prints the events within the text of this book, thus it is not rare to find several volumes to this book. When opened and read at a needed time and for an important purpose, it will give the reader all of the relevant information sought after and the reader gains +1 to his wisdom. However, if this tome is opened for whimsical purposes or pointless and useless questions, the reader will not find the answer sought and he will lose 2 points off of his wisdom. This book should obviously be used only in imperative situations.

THE JOKE

This scroll contains a permanent joke which is so funny that if read aloud, all (friend or foe) within a 30 ft. radius must save at -4 or be incapacitated for 3-36 melee rounds. If this first save is failed, then a second save must be made at -6 or the victim dies laughing in 1-6 melee rounds.

PARCHMENT OF DEMONIC DEATH

A runic inscription on this parchment summons a terrible demon from hell to carry away the one who possesses the rune. The demon will perform this task within 10 days and will make its presence known from the 3rd day onward in various horrible ways. There is no escape from the demon unless one finds a very holy person to fight for him, but if he loses, the demon will take both souls. The other way of saving yourself is to discover who gave out the parchment and return it. The parchment self destructs after the 6th day.

PRAYERS OF GOOD & BAD LUCK

These prayers can diminish or increase a target's luck. The target need not be present when the ritual is done, but they must make their save for either good or bad luck. If save is failed, the target's saving throw is permanently raised or lowered by 3 points. These prayers are usable 3 times each.

PROXY SCROLL

This scroll of demon hide, once read, will protect the user from curses. Any curse directed at the user is transferred to the scroll, i.e., the scroll is cursed. The scroll then makes a saving throw of 6 or better on a d20 and if the save is made, then the curse had no effect on either the scroll or the user. However, if the scroll fails its save, the scroll is destroyed and the curse is transferred back to the user at double effect. The proxy scroll is effective as long as it makes its saving throw.

SCROLL OF DEATH

This scroll of human skin is so evil, anyone reading it must save at -6 or be teleported to a random plane of hell. After successfully reading this scroll, the reader takes on the image of death himself for 2-12 melee rounds. During that time, anyone he desires must save as 1/2 their normal level (all immunities, etc. cut by 1/2) or have 2-24 points blasted from their constitution and half of their levels drained from them. In addition, the victims must make their normal saving throw or die. If the first save is made, then suffer half the loss. If second save is made, there is no half effect. Every use of this scroll causes the user to lose one level and 1 constitution point.

SCROLL OF ELEMENTAL BINDING

This scroll is for use by spellcasters only. This scroll allows the user to speak a series of words of power that can bind any elemental to his service. Such bindings can only be for an 8 hour period, and depending on the nature of the elemental, the efficiency and care with which it performs the user's bidding is extremely variable. Only one particular elemental can be bound, and if conjured again, it will be the same one. The Gamemaster has control over the statistics of the summoned elemental. Only one of each type can be brought forth per year.

SCROLL OF THE TIME KNOT

This magical work can never be taught to another, but can be used as often as desired by the reader. When this spell is cast on a target, he must make his save or have his thought processes instantly distorted into a time loop so that whatever action he was engaged in at the time he failed his save is repeated endlessly until he drops from fatigue or until dispelled.

TOME OF RANGELESSNESS

This tome, when read by a spellcaster, will free him from range limitations on his spells. When read by a fighter, he is freed from range limitations on bows, i.e., he can shoot as far as he can see.

TOME OF SECRET DOORS

This ancient book contains knowledge of the elder dwarven stoneworkers. Once read, the contents disappear, but don't throw it away, for when the present reader dies, the ink once again becomes visible. The reader gains the knowledge to make secret doors and hidden passages which can only be found by dwarves and elves, and even then only on a 1 in 8 chance.

Potions & Powders



TABLE FOR RANDOM DETERMINATION

<u>% Roll</u>	<u>Potion or Powder</u>
01-04	Angel Water
05-08	Armor Oil
09-12	Balm of Revival
13-16	Demon Dust
17-20	Distillation of Ecstasy
21-24	Dust of Reversion
25-28	Essence of Edibility
29-32	Essence of Temptation
33-36	Glittermist Potion
37-40	Grains of Paradise
41-44	Life Everlasting
45-48	Lotion of Vision
49-52	Master of the Woods
53-56	Oil of Enslavement
57-60	Ointment of Contagion
61-64	Potion of Competence
65-68	Potion of Negative Competence
69-72	Potion of Tail Growth
73-74	Potion of the Last Battle
75-76	Potion of the Rising Sun
77-80	Powder of Despair
81-84	Sea Spirit
85-88	Syrup of Unendurable Sweetness
89-92	Vapor of Insensibility
93-96	Waters of Solitude
97-98	White Out Potion
99-00	Wine of Inspiration

TABLE FOR DETERMINING NUMBER OF DOSES

<u>% Roll</u>	<u>Doses</u>
01-30	1 Dose
31-50	2 Doses
51-70	3 Doses
71-80	4 Doses
81-86	5 Doses
87-90	6 Doses
91-93	7 Doses
94-95	8 Doses
96-97	9 Doses
98-99	10 Doses
00	11-20 Doses (Roll d10)

ANGEL WATER

A precious liquid which is a triple strength holy water in all aspects. This liquid can never be duplicated, except by angels or saints.

ARMOR OIL

This wonderous metal cleaner is an artifact of the great dwarven armorsmiths. For every dose used and one hour of polishing, any armor will gain +1 (maximum possible is +3). This effect lasts for 1 day and any attempt to make it permanent will dispell the oil.

BALM OF REVIVAL

When applied, this balm becomes a powerful or awakening power that negates unconsciousness, and paralysis. Each application lasts for 24 hours anti-sleep 1 stunning

DEMON DUST

This glassy powder is created by crystalizing the heart of a demon and then shattering it. If this powder is inhaled, the victim must save at -6 or suffer the damage of all of the non-physical attacks of the original demon whose heart was used to make the dust, e.g., if the demon had a 6d6 fire breath or any spells, the victim would suffer both the breath and the spells. If this dust is used to form a pentagram, the user can summon a demon of the same type as the dust, binding him for one month's service.

DISTILLATION OF ECSTASY

A super aphrodesiac which causes the victim to save at -5 or be in a "hyper state" of ecstasy for up to 6 hours.

DUST OF REVERSION

When thrown in the face of some onrushing beast or man, it causes all magic induced abilities, permanent or temporary, to vanish for 24 hours. This includes magic resistance or immunities, unless natural to that character (the dust is powerful enough to penetrate such resistances). Thus a man with permanent immunity to fire damage granted by a magical item, who fails his save, will be vulnerable to fire for 24 hours, after which his immunity returns.

ESSENCE OF EDIBILITY

This black, vile-smelling liquid can make edible, though not necessarily tasty, any substance it comes in contact with, be it stone, slime, etc. The substance touched becomes food which is nourishing and capable of being digested by all.

ESSENCE OF TEMPTATION

When slipped into the drink of such characters as holy persons or paladins, this essence causes them to temporarily forget their vows and indulge in pleasures they have forsaken.

GLITTERMIST POTION

This silvery potion, when left open, will exude a glittering cloud of mist in a 90 ft. radius. For every melee round the potion is left open, all invisible or ethereal creatures within the affected area become visible and can be hit by normal weaponry.

GRAINS OF PARADISE

A fine golden powder that when thrown in someone's face, causes them to see visions of paradise, depending on their religious affiliations. The visions can be so intense that there is a 5% chance per level of the victim that he will not return (mentally).

LIFE EVERLASTING

An elixir which endows the drinker with immortality. There is a formula to be read on the bottle that when read backwards, turns the elixir to that of mortality and any immortal being who drinks it will become humanly mortal with all years previously lived immediately catching up with the victim.

LOTION OF VISION

When rubbed into the eyes, it gives the ability to see all invisible creatures, as well and similar undead spirits. ironically, as ghosts cannot see the user.

MASTER OF THE WOODS

An extract which gives limited druidical powers to anyone who drinks it, allowing them to communicate with trees, birds and animals in the woods. While under the influence of this extract, the user becomes a forest friend.

OIL OF ENSLAVEMENT

An oil which if applied to a target, acts at once as a super charm spell that goes away in 1-3 hours. Even when it wears off, there is a 50% chance that the charm is permanent.

OINTMENT OF CONTAGION

Upon application, the victim will immediately contract any and all possible contagious diseases.

POTION OF COMPETENCE

This rare potion, when drunk by a spellcaster, gives him +1-100% (roll only once) magic competence, i.e., all of his spells are as if cast by a mage 1-100% higher level than the user. So, if a 10th level mage drank this potion and rolled 50% competence, his spells would have their effect as if cast by a 15th level mage. (Note: He does not acquire the spells known by a 15th level mage until he gets to that level.)

POTION OF NEGATIVE COMPETENCE

This potion looks and tastes exactly like a Potion of Competence. However, when drunk by a spellcaster, he becomes -1-100% competent. In the example provided above, the 10th level mage's spells would have their effect as if cast by a 5th leveller.

POTION OF TAIL GROWTH

When consumed, this potion causes a large scorpion tail to grow from the drinker's lower back. The tail has a strike range of up to 5 ft. in front of the drinker and strikes for 1-8 points of damage, plus 1/2 the user's level in d6 poison damage. It takes 1-3 hours for the tail to grow to its full size.

POTION OF THE LAST BATTLE

This liquid, when spread across the blade of any weapon, will stop an opponent from regenerating, healing or otherwise removing the damage taken from the potion-covered weapon. Those killed by a weapon coated in this liquid are dead permanently, unless a wish or Potion of the Rising Sun are used. This liquid is extremely rare and each applied dose lasts for 2-20 blows before it dissipates.

POTION OF THE RISING SUN

A golden liquid which when drunk by a living being, will add 1-8 points to their constitution as well as healing all damage previously taken. When poured into the mouth of a dead person or beast, they are immediately brought back to life. **All** those who benefit from this liquid have 1-10 years added to their lifespan.

POWDER OF DESPAIR

A pinch thrown at someone will cause such hopelessness in the victim that he will cease fighting and go into despairing grief. There is a 25% chance that he will commit suicide. This powder wears off in 2-12 melee rounds.

SEA SPIRIT

A potion which makes the drinker a friend of all living things in the oceans, such that they will not attack him. He can also swim and breathe underwater.

SYRUP OF UNENDURABLE SWEETNESS

A colorless syrup which, when placed in the drink of another, causes him to behave with sickening sweetness or niceness for 24 hours. This includes helpfulness and a slavish obsession to not offend anyone. The victim is constantly in the way of the people he claims to be helping.

VAPOR OF INSENSIBILITY

A purple vapor in a bottle which, when the stopper is removed, exudes a purple cloud in a 30 ft. radius. **All** within the affected area must save or fall into unconsciousness for 5 minutes. This vapor works most efficiently and quickly in a wind or breeze.

WATERS OF SOLITUDE

Sprinkled on a target, it creates within his mind the illusion that he is completely alone, i.e., his friends and enemies have disappeared. This effect lasts for 1 hour.

WHITE OUT POTION

This small white vial has a brush built into the cap and contains a white pasty potion. The brush is used to paint the potion over any magic symbols or written spells, thus negating them until the past is washed or rubbed off.

WINE OF INSPIRATION

A wine which accelerates intuitive processes so that answers to problems are more easily found. (A Gamemaster should provide up to 3 reasonable hints to the character who drank this potion.)

Staves & Wands



TABLE FOR RANDOM DETERMINATION

<u>% Roll</u>	<u>Staff or Wand</u>
01-05	Acid Wand
06-10	Alkalai Wand
11-15	Blind Wand
16-20	Cold Wand
21-25	Doomsday Wand
26-30	Fire Wand
31-35	Fog Wand
36-39	Kharian Battle Staff
40-44	Lightning Wand
45-49	Paranoid Wand
50-53	Power Web Wand
54-58	Rod of Rat Control
59-63	Rod of Shooting Stars
64-68	Root Wand
69	Staff of the Growing Mages
70-74	Staff of Hellish Air
75	Staff of Wands
76-80	Storing Wand
81-85	Wand of Molecular Disruption
86-89	Wand of Penetration
90-93	Wand of the Winds
94	Wand of Wizardly Spells
95	The War Staff
96-00	Waterbolt Wand

TABLE FOR DETERMINING NUMBER OF CHARGES

<u>% Roll</u>	<u>Charges</u>
01-20	1-10 charges (roll a d10)
21-50	11-20 charges
51-55	21-30 charges
56-63	31-40 charges
64-71	41-50 charges
72-79	51-60 charges
80-87	61-70 charges
88-95	71-80 charges
96-99	81-90 charges
00	91-100 charges

ACID WAND

This 12" ironwood wand is for use by spellcasters only. Each charge can fire an Acid Spell which does 8d6 in damage. (See Spellcaster's Bible for Acid Spell.)

ALKALAI WAND

This wand is similar to the Acid Wand, but each charge fires an Alkali Spell doing 8d6 damage.

BLIND WAND

This wand is similar to an Acid Wand, but each charge fires a Blind Spell.

COLD WAND

This wand is similar to an Acid Wand, but each charge fires a Cold Spell doing 8d6 damage.

DOOMSDAY WAND

In appearance, a 41" short black wand with a small devil's head in ebony affixed atop. When pointed at a target, they must make a saving throw of 10 or better on a d20 or be absolutely convinced that this is the last day of the world, and that its destruction is imminent. They will believe that Armageddon will begin in a few minutes upon the very place where the victim is standing. This effect lasts until proven otherwise, but in no event longer than 24 hours.

FIRE WAND

This wand is similar to an Acid Wand, but each charge fires a Fire Spell of 8d6 damage.

FOG WAND

This plain unadorned wand is for use by spellcasters only and fires a random fog or mist in a square area which has a diameter of 60 ft.

KHARIAN BATTLE STAFF

This 8 ft. mithril flagstaff/lance +4 can be used to protect up to 25 other entities. The staff will absorb up to 25 spells thrown at any of the protected entities, as long as they are within 120 ft. of the staff. The absorbed spells dissipate off of the staff at a rate of 1 per day. If the staff is overloaded, it finally strikes, releasing all absorbed spells.

LIGHTNING WAND

This wand is similar to the Acid Wand, but each charge fires a Lightning Spell doing 8d6 damage.

PARANOID WAND

This grey wand is engraved with pictures of whatever the onlooker fears most. The user may cause one target to save at -3 or attack all allies in a berserk rage.

POWER WEB WAND

This multi-colored wand of webs will fire a 3-30 ft. diameter web which will hold a total of twice the user's level in hit dice. The web lasts for 2-12 melee rounds and during each melee, it can be commanded to do 6d6 fire, cold, acid or lightning damage. The type of damage can be alternated without harming the web. If the web is broken, the duration and damage given are halved.

ROD OF RAT CONTROL

Once per month, the user may use this mold-covered wood rod to summon 1-1000 mice/rats. Each rodent will have 1-6 hit points and can bite for 1-3 points of damage. Each bite causes the victim to save or die of infection in 1-8 hours. The rodents are totally under the control of their summoner.

ROD OF SHOOTING STARS

With this 3 ft. rod, the user can fire a blinding storm of shooting stars in a 30 ft.(base) by 50 ft.(length) cone. All within this area must save or take 8d6 heat damage. If save is made, victim is blinded for 1-4 melee rounds. This rod has no effect if the target is facing the other direction (away from the user).

ROOT WAND

This wand is made of gnarled root and is for use by spellcasters only. The user can cause one target to save at -3 or have all of their feet, claws, etc., turn into roots and firmly plant in the ground. (Save to no effect.)

STAFF OF THE GROWING MAGES

This metal staff has a metal cone attached to the top of it and is only usable by spellcasters. This staff has the following abilities:

1. All of the Powers of a Staff of Wands,
2. All conjuration/summoning spells,
3. Ged's Gale (See SCB)
4. User can strike with this staff at +2 and do 2-24 points of damage (Uses 1 charge.)

All of the above damage powers will do 1d6 for every level this staff is possessed by the present user, i.e., if he has had the staff for a total of 10 levels, he would do 10d6 of damage.

STAFF OF HELLISH AIR

This gnarled, black, rune encrusted staff can strike for 3-24 points of damage plus the target must save at -3 or suffer the atmospheric conditions of a random plane of hell for 1-6 melee rounds. Each strike uses one charge.

STAFF OF WANDS

This staff combines the powers of the following wands:

- | | |
|----------------|-------------------|
| 1. Acid Wand | 5. Fire Wand |
| 2. Alkali Wand | 6. Lightning Wand |
| 3. Blind Wand | 7. Waterbolt Wand |
| 4. Cold Wand | |

Each charge does 1d6 damage. In addition, the user may use one charge striking an opponent at +1 and do 1-8 points of damage.

STORING WAND

This dull grey wand fires a cone 60 ft. (length) by 30 ft. (base). Everyone within the cone must save or be frozen in time, shrunk in size, sucked into the wand and stored therein. The wand can hold a total of 100 levels of creatures, and if more than 100 levels are attempted to be stored, the wand will finally strike, releasing all of the previously held creatures. Upon first picking up this wand, the user must make his save or suffer the full effects.

WAND OF MOLECULAR DISRUPTION

With this brilliant blue wand, the user can make one target save or explode in a ball of fire (doing 1d6 per level of victim), thus reducing him to his "component atoms." If save is made, victim suffers 4d6 fire damage.

WAND OF PENETRATION

All memorized spells which are cast through this wand have a -2 on their save and cut all resistances, immunities, etc., by 1/2.

WAND OF THE WINDS

All memorized spells which are thrown through this wand are "carried on the winds", doubling their range.

WAND OF WIZARDLY SPELLS

This wand is made of platinum and is engraved with magical runes from one end to the other. This wand is so powerful that it only has 2-12 charges. Any memorized spell which is cast through this wand will require a roll of 20 on a d20 to save. Any other number rolled on the saving throw will result in the save being failed.

THE WAR STAFF

This chromatic staff has three basic abilities:

1. The user may strike at +3 doing 8d8 damage (one charge),
2. It absorbs up to 20 spells thrown at the user,
3. These absorbed spells can be fired in armor-piercing cones which pierce and nullify resistances, immunities, etc. with a 25% (+1% per user's level) chance of success.

WATERBOLT WAND

This wand is similar to the Acid Wand, but each charge fires a Waterbolt Spell which does 8d6 damage plus all other

Swords & Daggers



TABLE FOR RANDOM DETERMINATION

<u>% Roll</u>	<u>Sword or Dagger</u>
01-02	Annihilator
03-04	Assassin's Dagger
05-06	Bard's Bane
07-08	Blade of the Serpent King
09-10	Bloodfang
11-13	Chameleon
14-15	Changling
16-17	Coral Spine
18-19	Cripler
20-21	Dagger of Backstabbing
22-23	Dagger of the Falling Stars
24-25	Defiler
26-27	Devourer
28-29	Eclipser
30-31	Famine
32-34	Firelight
35-36	Frostbiter
37-38	Gallant Conqueror
39-40	Grim Reaper
41-42	Gossamer Embrace
43-45	Hailstone
46-47	Holy Blade of Sareen Zabar
48-50	Hoodoo
51-53	Hoodwinker
54-55	Hypoblade
56-57	Lightweaver
58-59	Lodestar
60-61	Mage's Aid
62-64	Mirage
65-66	Nimbus
67-69	The Noble Blade
70-71	Organ Slasher
72-73	Phantom Avengers
74-76	Plane Walker
77-79	Quagmire
80-81	Sekuru Samarai Sword
82-84	Sentinel
85-86	Shadow Smoke
87-88	The Singing Sword
89-90	Treasure Bane
91-93	Triumph's Legacy
94-96	Truthsayer
97-98	Winged Malice
99-00	Wizard's Bane

ANNIHILATOR

This flamberge +4 is the sister sword to Devourer. They look identical and nullify each other's abilities if within 1 mile of each other. Annihilator has the ability to disintegrate the flesh and armor of its targets at 1/2 lb. for every point of damage it does (Wielder's strength bonuses do not apply). Magical armor or robes are allowed a save, and must continue to make their save each time they are hit.

ASSASSIN'S DAGGER

The blade of this dagger +3 is made of an orange colored metal which, when exposed to oxygen, constantly secretes a 4d6 poison. The dagger itself does 1-6 points of damage.

BARD'S BANE

This foil +4 is forged of mithril with a gold handguard and does 1-6 points of damage. When fighting against bards, harpies and other such singers, the blade becomes +5 (doing 1-8 points) and any singer struck on a roll of 2 over the number needed to hit has their voicebox slashed, causing total loss of voice. The wielder is also unaffected by the magical effects of any songs or singing.

BLADE OF THE SERPENT KINGS

This 4 ft. blade is forged of a greenish metal and the hilt is black with gold trim. The blade is +3 and does 1-10 points of damage. All opponents see this blade as a king cobra, held at its tail by the wielder. The weapon constantly secretes a 3d6 venom, although once per week, a poison can be secreted that will cause those struck to save or die. If save is made, the victim's heart will painfully explode in 1-4 hours unless the venom is neutralized. This powerful venom will remain on the weapon for 1-3 blows.

BLOODFANG

This black mithril sword +4 has a demon bone hilt and does 1-8 points of damage. All wounds inflicted by this weapon, however, bleed an additional 2-20 points for 2-12 melee rounds. This bleeding can be stopped by a *Cauterize Spell* (See SCB).

CHAMELEON

This great sword +2 looks like a nondescript weapon and if seen lying on the ground, will resemble its background so completely that it is nearly invisible. This ability is extended to the wielder. Likewise, the personality of the wielder changes to meet the circumstances and the temperament of others, thus if the user were to be surrounded by goblins, they would take him for one of their own clan. This blade does not, however, endow the user with the language knowledge.

CHANGLING

This very plain scimitar +2 appears to have a constant rippling motion up and down the blade. Any hit target must save or be physically changed in the area hit, e.g., his leg changed to the leg of a mouse, head to the head of a snail, etc. (User's desire). No magical creature changes can occur, such as the head of a dragon, etc. All changes are permanent until dispelled as an *Ultra Permanent Spell* (See SCB).

CORAL SPINE

This dagger +1 looks like a slim piece of red coral and does not resemble a weapon. Anyone being stabbed with this dagger must save or a piece of the coral will break off in the wound and begin not only to grow, but to change the blood chemistry of the victim so that he slowly turns into coral from the inside out. Removal of the spine must be done within 6 melee rounds or the process is irreversible.

CRIPPLER

This dagger +3 was designed to maim and not kill. All struck must make their save or have some vital tendon, or connective muscle tissue, permanently severed (unable to be healed by normal means). A saving throw is required for each and every attack, and the affected body part becomes useless.

DAGGER OF BACKSTABBING

This steel dagger +2 is for use by thief-types only and does 1-6 points of damage. The dagger allows the user to move silently with a 50% (+1% per level of user) chance of success. When striking from behind with this dagger, it does an additional 1-6 points of damage for every point rolled on the dice over the number needed to hit the target, e.g., is a loth levellor needed a 10 to hit the target and he rolled a 12, he would do an additional 2-12 points of damage, for a total of 3-18 on the blow.

DAGGER OF THE FALLING STARS

This dagger +3 has an engraving of a falling star on its hilt and does 1-6 points of damage. Once per week, the user may call forth a falling star, which as it streaks across the sky, gives the user a wish. In addition, the user becomes immune to blindness and the effects of bright flashes, etc.

DEFILER

This sword +5 has demon faces adorning the entire weapon and does 1-10 points of damage. The sword protects the user from “good” influences, giving +5 vs. “good”, and can dispell holy things, deconsecrate holy water or oil, and any “good” sending of a magical nature failing to make its save is banished.

DEVOURER

The blade and hilt of this flamberge +4 resemble some elongated wavy creature with a toothy mouth at the end of the blade. This voracious weapon has the ability to eat the flesh of its victims at 1/2 lb. for every point of damage delivered (does not include wielder’s strength bonuses).

ECLIPSER

This dark black dagger +3 is covered with symbols of a lunar eclipse. Each blow from this dagger dims the sight of the target gradually. After 4 blows, the target is permanently blinded. Each successful blow means the victim attacks at -1, until total blindness is reached.

FAMINE

This scimitar +4 appears as a very thin, almost useless-looking weapon with no decoration except for a toothless open mouth engraved on both sides of the blade. Those struck must make their save or lose 1 lb. of mass for every point of damage done, as well as 1 point of strength and constitution. The saving throw is required on every hit. The sword grows more substantial and healthy-looking with each blow, although no abilities increase.

FIRELIGHT

This rapier +2 has a reddish cast to the metal and brightly painted flame designs on the hilt, pommel and guard. It does an extra 1-10 points of fire damage that burns on all planes and in all elements, e.g., under water, encased in rock, etc.

FROSTBITER

This great sword +3 is made of a bluish crystal which is cold to the touch. In temperatures above 80 degrees, steam continually rises from the blade. Anything it cuts is immediately frozen, including metal, thus reducing the A.C. by 1-6 points until thawed. The blade can cut easily through ice and allows the user to freeze water (up to 30 gallons per level of user). In addition, the user becomes immune to cold and freezing temperatures.

GALLANT CONQUEROR

This hilt of this dagger +4 is in the shape of a silver stallion with heraldic markings at the base of the hilt. The wielder of this blade has absolute courage and total control over physical pain, thus he can fight, without faltering, until death.

GRIM REAPER

This normal sword is designed with an ivory skull on the hilt and the blade is black with small ivory symbols. The user can summon death, or an avatar/minion of death to take away the life of a stricken target (saving throw permitted). If the target saves, death will arbitrarily take one life level every time summoned, targets chosen randomly. If all targets make their save against this, death (with no save permitted) will carry off the wielder of this weapon.

GOSSAMER EMBRACE

This throwing dagger +1 is vaguely spider shaped and is very dull. When thrown, the dagger does not hit, but flies quickly once about the entire target, trailing a web filament behind which closes securely around the target, binding him fast. Only targets with a strength of 18+ can break free. The filament cannot be cut or burned, but the dagger’s user can release the web at will. Dagger returns to the wielder.

HAILSTONE

This long dagger (14”) +1 is very elaborately decorated, with gems everywhere except for the blade itself. This weapon allows the user to speak with all magical gems, stones and sacred statues. This dagger is very aristocratic and will not function for any character with a bank account of less than 50,000 gold pieces. The user can automatically tell the value of any non-magical gem or jewel.

HOLY BLADE OF SAREEN ZABAR

This glistening mithril blade +4 does 4-40 points of damage vs. undead, demons and evil dragons. The wielder is unaffected by undead touches, demon touches or breaths,, and evil dragon breaths. Once per day, the user may wield the blade as a cross’ radiating a holy light in a 120 ft.radius which prevents any evils (regardless of religion) or evil attacks from harming those within the light. This light is maintained as long as the wielder does nothing but concentrate on it. This blade will not function for evils.

HOODOO

The hilt of this sword +3 is in the shape of some ghostly undead creature. The sword has the ability to curse any stricken target failing its save. These are usually simple curses, such as all hair falls out, etc. once a target fails a save against this sword, he is forever haunted by the fact that he can be cursed over and over again with no resistance or save. (This only applies to curses from this blade.)

HOODWINKER

This sword +3 is designed with the face of a jester framed in small silver bells in the middle of the hilt. The sword is a master at disguising its user in a mask of illusion that cannot be dispelled unless the sword is removed from the user's hand. Illusions can be of anything, but can do no damage. The user gains a +50% better chance to lie or otherwise fool others.

HYPOLADE

This sword +2 has a thin steel blade, similar to a large hypodermic needle. The hilt is made of brass with a spongy grip and is detachable from the blade, revealing a reservoir which can hold up to 20 doses of poison, venom, etc. When striking, the user may squeeze the grip, delivering a dose of the poison from the reservoir into the target.

LIGHTWEAVER

This adamantite sword +5 is continually surrounded by pulsating light waves and does 2-12 points of damage. once per day, the user can fire a beam which has the same effects and dimensions as the Light Waves Spell (See SCB). The user can also use any non-damage light spells as often as desired.

LODESTAR

This cutlass +2 is made of a burnished bronze with a greenish star set in the pommel. The wielder can never become lost as he gains a perfect sense of direction. Also, any metal striking this weapon becomes magnetized very powerfully and will fly and "stick" to the nearest metallic source (usually someone's armor or another weapon). Needless to say, using this weapon and wearing a metallic armor is not recommended.

MAGE'S AID

This mithril +4 sword does 1-10 points of damage and is for use by spellcasters only. Any mage using this blade can melee and perform magic simultaneously, thus he can swing this sword and throw a spell in the same melee round. In addition, this sword gives the mage +30% competence to his magic.

MIRAGE

This silver/blue stiletto has a palm tree embossed on the pommel. The weapon has no pluses, but does 1-8 points of damage. Furthermore, if stuck in the ground, it can be commanded to create illusory terrain, such as a lake, mountain range, etc. This illusion is dispelled only if the stiletto is removed from the ground. A saving throw is necessary or all who see the scene will believe it is real.

NIMBUS

The hilt of this dagger +3 is in the shape of an angelic being and is made of gold. The wielder gains a halo and an aura of sanctity, thereby increasing the morale and saving throws of those with him by +2. Power from the dagger has the ability to lessen the force of blows to the user such that only 1/2 of all physical damage is sustained, whether or not the weapon used is magical.

THE NOBLE BLADE

This magnificent blade +3 is forged of the purest silver with gold runes inlaid and does 2-20 points of damage. The sword will not allow its wielder to attack any opponent who has fallen down or become unarmed. However, if the wielder falls in combat and is attacked while down, the blade will leap forth, dancing on its own, and attack twice per melee round doing 3-36 points with each blow delivered. This continues until the target is deceased, fallen or not. The blade also defends its wielder so well that there is but a 35% chance of any blow getting past its guard.

ORGAN SLASHER

This 3 ft. blade +1 is a dull steel color with a hilt of plain bronze. A roll of 3 over the number needed to hit a target means a random organ has been slashed on the target and the following chart should be consulted:

#Rolled(d6)	Organ Hit	Effects
1	Brain	Immediate Death
2	Eye	+1-10 damage, 1/2 vision
3	Genitals	+2-20, immediate shock, death in 1-3 minutes
4	Heart	Immediate Death
5	Liver	+2-24, 1/2 Strength & Constitution, die 1-4 days
6	Stomach	+4-40, immediate shock, die in 2-12 full turn

PHANTOM AVENGERS

These 5 throwing daggers +3 are absolutely invisible, except to the user. These daggers can be thrown with the above hitting bonus or, forsaking the bonus, can be mentally teleported to the target with normal hitting probability. When teleported, they can also be commanded to attack from behind, even though the target may be facing forward. Range: Throwing: 120 ft.;Teleporting: 240 ft. If the daggers miss, they immediately return to the user.

PLANE WALKER

This sword +2 does 1-10 points of damage. The user may go to any plane/dimension with no ill effects and with all his items. Once in the other plane, he may have the option of not being able to be attacked by anything on that plane, but if he uses this protection, he himself is unable to attack anything on the plane. He may do this "plane hopping" as often as he desires, but he may not take anyone with him.

QUAGMIRE

This slimy dagger +2 has moss hanging all over it. If this dagger hits, the target must save or function as if he were standing in the middle of a swamp, i.e., loss of footing, coordination and slowing of movement by 1/2. This weapon does not work against creatures with the swamp as their natural habitat.

SEKURU SAMURAI SWORD

This plain, unadorned samurai sword +5 is for use by martial art types only. On a roll of 19 or 20 to hit, the user bisects the target's rib cage and heart, causing immediate death. The user may also parry 3 blows per melee on a roll of 9 or better on a d20.

SENTINEL

This hilt of this sword +1 appears as a knight with the helm as the pommel and the arms outstretched as the guard. The user can never be surprised and is always warned of danger by the sword. The sword keeps such a constant vigil that the user is always warned of attacks from behind, and even of attacks while the user is sleeping.

SHADOW SMOKE

This smokey-black blade +3 does no noticeable damage upon impact (except strength bonuses), but the target immediately coughs up 2-24 of his hit points in a puff of black smoke. These points can only be regained at a rate of 1 per day, and if the victim dies, he becomes a shadow under the control of the wielder of this blade.

THE SINGING SWORD

This black onyx sword +2 does 1-12 points of damage. Three times per day, it can be commanded to sing one of the following two songs:

1. The Song of Death - Any enemies within a 60 ft. radius must save or be obliterated (Save to 8d6 sonic damage).
2. The Song of Valor - All allies within a 60 ft. radius have +2 to their attacks, defense & saves for the duration of the battle.

TREASURE BANE

This black +3 blade does 1-10 points of damage. The user may parry one blow per melee round on a roll of a 10 or better on a d20, and any magical item touched by this blade must save or be negated.

TRIUMPH'S LEGACY

This dagger +5 has a blade with gold filigree scroll work and diamonds everywhere. The user is immune to fear (never needing to check morale), as well as immune to charm- type spells. However, this blade is single minded and must get the last blow to a particular target, forcing its wielder to do anything to make certain it does before the target dies.

TRUTHSAYER

This broadsword +1 is plain and unadorned. The user can detect all lies, exaggeration, shams or falseness, whether by words or disguise. The user is also compelled to tell the truth and express his true feelings on any matter. (Note: Sword does not force wielder to speak.)

WINGED MALICE

This throwing dagger +3 looks like a small javelin with swept back wings. Should the dagger strike a target, a saving throw must be made by the victim or the dagger will bore through the victim's body in 1 melee round, turn and attack next melee from the other side, through the same wound and doing triple damage.

WIZARD'S BANE

This sword +3 has a long, slender blue crystal blade and a silver hilt. It does 1-10 points of damage, and for every damage point delivered to a spellcaster, the target has one spell permanently erased from his memory (saving throw allowed, of course). The lost spells cannot be relearned or replaced.

