

Swords
& Wizardry
White Box
EDITION

BOOK IV OF IV: TREASURE

By Marv Breig

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CHAPTER 9: Treasure

The amount of treasure a monster owns or guards is usually related to the monster’s HDE. That’s not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it’s used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won’t gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster’s value in experience points, and keep in mind that hunting and patrolling monsters likely won’t be carting their treasure around with them. If the characters can’t find the monster’s lair, they may get none of the treasure. Also, it obviously doesn’t make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some “extra” treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Here is a table a Referee can use as a guideline to help them create treasure:

Table 29: Treasure Values

| Roll | Possible Treasure Value (gp)* | | | |
|------|-------------------------------|-----|-----|-----|
| | Value | CP | SP | GP |
| 1 | XP × 1 | 50% | 30% | 20% |
| 2–3 | XP × 2 | 20% | 50% | 30% |
| 4–5 | XP × 3 | 10% | 40% | 50% |
| 6 | XP × 4 | – | 25% | 75% |

* The total value of treasure is expressed in terms of gold coins. If the total value of treasure was 100 XP on a roll of 1, the recipient would receive 20 gp, 300 sp, and 5,000 cp

Remember that coins found are not always gold pieces—there might be a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

Splitting the Take (*Variant*)

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up among the participants with each getting an equal "share." Many Referees rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level. It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

Treasure Items

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of "another treasure worth 100 gp in total" is a sure-fire recipe for boring your players.

- ▶ For every 5,000 gp in value, there is a 10% chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic table.
- ▶ For every 1,000 gp in value, there is a 10% chance of trading out 1,000 gp for an item on either the Medium Gem/Jewelry or Medium Magic table.
- ▶ For every 100 gp in value, there is a 10% chance of trading out 100 gp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Referee begin with the 5,000 gp values and work down to the 100 gp values. "Jewelry" refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don't wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

Treasure Trade Out (Example #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 112 gp, 900 sp, and 2,250 cp. There is a 10% chance of trading out 100 gp of that treasure for one minor item. If, on a d100, you roll under 10%, then the treasure value of that encounter would be 12 gp, 900 sp, 2,250 cp, and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

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At the option of the Referee, it might be recharged, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker’s enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a **Remove Curse** spell. Although the Referee is encouraged to create his own cursed items, the following samples should prove useful guidance:

Table 55: Cursed Items

| Roll | Cursed Items |
|------|----------------------------------|
| 1 | Bag of Devouring |
| 2 | Censer of Hostile Elementals |
| 3 | Cloak of Poison |
| 4 | Crystal Ball of Suggestion |
| 5 | Dancing Boots |
| 6 | Flask of Stopped Curses |
| 7 | Horn of Collapse |
| 8 | Medallion of Projecting Thoughts |
| 9 | Mirror of Opposition |
| 10 | Robe of Feeble-mindedness |

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner’s control.

Cloak of Poison: Upon donning this cloak, the wearer’s body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer’s mind. Powerful versions of this item might even implant a **Quest**.

Dancing Boots: These boots function as boots of Elvenkind or Speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight

Treasure Trade Out (Example #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 gp and 4,000 sp. There is a 10% chance of trading out 1,000 gp of that treasure for one medium item. If, on a d100, you roll under 10%, then the treasure value on that encounter would be 200 gp, 4,000 sp, and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining gold, there could either be a 60% chance to trade out 600 gp for one minor item, six 10% chances to trade out 600 gp for a total of six minor items, or some other variant like one 10% chance to trade out 100 gp for one minor item (keeping the remaining 500 gp).

5,000 gp Trade Out

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

Table 30: Major Gem/Jewelry

| Roll | Gem or Jewelry Worth |
|------|----------------------|
| 1 | 1d1,000 gp |
| 2–3 | 1d1,000 (×8) gp |
| 4–5 | 1d1,000 (×12) gp |
| 6 | 1d1,000 (×20) gp |

Table 31: Major Magic Item

| Roll | Result |
|------|---|
| 1 | Roll 6 times on the Potions table |
| 2–3 | Roll 1d6+12 on the Scrolls table |
| 4–5 | Roll 1d6+12 on the Weapons and Armor table |
| 6 | Roll 1d20+40 on the Miscellaneous table (includes Rings and Staves) |

1,000 gp Trade Out

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

Table 32: Medium Gem/Jewelry

| Roll | Gem or Jewelry Worth |
|------|----------------------|
| 1 | 1d100 gp |
| 2–3 | 1d1,000+250 gp |
| 4–5 | 1d1,000+750 gp |
| 6 | 1d10,000 gp |

Table 33: Medium Magic Item

| Roll | Result |
|------|--|
| 1 | Roll 3 times on the Potions table |
| 2–3 | Roll 1d6+6 on the Scrolls table |
| 4–5 | Roll 1d6+6 on the Weapons and Armor table |
| 6 | Roll 1d20+20 on the Miscellaneous table (includes Rings and Staves) |

100 gp Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

Table 34: Minor Gem/Jewelry

| Roll | Gem or Jewelry Worth |
|------|----------------------|
| 1 | 1d6 gp |
| 2–3 | 1d100+25 gp |
| 4–5 | 1d100+75 gp |
| 6 | 1d1,000 gp |

Table 35: Minor Magic Item

| Roll | Result |
|------|---|
| 1 | Roll once on the Potions table |
| 2–3 | Roll 1d6 on the Scrolls table |
| 4–5 | Roll 1d6 on the Weapons and Armor table |
| 6 | Roll 1d20 on the Miscellaneous table (includes Rings and Staves) |

Table 36: Magic Potions

| Roll | Magic Potions* |
|-------|-----------------|
| 1–3 | Animal Control |
| 4–6 | Clairaudience |
| 7–9 | Clairvoyance |
| 10–12 | Diminution |
| 13–15 | Dragon Control |
| 16–18 | Ethereality |
| 19–21 | Fire Resistance |
| 22–24 | Flying |
| 25–27 | Gaseous Form |
| 28–30 | Giant Strength |

* Unless otherwise noted, potions have a duration of 1d6+1 turns

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives the true nature of illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast **Charm**, **Polymorph**, and **Hold Person** with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics only.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: Double a horse’s movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a **Charm Person** spell). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Libram, magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

Luckstone: This stone grants +1 to saving throws and “to-hit” rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader’s strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader’s wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of Detect Thoughts (ESP): Functions as a **Detect Thoughts (ESP)** spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast **Clairaudience**, **Clairvoyance**, and **Detect Thoughts (ESP)**, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Table 36: Magic Potions (cont.)

| Roll | Magic Potions* |
|-------|------------------|
| 31–33 | Growth |
| 34–36 | Heroism |
| 37–39 | Invisibility |
| 40–42 | Invulnerability |
| 43–45 | Levitation |
| 46–48 | Plant Control |
| 49–55 | Poison |
| 56–58 | Slipperiness |
| 59–61 | Treasure Finding |
| 62–64 | Undead Control |
| 65–75 | Extra Healing |
| 76–00 | Healing |

* Unless otherwise noted, potions have a duration of 1d6+1 turns

Magic Potion Descriptions

Animal Control: Results as per the spell **Charm Monster**.

Clairaudience: Results as per the spell.

Clairvoyance: Results as per the spell.

Diminution: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell **Charm Monster**.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP worth of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell **Fly**.

Gaseous Form: The user’s body turns to a mist that he controls, allowing him to access any place that isn’t airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 “to-hit”.

Growth: Character grows and becomes 30 feet tall.

Healing: Cures 1d6+1 HP worth of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell **Charm Monster**.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 feet of their current location.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber’s control as per the **Charm Monster** spell.

Table 37: Scrolls

| Roll | Scrolls* | |
|-------|--|----------------|
| | # of Scrolls | Spell Level |
| 1 | 1 | 1 |
| 2 | 1 | 1d3 |
| 3 | 2 | 1d2 per scroll |
| 4 | 3 | 1 |
| 5 | Cursed Scroll | |
| 6–7 | Protection Scroll (normal duration) | |
| 8 | 2 | 1d4 |
| 9 | 2 | 1d6 per scroll |
| 10 | 1 | 1d4+2 |
| 11 | 5 | 1d3 per scroll |
| 12 | Cursed Scroll | |
| 13–14 | Protection Scroll (double duration) | |
| 15 | 5 | 1d6 per scroll |
| 16 | 6 | 1d6 per scroll |
| 17 | 7 | 1d6 per scroll |
| 18 | 8 | 1d6 per scroll |
| 19 | Cursed Scroll | |
| 20 | Protection Scroll (triple duration and double effects) | |

* Roll 1d6 for type (1–3 scrolls are for Magic-users, 4–6 are for Clerics). Remember that there are no 6th level Cleric spells, so re-roll for spell level on a result of 6

Table 38: Protection Scrolls

| Roll | Scrolls |
|------|--------------|
| 1 | Demons |
| 2 | Drowning |
| 3 | Elementals |
| 4 | Lycanthropes |
| 5 | Magic |
| 6 | Metal |
| 7 | Poison |
| 8 | Undead |

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer’s dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer’s strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer’s existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase “to-hit” probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a **Wall of Fire** himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a **Fireball** spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two **Light** or **Continual Light** spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a **Teleportation** spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a **Teleportation** spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the “point” of the cone, at the horn’s mouth, is 10 feet wide). Usable by: All Classes.

The Spades (♠)

- Ace: Lose a level of experience
- King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.
- Queen: The character dies instantly.
- Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

- Ace: Gain a map to a very significant treasure
- King: Gain 5d6 items of jewelry
- Queen: Gain a scroll of seven spells, all 2nd level or higher
- Jack: Add one point to a single attribute of the player's choice
- The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a **Detect Invisibility** spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Protection Scroll Descriptions

- Demons:** Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.
- Drowning:** Everyone within a 10 foot radius of the reader gains the ability to breathe underwater for 1 full day.
- Elementals:** This scroll protects against a single elemental, and lasts for a duration of 40 minutes.
- Lycanthropes:** All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.
- Magic:** Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass into or out of the shell.
- Metal:** Metal cannot harm the reader for a duration of 1 hour.
- Poison:** Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.
- Undead:** All within a 10 foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

Table 39: Magical Weapons and Armor

| Roll | Magical Weapons and Armor |
|------|--------------------------------------|
| 1 | Cursed Armor or Shield |
| 2 | +1 Missile Weapon(s) |
| 3 | +1 Shield |
| 4–6 | +1 Melee Weapon |
| 7–8 | +1 Armor |
| 9 | Cursed Weapon |
| 10 | +2 Missile Weapon(s) |
| 11 | +2 Shield |
| 12 | +2 Melee Weapon |
| 13 | +2 Armor |
| 14 | +1 Melee Weapon with Minor Ability |
| 15 | +3 Missile Weapon(s) |
| 16 | +3 Melee Weapon |
| 17 | +3 Shield |
| 18 | +3 Armor |
| 19 | Unusual Weapon (optional) or Re-roll |
| 20 | Unusual Armor (optional) or Re-roll |

Table 40: Cursed Armor and Shields

| Roll | Cursed Armor and Shields* |
|------|---------------------------|
| 1-3 | -1 Weapon or Armor |
| 4 | -2 Weapon or Armor |
| 5 | -3 Weapon or Armor |
| 6 | Attracts Missiles |

* Cannot be laid down without the aid of the spell *Remove Curse*

Cursed Item Descriptions

Attracts Missiles: This item attracts missile fire (even those fired at others nearby) and grants a +1 “to-hit” bonus to attack on such missiles.

Table 41: Melee Weapons

| Roll | Melee Weapons |
|------|-------------------|
| 1 | Axe, battle |
| 2 | Axe, hand |
| 3 | Dagger |
| 4 | Lance |
| 5 | Mace, heavy |
| 6 | Mace, light |
| 7 | Spear |
| 8 | Staff |
| 9 | Sword, long |
| 10 | Sword, short |
| 11 | Sword, two-handed |
| 12 | War Hammer |

Table 42: Missile Weapons

| Roll | Missile Weapons |
|-------|---------------------|
| 1-8 | 2d6 Arrows |
| 9-10 | 1d10 Stones |
| 11 | Spear |
| 12-15 | 2d4 Darts |
| 16-20 | 2d6 Bolts, crossbow |

Table 43: Minor Abilities for Melee Weapons

| Roll | Minor Abilities for Melee Weapons |
|------|-----------------------------------|
| 1-4 | Additional damage (+1) |
| 5 | Sheds light, 15 ft. radius |
| 6 | Sheds light, 30 ft. radius |

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or **Wizard Locked**. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer’s AC by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer’s armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See **Cursed Items**, Page 22)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character’s alignment is changed. If the game does not use alignment, the character receives a dangerous **Quest** (per the spell).

King: The character’s most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

Misc. Magic Item Descriptions

Amulet against Scrying: Protects the wearer from all scrying, such as **Detect Thoughts** or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a **Protection from Chaos** spell, and allows the wearer to attempt to cast **Charm Monster** upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to **Levitate** (as per the spell) with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, Bowls (when filled) control water elementals, Braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Table 44: Unusual Weapons (*Optional*)

| Roll | Unusual Weapons |
|------|---|
| 1 | +1 Blunt weapon that destroys undead |
| 2 | +1 Thrown weapon that returns to hand |
| 3 | +1 Weapon, grants 1 additional attack/day |
| 4 | +1, +2 vs. particular type of foe |
| 5 | +1, +4 vs. particular type of foe |
| 6 | +2, +3 vs. particular type of foe |
| 7 | Weapon flames |
| 8 | Weapon freezes |
| 9 | Dancing weapon |
| 10 | Intelligent weapon |

Unusual Weapon Descriptions

+1 Blunt weapon that destroys undead: Blunt weapons are the mace, sling, staff, and war hammer. Lesser types of undead don't get a saving throw, more powerful types do.

+1 Thrown weapon returns to hand: These weapons are the hand axe, spear, and war hammer.

vs. particular type of foe: Dragons, giants, orcs, lycanthropes, undead, etc.

Weapon flames: Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

Weapon freezes: Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon.

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Table 45: Unusual Armor (*Optional*)

| Roll | Unusual Armor |
|------|---------------------------|
| 1 | Armor of Arrow Deflection |
| 2 | Demonic Armor |
| 3 | Ethereal Armor |
| 4 | Fiery Armor |

Unusual Armor Descriptions

Armor of Arrow Deflection: +2 against missile fire.

Demonic Armor: Possessed by a spirit or demon, with effects to be determined by the Referee.

Ethereal armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate

mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

Table 46: Miscellaneous Items

| Roll | Miscellaneous Items |
|-------|----------------------------|
| 1 | Lesser Wand |
| 2 | Lesser Ring |
| 3–20 | Misc. Lesser Magical Item |
| 21 | Lesser Wand |
| 22 | Lesser Wand |
| 23 | Greater Wand |
| 24 | Lesser Ring |
| 25 | Lesser Ring |
| 26 | Greater Ring |
| 27–40 | Misc. Medium Magical Item |
| 41 | Greater Wand |
| 42 | Greater Wand |
| 43 | Greater Ring |
| 44 | Greater Ring |
| 45 | Staff |
| 46–60 | Misc. Greater Magical Item |

Table 47: Lesser Wands

| Roll | Lesser Wands |
|------|---------------------------------|
| 1–2 | Level 1 spell, holds 10 charges |
| 3–4 | Level 2 spell, holds 5 charges |
| 5–6 | Level 3 spell, holds 2 charges |

Table 48: Greater Wands

| Roll | Greater Wands* |
|------|--|
| 1 | Level 3 spell, holds 10 charges |
| 2 | Level 4 spell, holds 10 charges |
| 3 | Wand of Detection (enemies) |
| 4 | Wand of Detection (metal) |
| 5 | Wand of Detection (magic) |
| 6 | Wand of Detection (traps and secret doors) |

* Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed

Table 53: Misc. Magic Items (Medium) (cont.)

| Roll | Medium Magic Items |
|------|------------------------------------|
| 9 | Gauntlets of Ogre Power |
| 10 | Helm of Read Magic and Languages |
| 11 | Hole, portable |
| 12 | Horn of Valhalla, bronze |
| 13 | Horn of Valhalla, silver |
| 14 | Jug of Alchemy |
| 15 | Manual of Quickness |
| 16 | Medallion of Detect Thoughts (ESP) |
| 17 | Mirror of Mental Scrying |
| 18 | Robe of Blending |
| 19 | Robe of Eyes |
| 20 | Robe of Wizardry |

Table 54: Misc. Magic Items (Greater)

| Roll | Greater Magic Items |
|------|---|
| 1 | Amulet of Demon Control |
| 2 | Beaker of Potions |
| 3 | Censer, Bowl, Brazier, or Stone of Controlling Elementals |
| 4 | Crystal Ball |
| 5 | Efreeti Bottle |
| 6 | Figurine of the Golden Lions |
| 7 | Gauntlets of Dexterity |
| 8 | Gem of Seeing |
| 9 | Girdle of Giant Strength |
| 10 | Helm of Fiery Brilliance |
| 11 | Helm of Teleportation |
| 12 | Horn of Blasting |
| 13 | Horn of Valhalla, iron |
| 14 | Lenses of Charming |
| 15 | Libram, magical (level gain) |
| 16 | Manual of the Golems |
| 17 | Manual of Intelligence |
| 18 | Manual of Wisdom |
| 19 | Necklace of Firebaubles |
| 20 | Symbol—Scarab of Insanity |

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: Adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staves. It is a Staff of Power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), **Hold Person**, a **Wall of Fire**, **Passwall**, a **Web** spell, or **Fly**.

Table 52: Misc. Magic Items (Lesser)

| Roll | Lesser Magic Items |
|------|--|
| 1 | Arrow of Direction |
| 2 | Bag of Holding |
| 3 | Boots of Elvenkind |
| 4 | Boots of Speed or Leaping (50%) |
| 5 | Bracers of Defense, AC 6 [13] |
| 6 | Chime of Opening |
| 7 | Cloak of Elvenkind |
| 8 | Cloak of Protection, +1 |
| 9 | Cursed Item |
| 10 | Decanter of Endless Water |
| 11 | Dust of Appearance or Disappearance (50%) |
| 12 | Dust of Sneezing and Choking |
| 13 | Gauntlets of Swimming and Climbing |
| 14 | Horseshoes of Speed |
| 15 | Luckstone (+1 to saving throws and "to-hit" rolls) |
| 16 | Manual of Beneficial Exercise |
| 17 | Pipes of the Sewers |
| 18 | Rope of Climbing |
| 19 | Rope of Entanglement |
| 20 | Spade of Excavation |

Table 53: Misc. Magic Items (Medium)

| Roll | Medium Magic Items |
|------|---|
| 1 | Amulet Against Scrying |
| 2 | Boots of Flying |
| 3 | Bracers of Defense, AC 4 [15] or 2 [17] (50%) |
| 4 | Carpet of Flying |
| 5 | Cloak of Displacement |
| 6 | Cloak of Protection, +2 or +3 |
| 7 | Deck of Many Things |
| 8 | Figurine of the Onyx Dog |

Table 48: Greater Wands (cont.)

| Roll | Greater Wands* |
|------|--------------------|
| 7 | Wand of Polymorph |
| 8 | Wand of Fear |
| 9 | Wand of Cold |
| 10 | Wand of Paralyzing |

* Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed

Greater Wand Descriptions

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a **Detect Magic** spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Polymorph: Casts either **Polymorph (self)** or **Polymorph (other)**, carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged.

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged.

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged.

Table 49: Lesser Rings

| Roll | Lesser Rings |
|------|-------------------|
| 1 | Protection, +1 |
| 2 | Protection, +2 |
| 3 | Invisibility |
| 4 | Mammal Control |
| 5 | Fire Resistance |
| 6 | Poison Resistance |

Lesser Ring Descriptions

Fire Resistance: +5 to saving throws vs. magical fire and grants immunity to normal fire.

Mammal Control: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: +5 to saving throws vs. poison.

Table 50: Greater Rings

| Roll | Greater Rings |
|------|----------------------------|
| 1 | Human Control |
| 2 | Three Wishes |
| 3 | Regeneration |
| 4 | Djinn Summoning |
| 5 | Shooting Stars |
| 6 | X-ray Vision |
| 7 | Telekinesis |
| 8 | Spell Turning |
| 9 | Spell Storing (Magic-user) |
| 10 | Spell Storing (Cleric) |

Greater Ring Descriptions

Djinn Summoning: The wearer of this ring can summon a djinn.

Human Control: Allows the wearer to cast **Charm Person** once per day and maintain the charm on up to 3 individuals at a time.

Regeneration: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

Shooting Stars: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing (Magic-user): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Storing (Cleric): The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Turning: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Table 51: Staves

| Roll | Staves |
|------|--------------|
| 1 | Healing |
| 2 | Command |
| 3 | Snake, the |
| 4 | Striking |
| 5 | Withering |
| 6 | Power |
| 7 | Wizardry |
| 8 | Beguiling |
| 9 | Absorption |
| 10 | Lordly Might |

Staff Descriptions

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: Casts **Charm Person** in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

Command: A charge can be used to control humans (as per **Charm Person**), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts **Light** (no charge used), casts **Fireball** (4d6 damage), cold as a Wand of Cold, **Lightning Bolt** (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

Lordly Might: These staves only carry 10 charges, but a charge may be used to cast **Raise Dead**.

Snake, the: +1 "to-hit" and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.