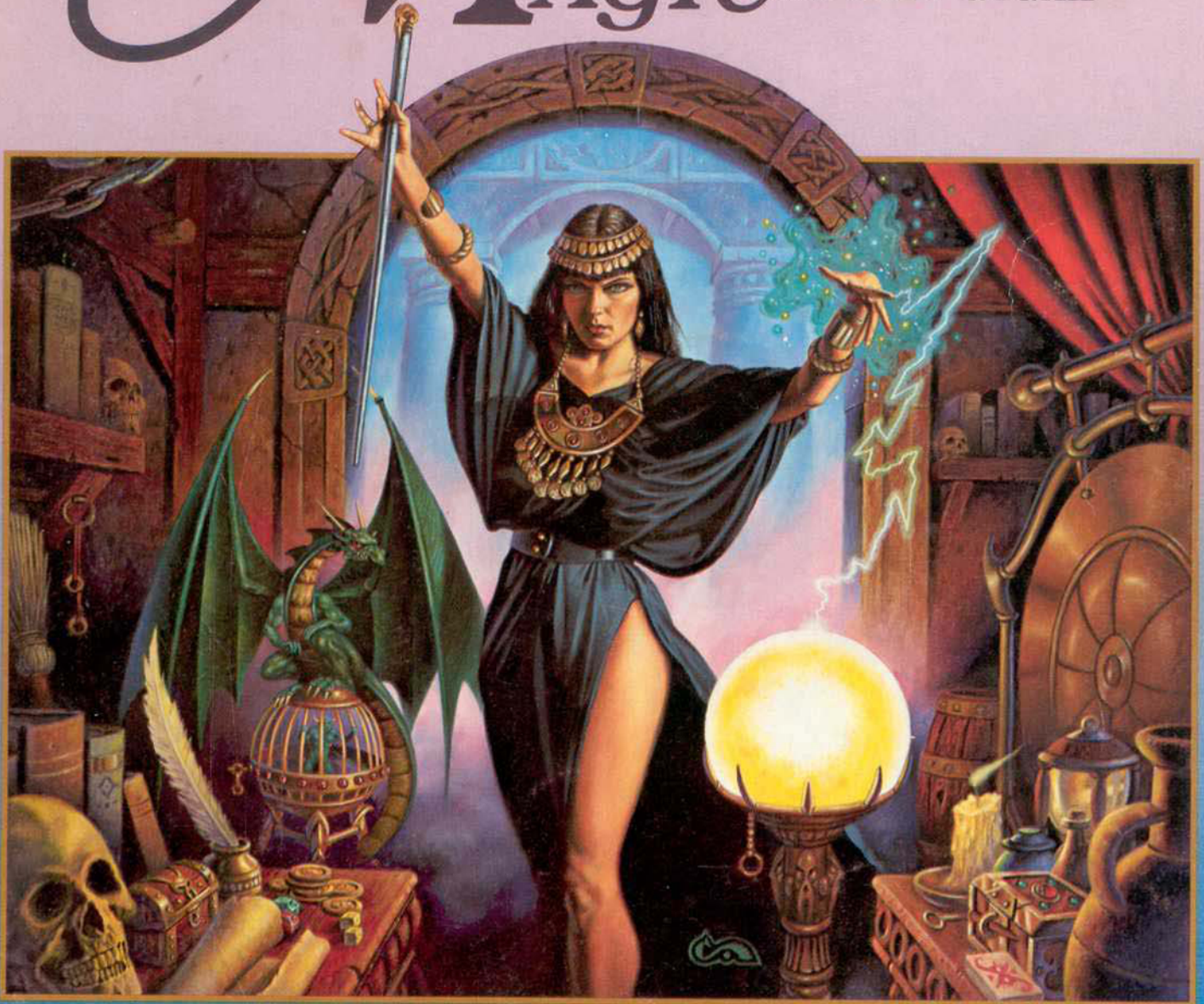


THE BOOK OF  
**MARVELOUS**  
**MAGIC** FRANK MENTZER  
AND GARY GYGAX



\*Also compatible with ADVANCED DUNGEONS & DRAGONS® Game.



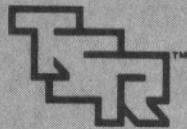
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A DUNGEONS & DRAGONS® Fantasy Game Supplement

THE BOOK OF  
**MARVELOUS**  
**MAGIC** FRANK MENTZER  
AND GARY GYGAX

For use with the DUNGEONS & DRAGONS®  
and ADVANCED DUNGEONS & DRAGONS® games.



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## **For Penny**

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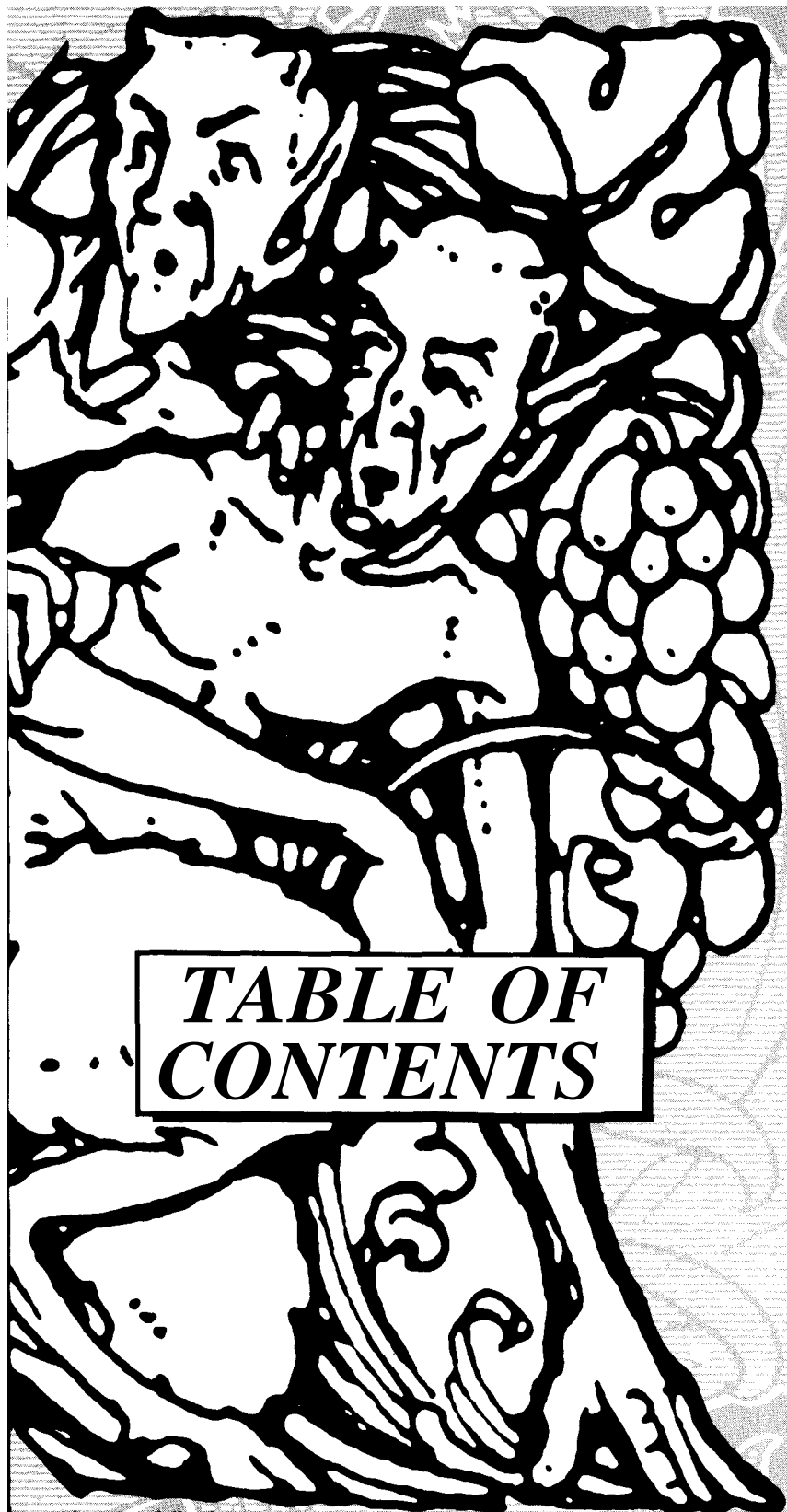
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# INTRODUCTION

The magical items described in this book are designed for use with the DUNGEONS & DRAGONS® Fantasy Adventure Game. All the miscellaneous magical items that appeared in the D&D® Basic, Expert, and Companion Sets—the first three boxed sets of the D&D game system—are included here. Also included are over 500 new items, never before published! Some items are of limited use and their presence here merely lessens the amount of detail and record-keeping in the game. Many, however, are powerful and unusual and may be of use in conquering monsters, retrieving treasures, and defeating the forces of evil.

## HOW TO USE THIS BOOK

### Special Terms

Two phrases are commonly used throughout. If Item A "appears and functions as" Item B, this means that the description of Item B applies to Item A.

When Item C "appears identical to" Item D, Item C has been given the same name as Item D but is not really the same at all. This phrase is commonly used to describe deceptive or cursed items. Use of a *wish* to identify the item will not reveal the truth.

### Item Names

You may use labels, tags, or other means to reveal a magical item's proper name, but more often, PCs (player characters) should discover and experiment with it first. The reason for this

is that the name of a magical item often reveals some or all of its purpose. Ideally, names should not be easily found, although some will be obvious.

### Command Words

Normally, a magical item performs a magical function only when a certain word is spoken—the "command word." The character must usually hold or wear the item while speaking the command word, though some items are activated within a given range. Many items have several different functions and several different command words. A few have no command words and function automatically when the situation is right.

Command words never need be spoken by players. If the player's character knows an item's

command word, the item simply becomes usable. If desired, you may invent your own words—fantastic, mystical, humorous, or otherwise.

### Finding Command Words

A *libram of identification* (q.v.) can be used to learn the command words for other magical items. The libram should become a part of every campaign by belonging to a powerful NPC (non-player character) magic-user, who sells its services to others. For a stiff fee (usually not less than 1,000 gp per word), the NPC identifies the command word(s) of most items.

The *slate of identification* functions somewhat differently (listed herein but described in the D&D® Companion Set) but will also identify command words. It may be given to a character, and its use can also be easily controlled by means of "charges," the number of which varies according to the power of the magical item in question. Most of the items in this book can be identified by the slate, but only at the cost of making the slate useless for three to thirty days.

The NPC should keep the *libram's* or *slate's* existence secret and offer only the service. This avoids attempts at theft. At some point, a player character might find another *libram* or *slate of identification*, but this should happen rarely.

A wish used to identify an item always reveals all its command words. The true name of the item, however, might remain secret (see descriptions).

You may, of course, invent other items for revealing the names and command words of magical items, but try never to simply give them away; always require thought, ingenuity, or cash for their discovery.

### Using Command Words

Since command words are spoken, a cleric's *silence 15' radius* spell (or similar magical effect) always prevents the use of such magical items.

A character with an Intelligence score of 6 or less may have trouble remembering a command word, or might not pronounce it properly. The chance for such errors is left to the DM's discretion, but should be based on a single dice roll and easy to apply during a game. For example, a 6-sided die could be rolled for each attempted use of a command word; if the result is equal to or greater than the character's Intelligence score, the attempt fails. Such a failure should count as one round's action. The command words for certain powerful items, or several commands for a single item, may require a similar check using 1d8, 1d10, 1d12, or even 1d20! Whatever procedure is used, apply it equally and fairly to all characters.

## CURSED ITEMS

Nearly any magical item found can be either normal or cursed—and there is absolutely no way

to tell the difference. Any cursed item will appear to be a normal one, whatever the means of identification (libram, slate, etc.). The curse will become apparent when the item is used or, in some cases, touched. You should never mention that an item is cursed until, perhaps, after the curse takes effect. Any curse can be removed, though some are harder to affect than others. However, most curses cannot be prevented and must be lifted after they take effect; a *remove curse* spell applied to an unused cursed item will have absolutely no effect. A *wish* is the only means powerful enough to absolutely "cleanse" an item without coping with its hazards.

The curses mentioned in this book may be one of four types; each can be removed by a *remove curse* or *dispel evil* spell, but differ in that the spell caster must be of a given level or greater. A minor curse can be removed by any level of caster. A second type of curse can be removed by any caster of 15th level or greater; a third requires a caster of 26th level or higher. The most powerful (and most rare) curses require a caster of 36th level for their removal. Any *wish* used to remove a curse is treated as if produced by a 36th level caster and thus will remove any curse. Remember that a curse applies to the item or character, never to the player.



# SELECTING MAGICAL ITEMS

When you include a "Marvelous Magic" item as treasure, the exact item may be chosen deliberately or randomly. An experienced DM should choose most items deliberately, picking items that will entertain the players or provide the characters with tools needed for future adventures. To make your selection easier, the items in this book are divided into general categories.

Read all the item descriptions herein and note the ones you find most desirable for your campaign. Several items may even suggest whole adventures, structured around the items! But

read carefully and examine each item before placing it as treasure. Many of the titles are somewhat misleading, some involve record-keeping, and some may not be suitable for your style of play.

After placing a few of your favorite items, select others randomly. To randomly select a magical item, roll percentile dice (d%) and consult Table 1: Categories. Refer to that category's table and roll d% again to find the type of item. You may have to roll a third time to determine the exact item found.

Table 1: CATEGORIES	
d%	Category
01-04	2. Amusements
05-07	3. Animal-Related Items
	4. Apparel
08-11	4a. Head, Face, and Neck Items
12-14	4b. Foot and Leg Items
15-16	4c. Hand and Arm Items
17-19	4d. Other Items Worn
20-21	4e. Items Carried
22-26	5. Cloth and Related Items
27-33	6. Containers
34-35	7. Foodstuffs
36-40	8. Furniture
	9. Household Items
41-43	9a. Utensils
44-47	9b. Burnables
48-50	9c. Other Items
51-59	10. Jewelry and Valuables
	11. Musical Instruments
60-61	11 a. Horns
62-65	11b. Percussion
66-67	11e. Strings
68-70	11d. Winds
71-82	12. Oddities
83-86	13. Paper and Related Items
87-93	14. Tools and Hardware
	15. Travel Items
94-96	15a. Land and Air
97-00	15b. Water

**Tables 2-15: Items (by Categories)**

Find the category indicated by Table 1, and roll d% to determine the exact item.

Table 2: AMUSEMENTS	
d%	Item Name
01-34	Cube (8 types)
35-64	Deck (7 types)
65-68	Kite of Lightning
69-72	Kite of Reconnaissance
73-76	Kite of Signaling
77-80	Marble, Cat's Eye
81-84	Marble, Granite
85-88	Marble of Quarry
89-00	Rattle (3 types)

Table 3 ANIMAL-RELATED ITEMS	
d%	Item Name
01-06	Barding of Deceptive Travel
07-13	Barding of Easy Travel
14-53	Bridle (6 types)
54-60	Horseshoes of Fleetness
61-67	Horseshoes of Flying
68-73	Horseshoes of Petrification
74-79	Muzzle of Mauling
80-86	Muzzle of Training
87-93	Yoke of Irritation
94-00	Yoke of Obedience

**Tables 4a-4e: APPAREL**

Table 4a: HEAD, FACE, AND NECK ITEMS	
d%	Item Name
01-18	Collar (4 types)
19-36	Hat (4 types)
37-55	Helm (4 types)
56-92	Mask (8 types)
93-96	Nightcap of Sleep
97-00	Nightcap of Vision



Table 4b: FOOT AND LEG ITEMS	
d%	Item Name
01-26	Anklet (5 types)
27-80	Boots (10 pairs)
81-85	Cleats of Gripping
86-90	Slippers of Drinking
91-95	Slippers, Glass
96-00	Slippers, Ruby

Table 4c: HAND AND ARM ITEMS	
d%	Item Name
01-46	Armband (6 types)
47-54	Claws of Raking
55-00	Gauntlets (6 pairs)

Table 4d: OTHER ITEMS WORN	
d%	Item Name
01-32	Buckle (6 types)
33-64	Cape (6 types)
65-69	Cloak, Displacer
70-74	Cloak, Elven
75-80	Girdle of Giant Strength
81-85	Vest of Missile Attraction
86-90	Vest of Missile Protection
91-95	Zoster of Zeal
96-00	Zoster of Zoophobia

Table 4e: ITEMS CARRIED	
d%	Item Name
01-43	Cane (5 types)
44-76	Fan (4 types)
77-84	Handkerchief of Flirting
85-92	Handkerchief of Length
93-00	Handkerchief of Sneezing

Table 5: CLOTH AND RELATED ITEMS	
d%	Item Name
01-25	Banner (7 types)
26-28	Blanket of Devouring
29-32	Blanket of Protection
33-36	Blanket of Sleeping
37-40	Button of Blasting
41-44	Button of Confusion
45-48	Button of Fastening
49-51	Curtains of Death
52-55	Curtains of Scenery
56-59	Curtains of Spying
60-63	Needle of Death
64-67	Needle of Repair
68-89	String (6 types)
90-92	Thread of Aging
93-96	Thread of Commands
97-00	Thread of Embroidery

Table 6: CONTAINERS	
d%	Item Name
01-02	Bag of Devouring
03-05	Bag of Holding
06-15	Barrel (4 types)
16-23	Bottle (3 types)
24-25	Cage, Batting
26-28	Cage of Carrying
29-30	Cage of Entrapment
31-32	Caldron of Heating
33-40	Can (3 types)
41-50	Chalice (4 types)
51-52	Efreeti Bottle
53-55	Jug of Jade
56-57	Jug of Jesting
58-59	Kettle of Drumming
60-61	Kettle of Fish
62-76	Pouch (6 types)
77-86	Tub (4 types)
87-89	Tun of Ale
90-91	Tun of Cursed Ale
92-94	Urn of Ashes
95-97	Urn of Awakening
98-00	Urn of Curses

Table 7 FOODSTUFFS	
d%	Item Name
01-17	Egg, Hard-Boiled
18-33	Egg, Rotten
34-50	Egg, Soft-Boiled
51-67	Eggs of Wonder
68-84	Seeds of Growth
85-00	Zwieback of Zymurgy

Table 8: FURNITURE	
d%	Item Name
01-09	Armchair (6 types)
10-11	Bench of Encumbrance
12-13	Bench of Levitation
14-15	Bench of Ramming
16-17	Cabinet of Ministering
18-19	Cabinet of Security
20-21	Chest of Drawers
22-23	Chest of Sieges
24-25	Cot of Entrapment
26-27	Cot of Restlessness
28-29	Cot of Suspension
30-31	Desk of Restudying
32-33	Desk of Studying
34-47	Door (8 types)
48-49	Hammock of Entrapment
50-51	Hammock of Protection
52-65	Mirror (8 types)
66-75	Stair (6 types)
76-84	Table (5 types)
85-90	Throne (4 types)
91-00	Window (6 types)

Tables 9a-9c: HOUSEHOLD ITEMS

Table 9a: Utensils

d%	Item Name
01-05	Fork of Jabbing
06-10	Fork of Travel
11-30	Ladle (4 types)
31-50	Poker (4 types)
51-75	Snuffer (5 types)
76-00	Spoon (5 types)

Table 9b: BURNABLES

d%	Item Name
01-05	Candle of Protection
06-10	Candle of Powerlessness
11-40	Lamp (6 types)
41-70	Log (6 types)
71-00	Pipe (6 types)

Table 9c: OTHER ITEMS

d%	Item Name
01-05	Broom of Blindness
06-11	Broom of Flying
12-17	Broom of Serving
18-23	Key of Opening
24-29	Key of Unlocking
30-35	Plate, Book
36-40	Plate of Counterfeiting
41-46	Plate, Dinner
47-52	Rope of Climbing
53-57	Soap of Abrasion
58-62	Soap of Washing
63-67	Spinning Wheel
68-00	Wax (6 types)

Table 10: JEWELRY AND VALUABLES

d%	Item Name
01-02	Amulet of Protection vs. Crystal Balls & ESP
03-04	Amulet of Timekeeping
05-15	Bead (6 types)
16-17	Brooch of Bones
18-19	Brooch, Lunar
20-21	Cameo of Appearance
22-23	Cameo of Incompetence
24-25	Crown of Leadership
26-27	Crown of Rulership
28-35	Earring (4 types)
36-37	Four-leaf Clover
38-44	Gem (4 types)
45-55	Heart (6 types)
56-66	Leaf (6 types)
67-77	Medallion (6 types)
78-88	Necklace (6 types)
89-90	Penny of Luck
91-92	Rabbit's Foot
93-94	Scarab of Protection
95-96	Scepter of Light
97-98	Scepter of Power
99-00	Talisman of Elemental Travel

Tables 11a-11d: MUSICAL INSTRUMENTS

Table 11a: HORN SECTION

d%	Item Name
01-11	Bugle of Reviving
12-22	Bugle of Sleeping
23-33	Bugle of Waking
34-00	Horn (6 types)

Table 11b: PERCUSSION SECTION

d%	Item Name
01-35	Bell (8 types)
36-39	Chime of Time
40-43	Chime of Visitors
44-47	Cymbal of Crashing
48-51	Cymbal of Symbols
52-65	Drum (3 types)
66-00	Gong (8 types)

Table 11c: STRING SECTION	
d%	Item Name
01-57	Harp (8 types)
58-86	Lute (4 types)
87-93	Zither of Zombie Control
94-00	Zither of Zombie Protection

Table 11d: WIND SECTION	
d%	Item Name
01-06	Bagpipes
07-41	Flute (6 types)
42-76	Pipes, Musical (6 types)
77-00	Whistle (4 types)

Table 12: ODDITIES	
d%	Item Name
01-10	Alternate World Gates (7 types)
11-17	Ball (5 types)
18-31	Balloon (9 types)
32-38	Bone (5 types)
39	Bowl of Commanding Water Elementals
40	Brazier of Commanding Fire Elementals
41	Censer of Controlling Air Elementals
42-54	Dust (8 types)
55	Gavel of Auctions
56	Gavel of Authority
57	Gavel of Order
58-65	Lens (5 types)
66-75	Net (6 types)
76-85	Ointment (6 types)
86-95	Pole (6 types)
96	Stone of Controlling Earth Elementals
97-98	Sundial of Timekeeping
99	Tree of Life
00	Xantippe of Annoyance

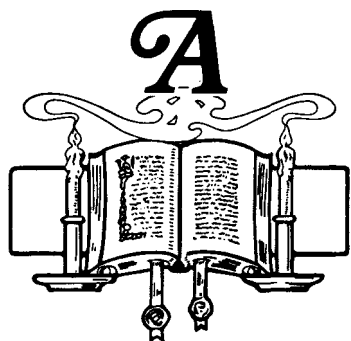
Table 13: PAPER AND RELATED ITEMS	
d%	Item Name
01-14	Inkwell (3 types)
15-37	Libram (5 types)
38-42	Parchment of Looping
43-47	Parchment, Self-Protecting
48-80	Quill (7 types)
81-85	Slate of Identification
86-90	Tome of Translation
91-95	Treatise of Tedium
96-00	Xylograph

Table 14: TOOLS AND HARDWARE	
d%	Item Name
01-07	Awl (3 types)
08-10	Balance of Conversion
11-13	Balance of Judgment
14-16	Balance of Power
17-19	Bellows of Breath
20-22	Bellows of Breezes
23-25	Bellows of Roaring
26-28	Crucible of Blackflame
29-31	Forge of Power
32-34	Hasp of Locking
35-37	Hasp of Reloading
38-40	Hinge of Opening
41-43	Hinge of Shrieking
44-55	Irons (5 sets)
56-70	Nail (6 types)
71-73	Pitchfork of Penetration
74-85	Rake (5 types)
86-88	Saw of Cutting
89-91	Saw of Snoring
92-00	Shovel (4 types)

#### Tables 15a-15b: TRAVEL ITEMS

Table 15a: LAND AND AIR TRAVEL	
d%	Item Name
01-06	Carpet, Flying
07-11	Cart of Convenience
12-16	Cart of Decks
17-58	Tent (8 types)
59-00	Wheel (8 types)

Table 15b: WATER TRAVEL	
d%	Item Name
01-23	Anchor (5 types)
24-50	Boat (6 types)
51-54	Canoe of Portage
55-58	Canoe of Travel
59-62	Figurehead of Protection
63-66	Figurehead, Cursed
67-70	Gaff of Docking
71-74	Gaff of Gaffes
75-78	Mast, Half
79-82	Mast, Portable
83-87	Oar, Ether
88-91	Oar of Rowing
92-95	Rudder of Guidance
96-00	Xiphoid Xebec



Alternate World Gate  
Amulet  
Anchor  
Anklet  
Armband  
Armchair  
Awl

## ALTERNATE WORLD GATE

These are various odd, unfamiliar items. When touched, each item/gate summons a being from an alternate world who appears within one turn. At that time, a door appears near the item (even if in midair), and a being steps through the door, grabs the item before the characters can react (even if it is apparently secured, stored, or held), and steps back through the doorway. If the characters react quickly you may allow them to step through the door and arrive in the alternate world. Once in such a world, the characters must locate a *gem of returning* (q.v.) to return to the D&D® game world. The characters might not remain human after passing through the gate, depending on the alternate world they visit. You and the players should discuss the change at that time; severe changes should be optional, not forced.

*Alternate world gates* should be selected, not randomly determined. The various items and beings linked to them are:

**Blackjack:** This small, heavy item is made of leather wrapped about a strip of steel. It summons an agent from the TOP SECRET® game: a short, wiry, blond human wearing a black woolen outfit. The agent might stop and eye the characters suspiciously but does not speak.

**Laser Pistol:** This is a plastic and chrome cylinder with a grip on one end. It cannot be fired without the user first spending 2-5 turns experimenting. The pistol summons a security robot from the GAMMA WORLD® game: a metallic humanoid with two arms and two tentacles, each about 33 inches long. The robot may mutter something about "restricted areas" but will not attack or otherwise converse.

**Lute:** This musical instrument is 2 feet long. A long, thin neck makes up one half and a round, flat-topped ornate box the other. Strings of unknown material are attached to each end. The lute summons a bard from the ADVANCED DUNGEONS & DRAGONS® game—a normal well-armed but unarmored human clad in green and carrying a flute. He may mutter something about incompatibility, but will not otherwise converse.

**Medal:** This is a small blue ribbon with a pin on the back and adorned with a silver metal object of odd design. The medal summons an ace pilot from the DAWN PATROL® game—a normal man garbed in strange clothes who wears a leather helmet, a strange device over the eyes, and a long

scarf. Though silent, he might, if encountered outdoors, examine the sky carefully before departing.

**Pocket Tool:** This odd device is 3 inches long and may be unfolded to reveal a knife, corkscrew, and various other utensils of fine metal manufacture. The tool summons a Yazirian from the STAR FRONTIERS® game—a man-sized monkeylike being with membranes between its arms and body. The creature may bare its teeth and snarl at the characters but will not otherwise converse.

**Star:** This silver five-pointed item is apparently a brooch. The star summons a sheriff from the BOOT HILL® game—a normal man clad in fine but thin black leather who wears a metallic device strapped to each hip. He pins the star to his vest and might draw one of his hip devices, twirl it with one finger, and replace it. He then winks solemnly at the characters and departs.

**Violin Case:** This strangely-shaped box has three hasps; if opened, a golden, furry lining is seen but the box is empty. Both the lining and the material of the box are unfamiliar. The case summons a thug from the GANGBUSTERS™ game—a human clad entirely in black, wearing a cloth hat, and carrying an odd-looking metal tube with two handles and a large rounded middle. He may wave the device about threateningly but will not attack and cannot speak intelligently.

## AMULET

**Amulet of Protection vs. Crystal Ball and ESP:** See the D&D® Expert Set.

**Amulet of Timekeeping:** This simple hexagonal medallion is inscribed with three lines connecting the points and crossing in the center. Upon command, the six sections of the amulet slowly turn color, one at a time. Each color shift occurs gradually, taking one turn. When the last section completes its color shift, exactly one hour after the command, the entire medallion returns to its original color and resumes the process. It stops its timekeeping on command of the user. The amulet functions only on the Prime Plane and stops in mid-change if taken into any other plane.

## ANCHOR

An anchor holds a vehicle in place. A ship's anchor is the most familiar sort, consisting of a straight central bar (the shank), an upper cross-

piece (the stock), and two curved lower arms (the crown) having widened ends (the flukes). It is attached to a chain or rope (the cable), which is tightly secured to the ship. The depth of the water may be determined, if desired, by marks on the chain or rope once the anchor rests on the bottom. Most ordinary anchors are made of iron, though other materials, usually metal, may be used. A magical anchor may be of any size or material, but is always shaped like a ship's anchor.

To determine the type found, roll 1d10:

**1-2 Aerial Anchor:** This is a 3-inch-long miniature gold anchor and needs only a thread or string for a cable. When dropped from any flying device or creature, it keeps that creature or object steady at that point in the air, regardless of air movements or storms of any kind. It also can be thrown upward and then commanded to secure itself where it stops, and cannot be moved until the command to release is given. Normal thread or string used as its cable supports up to 3,000 cn of weight for as long as the user can hold on (approximately one hour per point of Strength).

**3-4 Anchor of Weight:** This item appears identical to an *aerial anchor*. However, when used, there is a 50% chance it will suddenly and magically weigh 20,000 cn, dragging the user downward. The victim can stop the plunge by cutting the cable immediately or by snapping it, which is determined by a standard "open doors" roll. If the cable is severed, the anchor of weight vanishes upon hitting the ground.

**5-6 Fishing Anchor:** A fishing anchor functions as a *seafaring anchor* (*q.v.*). However, once dropped in a sea or ocean, there is a 25% chance per use of attracting a sea serpent or sperm whale. If so, the creature swallows the anchor and then attempts to leave. A lesser sea serpent can tow a vessel having 25 hull points or less; a greater sea serpent can tow a vessel having up to 75 hull points; and a sperm whale, a vessel up to 150 hull points. Towing speed is half normal

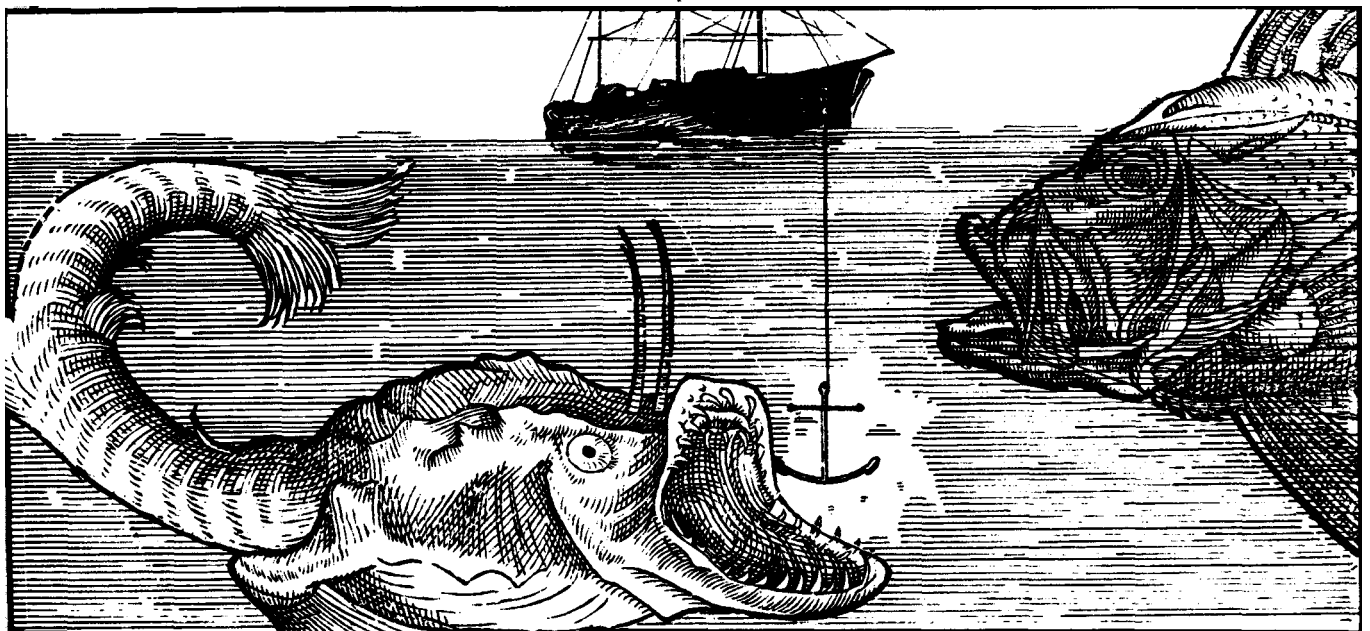
swimming speed for the monster. If the creature hooked cannot tow the vessel, it will surface and attack. Once a creature swallows it, the anchor will no longer hoist itself. In this event its cable can be cut and the anchor lost, or a party can be sent underwater to deal with the monster and retrieve the anchor.

**7-8 Man, Anchor:** This item appears and functions as a *seafaring anchor* in *all* respects. However, it may also be commanded to animate. This means the anchor's stock becomes arms, growing clawed hands (#AT 2; D 1-6 each) and the crown becomes moving legs which use the flukes as fins for swimming (60 feet per round). The anchor can be animated only when it is touching salt water. It is neither intelligent nor alive and is immune to most spells; its iron body (AC 0; 50 hp) is not easily damaged. The anchor man can stand watch but communicates only by tugging on the cable: once for sighting humanoids, twice for dangerous or very large fish, and three times for other monstrous forms. It defends itself only if attacked. It returns to the ship if reduced to 10 hit points or less, if commanded to hoist itself, or if it has been ordered previously to return instead of signaling. The anchor man disintegrates if slain, and when removed from the water turns back into an ordinary inanimate anchor. It may be animated once per day.

**9-10 Seafaring Anchor:** This anchor is 2 feet long and weighs 1,000 cn. When commanded, it magically lengthens its cable either to any named length or until the anchor touches bottom; the cable's maximum length is 1 mile. It also shortens its cable on command and requires no capstan (cable winch).

## ANKLET

A strip of leather or metal with a hasp on each end, this piece of jewelry is usually ornate and adorned by gems. In use, it is fastened around the ankle; it does not function if fastened to any other



part of the body and cannot be used by any legless creature. Anklets may be found singly or in pairs, but a pair found together need not match. Any magical anklet has two command words: to lock, and to unlock. When locked, an anklet cannot be opened except by being destroyed, by command, by a *remove curse* applied by a 15th or higher level caster, or by a *dispel magic* spell with the anklet treated as 30th level. A magical anklet cannot be damaged by force, even from magical weapons, but may be destroyed by dragon breath or by damage-causing spells. Each anklet can withstand 20 points of damage. An anklet cannot be placed on an unwilling victim unless the creature is paralyzed, unconscious, or dead.

To determine the type found, roll 1d10:

**1-2 Anklet of Growth:** This anklet appears and functions as an *anklet of levitation* in all respects. However, it also causes the wearer's leg to grow at the rate of 1 inch per turn (or part of a turn) for as long as it is worn. The victim's Dexterity score drops by 2 points per foot (two hours) of growth; if two anklets are worn, both legs grow evenly, and Dexterity drops by only 1 point per foot of growth. The anklet(s) may be removed in the normal ways. The magical growth and loss of Dexterity can be negated only by a *remove curse* cast by a 26th or higher level caster or by a *wish*. Although either remedy instantly restores the victim to normal size and Dexterity, the anklets, wherever they are, disintegrate.

**3-4 Anklet of Hobbling:** When locked on an ankle, this item causes the victim to move at two-thirds normal rate. If two are used, only one-third normal rate is possible.

**5-6 Anklet of Levitation:** When locked and commanded to rise, this item does so. It stops and goes upon command of the person who locked it. If one anklet is used, the wearer is hoisted by one leg, in a most inconvenient posture; if two are used, normal *levitation* is obtained. It may be controlled within a range of 60 feet, but the effect is otherwise identical to the magic-user's spell *levitate*, bestowing vertical movement at the rate of 20 feet per round. The victim cannot be "dropped" unless the anklet is suddenly unlocked or destroyed.

**7-8 Anklet of Sinking:** This anklet appears and functions as an *anklet of walking (q.v.)* in all respects. However, when used to walk on acid, or on water 30 or more feet deep, the anklet stops functioning at some inconvenient point, suddenly becoming as heavy as a 1,000 cn weight (per anklet). When this malfunction occurs, the anklet also negates all other *water walking spells* and effects. The wearer thus sinks like a stone until the anklet is removed, although *feather fall* and other spell effects may slow the victim for a time.

**9-10 Anklet of Walking:** When locked, this anklet enables the wearer to walk upon any fluid—water, oil, acid, etc.—without actually touching it. The feet or boots hover a fraction of an inch above the fluid. One anklet can support 2,000 cn in weight; two will support 5,000 cn.

## ARMBAND

This item appears and functions nearly the same as an *anklet* but is normally of sturdier make. In use, it is fastened about the upper arm; it will not function if fastened to any other part of the body and thus cannot be used by any armless creature, although it may function on a tentacle. All other details for *anklets* (command words, resistances, hit points, etc.) apply also to arm-bands.

To determine the type found, roll 1d6:

**1 Armband of Death:** This armband appears identical to an *armband of healing*, but when locked on the arm, the snakes on its insignia animate and bite the wearer. Both hit each round, with no hit roll required. Each inflicts 1 point of damage per bite and requires a saving throw vs. poison per bite; failure results in death from the poison. After the snakes are animated, the armband will not unlock until destroyed.

**2 Armband of Healing:** This item bears the insignia of a caduceus—two snakes entwined about a staff. When locked on the arm of a cleric, it causes any three curing spells cast by that cleric to cure the maximum possible damage: 7 points for a *cure light wounds*, 14 for a *cure serious wounds*, etc. Only three spells per day are affected.

**3 Armband of Music:** This item appears and functions in all respects as either an *armband of healing* or an *armband of strength*. However, each time it is activated, the armband emits the sounds of a brass band (with drums). The band plays a rousing march for one turn. These "concerts" don't overlap if the armband is used while the music is playing; if the armband is activated three times in three successive rounds, the music lasts for three turns. The armband cannot be unlocked while it is producing music. The noise can be heard clearly within a 60-foot range, regardless of intervening walls, doors, etc., and may attract the attention of monsters within that area. Note that a *silence 15'* spell only dampens the effect slightly, reducing it to 30-foot range.

**4 Armband of Salutation:** This armband bears the symbol of a fleur-de-lis (a three-petaled flowering plant). When locked on the arm, it causes the wearer to salute his opponent (by bending his arm and raising his hand to the eyebrow) before engaging in hand-to-hand combat. It has no effect on missile fire combat. The victim must hold the salute for one round. The opponent may attack during that round, gaining a +2 bonus on its hit rolls. There is, however, a 50% chance that the opponent is so surprised it will fail to attack that round. The wearer is never forced to salute any one opponent more than once in any given melee. Once the first salute has been given, the armband will not unlock unless a *wish* is used.

**5 Armband of Strength:** This band bears the symbol of a lion. When locked on the arm, it may be commanded to raise the wearer's Strength score to 18 for one turn. It functions three times

per day.

**6 Armband of Variable Strength:** This appears identical to an *armband of Strength* but, when commanded to function, it instead drops the wearer's Strength score to 3. The Strength score thereafter rises by 1 per turn, until 18 is reached, and drops again to 3 on the following turn. The victim's original Strength returns only when a *remove curse* spell is applied by a caster of 15th level or greater.

## ARMCHAIR

An armchair is a large, upholstered chair with padded arms, sides, and back; normally a cushion covers the seat and is often detachable. Armchairs may be of almost any color(s) and size; a giant's armchair may be 30 feet tall! All armchairs of "normal" size are 3 feet wide and deep, and 3 to 5 feet tall. They are made of wood frames covered with padded fabric. Each weighs 1,500 cn. As with most magical furniture, an armchair is usually found in the room or dwelling of a humanoid creature.

To determine the type found, roll 1d6:

**1 Armchair of Helplessness:** This chair appears and is activated as an *armchair of travel*. However, after moving only 10% of the desired distance, it paralyzes the victim (no saving throw), changes course to the nearest vacant space (whether underground or outdoors), stops, and rematerializes. A word then appears on the back of the armchair; the victim cannot see the word except by *clairvoyance* or some such magical scrying. If the word is uttered, the armchair releases its passenger and returns to the original location. The chair can make one "round trip" per day.

**2 Armchair of Relaxing:** When sat upon, this item vanishes, along with its user, and travels to an Outer Plane. The user is instantly put to sleep and has no saving throw. The armchair reappears in 1 turn and awakens and releases its user; it bestows magical rest, as if its user had a full night's sleep during that period on the Outer Plane. The chair functions once per day.

**3 Armchair of Retrieval:** This chair appears and is activated as an *armchair of travel*. However, it will go to some predetermined destination, usually the lair of a powerful creature or ruler. The creature controlling the armchair (not the rider) can send it to any well-known location with the same chance of error as with a *teleport* spell. The chair can make one "round trip" each day.

**4 Armchair of Seeing:** When the user of this chair sits down and closes his eyes, the armchair bestows the power of *clairvoyance* (as the magic-user spell, duration 12 turns), but with unlimited range. The user may not see things on other planes. The chair functions once per day.

**5 Armchair of Travel:** When the user sits in this chair, closes his eyes, and imagines a known place, the armchair and user become ethereal. The armchair then moves straight toward the

known location—passing even through rock, woods, towns, and creatures—and cannot be stopped by any means less than a *wish*. The magic of the chair allows it to be dimly seen by those on the Prime Plane, although they cannot affect it in any way; this often gives rise to odd stories. There is a 25% chance per use that an ethereal creature will note the chair's passage and give chase; the armchair moves so quickly, however, that ethereal creatures can only catch it 25% of the time. When it reaches the destination, the armchair (and the rider) rematerialize. The chair functions once per week.

**6 Armchair of Ugliness:** This item appears and functions as an *armchair of seeing* in all respects. When sat upon, however, it lowers its victim's Charisma immediately to 3; Charisma returns to normal 24 hours later or if a *remove curse* is applied. However, the victim must also make a saving throw vs. spells with a -4 penalty to the roll or be stuck fast in the armchair. The chair and victim may be carried about, but any attacks on the seated victim gain a +4 bonus to hit rolls, and the victim's Dexterity adjustment to armor class (if any) does not apply. The victim is further penalized by -4 on all hit rolls and saving throws. Once a victim is stuck, the armchair becomes immune to all attacks except a *wish*. If a *remove curse* spell is cast on the armchair by a caster of 26th level or higher, the victim is released.

## AWL

An awl is a common leatherworking tool—a metal spike 3 inches or more long with a wooden handle. Though normal awls are common, magical ones are not.

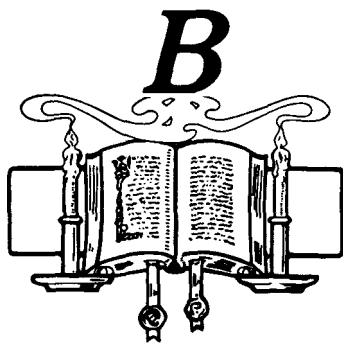
To determine the type found, roll 1d6:

**1-2 Awl of Hole Punching:** This awl can be used to create a hole large enough to see through ( $\frac{1}{2}$  inch across and up to 5 feet deep) in any non-living material, including magic-user *wall* spells, solid steel, etc. It does not affect creatures of any kind and if used on a magical weapon will not change or destroy the enchantments upon it. The awl of hole punching may be used as often as desired.

**3-4 Full Awl:** When this awl is inserted into a skin containing one or more drops of water, wine, or oil and the command word is spoken, it causes the container to fill completely with the same liquid. Only nonmagical liquids can be affected by the full awl.

**5-6 Mess Awl:** This item has no value in itself. When a *dinnerplate* (*q.v.*) is tapped by the awl, it produces five times the given amount of food—fifteen meals per day, instead of three—for that day. However, each diner must make a saving throw vs. spells while eating; failure indicates that the food spills out, staining the diner's garments permanently unless washed with *soap of washing*. The mess awl may be used as often as desired.





Bag  
Bagpipe  
Balance  
Ball  
Balloon  
Banner  
Barding  
Barrel  
Bead  
Bell  
Bellows  
Bench  
Blanket  
Boat

Bone  
Boots  
Bottle  
Bowl  
Brazier  
Bridle  
Brooch  
Broom  
Buckle  
Bugle  
Button

## BAG

**Bag of Devouring:** See D&D® Basic Set.  
**Bag of Holding:** See D&D Basic Set.

## BAGPIPE

This odd semi-musical instrument consists of a cloth sack attached to several wooden pipes. One pipe has a mouthpiece and one has several holes. If the user blows into the mouthpiece, the pipes emit a reedy wailing. The pipe with holes may be manipulated with fingers or tentacles to produce different notes. Bagpipes can be magically played using the hole-pipe only once per day for up to one turn per use only by a creature of 14 or greater Intelligence, unless the creature has prior practice. The user moves at two-thirds normal rate while playing.

If no notes are played on the hole-pipe, magical bagpipes will merely produce an unearthly wailing that attracts the attention of all creatures within 60 feet and irritates them (-4 penalty to reaction rolls). Irritated creatures usually attack the bagpipes (treat as AC 5; hp 20), but half of their attacks are directed at the user. This is not a magical effect in itself, and does not count as a day's use of the bagpipes.

Each of the six holes on the hole-pipe, if covered, produces some magical effect. If more than one hole is covered at any one time, only the original irritating noise is produced (as detailed above), with no magical effect. If different holes are covered during any one use, only the first hole covered has magical effect. Any magical effect begins immediately and lasts for the given duration, even if the playing is stopped or *silenced*.

The effects produced by covering each of the six holes may occur in any order. All six notes can be produced by every magical bagpipe.

The six magical notes are:

**1 Confusion:** This note causes every creature within 60 feet to make a saving throw vs. spells with a -4 penalty to the roll, or immediately attack the bagpipes, believing them to be a creature hostile to their user. If the bagpipes are not dropped, the user is the target of half of the attacks. All attacks continue until the bagpipes are destroyed.

**2 Droning:** This note causes each creature

within 60 feet to make a saving throw vs. spells or fall asleep, lulled by the constant unvarying sound. Sleeping creatures may be easily awakened by physical means but do not wake to any noise and continue to sleep for three turns at most.

**3 Fear:** Each creature within 60 feet must make a saving throw vs. spells or run away in terror for one turn. All characters (PCs and NPCs) gain a +1 bonus to the roll for each level of experience.

**4 Feline Attraction:** This note attracts the attention of all cats and cat-like monsters within 120 feet. They approach but do not attack. The felines sit within 30 feet of the instrument and wail in concert for as long as the magical playing continues (one turn maximum). They are merely distracted and suffer no penalty to surprise rolls. If attacked they can ignore the pipes' effect. If a *charm monster* spell is cast at any feline thus attracted, it suffers a -4 penalty to its saving throw, along with any other applicable bonuses or penalties.

**5 Headache:** This note causes each creature within 60 feet to make a saving throw vs. spells or suffer a headache and double vision (inflicting a -4 penalty to wisdom, intelligence, and all hit rolls). The effects last for three turns. The user is not affected.

**6 Shattering:** This note causes all nonmagical glass and ceramic objects within 30 feet to break. Although potions are magical, their ceramic containers normally are not and can be affected. There is no effect on magical objects such as magical mirrors.

## BALANCE

**Balance of Conversion:** A weighing device, the balance of conversion will, on command, convert any coins placed on its left-hand tray into a gem of equivalent value, which then appears on its right-hand tray as the coins disappear. It can hold up to 1,000 coins at once, if they are in sacks. If a second command word is used, the balance operates in reverse, converting any gem on its right-hand tray into any named type of coins on the left-hand tray; the coins do not appear in a container and will spill. This item will function as often as desired.

**Balance of Judgment:** This metal weighing device can reveal alignments. When any creature



touches the right-hand tray, a coin appears on the left. If the being is chaotic, a copper piece appears; if lawful, an electrum piece appears. The coin disappears after one round. The balance may be used three times per day.

**Balance of Power:** When a gem of at least 1,000 gp value is placed on the right-hand tray, this device destroys the gem and raises any one of the user's ability scores to 18. The score raised is selected randomly unless the user announces one beforehand. The score returns to normal in 24 hours. The balance functions only once per day.

## BALL

Most magical balls appear similar to *crystal balls* and measure from 1 to 5 feet in diameter. However, they may be clear, of one color, or of several colors. Most are crystal or glass, but some are stone, wood, or other materials.

To determine the type found, roll 1d10:

**1-2 Ball of Power:** This ball appears identical to a ball of string (see *String*), but works in an entirely different manner. When held while the command word is spoken, it causes the user to become very fearsome looking and brave (morale score 12, if applicable) and as strong as a hill giant (gaining a +4 bonus to hit and damage rolls, but not able to throw boulders). In addition, the ball of power protects the user from damage: the first 6 points of damage taken each round are magically removed as if by regeneration, but only negating up to 6 points taken during the same round. The ball's effects last for two turns, and the ball then shrivels and disappears.

**3-4 Base Ball:** When set upon the ground as a command word is spoken, this ball attunes itself to that "base." Thereafter, if the creature carrying the ball speaks a second command word, the ball *teleports* itself and the user, along with all equipment carried, to the base location. No other creature can be carried or otherwise transported in this way. Standard chances of error apply (as given in the *teleport* spell description; see D&D® Expert Set, page 15), and the base is treated as "generally known." The base ball will function once per week at most.

**5-6 Crystal Ball:** This ball can be used only by a magic-user or elf. The user may look into the ball, concentrate on any place or object, and cause the image of the place or object to appear in the ball. The crystal ball may be used three times per day, for up to one turn per use. The more familiar the object or area, the clearer the image will be. To determine the type of crystal ball found, roll 1d8:

- 1-4: normal
- 5: clairaudial
- 6: extra-sensory
- 7-8: sending

A normal crystal ball is as described above. For explanations of clairaudial and extra-sensory balls, see the *clairaudience* and ESP spell descrip-

tions in the D&D® Expert Set.

A crystal ball of sending can be used to send one item weighing up to 10,000 cn to a location viewed in the ball. Sending can be done only while the image appears in the ball; the object must then be touched and a command word spoken. An object can be sent only to an unoccupied location and will always arrive on a floor or firm surface, never in midair or within a liquid. Magical effects, such as a *magic missile*, cannot be sent through the ball of sending.

**7-8 Cue Ball:** This ball appears identical to a *crystal ball*, but no images appear in it, and it may look useless. If carried, however, it can offer advice. Whenever the user is in doubt as to a decision of any kind, the cue ball speaks in a language known to the user, offering its opinion as to the best course of action. The cue ball always has an opinion if asked for advice, though its opinion is entirely random if a random choice is the only one possible (such as the direction to take at an unexplored intersection). This ball operates by using ESP on the mind of its user, brilliantly analyzing and applying all the user's knowledge to arrive at its opinion. The cue ball can offer only three opinions per day.

**9-10 Elemental Balls:** There are four types of elemental balls—air, earth, fire, and water—but all appear identical to *crystal balls*. Upon command, an elemental ball turns into its element (stone for earth). Each holds its shape while in elemental form and resumes the original crystal appearance on command.

The air ball is useful underwater, where it can supply the user with three hours of breathable air. If Strength permits, the earth ball can be used as a boulder (as if thrown by a giant) but is treated as a +1 weapon in all respects; it is also immune to acid damage. A fire ball will burn the person holding or touching it for 1-4 points of damage per round of contact, though it has no effect if any sort of fire resistance applies; with a touch it will set combustible materials afire. The water ball is useful in desert areas, for it cannot evaporate and can provide one person with daily water for up to seven days.

On the Prime Plane, if an elemental ball is offered to an elemental creature as a gift, it causes that creature to become neutral toward the donor and is thus useful for preventing attacks from out-of-control summoned elementals. The summoned creature then immediately departs to its home plane, taking the ball with it.

## BALLOON

A magical balloon is a perfect sphere, usually transparent but sometimes tinted a single color. The sphere may be from 2 inches to 50 feet in diameter and is made entirely of magic rather than matter of any kind. It cannot be flattened, dented, or otherwise changed in shape, and cannot be damaged by blunt weapons. Balloons cannot be damaged by any magical attacks except *magic missile*, *dispel magic* (balloon is treated as

30th level magic), and *disintegrate* spells. However, balloons are nearly weightless and can be easily moved by any force, including blows from blunt weapons and the effects of many spells. Damage from sharp or pointed weapons causes most balloons to burst immediately; some, however, are damaged only by pointed or edged magical weapons. If floating freely about, a balloon is treated as AC 7.

A balloon may be of a single type or may combine as many as five different types. Any balloon which contains only air, gas, or fluid will appear totally empty until burst (unless described otherwise), but any solid item within a balloon can be easily seen from up to 30 feet away.

To determine the type found, roll 1d10:

**1-2 Air Balloon:** Air balloons should not be combined with other types. If punctured carefully with a reed or other tube, an air balloon releases its pure, clean air slowly. If taken underwater and tightly held while inhaling through its tube, an air balloon can be successfully used in place of a *water breathing spell* or potion. An air balloon of 1 foot in diameter can provide enough breathable air for one hour of underwater travel. A 2-foot diameter balloon provides air for four hours, and a 3-foot diameter balloon for 16 hours. Once punctured, however, the balloon continues to release its air, regardless of attempts to stop it.

**3 Balloon of Containment:** This balloon contains an item. The item must be smaller in height and width than the balloon's diameter. Magical items are often found in a balloon of containment, usually with two or more other balloon effects for protection. When first created, this balloon is able to absorb one item it touches, if small enough. If freed to seek an item of its own choosing, the balloon drifts off in a random direction. While on its search, the balloon's touch causes any unlocked non-magical door to open. It can sense magical items within a 10-foot range, and touches each one encountered until it finds one that can be absorbed. The balloon then envelopes the item without bursting, regardless of weight, unless the item is an edged weapon. The balloon then stops searching and settles to the floor.

**4 Balloon of Traveling:** This item floats toward any living creature that approaches within 10 feet; it magically moves at double the movement rate of its victim. When close enough, it appears to attack, automatically hitting and sticking to the victim, but inflicts no damage. It cannot be removed except by the command word to release or by being broken. However, the victim of the balloon may direct it, if the proper command words are known. The command to "lift" causes it to rise into the air, carrying the user, regardless of size, plus up to 2,000 cn of additional weight. If the 10 other command words are known, the balloon can be ordered to descend, stop, or drift toward any of eight compass points: N, NE, E, SE, S, SW, W, or NW. The rate of descent or ascent is an invariable 30 feet per round. The rate of drift is 60 feet per round.

**5 Carnivorous Balloon:** This balloon floats

toward any living creature that approaches within 10 feet. It magically moves at double the movement rate of its victim, but cannot pass through solids. When close enough, it attacks, automatically hitting its victim and inflicting 2-12 points of damage from blood draining. It inflicts 1-6 points of damage each subsequent round. Furthermore, it does not let go until either it bursts or the victim is dead.

**6 Hot Air Balloon:** This item is always found clinging to a ceiling; it is never encountered outdoors. A hot air balloon is warm, easily noted as such by infravision, and rises through cooler air. It stops if it encounters air warmed to the same temperature or upon contact with a ceiling or other obstruction. The balloon cannot be cooled, even by the use of cold-type spells. If encumbered by 500 cn of weight or less, the balloon will rise. No special effects occur when it is burst.

**7 Poison Balloon:** When burst, this balloon releases a colorless, poisonous gas in a sphere of 10-foot radius. Each victim within range must make a saving throw vs. poison or die. Its potency can be increased so that it causes a saving throw penalty of up to -8.

**8 Rust Balloon:** Touching the surface of this balloon has the same effect as the touch of a rust monster (D&D® Basic Set, p. 36). Any nonmagical metal item used to touch or puncture the balloon crumbles to rust; magical weapons may resist the effect (10% chance per magical plus). Magical metal items without pluses have a 25% chance to resist the effect.

**9 Soap Balloon:** When burst, this balloon releases a spray of acrid, soapy fluid for a range of 10 feet. Each victim within range must make a saving throw vs. wands or be temporarily blinded. The blindness lasts for one turn or until the eyes are rinsed with water.

**10 Word Balloon:** When held, this balloon causes the user to lose his voice. However, anything the user says appears as floating letters and words, in proper order, inside the balloon. The words shrink as more are spoken, making room for an entire sentence of any length. Once a sentence is completed, the words immediately disappear. Thus, silent communication is quite possible. The word balloon does not interfere with spell casting, but neither does it display the words uttered. It does, however, display command words spoken. The words in the balloon appear in the language (and alphabet) being spoken. They can be read from any direction and from anywhere the balloon can be seen.

## BANNER

A magical banner appears much like a normal scarf, narrow blanket, or other strip of cloth. It has no runes or written words upon it but may appear as a written notice to certain creatures, as given in each description. The words seen on such a banner are always readable if the victim has greater than animal intelligence; the words seem to be in the reader's language and alphabet.

A magical banner must be displayed over or near an entrance of some type to have magical effect. Each magical banner affects the actions of NPCs and monsters, but usually has no magical effect on PCs, although their curiosity is often stimulated.

To determine the type found, roll 1d8:

**1-2 Banner of Attraction:** When seen by any creature of 5 or fewer hit dice, the banner apparently says, "Enter Here." All monsters and NPCs affected have a two-thirds chance of wanting to investigate the area and may be surprised when entering any door within 30 feet of the banner (-2 to surprise roll).

**3 Banner of Bravery:** This banner differs from most others, since it must be carried toward an enemy or dangerous area to have magical effect. When seen by any creature of 5 or fewer hit dice, the banner apparently says, "Excelsior!" Those NPCs and monsters affected who are friendly toward the banner carriers will follow the user without regard to personal safety (morale score of 12). This effect lasts for one turn at most, and occurs only once per day.

**4 Banner of Friendship:** When seen by any creature of 5 or fewer hit dice, this banner apparently says, "Welcome!" All monsters and NPCs affected have a two-thirds chance of wanting to visit and, if not attacked, may be friendly to whatever they meet (+2 bonus to reaction rolls).

**5 Banner of Insults:** This banner appears and functions as any other type of banner. However, when seen by a creature of 6 or more hit dice, the message displayed is quite insulting and deeply personal. The message cannot be seen by humans or demi-humans. The creature has a 90% chance of investigating, and probably will attack anyone nearby (-4 penalty to reaction rolls).

**6 Banner of Privacy:** When seen by any creature of 5 or fewer hit dice, this banner apparently says, "Keep Out!" All monsters and NPCs affected have a two-thirds chance of wanting to leave the area undisturbed.

**7 Cursed Banner:** This banner appears and functions as any one other type of banner. However, after three or more creatures have been attracted or repelled by its effect, the banner is dangerous when touched. The victim suffers a -4 penalty to hit, damage, and saving throw rolls, and a +4 penalty to armor class. Once its curse is cast, it returns to normal but becomes cursed once again if three or more creatures are attracted or repelled by it. The curse is permanent until a *remove curse* spell is cast on the banner by a 26th or higher level caster; this remedy destroys the banner and removes the effects of the curse.

**8 Flying Banner:** If held while the command word is uttered, this banner enables the user to *fly* for six turns. However, while flying, the banner must be held by one end so that it flaps out behind the user. While thus displayed, it will function as a *banner of insults*, visible to all within 360 yards of the user.

## BARDING

**Barding of Deceptive Travel:** This item is identical to *barding of easy travel*, and indeed may be used as such indefinitely. However, if the proper command word is discovered and spoken, the steed turns into a monster. Roll 1d6 to determine the form of the monster:

1	bear, cave	4	basilisk
2	lizard, tuatara	5	manticore
3	rust monster	6	scorpion, giant

The monster understands, obeys, and even fights for the user. Note that the gaze of the basilisk form is still dangerous, even to the user, and that the rust monster may require very quick and detailed instructions if accidents are to be avoided.

**Barding of Easy Travel:** This is a 2-inch-long set of barding for horses. When the user places it on the ground or floor and speaks the proper command word, it enlarges to full size and magically creates a war horse within it; hit points are determined randomly for each use. This can be done once per day at most. The animal disappears on command, when slain, or if the barding is removed. When the animal disappears, the barding returns to its original (empty) miniature state.

## BARREL

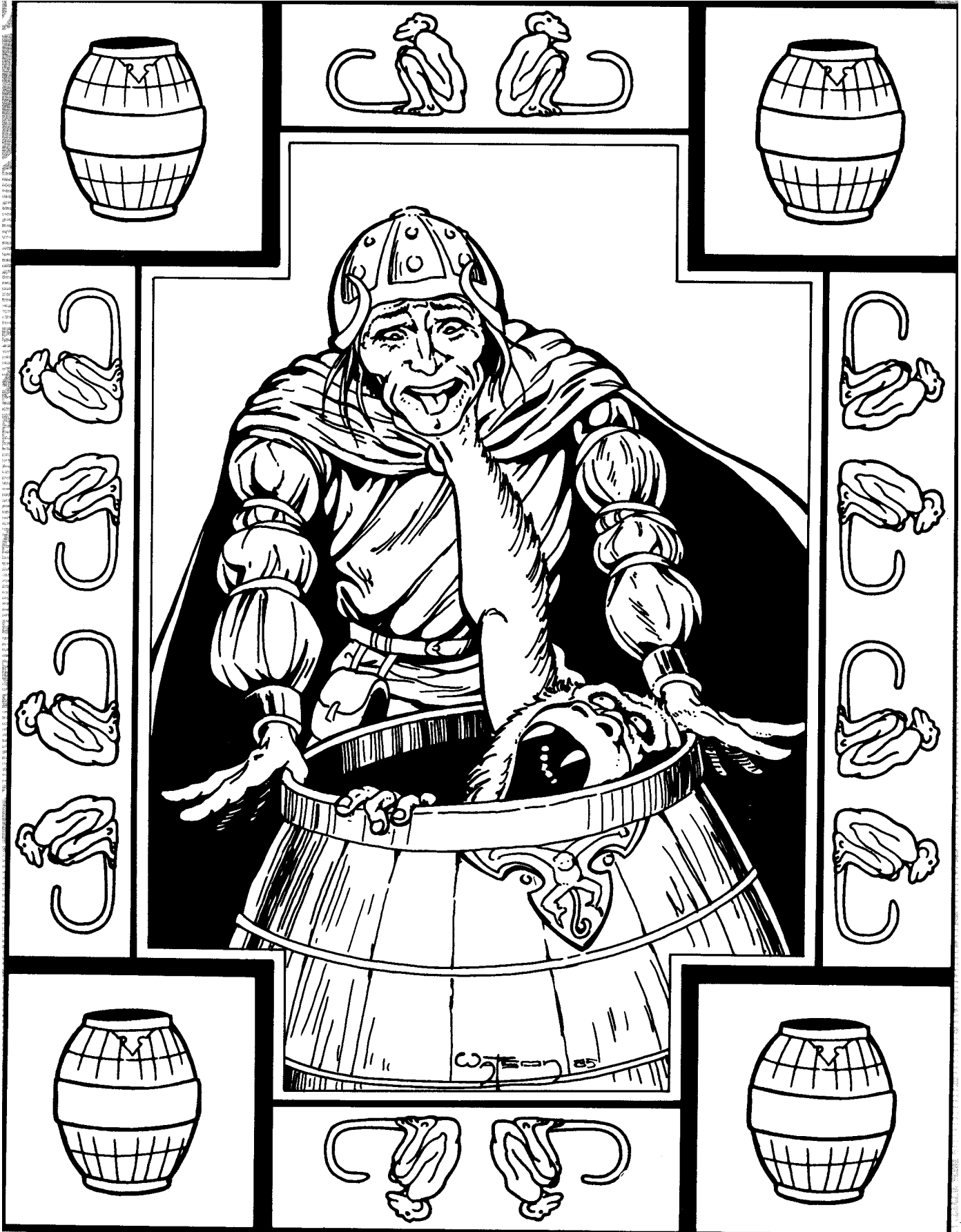
A barrel is a cylindrical container constructed of wooden vertical slats (staves) held together by circular metal bands (hoops). It has flat, parallel ends; normally the base is mounted permanently and the top removable. Both base and top may be permanent if one or more holes are cut in the barrel and sealed with plugs (bungs). A standard barrel holds 31.5 gallons (119.2 liters) of liquid or 1,960 cn of solid material (such as flour or treasure), and weighs 1,000 cn when empty.

To determine the type found, roll 1d4:

**1 Barrel of Hiding:** This wooden barrel is reinforced by iron hoops and has a bottom but no lid. Any creature or object within the barrel cannot be seen or detected in any way, including by *detect magic*, *detect invisible*, and other magical effects.

**2 Barrel of Monkeys:** When this barrel is examined, the victim looking inside it must make a saving throw vs. spells or be *polymorphed* into a white ape (see D&D® Basic Set, page 25, and the *polymorph* other spell, Expert Set, page 13 for details). In addition, regardless of the results of the saving throw, one white ape appears within the barrel and leaps out, attacking anyone nearby. Another white ape appears each turn thereafter, until 100 of the creatures have been created or until a *remove curse* spell is applied. The barrel loses all its magical powers if moved by hand, but may be transported by the use of *telekinesis* (weighing 5,000 cn).

**3 Barrel of Poverty:** When this item is examined, the victim looking inside is affected immedi-



ately and has no saving throw. All the victim's items, worn or carried, immediately disappear. Shoulder straps then appear across the top of the barrel; the victim may wear the barrel (treat as AC4 but with no dexterity adjustments), if desired, by removing its bottom. The victim's possessions are not destroyed, but are merely sent to the victim's home. The barrel vanishes if struck by sunlight.

**4 Barrel of Rolling:** This barrel is useful both for storage and cargo transport. Its top is easily closed and locks on command. When laid on its side and a second command given, it rolls away from the user at the rate of 20 feet per round. It cannot be commanded to turn, but a third command stops it. It may be used as often as desired.

## BEAD

Magical beads are normally  $\frac{1}{4}$  to  $\frac{1}{2}$  inch in diameter, made of any color glass, ceramic, or other material. Beads are fragile and should not be thrown; almost any impact shatters the bead, destroying it and its magic. When found, 2-5 beads are usually together, perhaps on a string, although they need not be all of the same type.

To determine the type found, roll 1d6:

**1 Bead of Accuracy:** This bead may be thrown at, and automatically hits, any victim within 60 feet; the victim must make a saving throw vs. spells. If the saving throw is successful, the bead falls off but does not break and can be recovered unless broken afterward. Otherwise, it sticks to the victim and turns into a small target ring of concentric circles. The effect lasts for one hour and cannot be removed except by *soap of washing* or a *wish*. If generally aimed at the side on which the target appears, all weapon attacks gain a +2 bonus to hit the targeted victim. For example, a thief's backstab attempt would not gain this bonus unless the bead were thrown at the victim's back.

**2 Bead of Dew:** When placed in any spoiled, poisoned, or stagnant water, this bead purifies it, affecting up to 1,000 cubic feet of liquid. The purified water is clear and cool. The bead dissolves when used.

**3 Beady Eye:** Upon command, this bead becomes a small eyeball. The user may see with the eye as long as it remains within 60 feet. If it is rolled, the user must make a saving throw vs. spells or be dizzy, confused, then completely stunned until the bead is destroyed. If crushed while in use (by someone being spied upon, for example), the user must make a saving throw vs. spells or be blinded (curable in the usual ways). Although the user may have any number of extra eyes through the use of these beads, the eyes cannot be closed, and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate saving throw (possibly each round), and may not look away. Upon command, the eye turns into a bead again.

**4 Glass Bead:** A glass bead will, on com-

mand, turn into a glass goblet containing one of the following potions (determined randomly upon creation): *fire resistance*, *flying*, *healing*, *invisibility*, *poison*, or *speed*. If the potion is poured into any other container, it turns into water; it must be consumed from the goblet to have magical effect. Any creature of 7 or more hit dice discerns the type of potion with a small sip; others must take their chances! If the potion is poison, the smallest sip requires a saving throw or death results. The poison turns to pure water as soon as a sip is taken. The potion also turns into water if not consumed within one turn, and the goblet disintegrates when emptied.

**5 Pearl Bead:** Upon command, this bead turns into a perfect pearl of 10,000 gp value. It remains magical, however, and is not of sufficient quality to fool a jeweler, moneylender, or dwarf. It disintegrates three hours after becoming a pearl.

**6 Prayer Bead:** This valuable item allows a cleric to exchange one known spell (not yet cast) for another if both are of the same spell level. For example, if the cleric knows *detect magic* but needs cure *light wounds*, the cleric may use the bead to forget *detect magic* and gain knowledge of cure *light wounds*. The new spell may be cast as soon as desired. The cleric need not be fully rested to use the bead. After changing one spell, the bead disintegrates.

## BELL

A bell is usually metallic and produces a musical ringing sound when struck. Most bells have a piece of material (the clapper) hanging within the cup that strikes the interior of the bell to produce sound. Some bells produce only a dull thud unless struck by a clapper of a given shape, size or material. Some bells have no clappers and can be rung only when struck with some other object. Many bells have handles that may be of any material; others have a section, sometimes containing holes, for mounting on a beam or other support.

Any magical bell can produce its effect three times per day unless noted otherwise. Metal bells cannot be damaged except by blows or lightning. Treat each bell as AC 0, hp 20. The effects described are for bells of fine manufacture and valuable metal; bells of lesser quality may have a fraction of the given range and may confer bonuses to saving throws applicable. Any partially damaged bell may have no effect or may have an altered or *curse*d effect. Magical repair is needed to restore the powers of any damaged magical bell.

To determine the type found, roll 1d8:

**1 Alarm Bell:** This bell may be commanded to watch; it may also be instructed to ignore up to 10 creatures. When it sees any other creature, it starts to ring and continues until commanded to end its watch. The bell can see up to 60 feet but cannot see anything invisible. Its ringing can be heard by all within 60 feet and it wakens all within its effect unless they are magically asleep.

**2 Bell of a Ball:** This bell has no clapper and only one use. When held while the command word is spoken, the bell of a ball rings loudly (audible within 60 feet) and shatters, creating a magical ball of any single type or combination.

**3 Bell of Calling:** This bell has no clapper and produces no audible sound. Upon command, it silently calls its owner if it is touched, moved, or struck. The creature commanding the bell of calling hears by *telepathy* a soft ring each time the bell calls. The warning has unlimited range, but the effect is confined to the bell's plane of existence. The bell may be commanded not to call.

**4 Bell of Freedom:** This bell has no clapper and must be struck by a key or lockpick to have magical effect. If it is used properly, all normal locks and locked items within 30 feet will unlock themselves. Most magical locks are not affected, except for magical *shackles* and *manacles*.

**5 Bell of Ringing:** This bell appears and functions as a *bell of freedom* in all respects. However, it has a 20% chance per use of malfunctioning. If so, it continues to ring for one turn and cannot be stopped or muffled except with a *wish*. It automatically negates all *silence* spell effects within 30 feet and attracts the attention of all creatures within 60 feet. Creatures attracted may be annoyed by the noise (-2 penalty to reaction rolls).

**6 Choir Bell:** This bell may be commanded to listen. If it hears any musical sound within 60 feet, including other bells, horns, drums, pipes, etc. the choir bell produces the sound of dozens of harmonic human voices. The choir bell's song negates all magical sound effects within 60 feet.

**7 Church Bell:** This bell has no clapper and must be struck by a cleric using a holy symbol to create its magical effect. When striking the bell properly, the cleric temporarily gains one level of experience; this effect lasts only one hour at most. Hit points and spells which would be gained are obtained immediately and require no training or meditation; damage taken thereafter is subtracted first from the magically gained hit points. The effect can also absorb one energy drain; the cleric then merely drops back to the original level. The bell may be used only three times per week and only once in any 24 hour period. A *wish* merely extends the effect to eight hours' duration; the gain in level cannot be made permanent.

**8 Cow Bell:** This bell appears and functions as a *choir bell* but produces bovine voices instead of human. This has all the effects given but in addition summons all cowl-like creatures (cattle, bison, buffalo, gorgons, oxen, etc.) within 300 yards. Gorgons normally attack those near the bell; other bovines charge at the bell, possibly trampling those in the area. After arriving and charging or trampling at least once, normal reactions apply.

## BELLOWS

A bellows is made of wood, leather, and metal.

Two rounded wooden boards, each carved with a handle at one end and tapering to a 3-inch tip at the other, are attached to the sides of a leather bag; a metal tube covers the tips and is connected to the bag. When the handles are pressed toward one another, air is forced from the bag through the tip.

**Bellows of Breath:** When pumped while the command word is spoken, the bellows of breath produces a greenish poison gas in a 25 \* 20-foot cloud, 10 feet high. The gas inflicts 20 points of damage, but each victim may make a saving throw vs. breath weapon to take one-half damage. This bellows produces its cloud only once per day.

**Bellows of Breezes:** This bellows appears and is used the same as a *bellows of breath*. However, when pumped and commanded, it produces great winds. The winds blow all loose items about, affecting a cone 60 feet long and 10 feet wide at its furthest end. Each victim within the area must make a saving throw vs. spells or be knocked over and unable to attack or cast spells. If used to help propel a boat with sails, the winds add a bonus of 30 feet per round to the movement rate. The bellows may be used once per day for up to a full turn per use.

**Bellows of Roaring:** This bellows appears and is used as a *bellows of breath* and will also produce a cloud of green gas. The cloud is harmless; however, if any victims within it are hostile to the user, they all roar in rage for one round. This roaring bestows a +1 bonus to their hit rolls and saving throws for one turn and attracts the attention of all other creatures within 120 feet. Only one cloud can be created per day.

## BENCH

**Bench of Encumbrance:** This item appears identical to a *bench of ramming* but cannot open doors. The user(s) soon discovers that it also cannot be set down. A remove *curse* or a *wish* from a 21st or higher level caster makes the bench disappear.

**Bench of Levitation:** This bench appears and functions as a *bench of ramming*, but if any attempt at ramming a door fails, the bench *levitates* to the ceiling or to a height of 100 feet outdoors, carrying the user(s) with it. It may be brought back to earth by using a *dispel magic* spell which causes it to fall, or *levitation* which brings it down slowly and safely, or by pushing down on it with a weight equal to the weight of the bench plus the user(s)—easily done with a single *fly* spell or potion in one turn. When brought back to earth, the victims are freed.

**Bench of Ramming:** This wooden bench is 4 feet long, 2 feet wide, 3 feet high, and seats two man-sized creatures. It weighs 500 cn and may be carried by one (using both hands) or two (using one hand each). If used to ram a door, the ramming is probably successful. Unsecured doors may be opened easily; locked doors open 90% of the time, although this will trigger most unre-

moved traps (if any). Wizard-locked doors may be rammed open 50% of the time, and one-way doors 25% of the time from the wrong side, although this usually destroys the door. The bench has no effect on barred doors. It may be used as often as desired, but each use has a 5% chance (not cumulative) of destroying its magic.

## BLANKET

**Blanket of Devouring:** This plain gray blanket is 6 feet square. When it is used to wrap or cover any living creature, dozens of tiny mouths appear inside the blanket and bite the victim for 10 points of damage per round. Once the mouths appear, a *remove curse* is needed to remove the blanket; once removed, the blanket becomes nonmagical and powerless.

**Blanket of Protection:** This plain gray blanket is 6 feet square. Its user can rest easily, for it will block all magical and normal attacks as long as the user is asleep. It has no power while the user is awake. A *wish* spell is needed to remove the blanket without the user's permission.

**Blanket of Sleeping:** This plain gray blanket is 6 feet square. If used to wrap or cover any living creature, the victim must make a saving throw vs. spells or sleep until the blanket is removed. The blanket is easily removed by anyone but the victim; if the saving throw is successful, the blanket has no effect. The victim needs no food or water while asleep, and may sleep for years. A normal hit roll is required if the blanket is used in hand-to-hand combat.

## BOAT

Magical boats are all identical in size to river boats: 20-30 feet long with a 10-foot beam and 30,000 cn cargo capacity. Though normal river boats require a crew of 8 rowers, all magical boats start, stop, and turn on command. All magical boats are AC 4, have 40 hull points, and can move 36 miles per day (60 feet per round) unless noted otherwise.

To determine the type found, roll 1d6:

**1 Desert Boat:** This item appears and functions as an *ice boat*, but the runners allow movement only on sand or other flat areas completely devoid of vegetation.

**2 Frog Boat:** The amazing frog boat leaps on command, jumping out of the water to a height of 120 yards and landing up to 360 yards away. It treats its cargo, crew, and passengers gently and causes no ill effects when leaping and landing. On landing, its keel reaches a depth of only 5 feet and immediately returns to the usual 2-3 foot draft. The one-round leap is nearly vertical and quite useful to prevent boarding, a monster attack, etc. The frog boat can leap up to three times per day.

**3 House Boat:** This boat appears identical to a river boat but contains a 120 x 90 x 30 foot extra-dimensional space. This space can be fitted with beds, cabinets, etc., or may be used as an extra cargo hold; however, whatever the space holds cannot exceed the 30,000 cn total cargo

capacity. The entrance to the extra space is a secret trap door on the inside of the hull. If the house boat takes 20 or more hull points of damage, the space and the door both disappear, casting all contents into the Ethereal Plane.

**4 Ice Boat:** This boat can be used as a magical river boat. When placed on any icy or snow-covered surface, two flat runners, similar to skis, appear on command; each runner is the length of the boat and is firmly mounted on struts projecting downwards from the hull. The boat is lifted, its keel 5 feet above the surface of the ice, as the struts and runners appear. The runners enable the boat to move about as if waterborne. Each runner has 10 hp and disappears when damaged for more than that amount. If the boat falls over because it loses a runner, it takes 1-6 points of hull damage. The runners are immune to all normal damage and can be affected only by magic weapons (treat as AC 4) or spells. An ice boat can move about with only one runner, but at 10 feet per turn.

**5 Smuggler's Boat:** This boat rolls over on command. As rolling occurs, gravity reverses for all creatures and objects supported by the hull, and a *water breathing effect* protects all passengers and crew. The boat still floats, but only its keel and 2-3-foot draft are above the water. The smuggler's boat can be used upside down indefinitely, and it is thus useful for secret waterborne travel.

**6 Undersea Boat:** See D&D® Companion Set.

## BONE

A magical bone is a wand-sized object which appears similar to a human arm or leg bone. A magical bone can be used only by a human who holds it and says the proper command word. Magical bones cannot be damaged except by acid, a *disintegration* spell, or a *wish*, all of which cause the bone to crumble to dust. However, any magical bone can be turned by a cleric; the bone is treated as if it were a spirit, and a successful attempt, whether turn or destroy, causes the bone to become nonmagical for 3-6 rounds. If the bone was operating while turned, it resumes its magical activity after the delay and cannot be turned by that same cleric until an hour has passed.

To determine the type found, roll 1d6:

**1 Bone of Animation:** This bone grows into a human skeleton (as the monster) on command. The skeleton understands and obeys the person animating it but cannot speak, even with a *speak with dead* spell. If given a weapon, it fights on command (AC 4; hp 30, otherwise identical to the monster description). The skeleton can be damaged by any sort of weapon and disappears if "slain," resuming its original bone form. It can carry up to 1,000 cn weight. If turned (as a spirit, as with any bone), the skeleton disappears, replaced by the original bone for 3-6 rounds; the skeleton then reappears and resumes its previous activity. Any *dispel magic* spell automatically causes the skeleton to stop, paralyzed, for 3-6

rounds. The bone of animation can create a skeleton once per day, and the creature will serve for one hour or until slain.

**2-3 Bone of Bruising:** This bone may be thrown at an opponent and thereafter attacks continuously, requiring no concentration. The bone dances around the victim's head and shoulders, trying to interfere with and distract him. No hit rolls are made; instead, the victim must make a saving throw vs. spells for each round of the bone's attack. If the throw is successful, the bone has no effect; if it fails, the victim takes 1 point of damage from bruising and cannot cast a spell or utter a command word during that round. The bone of bruising stops dancing on command or when the victim dies.

**4 Bone Clapper:** This bone can be used on any bell, normal or magical. When the bell is struck by the bone, it rings in its normal or magical fashion and no command word is needed. The bone clapper may be used three times per day.

**5 Bone of Slaying:** Upon command, this bone becomes a magical club +3 (normal damage 1d4), gaining that bonus to hit and damage rolls in addition to strength bonus, if any. Furthermore, if a hit roll of 19 or 20 is made while using the club +3 (before any adjustments), the victim hit must make a saving throw vs. death ray or be struck dead by the blow, instantly reduced to 0 hit points. This effect *does* apply to undead. The bone functions once per day for one turn per use.

**6 Bone of Turning:** This bone may be thrown at any undead monster as a missile weapon (ranges 40/80/120) with a +4 bonus to the hit roll. If the bone hits, the monster is affected as if turned by a 15th-level cleric, although the bone may be used by any human class. The bone of turning must be retrieved to be thrown again, but there is otherwise no limit to the number of uses. If the attempt fails by too low a score on 2d6 after the bone hits, the bone has no further effect on that creature.

## BOOTS

Boots are normally hand-made by cobblers. Common boots are made by using a form, but good boots are designed for the foot of an individual. Magical boots, however, enlarge or shrink to fit any humanoid foot, from that of a pixie to a giant.

To determine the type found, roll 1d10:

**1 Boots of Attraction:** These boots appear and function as *boots of tracks* but have a 50% chance of attracting 1-4 monsters of the type being imitated. This chance is checked once for each hour or part of an hour that the boots are used to create deceptive tracks.

**2 Boots of Carrying:** These boots enable the wearer to carry an additional 500 cn of weight without encumbrance. Thus, the wearer may carry up to 900 cn at 120 feet per round, 901-1300 cn at 90 feet per round, etc.

**3 Boots of Cloudwalking:** This footwear allows the user to fly at the rate of 300 feet per

turn. If a storm or other dense cloud cover is available, the wearer can walk on the top of the clouds and may run across them at 480 feet per turn for up to three hours.

**4 Boots of Levitation:** see the D&D® Expert Set.

**5 Boots of Pinching:** These boots appear and function as *boots of tracks* but cannot be removed until a remove curse is applied. They pinch the wearer's feet when their tracking function is used, slowing the wearer's movement rate by 10 feet per turn, cumulative with each turn or part of a turn of use. Any victim reduced to zero movement must be carried or magically transported about and cannot walk; this effect disappears when the boots are removed.

**6 Boots of Speed:** See the D&D® Expert Set.

**7 Boots of Stomping:** These boots appear and function as *boots of speed* but only affect movement rates, not armor class, number of attacks, etc. When they are used to move quickly, they make the footsteps of the wearer sound like the thuds of an elephant that can be easily heard up to 120 feet away.

**8 Boots of Tracks:** This useful pair of boots allows the wearer, on command, to leave tracks like those of any other creature (dragon, giant, ogre, etc.) while walking. The boots function as often and for as long as desired.

**9 Boots of Traveling and Leaping:** See the D&D® Expert Set.

**10 Featherweight Boots:** These boots have no effect until the wearer steps on a trap or other device triggered by weight. At that time, the boots automatically and instantly reduce the wearer's weight to nearly zero, negating the trap or device. The wearer is not aware of any change in weight unless the area is windy; if so, the wearer is blown about, light as a feather, for one round.

## BOTTLE

A magical bottle is a plain-looking glass container, usually with a cork stopper. It always appears empty until opened. Bottles may be of any size and color; most are fragile.

To determine the type found, roll 1d6.

**1-2 Bottle of Containment:** This small bottle can hold up to 20 units of any fluid. A magic potion counts as one unit, as does one gallon of any nonmagical fluid. The bottle keeps all its contents separate, and each may be recalled by name. However, any fluid stored must be poured from the bottle to be used. The bottle appears empty if examined. If the bottle is broken, all its liquid contents disappear.

**3-4 Bottle of Evaporation:** This bottle appears identical to a *bottle of containment* and usually functions in the same manner. However, its entire contents may disappear without warning. There is a 5% chance of disappearance any time the user attempts to remove a liquid from the bottle.

**5-6 Bottle of Fireflies:** This bottle appears



and functions as a *bottle of containment*. However, when one wineskin of wine is poured into it, the bottle glows with many tiny lights and the wine is immediately consumed. The lights can be commanded to glow with any brightness desired and can light an area as small as 1 foot across or up to 120 feet in diameter. However, the bottle cannot be completely darkened except magically. The firefly light lasts 1 hour per wineskin of wine used and functions as often as desired.

## BOWL

**Bowl of Commanding Water Elementals:** See the D&D® Expert Set.

## BRAZIER

**Brazier of Commanding Fire Elementals:** See the D&D® Expert Set.

## BRIDLE

This leather apparatus is placed about the head of a riding animal for control or guidance and includes the headstall, bit, and reins. A horse or other mount can wear only one bridle at a time, unless it has multiple heads.

To determine the type found, roll 1d6.

**1 Bridle of Control:** This bridle automatically calms the mount, preventing all nonmagical fear. Flying dragons, nearby snakes, and other occurrences which could cause unprotected animals to falter or flee do not effect the mount. The bridle of control has continuous effect while worn.

**2 Bridle of Listening:** This bridle gives the mount the ability to understand any language heard. It does not enhance the animal's ability to speak, however; a *Speak with Animals* spell is needed for the mount to act as an interpreter. The bridle functions as long as it is worn.

**3 Bridle of Soaring:** This bridle gives the mount the ability to *fly* (as the magic-user spell) at any rate up to 360 feet per turn. The speed is not affected by encumbrance, but the duration is 6 hours per day if the animal is lightly encumbered or 3 hours if fully laden. The total time is not limited to a single journey and may be used in any number of parts; however, each flight uses one turn of flying time even if of only a few rounds' duration.

**4 Bridle of Speaking:** This bridle gives the mount the ability to understand and speak in the common tongue. As most riding animals are not highly intelligent, the words and concepts are limited.

**5 Bridle of Taming:** When used by an animal trainer (an NPC specialist), this bridle makes nearly any mount trainable and lowers the training time needed by 50%. It can only be used on large four-legged mounts, such as griffons, hippogriffs, and pegasi.

**6 Bridle of Wings:** On command, this item causes wings to grow from the mount. A normal horse gains the movement rate of a pegasus (480' per turn flying) with these wings. The affected

creature probably (90%) will not cooperate at first, disliking the sudden appearance of the wings and refusing to fly. This chance can be reduced if the animal is handled carefully and spoken to (using a *Speak with Animals* spell); the chance decreases by 10% per turn of explanation. The bridle of wings will function three times per day for up to one hour per use. The wings disappear at the end of the hour.

## BROOCH

**Brooch of Bones:** This strange piece of magical jewelry has no effect unless worn by a druid (a high-level, neutral, woodland cleric). The brooch bestows a *protection from undead* power when worn and the command spoken; undead cannot touch the druid. It does not turn undead or protect against their spells or other powers (if applicable); it does prevent all damage, level drains, and other effects of the attack or touch of undead creatures. The brooch may be used 3 times per day for one turn per use.

**Brooch, Lunar:** This piece of jewelry bears the likeness of a crescent moon. If worn by a spell caster, it bestows additional power to any *light* or *continual light* spell cast. The light from either spell causes any and all lycanthropes in the area of effect to assume animal form (no saving throw). They remain as animals until they leave the lighted area. The lunar brooch has no command word and operates continuously while worn.

## BROOM

**Broom of Blindness:** This apparently normal broom attacks anyone who touches or moves it, be it by magical or other means. It attacks as a 20 hit dice monster, can attack an invisible victim without penalty, and inflicts 5 points of damage per hit. Each time it hits, the victim must make a saving throw vs. spells or be blinded. The broom is AC 0, has 20 hp, and can be affected only by magic spells or magic weapons.

**Broom of Flying:** See the D&D® Expert Set.

**Broom of Serving:** This apparently normal broom functions magically only while indoors and only if commanded by a magic-user or elf. Upon command, it grows arms. It can carry up to 5,000 cn and will grow up to six arms, as needed, to perform its duties. It may be commanded to sweep and can clean a 10 » 10 foot area of dust and grime in six rounds. It follows its master within 30 feet, if not instructed otherwise, or it remains where told within a castle, a room, etc. A second command causes it to cease work and turn back into its original armless form. The animated broom is AC 5, has 20 hp, and can be damaged only by fire or magic.

## BUCKLE

A magical buckle is identical to an ordinary buckle and is used to fasten a belt about the waist. It is always made of fine metal (often gold or platinum) and may be decorated with gems. If

the owner does not know it to be magical, it might be sold for 100-600 gp. If two or more magical buckles are worn, none have any effect.

To determine the type found, roll 1d6.

**1 Buckle of Armor:** When worn, this item protects the wearer as if a full set of plate mail armor were being used (AC 3). It is useless when worn with any sort of normal or magical armor but can be combined with a shield and/or a magical protective device that has pluses, such as a *ring of protection*. The buckle of armor can be enchanted further, though at great cost and time required, to a maximum of +3 (armor class 0).

**2 Buckle of Faulty Lockpicks:** This buckle appears and functions as a *buckle of lockpicks*. However, the lockpicks carried within it bestow a -5% penalty, instead of a +5% bonus, per lockpick owned. Even if other magical lockpicks are found and added to the set, they become reversed when contained in the buckle.

**3 Buckle of Lockpicks:** This apparently normal belt buckle has a secret compartment in which a set of lockpicks can be hidden. The buckle contains 1-4 magical lockpicks when found; each lockpick bestows a 5% bonus to a thief's *open locks* attempts (+10% for 2 picks, +15% for 3 picks, etc.) The magical lockpicks must be kept in the buckle when not in use; they lose their enchantment if left out for one hour. Other magical lockpicks may be found or made using these as models, up to a maximum bonus of +50%. The lockpicks may be used only by a thief.

**4 Buckle of Opening:** This buckle appears and functions as a *buckle of protection* in all respects. However, it has a 20% chance of malfunctioning and must be checked once each turn in which the wearer is attacked physically, such as with a blow from a weapon or claw. If the buckle opens, all the items worn by the victim suddenly fall off—including hat, cloak, armor, robe, backpack, etc. The victim need not drop items held, only those worn.

**5 Buckle of Protection:** This buckle adds a +1 bonus to the wearer's saving throws and armor class. Its effect may be added to other bonuses gained through magical armor, shield, cloak, ring, etc. The buckle may be enchanted to a maximum of +2 quality.

**6 Buckle of Weaponry:** This buckle contains a small secret compartment in which small objects may be kept. It contains several miniature weapons when found, each about an inch long—a mace, spear, war hammer, battle axe, two-handed sword, and light crossbow with 10 quarrels. When any one of them is held and the command word uttered, the item enlarges to full size. There is a different command word for each weapon, and the weapons have no pluses when enlarged. If the word is spoken a second time, the weapon held returns to miniature size and may be replaced in the buckle. Each weapon can be enlarged only once per day; a *dispel magic* spell causes any enlarged weapon to shrink (no roll needed).

## BUGLE

**Bugle of Reviving:** This bugle appears and is used as a *bugle of waking*. However, all dead creatures within 120 feet are also wakened, rising as skeletons or zombies as though *animate dead* spells were used and attacking the person commanding the bugle. The undead may be the remains of *any* once-living creatures.

**Bugle of Sleeping:** This metal horn can be played normally. When commanded, it will play "Taps" softly by itself. The tune takes six rounds to finish and, if interrupted, has no effect. At the tune's conclusion, every living creature within 60 feet must make a saving throw vs. spells or fall asleep. The bugle can be interrupted only by a *dispel magic* or *silence* spell, but its effect may be negated by some other magic item, such as a *choir bell*.

**Bugle of Waking:** This metal horn has no magical effect if played normally. When commanded, it will play "Reveille" loudly by itself. As soon as the song begins, all creatures within 30 feet will awaken (unless cursed), even if magically asleep. However, the bugle continues to play for six rounds, attracting the attention of all creatures within 120 feet, who probably dislike the noise (-3 penalty to reaction rolls). The bugle of waking can be interrupted only by a *dispel magic* or *silence* spell.

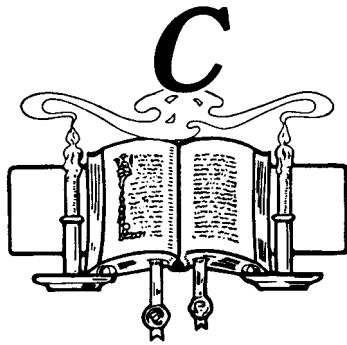
## BUTTON

**Button of Blasting:** This small, cream-colored, bone button may be thrown as much as 120 feet. When the command word is spoken by the owner, the button explodes as a *fire ball* spell, but for only 4-24 points of damage. The command word detonates the button only if spoken within 240 feet of it.

**Button of Confusion:** When found, this small, cream-colored bone button gives no clue to its powers. However, when carried by any living creature, once per hour it jumps to another victim within 60 feet. The original carrier of the button immediately becomes aware of its disappearance but not its new location since it has buried itself undetected somewhere in the new victim's belongings. The former carrier must make a saving throw vs. spells or stop and insist on a one-turn search to recover the button. If the saving throw is successful, the victim forgets about the button entirely.

**Button of Fastening:** This small, cream-colored bone button may be used to lock any cloth item, magical or ordinary. When it is placed on the cloth and the command word spoken, the cloth becomes rigid; the cloth is treated as if a stout door fastened by a *wizard lock* cast by a 21st-level magic-user. Something such as a normal blanket may thus be used to secure a passage. The button unlocks when touched and the command word spoken.





Cabinet  
Cage  
Caldron  
Cameo  
Can  
Candle  
Cane  
Canoe  
Cape  
Cart  
Censer  
Chalice  
Chest  
Chime  
Claw  
Cleat

Cloak  
Collar  
Cot  
Crown  
Crucible  
Cube  
Curtain  
Cymbal

## CABINET

**Cabinet of Ministering:** This cabinet appears identical to a *cabinet of security* but can be easily moved, damaged, etc. If the user steps inside, closes the doors, and speaks any of three command words, the cabinet either *removes curse*, *cures disease*, or cures wounds (for 50 points of curing!) as would a 30th-level cleric. The cabinet functions only once per month.

**Cabinet of Security:** This piece of wooden furniture is 5 feet tall, 4 feet wide, and 3 feet deep. Its construction is magical, and it has the strength of steel. It can be opened only by a special command word and has no visible lock. It cannot be moved unless another command is uttered but is then carried easily, having only 1,000 cn encumbrance regardless of its contents. A third command causes shelves to appear or disappear within it, as many as desired and spaced in any manner; the shelves cannot be removed by any means. The cabinet can hold up to 10,000 coins or any object small enough to fit inside.

## CAGE

**Batting Cage:** This cage appears identical to a *cage of carrying*. However, when touched to a creature, the cage expands to 9 x 9 x 9-foot size and fills with 1,000 ordinary bats; the cage then disintegrates. The user may point the cage in any direction, and the bats will travel that direction for at least 2-5 rounds. Afterward, the bats are not under any sort of control. The batting cage is useless thereafter, but the bats are real and permanent.

**Cage of Carrying:** This small wooden cage measures 3 inches on a side and has a tiny door. When touched to a normal, nonmagical creature of animal intelligence, such as a warhorse, the creature must make a saving throw vs. spells; if failed, the beast is drawn into the cage in miniature form along with all the equipment it carries. Any mounted rider is unaffected except by the disappearance of the mount. The cage can be used to avoid leaving one's horse and equipment outside a dungeon.

**Cage of Entrapment:** This cage appears and functions as a *cage of carrying* in all respects. However, if the animal touched makes its saving

throw against the effect, the user instead is drawn into the cage in miniature form, with all equipment carried, and cannot be released until a *remove curse* spell is applied. Items carried and spells known by an entrapped victim are not usable until the victim is released.

## CALDRON

**Caldron of Heating:** This large item will hold up to 20 gallons of liquid, be it water, oil, or some other. Upon command, the caldron heats the liquid to near-boiling temperature, requiring only one turn to do so. The heated liquid inflicts 2-20 points of heat damage to any creature immersed in it. Any powerful or magical cold attack, such as white dragon breath, *cone of cold*, et al, permanently destroys the magic of the caldron. The caldron does not function unless a liquid is inside. (See also "Kettle.")

## CAMEO

**Cameo of Appearance:** This oval piece of ivory jewelry is adorned with the carved likeness of a handsome human male. When commanded, it turns into a powerful fighter (level 21, hp 100; all ability scores 17; *plate mail* +3, *shield* +3, sword +3, other normal clothes, but no other equipment), who assists the user of the cameo for up to 1 hour and then magically vanishes. (The fighter may be any NPC fighter of comparable powers who is well-known in the campaign.) Though not *charmed*, the fighter obeys nearly any instruction, even if it involves certain death. If the fighter fails any saving throw, he vanishes. All items created with the fighter disappear when he does.

**Cameo of Incompetence:** This item appears and functions as a *cameo of appearance* in all respects. However, the fighter appearing never hits any target and automatically rolls a 1 for any hit roll. He keeps trying, however, and complains about his bad luck. He also fails the first saving throw required and vanishes at that time.

## CAN

A can is a cylindrical metal container, extremely rare in a medieval world. Each magical can has at least two command words: one to open, which causes its top to disappear, and one

to close, which causes the top to reappear. Cans may be from 2 to 6 inches in diameter and 2 to 12 inches tall. Some cans may be used repeatedly; others are still useful when emptied of magical contents because they remain airtight, watertight containers.

To determine the type found, roll 1d6:

**1-3 Can of Cant:** This can contains water that whirls about by itself. If consumed, the water enables the user to understand any and all spoken languages for one day. For combination purposes, the can of cant is not treated as a potion.

**4-5 Can of Moonlight:** The water in this can is still and shiny. If it is sprinkled on a lycanthrope in humanoid form, it forces the creature to assume animal form and curses it with a -2 penalty to all hit rolls and saving throws. Depending on the situation, a normal hit roll may be needed to do the sprinkling. Each can contains enough water for four applications.

**6 Can of Worms:** This appears to be a *can of moonlight*, but when the can is opened, 1-4 caecilia (30-foot-long grey worms; AC 6; HD 6\*; MV 60'; AT 1 bite; D 1-8; Save F3; ML 9; AL N; XP 500; see the D&D® Expert Set, page 46) jump out and attack anyone nearby.

## CANDLE

**Candle of Powerlessness:** When lit, this candle sheds light within a 40-foot radius. Any cleric within the light loses all power to turn undead; the power returns if the cleric leaves the light or if the candle is extinguished. The candle can last for a total of 24 hours. Each use deducts a minimum of one hour's burning.

**Candle of Protection:** When lit, this item sheds light within a 40-foot radius. Any and all undead creatures approaching must make a saving throw vs. spells or be unable to enter the lighted area. Even if the undead succeed and enter, each must make a saving throw each round or be forced to leave the light. The candle has no effect while being moved. It can last for a total of 24 hours, but each use deducts a minimum of one hour's burning.

## CANE

A cane is a wooden or metal stick normally used for assistance in walking. Magical canes may be found anywhere but most often near humans and humanoids. They may be straight or curved, plain or decorated. Some canes have 1-20 charges when found, but they cannot be recharged.

To determine the type found, roll 1d6:

**1 Cane of Age:** When this cane is touched or moved, the creature moving it must make a saving throw vs. death ray with a -4 penalty to the roll or age 20 years. This effect occurs each time the cane is touched. If the victim succeeds in the saving throw, however, the cane may be held and used as a weapon; any victim hit must make a saving throw vs. death ray or age 10 years. Each 10 years of aging uses 1 charge.

**2-3 Cane of Armament:** This cane appears perfectly ordinary but turns into a *two-handed sword +1* on command. A second command causes it to resume cane form.

**4 Cane of Blindless:** When this item is touched or moved, the creature moving it must make a saving throw vs. spells with a -4 penalty to the roll or be blinded. This effect occurs each time the cane is touched. If the saving throw succeeds, the cane may be used as a weapon. Each opponent struck must make a saving throw vs. spells or be blinded. One charge is drained for each victim blinded.

**5 Cane of Detection:** When this cane is tapped along a floor or wall, secret doors, pit traps, and sliding walls may be discovered, as though the user were an elf or dwarf. Using 1d6, a result of 1 or 2 indicates success. Each successful detection uses 1 charge.

**6 Cane of Stiffness:** When this cane is touched or moved, the creature moving it must make a saving throw vs. spells with a -4 penalty to the roll. Failure causes the victim's dexterity score to drop to 3. The victim must keep the cane until a *cure disease* or remove curse is applied by a caster of 15th or higher level; this remedy destroys the cane. A *cure all* or *wish* restores the victim's original dexterity score.

## CANOE

**Canoe of Portage:** This canoe appears and functions as an ordinary canoe in all respects. When the command word is spoken, however, all nonliving items within the canoe stick to it and become light as feathers. The canoe thus encumbered (6,000 cn maximum) can be carried as if empty, requiring two persons and counting as 250 cn for each. A second command word negates the effect, releasing the cargo and returning the cargo to normal weight.

**Canoe of Travel:** This canoe appears and functions as a normal canoe. When the command word is spoken, the canoe resists the current, staying in exactly the same place however rapid the flow. It may then be paddled upstream or downstream at normal rates, as if the water were calm and still. A second command restores normal operation. The canoe of travel functions for up to four hours per day. The total time may be spent in any number of uses; however, each use costs at least one turn, even if the turn lasts only a few rounds.

## CAPE

A cape is a sleeveless garment that falls loosely from the shoulders and is fastened about the neck with a chain or cord. A cape may be worn over armor or ordinary clothes, or even over a coat. A magical cape is made of fine cloth, often with strands of gold or silver woven into the fabric.

To determine the type found, roll 1d6:

**1 Cape of Disguise:** This cloak allows the wearer to change body shape into any form of the

same approximate size. It does not change facial features, voice, size, etc., but merely the appearance of the arms, legs, and body.

**2 Cape of Good Hope:** This cloak gives the wearer a morale of 10 (if applicable) and a bonus of +4 on all saving throws vs. *fear*. It also allows a saving throw to be made without adjustments whenever magically-created fear is so powerful as to normally allow none.

**3 Cape of Horns:** This cloak appears to be any other type, but when commanded to function it causes horns to grow from the wearer's head. The horns prevent the use of any helmet, and this bestows a +1 penalty to armor class if the victim usually wears any type of armor (leather, chain, plate, etc.). The horns cannot be used for attack and may be removed safely only by a *remove curse* spell. If the horns are broken off or damaged, the victim loses 1-4 hit points permanently; this loss can be regained only by a *wish*.

**4 Cape of Protection:** This cape gives the wearer a +1 bonus to all saving throws and a -1 bonus to armor class. It may be combined with all other protective items, magical or ordinary, including armor, shields, *rings of protection*, and so forth.

**5 Cape of Reeking:** This cloak appears to be a *cape of disguise*, but when commanded to function, it makes the wearer smell like a rotten fish. The smell is easily detected for a range of 120 feet and ruins all chances for surprise. The victim may not remove the cape until a *remove curse* is applied by a caster of 25th level or above.

**6 Shadow Cape:** This powerful cape is of immediate benefit to thieves as it bestows a +25% bonus to *hide in shadows* attempts. Any character may use the item, however, and any creature not wearing metal armor can *hide in shadows* with a 25% chance of success. In addition, the cape enables the wearer to magically travel from one shadow to another; the effect is identical to a magic-user's *dimension door* spell (360-foot range, no chance of error), except that the user must be in shadow to activate the cape and must arrive in a shadow. The shadow cape can be used for magic travel three times per day, but misuse (such as the attempt to travel to a lighted or occupied area, which will fail) does not count as a use. Any fire, normal or magical, can instantly destroy the cape unless the user makes a successful saving throw vs. spells.

## CART

**Cart of Convenience:** This cart (movement rate 60 feet per turn) can be used normally. However, it can be hitched to one or two horses or mules, and the animals then unhitched; the cart will remain in position as if the animals were still in place. If the animals are ridden behind the cart, it will move as if being pulled normally! Its capacity is 4,000 cn with a single horse behind it, 8,000 cn with two; however, the encumbrance is not counted against the mounts.

**Cart of Decks:** If the command word for this

cart is spoken after the cart has been loaded normally, all its contents vanish into an extra-dimensional space, leaving the cart apparently empty. The cart can then be refilled, and the command word spoken again; the contents will disappear once more only to be replaced by the original load. As with a ship, the cart's two "decks" can be loaded and unloaded normally, but the cart's total encumbrance limits (4,000 or 8,000 cn) still apply. The cart is useful for carrying valuable cargo while appearing to carry only ordinary goods.

## CENSER

**Censer of Controlling Air Elemental:** See the D&D® Expert Set.

## CHALICE

A chalice is an ornamental cup or goblet. It may be made of glass, crystal, metal, or even wood; it may be long-stemmed or have no stem at all, molded with a base.

To determine the type found, roll 1d4:

**1 Chalice of Colors:** This cup changes colors once per round, continuously. Any creature viewing the color changes must make a saving throw vs. spells or stand entranced, watching the display, for one turn. The chalice contains pure water when found.

**2 Chalice of Detection:** This cup appears and functions as a *chalice of colors*. In addition, however, if it comes within 30 feet of poison, the water in it turns a murky green. Poisonous monsters, traps, arrows, and gases all trigger this response. After use, the water remains green and the chalice must be refilled in order to detect again; however, any drinkable water may be used. The chalice detects poison three times per day at most. Once each week, the chalice can be commanded to produce an antidote; the green water then turns pink and becomes a potion that negates the effects of the poison detected. When consumed, the antidote prevents any of that particular poison from affecting the user for one turn (treat as a successful saving throw).

**3 Chalice of Identification:** This cup appears and functions as a *chalice of colors* but may also be used to identify potions of all types. When a potion is poured into it, the name of the potion appears as misty letters in the next color change. A read *magic* is required to decipher the letters. The chalice must be carefully washed with ordinary water after each use, or no letters will appear. A *potion of poison* will be mistakenly identified as one other type (determined randomly). The chalice identifies three potions per week at most.

**4 Chalice of Poison:** This cup appears identical to a *chalice of colors* and functions in a similar manner. However, any victim who drinks from it will be poisoned. A saving throw vs. poison must then be made with a -4 penalty to the roll. Failure results in death by poisoning. The poison is treated as a potion even if the saving throw is

successful, and the victim is incapacitated if any other potion is currently in action.

## CHEST

**Chest of Drawers:** This chest is not itself magical, though it is of high quality and fine construction. Upon command, it summons 100 tiny sprite-like creatures, who arrive within it. They vanish if the chest is opened and thus cannot be seen except by *clairvoyance* or other magical scrying. If a gem of 1,000 or more gp value is left in the chest along with a parchment, the tiny creatures draw a map. They bring their own drawing tools. If left undisturbed for one hour, they draw a map of the horizontal area within 360 feet of the chest, take the gem, and depart. The chest can then be opened and the map taken. The map will be accurate and complete, and will include secret, magical, and concealed doors, pit traps, walls, and so forth. No creatures or treasures will be noted, but any magical doors, walls, etc. will be indicated by an "M." If, when they arrive, the creatures find no gem, they curse the creature who summoned them and then immediately depart. The curse may be of any standard type, but can only be removed by a caster of 15th level or greater. The creatures can be summoned once per day at most.

**Chest of Sieges:** This wooden chest is 3 feet long, 2 feet wide, and 2 feet high. It weighs 1,000 cn and contains one light catapult, 10 normal catapult shots, and 4 kegs of pitch shot (2 shots in each). By uttering the command word the items may be taken out whenever desired and easily replaced in the box. Any items used up cannot be replaced. The command serves only to move the original items in or out. In the rare *cursed chest*, 1-4 of the kegs of pitch shot explode when opened, each inflicting 3-18 points of fire damage to all within 20 feet and setting afire all flammable items (including the catapult and remaining kegs, if within range). A normal keg burns for three rounds before exploding in the same way, but a cursed keg explodes as soon as it is burned.

## CHIME

**Chime of Time:** See the D&D® Companion Set.

**Chime of Visitors:** This simple metal stick is 3 inches long and made of a silvery metal. It keeps time as a *chime of time* but with an unusual side effect. If it rings while within 60 feet of any ordinary or otherwise known door, all creatures hearing the chime must make a saving throw vs. spells; all victims who fail the throw must go to the nearest door and open it or attempt to do so for at least six rounds.

## CLAWS

**Claws of Raking:** This pair of apparently ordinary gloves will grow claws on command. The wearer may use them as edged weapons, striking twice per round for 1-4 points of damage per hit

plus strength bonus. The gloves can affect creatures immune to normal weapons. When used with *cleats of gripping*, the wearer may climb sheer surfaces as if a 4th level thief (but at half normal chances if metal armor is worn).

## CLEATS

**Cleats of Gripping:** The wearer of these useful items can walk on otherwise impassably slippery surfaces, even if magical. Sheer surfaces cannot be climbed, but any slope of 45 degrees or less can be easily scaled. When they are used with *claws of raking*, the wearer may climb sheer surfaces as well as a 4th-level thief. The claws make clicking noises when worn, so the wearer cannot surprise others.

## CLOAK

**Displacer Cloak:** See the D&D® Expert Set.

**Elven Cloak:** See the D&D® Basic Set.

## COLLAR

Although the piece of jewelry known as a collar is usually an ornate, gem-studded leather or metal band, magical collars are quite different. Each appears as a simple rag, often dirty but never tattered. A collar must be tied about the neck to gain its magical effects.

To determine the type found, roll 1d4:

**1 Collar of Charisma:** This collar activates itself when the wearer bargains or otherwise tries to convince another of a desired result. At that time, the collar gives its wearer a charisma of 18 with all bonuses derived thereby. The effect occurs only once per day but lasts for a full hour.

**2 Collar of Disguise:** This collar enables the wearer to imitate any voice as long as the wearer has actually heard the voice at some time. It functions once per day at most and only for one hour per use.

**3 Collar of Stiffness:** This collar protects the wearer from the *slicing* talent of certain edged weapons (as explained in the D&D® Companion Set). No saving throw need be made, and no extra damage can be inflicted.

**4 Collar of Strangling:** This collar appears identical to a *collar of disguise*. However, it starts to strangle its wearer as soon as it is put on. The wearer dies in one turn unless a *remove curse* is applied within that time. With this remedy the collar explodes into flames which destroy it and inflict 3-18 points of severe fire damage to the wearer (no saving throw). The burns can be cured only by *ointment of soothing* or a *cure all* spell. Any victim strangled for three rounds or more is unable to talk for 1-4 days or until a *cure all* spell is applied.

## COT

**Cot of Entrapment:** This cot appears and functions as a *cot of suspension* in all respects. However, anyone lying upon it has a 50% chance of

being suddenly wrapped up by the cot two to five turns later. The victim smothers in five rounds, taking damage each round equal to one-fifth of current hit points, unless a *remove curse* is applied. The remedy makes the cot nonmagical.

**Cot of Restlessness:** This cot appears and functions as a *cot of suspension*. It gives little rest, however; the victim tosses and turns all night and suffers a penalty of -1 to initiative rolls, hit rolls, and saving throws for the following day. However, the victim will not blame the cot for these ill effects and continues to use it whenever applicable until a *remove curse* is applied by a caster of the 26th level or greater. The remedy makes it a normal *cot of suspension*.

**Cot of Suspension:** This cot appears to be a 10-foot pole. Upon command, a duplicate pole appears beside it and, if the two are pulled apart, a canvas can be seen connecting them like a stretcher. The canvas may be up to 5 feet wide and 10 feet long. If the poles and canvas are held horizontally and a second command word given, the legless cot floats in the air. A third command word causes it to *levitate* to a maximum height of 30 feet. A fourth command word causes it to lower, a fifth word to "rewind" the canvas, and a sixth to make the extra pole disappear.

## CROWN

**Crown of Leadership:** This piece of regal jewelry is adorned by 10 gems, each worth 100 gp. If any are removed, the crown becomes nonmagical. The user's charisma is 18 while the intact crown is worn. In addition, any *fear* (magical or otherwise) can be *dispelled* by a single command word, effective within 60 feet. The wearer may also produce an effect similar to a cleric's *bless* spell by talking to others within 60 feet for one turn; the recipients' morale then rises to 11 (if applicable), and a +1 bonus is added to hit and damage rolls. The effect lasts for 6 turns and may be produced as often as desired. The wearer's morale is unaffected. This "pep talk" can have effect for as long as six rounds even if interrupted once, as long as the full turn of talking is then completed.

**Crown of Rulership:** This piece of regal jewelry is adorned by 10 gems, each worth 100 gp. If any are removed, the crown becomes nonmagical. The wearer of the intact crown may cast spells from it, as a 25th-level magic-user. Each spell has a different command word, and each may be used once per day. The crown has 5-50 charges when first found, and each spell used drains 1 charge. The crown can produce *charm person*, *web*, *hold person*, *charm monster*, and *hold monster*. Each spell can be produced twice per day at most.

The crown may also produce a *domination* effect at a cost of 2 charges and usable once per day; the range is only 15 feet. If the wearer has more hit dice or levels of experience than the victim, the *domination* allows no saving throw. (Check levels first in all cases, if applicable.) If the victim's hit dice equal or exceed the crown wearer's, the victim may make a saving throw vs. spells to resist the effect, but with

a -8 penalty to the roll. If the victim has at least twice as many hit dice as the wearer, the penalty is only -4. Victims with more than three times as many hit dice as the wearer have no penalty at all on their saving rolls. Any victim immune to 5th or higher-level spells cannot be affected by *domination*. Using *domination*, the wearer of the crown may command the victim to do one of the following: *depart*, *kneel*, or *stop*. The victim obeys as best it can; the effect lasts for one turn at most, or until the crown's wearer releases the victim, which costs no charges. If ordered to *depart*, the victim walks until out of the sight of the wearer and then runs away for the remainder of the turn. If ordered to *stop*, the victim cannot do anything but stand, respond to any of the wearer's questions, and breathe. If the wearer harms the victim or orders or suggests any harm, the effect ends immediately.

If the proper command word is known, the crown may be locked to the user's head; another command word unlocks it. The crown can be worn only once by any one creature; if it is removed for any reason and then replaced, it slays the user (no saving throw). Replacing it must be voluntary; there is no effect if it is placed on the head by another.

## CRUCIBLE

**Crucible of Blackflame:** See the D&D® Companion Set.

## CUBE

A magical cube is a small object from one-half to 1 inch across. It may be made of wood, stone, metal, glass, or bone. There are no markings on it. Magical effects are produced either by command word or by pushing on one of its six sides.

To determine the type found, roll 1d8:

**1 Bullion Cube:** This cube, when touched to any small lead item (up to 1,000 cn weight), transmutes the lead to gold. The cube can be used once per week at most.

**2 Cube of Abilities:** When this cube is touched it disappears and one of that character's ability scores changes, as determined in the following manner. The player chooses any one score and then rolls 4d6. The lowest roll is discarded; the total of the other three dice determine the new score for the ability chosen. The procedure should be explained to the player before the ability score affected is chosen; the choice and the roll should be made by the player. The new score remains until a *remove curse* is applied by a caster of 26th level or higher. The spell restores the original ability score and has no other effect, regardless of intentions otherwise.

**3 Cube of Disabilities:** This cube appears identical to a *cube of abilities*, and players should be offered the same explanation as given in that description. However, after the player rolls 4d6, the *two* dice with the lowest numbers are discarded. The result (2-12) is the new score for the ability chosen. Just as the toucher's ability score changes, the cube disappears. The new score

remains until a *remove curse* is applied by a caster of 26th level or higher. The spell restores the original ability score and has no other effect, regardless of intentions otherwise.

**4 Cube of Luck:** This cube appears identical to an *ice cube* but, if used as one, functions only once and is then destroyed. If used to gamble (as a six-sided die), all those viewing the cube will believe it to be a normal die. The result of the roll will be whatever the user desires, seen by all! However, if used for more than six rounds (1 minute), all viewers may make a saving throw vs. spells; those failing the saving throw will continue to believe the illusion, but others will see it as the actual featureless cube and may (75% chance) become enraged and attack the user. Legal prosecution is also possible, as the use of this function is an unlawful act.

**5 Cube of Sweetness:** This cube appears identical to an *ice cube* but, if used as one, functions only once and is then destroyed. If offered to any ordinary, nonmagical creature of animal intelligence, the beast may eat it (+3 bonus to reaction roll). If the cube is eaten, the creature becomes *charmed* by the user (no saving throw, standard duration). The cube reappears in the user's pocket 24 hours later. This *charm* does not improve communication but certainly encourages obedience. Each use of the cube costs 1 charge, and the cube has 2-20 charges when found.

**6 Cubic Foot:** This small cube is a magical container more powerful than a *bag of holding* in some respects. When commanded and touched to any item or liquid, the cube absorbs and stores the item (or up to 1 cubic foot of a liquid), if it fits within its one cubic foot of magical storage space. Several items may be stored up to the storage limit; for example, up to 500 coins will fit in the space. The cube does not affect living or undead creatures or any items carried. The cube has 2-20 charges when found. It can absorb and store part of any magical wall, simply by touching it; this costs 1 charge. The duration (if any) of the piece of the magical wall is suspended while it is stored and resumes when it is retrieved. Stored material is retrieved with a second command word, and all the contents reappear next to the cube.

**7 Cubic Yard:** This cube functions exactly as a *cubic foot* but can hold 27 cubic feet of material in its magical storage space. For example, it holds 13,500 coins.

**8 Ice Cube:** When dropped in any liquid, this cube causes up to 1,000 cubic feet of the liquid to freeze solid. The cube then pops out of the frozen material and is easily recovered. It may not be used more than once per day. Freezing destroys any potion except poison and causes most drinks (ale, beer, wine, etc.) to become spoiled.

## CURTAIN

**Curtains of Death:** These curtains appear identical to *curtains of spying*, but the first character to notice them must make a saving throw vs.

death ray with a -5 penalty to the roll, or die. After slaying one victim, the curtains become nonmagical.

**Curtains of Scenery:** These curtains will, upon command, display any indoor or outdoor scene upon which the user concentrates. The curtains read the user's mind and memory to create the scene. The scene may be changed once per hour at most.

**Curtains of Spying:** These appear to be ordinary curtains when viewed on one side, but they are transparent from the other side. They can thus function as a one-way observation device. When found, there is a 70% chance they are lying about wrong-side up and are undetectable unless touched or a *detect invisible* spell used.

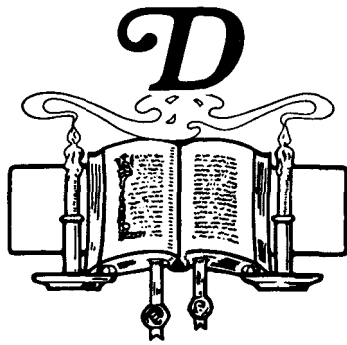
## CYMBAL

**Cymbal of Crashing:** This silver item may be mistaken for a dinner plate, because it is 8 inches in diameter and identical in appearance to a dinner plate except for a small hole in its center. Its size belies its power, for when hung by a string and commanded to sound, the cymbal emits a tremendous crash. The noise can be heard 60 feet in all directions and may attract monsters, but its magical power is concentrated in a cone which extends vertically unless directed otherwise by the user. The cone is 50 yards (150 feet) long but only 10 yards (30 feet) wide at its far end. Its power temporarily negates the magic of one flying item or spell within range (*flying carpet*, *boots of levitation*, *fly* spell, etc.). The spell or item affected returns to normal 1 turn later. There is no saving throw against the effect, although a *silence* spell blocks it, and some magic items, such as a *choir bell*, negate it. The victim(s) plunge earthward, usually without time to activate any device or cast any spell. (Note that under normal gravity, an object or creature falls 240 feet in less than 4 seconds, and upon impact a fallen creature takes 1-6 points of damage per 10 feet, fallen.) If a spell is cast in the same round that the cymbal is used, compare 1d6 rolls for each side; the loss of initiative by 3 or more means that the victim crashes before any spell or item can be used; otherwise, if declared without hesitation, one corrective measure may be taken.

**Cymbal of Symbols:** This cymbal appears identical to a *cymbal of crashing* but, when struck, causes a *symbol of stunning* to appear on the side facing the user. This symbol affects any creature with 150 hit points or less, and stuns the victim for 2-12 turns. The victim is then unable to attack or cast spells and suffers a -4 penalty to all saving throws. The user sees the symbol immediately, and may not avoid its effect unless able to cast magic-user spells, in which case a standard saving throw applies (as described in the 8th-level magic-user spell *symbol*; see the D&D® Companion Set.







Deck  
Desk  
Door  
Drum  
Dust

## DECK

A magical deck is a pack of rectangular playing cards, either 10 (a "small deck") or 20 (a "large deck") in number. Each card is made of stiff parchment, inscribed with a number or letter and a picture of some sort. Although card decks are common in our modern world, they are hand made and rare in a medieval setting. The cards may be as small as 1 x 2 inches or as large as 1 x 2 feet; larger cards are very rare. When a card is drawn from a deck, its magical effect occurs. The card either disappears immediately or vanishes after a given period. Cards may be drawn once per round at most, unless specified otherwise.

To determine the type found, roll 1d8:

**1 Daffy Deck:** This small deck contains an assortment of cards from the *chance*, *quarter*, *sun*, and *tracer decks*, and each has a 25% chance of *decking as a deck of decking*. Each type of card in the *daffy deck* is determined when drawn.

**2 Deck of Chance:** When a card is drawn from this large deck, a bonus or penalty applies to the user for 24 hours thereafter. To determine the effect, roll 2d6:

- 2 -2 penalty to hit and damage rolls
- 3 -2 penalty to saving throws
- 4 +2 penalty to armor class
- 5 -2 penalty to damage rolls
- 6 -2 penalty to hit rolls
- 7 +1 bonus to hit, damage, and saving throw rolls
- 8 +2 bonus to hit rolls
- 9 +2 bonus to damage rolls
- 10 -2 bonus to armor class
- 11 +2 bonus to saving throws
- 12 +2 bonus to hit and damage rolls

**3 Deck of Decking:** This item appears identical to a *quarter deck*. However, there is a 25% chance that any card drawn may be dangerous; if so, the user, and not the intended victim, is suddenly *stunned* by the card and falls to the floor. The victim remains *stunned* for 1-6 more rounds and is unable to get up, talk, attack, or cast spells.

**4 Deck Tracer:** After a card is drawn from this small deck, it remains attuned to the creature drawing it until the card vanishes 8 hours later. The user need only concentrate for one round to

find the exact direction and distance of the card for a range of 24 miles. A thief may place a card on a victim, unnoticed, with the same chance of success as a *pickpockets* attempt.

**5-6 Quarter Deck:** If a card is drawn from this small deck and shown to any creature of 7 hit dice or less within 30 feet, the victim must make a saving throw vs. spells. If the throw fails, the creature immediately offers to surrender if its life is spared. If the offer is not accepted, the card has no other effect.

**7 Sun Deck:** Any card drawn from this deck sheds light within a 15-foot radius as a *light* spell for 12 turns and then disappears. A deck of light may be small or large.

**8 Deck of Wondrous Power:** This unusual deck has 52 cards, although it appears identical to a standard large deck. Its creation and placement are complete mysteries. When touched, the deck speaks and announces that its power is available but that it will disappear in 24 hours. It further explains that each member of the group finding it may draw one card, and only one card, during that time. The deck does not speak again. If a second card is drawn by any individual, or if a card is drawn by anyone not of the group finding it, the deck disappears immediately, and the card is not seen. The deck of wondrous power disappears 24 hours after making its speech; it disappears earlier if all persons entitled to a draw have either drawn or turned down the chance.

During the game, an ordinary modern 52-card deck is used. The DM shuffles the deck, and the players may each turn down the offer to draw or take a chance with the deck. To determine the effect, the player cuts the cards and turns over the top card; its effect is then immediately applied to the character. The card is then replaced, and the DM shuffles again before proceeding to the next player.

Red cards give good fortune, but black cards bode ill. The effects cannot be altered, even with a *wish*, but some bad results can be changed with time. For example, if experience points are lost, the character may regain them by normal means.

(Optional rule: Hearts and spades cause double the effect.)

The effects of the cards are:

**Ace:** If red, gain one *wish*. If black, lose one *wish* already possessed or the first *wish* gained

hereafter.

**King:** Gain (red) or lose (black) 50,000 experience points (minimum of 0).

**Queen:** Gain (red) or lose (black) 2 points of your Prime Requisite score (Strength for demi-humans). If score reaches 3 or 18, apply excess points to or against Constitution.

**Jack:** Gain (red) 50,000 gp in gems or lose (black) either three-fourths of all cash assets owned (counting all coins, gems, and jewelry either carried or stored) or 50,000 gp, whichever is less.

**Ten:** Gain (red) or lose (black) 10,000 experience points (minimum of 0).

**Nine:** Gain (red) one beneficial miscellaneous magic item (useful and not cursed) or lose (black) the most valuable magic item owned (checking miscellaneous magic items first even if cursed, then rings, rods, staves, wands, etc.)

**Eight:** Gain (red) or lose (black) 2 points of Constitution (maximum of 18, minimum of 3, excess applied to Strength).

**Seven:** +1 bonus (red) or -1 penalty (black) to all saving throws.

**Six:** -1 bonus (red) or +1 penalty (black) to armor class because of unalterable skin changes.

**Five:** Gain (red) or lose (black) 2 points of Charisma.

**Four:** +1 bonus (red) or -1 penalty (black) to all hit rolls.

**Three:** +1 bonus (red) or -1 penalty (black) to all damage rolls.

**Two:** Movement speed is gained (red) or lost (black) by 30 feet per turn (10 feet per round).

## DESK

**Desk of Restudying:** This desk appears identical to a *desk of studying* and has the same lockable drawers. However, any magic-user or elf who attempts to use the desk for study one hour later forgets all spells memorized.

**Desk of Studying:** This bulky desk is 6 feet long, 3 feet tall, and 4 feet wide. It has 5 drawers, each of which locks on command as if *wizard locked* by a 25th level magic-user. Any magic-user or elf who sits at this desk to relearn spells (after the usual resting period) requires only 10 minutes to memorize spells for the day, regardless of their number or level.

## DOOR

Doors are usually made of wood with metal trimmings. Some doors have locks; most have hinges, doorknobs or hasps, and occasionally brackets for supporting a heavy wooden bar. Magical doors may do nearly anything; some do not even look like doors.

To determine the type found, roll 1d8:

**1 Back Door:** When opened, this door causes the creature opening it to immediately turn around facing away from it (no saving throw). The victim cannot face the door for three rounds but may move away from it.

**2 Door of Disappearance:** This locked door becomes invisible when touched by any object or creature but remains stoutly in place. Characters who can see invisible things cannot see through the door, but it is completely transparent to anyone else. A *knock* spell does not open its invisible lock unless the caster is able to see invisible things. Any attempt to open locks is penalized by -50% from normal chances, and the attempt automatically fails if the thief is of less than name level (9th level). The door reappears one hour after vanishing.

**3 Door of Displacement:** This door appears to be a black circle of cloth 2 inches in diameter. It does not function outdoors. If placed on a wall or floor, it may be manually lengthened and then widened and turned into a normal door. The user must then immediately open the door and go through (no saving throw); others may follow. All passing through the door enter an other-dimensional space adjacent to the room or corridor in which the door was used. The user of the door, and only that creature, can see into the original room or corridor. The door will, at the user's command, fold up into its cloth form and reappear among the user's possessions. When the door is thus put away, it creates a loud slamming noise.

At any time up to one turn after creating and passing through the door, the user may reopen it from inside, and at any chosen place along a wall, ceiling, or floor of the original room or corridor. When opened, it is silent, and the user (and those accompanying) gains a +1 bonus to surprise rolls against creatures present in the room or corridor. (The door can thus be used to escape a monster and then to quickly re-enter the area behind it. If those using the door do not return to normal space within one turn after "slamming" it, they are all dumped back into the original area at randomly determined locations. The door may be used only once per day.)

**4 Door of Teleportation:** This item appears to be a normal door but when passed through by any living creature, it *teleports* the victim and all items carried to either a random or pre-determined destination. There is no chance of error, which differs from the magic-user spell. Nonliving items thrown through the door are not *teleported*. If removed from its supports, a door of teleportation normally loses all its enchantment, although the area (and not the door) might be later discovered to be the actual teleportation device. Both *lesser* and *greater* doors of teleportation may be found.

The *lesser door* may be managed by several creatures if they link hands or otherwise overlap in their passage through the door; all arrive at the same destination regardless of randomizing effects. Some lesser doors allow a saving throw vs. spells to resist the effect, but this is not common. If allowed, the saving throw must be made by each creature passing through the doorway. A successful saving throw may simply indicate that the *teleportation* does not affect that creature, or

it may make the door nonmagical for one turn, one hour, or some other length of time.

The rarer *greater door* can easily detect and separate different creatures and may even cause items and (occasionally) body parts overlapped to arrive at separate locations. There is no saving throw against its effect.

**5 Door of Terror:** This apparently normal door causes any creature approaching within 5 feet to be overcome with a nameless dread (no saving throw). The victim thereafter refuses to approach or pass through the door for one hour,



after which the effect wears off. Undead are not affected, nor is any other creature naturally immune to fear effects.

**6 Front Door:** When touched, the front door emits the sound of a welcome chime, attracting the attention of all creatures within 60 feet.

**7 Guarding Door:** This door is intelligent but not actually alive. When touched, a large mouth

appears on its surface; the mouth can appear on only one side of the door at any one time. The door is Neutral and obeys whoever utters the proper command word. If more than one creature knows the proper word it changes allegiance as often as commanded.

The door has excellent sight and hearing and is able to see invisible things and hear all noises within 60 feet. It speaks all languages and can obey even the most complex and detailed instructions. It can speak at any volume from a quiet whisper to a loud scream, the latter audible within 120 feet. It cannot be unlocked, even with a *knock* spell, but may open itself voluntarily, depending on its instructions. It cannot move except to swing on hinges. It cannot attack, but screams an alarm if attacked, and there is a 50% chance it may do so if merely threatened with fire. The door is immune to all other attacks except physical damage from magical weapons (treat as AC 0; hp 40).

Unless commanded otherwise, the door's reactions to visitors are checked normally, but if given a good soaking with wine, it is usually friendly (+2 bonus to reaction rolls thereafter, lasting one turn per wineskin of wine used).

**8 Revolving Door:** This apparently normal door causes the user to step back into the original room or corridor, without actually going anywhere. It functions as a normal door if the proper command word is spoken as the door is used.

## DRUM

A drum is a musical percussion instrument and consists of a hollow body open at one or both ends. The openings are covered with a tightly stretched membrane, usually an animal skin. Sound is produced when the membrane (called the head) is struck with the hand or a blunt object. The body of a drum may be made of nearly any material but is most often wood or metal. A magical drum may be of any size, from the small sprites' drum (2 inches across) to giant-sized (up to 20 feet across). The head of any drum can easily be ruined by fire but may usually be replaced if a *permanent* spell is cast upon a new head of high quality. A single drum is usually found, although some pairs are required for producing magical effects (such as *drums ofpanic*).

To determine the type found, roll 1d6:

**1-2 Drums of Panic:** See the D&D® Expert Set.

**3-4 Drum of Silence:** This drum produces no sound when struck, either normally or for magical effect. When struck and commanded, however, it enables the user to cast one 2nd-level *silence 15' radius spell* (range 180 feet, duration 12 turns). The drum can produce this spell effect three times per day.

**5-6 Native Drums:** This pair of crude but effective drums can be heard only dimly within 50 yards; they have magical effect only when used outdoors. When used properly and commanded, they produce a loud, regular rhythm

within a range of 50 to 150 yards. All those within the area of effect are unable to sleep while the native drums are playing, although they may get enough rest to re-study or meditate for spells (if applicable). The drums may be played for up to one hour without rest, and if one-turn rest breaks are taken each hour, they may be played for any length of time. Any victim spending a sleepless night suffers a -1 penalty on all hit, damage, and initiative rolls for the following day.

## DUST

Magical dust is a dry, powdery substance. It is normally found in a metal, bone, or wooden tube, 2 to 6 inches long. The user blows into one end of the tube, aiming at an intended victim or area, and the cloud of dust forms a cone 30 feet long and 10 feet wide at the far end. The 30-foot range applies only when the dust is blown from a tube. If not found in a tube, dust may be in any container, magical or otherwise, and may be thrown 10 feet by hand, poured, or used in any convenient manner.

To determine the type found, roll 1d8:

**1 Allergy Dust:** There are many types of this dust, each made of the powdered bone of some creature, mixed with rare herbs, and then enchanted. The dust is invisible; each victim in the area of effect must make a saving throw vs. spells or become allergic to the specified creature. The allergy might not be noticeable immediately. When a victim comes within 50 feet of the creature specified, the symptoms begin: the eyes water, the nose clogs, and there is a 50% chance that sneezing may occur (checked per round of exposure). The nasal problems cause no penalties; watery eyes cause a -1 penalty to all hit rolls but a +1 bonus to all saving throws against gaze attacks; a sneezing victim may not attack or cast spells. The symptoms pass 1-6 rounds after the victim moves at least 50 feet away from the creature causing the allergy. The allergy is permanent until a cure *disease* is applied by a caster of 15th level or greater. Typical creatures used to make allergy dust are basilisks, dragons, giants, goblins, orcs, rats, trolls, etc.

**2 Decoy Dust:** This dust forms the shape of a snakelike monster. It appears to attack creatures in the area of effect, but it is merely a decoy and cannot actually damage anyone. It may draw their attention and attacks until they realize it to be harmless. However, if any creature tries to use a bite attack against the snakelike dust, it auto-

matically hits and the creature must then make a saving throw vs. death ray or die in one round, choked by the dust! Claw and weapon attacks merely pass through the dust, appearing to damage the decoy but not actually affecting it. The decoy dust lasts for one turn.

**3 Dust of Absorption:** This dust can absorb up to 100 cubic feet of water or acid and turn it to mud.

**4 Dust of Adhering:** This dust adheres to any contact or surface poison, poisoned needles and darts, and other traps of this type in the area. It is thus useful to thieves, giving automatic success when attempting to find traps and a +30% bonus to the remove traps attempt. It does not neutralize the poison, but gives any victim a +4 bonus to any saving throw subsequently required.

**5 Dust of Opposition:** This dust appears identical to *decoy dust*, but when the decoy is created, it turns on the user. The victim must make a saving throw vs. death ray or die in one round, choking on the dust; even if the roll is successful, the victim coughs and is unable to attack or cast spells for one turn until the decoy disappears. The victim cannot flee from the dust. The dust of opposition may be dispersed by spraying it with a large amount of water (e.g. a *create water* spell) or by a *dispel magic* cast at the dust (treating it as 15th-level magic).

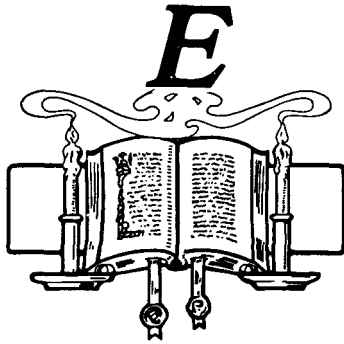
**6 Dust of Sleeping:** This dust is coarser than other types. When used, it appears much like fine sand, falling quickly to the ground. Each victim of 9 or fewer hit dice in the area of effect must make a saving throw vs. spells or be put to sleep. The sleeping victims can be awakened easily by force but do not stir to any noise. The effect lasts for 24 hours at most.

**7 Feather Dust:** This dust appears identical to *allergy dust* of some type. However, it merely creates a cloud of small, harmless feathers in the area of effect. The feathers may obscure vision to a small extent but settle to the ground in one minute.

**8 Sneezing Dust:** This dust causes each victim within its area of effect to make a saving throw vs. spells or start sneezing. Any victim affected cannot attack or cast spells; the effect lasts for one turn or until a *remove curse* is applied.



Earring  
Efreeti Bottle  
Egg



## EARRING

This is a general term for any piece of jewelry worn on or hanging from the ear, whether of ring shape or otherwise. Earrings are common types of jewelry, and magical earrings may easily be mistaken for the normal sort.

To determine the type found, roll 1d4:

**1 Earring of Burrowing:** This item appears identical to an *earring of protection*. However, when worn, it changes into a small burrowing bug which enters the ear immediately. The victim becomes deaf in that ear (-1 penalty to surprise rolls) and dies in 24 hours unless a *remove curse* spell is applied by a 15th or higher level caster. A *cure disease* spell stops the bug for four hours, increasing the cursed victim's survival time by that amount.

**2 Earring of Defense:** This earring is adorned by a small "X" design. Upon command, the X turns into a sword and dagger of normal size. These items cannot return to their original form; however, if a sword +1 and dagger +1 are placed by the remainder of the earring and a command word is spoken, the magical items shrink and become part of the design, as originally found. When enlarged, the weapons will be nonmagical. The same procedure can be repeated whenever desired; the earring disguises only two weapons and only in the manner described.

**3 Earring of Protection +1:** when worn on one ear or other fleshy appendage, this item adds a +1 bonus to saving throws and armor class, similar to that of other protective devices. Its effect may be added to other bonuses gained through magical armor, shield, cloak, ring, buckle, etc. An earring may be enchanted to +2 or +3 quality but cannot be made any more powerful.

**4 Earring of Seamanship:** This earring appears identical to an *earring of defense* and is usually found with a matching nonmagical earring. A *detect invisible* spell or similar means will reveal the X to be a mast and spar with a faint sail drawn around them. When the magical earring is worn in the left earlobe, the user gains all the knowledge of an able-bodied seaman—how to use any sort of seagoing vessel (and any part of it)—and is able to instruct others in its operation.

## EFREETI BOTTLE

See the D&D® Expert Set.

## EGG

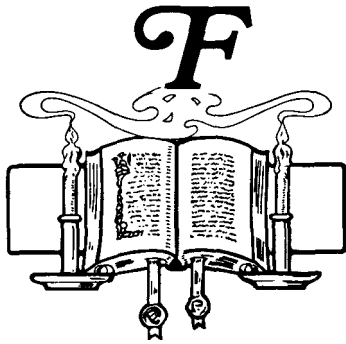
**Eggs of Wonder:** See the D&D® Companion Set.

**Hard-Boiled Egg:** This item appears to be a normal hen's egg but is very hard to break. If struck with a full blow from any weapon (treat as AC 9) the egg shatters, bestowing a special protection on the creature breaking it: a -6 bonus to armor class and a +1 bonus to all saving throws, both effects lasting for four minutes.

**Rotten Egg:** This egg appears identical to a *soft-boiled* or *hard-boiled* egg. However, when broken, it creates a 10-foot cube of nauseating yellow gas. The victim suffers penalties equal to the reverse of the normal item (+6 penalty to AC, -1 to saving throws) for the same duration (12 or 24 rounds), and each victim within the cloud must make a saving throw vs. poison or be affected in the same manner.

**Soft-Boiled Egg:** This egg appears and functions as a *hard-boiled egg*, but its effects last for 12 rounds (2 minutes).





Fan  
Figurehead  
Flute  
Flying Carpet  
Forge of Power  
Fork  
Four-Leaf Clover

## FAN

A magical fan is a small item made of wood and paper with an ornate design. It is easily damaged, especially by fire. If damaged, a fan loses all its magical powers.

To determine the type found, roll 1d4:

**1 Fan Club:** This fan appears identical to a *fan of charming* but has no magical spell power. If used as a weapon, it functions as a *club* +2 in all respects. It cannot be harmed by blows but is easily destroyed by fire.

**2 Fan of Charming:** When the user waves this fan at any living creature within 60 feet, the fan produces a *charm monster* effect; the victim must make a saving throw vs. spells or be *charmed* (as the spell). The fan functions once per day.

**3 Fan of Dancing:** This fan functions as a *fan club* in all respects until it hits any one victim a second time. The user then begins to dance (no saving throw) and cannot attack while dancing. The dancing victim suffers a +2 penalty to armor class and a -2 penalty to all saving throws. The magical dance lasts for one turn or until a *remove curse* is applied.

**4 Fanfare:** This fan is a special *fan club* and functions as one in all respects. However, every time a hit is successful, the fan creates a loud trumpeting noise, which attracts the attention of all creatures within 120 feet. Those within 30 feet of the fanfare are also deafened for one turn, which does not interfere with spell casting but does make communication difficult. Deafened victims are also surprised more easily (-1 penalty to surprise rolls) and do not surprise others often (+1 bonus to opponents' surprise rolls).

## FIGUREHEAD

**Cursed Figurehead:** This figurehead appears and functions as a *figurehead of protection*, but a horrible curse takes effect when and if the ship ventures more than 100 miles from land. At that time, the captain, pilots, and navigators of the vessel are all struck with a disease, incurable except by a *wish*; all other living creatures aboard except humans, demi-humans, rats, and bats are also affected. When the victims die one to four days later, the ship is utterly doomed; all upon her are unable to leave except by magical flight,

and all remaining start to turn into undead monsters—skeletons, zombies, ghouls, wights, wraiths, and spectres (no saving throws). Player characters may make a saving throw vs. spells with a -8 penalty to the roll to resist this effect; the saving must be repeated each morning until failed. The process of changing takes one full week, and anyone slain while still changing is simply dead and not doomed to rise and serve as a member of the undead crew.

After all living crew have turned into undead, the ship itself starts to fade, becoming ethereal in another week's time, but doomed to remain at sea. Moonlight causes the ship and crew to rematerialize. The remainder of the *curse* causes all rats and bats aboard to survive without needing food or water and also prevents the ship from ever coming within 10 miles of land.

The *curse* can be removed only by a series of spells, which must all be cast upon the figurehead within one turn by a 36th-level or greater caster and without the aid of devices of any sort—all spells must be gained through meditation: *animate object*, to awaken the cursed figurehead; *holy word*, which stuns the thing; and *dispel evil*, which destroys it and the *curse*. This cure works only if applied before the ship becomes ethereal. After that time, no known power can save the vessel. The undead crew can be slain and released from their imprisonment if the ship is found in moonlight, boarded, and the undead engaged in normal combat. All non-undead boarders suffer a -4 penalty to their saving throws and hit rolls and a +4 penalty to armor class until all the undead are slain. Upon the destruction of all the crew, the vessel sinks beneath the waves within one turn, never to rise again.

**Figurehead of Protection:** This powerful wooden statue is a carved figure of a beautiful androgynous human, curved and shaped for mounting on the bow of a boat. It can be mounted on any vessel 50 or more feet long. While the figurehead is in place, the vessel cannot be harmed by any magical attack except a wish. This protection applies only to damage to the hull of the vessel, not the masts, sails, cargo, occupants, etc. Normal attacks are not affected.

## FLUTE

A flute is a wind instrument, a hollow tube with several holes. Musical sound is produced by blowing air into one end, or across one larger hole. Some large flutes may have keys, which are levers with pads on them, used to reach holes across a wider span than the hand can reach. Flutes may be made of wood, metal, bone, ceramic, or other materials, or may be a combination of several. Magical flutes may be of any size; some giant-sized flutes are made of whole trees that have been hollowed out. Varieties of small flutes include the fife, piccolo, and penny whistle. Unless otherwise specified, magical flutes can be played normally.

To determine the type of flute found, roll 1d6:

**1 Bone Flute:** This unusual flute is made entirely of carefully carved bone. When the command is spoken and the flute played, its music can be heard by all within 60 feet. This music is of quite an unusual sort. The musical tones form airy words, because the bone flute speaks with the voice of the creature from whose bone it was made, telling its name and the story of its death. Its tale is always a sad one of greed, treachery, or reckless acts; only by those means can a bone flute be made. With a second command the flute is silent, but if it is allowed to finish its tale, the bone flute describes the location of the rest of the creature's remains. These remains are inhabited by a neutral ghost seeking aid. If the bone flute is interred with the other remains, the ghost is put to rest. The flute carries no charges.

**2 Faerie Flute:** This flute has no magical effect unless played in woodlands. It summons 1-8 woodland creatures, which arrive after one turn of playing. The wood folk are not hostile but are cautious, and may choose not to reveal themselves. Further friendly actions or offers are needed to assure them of their safety. Any attack causes them to summon others of their kind, perhaps hundreds if the danger is great; but if properly entreated, and if there is need, they might help the user. The faerie flute may summon more than one race of woodland beings, such as centaurs, dryads, elves, halflings, pixies, sprites, and treants. One or more races might appear, and those responding should be selected, depending on the area. The flute functions magically only once per week.

**3 Flute of Courage:** This flute produces a high, shrill note. It has no magical effect unless used outdoors. When properly played and commanded, those within 60 feet who hear the music gain a +2 bonus to saving throws against fear and may make a standard saving throw vs. spells even when the fear would normally permit none. NPCs affected gain a +2 bonus to morale. The flute of courage may be used once per day at most, but for up to four hours per use. Its effects last for as long as it is played.

**4 Flute of Danger:** This flute appears identical to a *faerie* flute. However, the woodland beings it attracts are of the more dangerous sort

and are hostile. The flute summons 1-8 creatures, which arrive after one turn. They all attack immediately (no reaction roll), by surprise if possible. The flute of danger may summon more than one race of dangerous woodland beings, such as basilisks, cockatrices, owl bears, trolls, will o' wisps, or wyverns. Creatures appearing may be individually selected or determined randomly, but basilisks should not be freely mixed with others, as their gaze attacks can be dangerous to all. The flute may be played magically only once per week at most; however, if the user is slain or *turned to stone* by the creatures summoned, the flute disintegrates.

**5 Flute of Luck:** This flute may be used only once per week. When played for one turn, it confers upon the user the benefits bestowed by a *luckpotion*; the player may declare any one die roll (such as a hit roll, saving throw, initiative roll, or other) to have the best possible result. Though the effect is identical, the flute's effect is not counted as a potion for combination purposes. If not used, its exceptional effect vanishes one hour after playing. The flute's melody can be heard by all within 120 feet, regardless of intervening walls, doors, etc., and may attract monsters.

**6 Silver Flute:** When the command word is spoken, this flute plays itself and is easily heard by all within 60 feet. It causes all normal weapons within range to change to silver and makes them usable against lycanthropes and certain other creatures. Unfortunately, it also causes slings, bows, and other flexible weapons to turn to silver, making them unusable (a silver bow cannot bend to fire arrows). The items remain silver as long as the flute plays and return to normal when taken out of the 60-foot range or when the music stops. The flute may be used once per day for up to one hour per use; it stops playing on command.

## FLYING CARPET

See the D&D® Expert Set.

## FORGE OF POWER

See the D&D® Companion Set.

## FORK

**Fork of Jabbing:** This copper-colored fork appears identical to a *fork of travel* but when commanded to function, it attacks the user. It hits every round, inflicting 1 point of damage each time, regardless of armor class, immunities, or other defenses. It can only be stopped by a *remove curse* spell, but is treated as AC 0 for the attempt at touching it. This remedy causes the fork to disappear.

**Fork of Travel:** This copper-colored fork may be placed at any intersection, and it will point (on command) toward either the most dangerous, safest, shortest, or longest route, as desired by the user. It may be used three times per day. For

answers about distance, the destination must be known and named.

## FOUR-LEAF CLOVER

If worn visibly on outer clothing or armor, this item gives the user a bonus of +1 on all saving throws. However, any sprites, pixies, nixies, or

other intelligent woodland beings seeing the user may become irritated (-2 penalty to reaction rolls) and either steal the item (70%) or attack (30%).



Gaff  
Gauntlet  
Gavel  
Gem  
Girdle  
Gong



## GAFF

**Gaff of Docking:** This item is a 15-foot-long wooden pole with a metal hook on one end, and is used by sailors to pull a ship toward a dock or, occasionally, another ship. When used in either manner, the gaff magically causes the ship to smoothly approach and softly touch the dock or other vessel in one round, regardless of the ship's tonnage or cargo.

**Gaff of Gaffes:** This gaff appears identical to a *gaff of docking* but causes the ship to collide with the dock or other ship, causing 1-6 points of damage to the hull of the user's vessel. The gaff then becomes non-magical but *curse*s the ship affected and causes it to collide in like manner whenever it approaches another ship or is docked. A *remove curse* spell applied by a caster of 15th level or higher removes the curse.

## GAUNTLET

Normal gauntlets are heavy, stiff leather gloves, often having metal chain mail attached for protection. They are assumed to be part of any metal armor purchased. Magical gauntlets, however, are finer, thinner gloves, easily worn by anyone. They automatically enlarge or shrink to fit any wearer from pixie to giant.

To determine the type of gauntlet found, roll 1d6:

**1 Gauntlets of Dexterity:** These gloves raise the user's Dexterity score to 18 when worn. The user gains all the bonuses derived thereby.

**2 Gauntlets of Entrapment:** These gauntlets appear and may function as *gauntlets of ogre power*. However, there is a 50% chance per use that they will cause the wearer to drop any items held; the gloves then clasp themselves together, preventing their use. Once clasped, the gauntlets cannot be unfastened and the entrapped hands cannot be pulled loose from them until a *remove curse* is applied. They may be used as often as desired, and the *remove curse* does not destroy their powers.

**3 Gauntlets of Holding:** The wearer of these gloves may hold onto any other item or creature without letting go. When used in hand-to-hand combat, a normal hit roll must first be successful, but the wearer may thereafter hold onto the victim, squeezing if desired for 1-4 points of damage per round (plus Strength bonus). The wearer's Dexterity bonus to armor class (if any) does not apply while holding onto a stationary object or creature.

**4 Gauntlets of Ogre Power:** These gauntlets give the wearer 18 Strength and the bonuses gained thereby. The wearer may choose not to use a weapon in combat, striking instead with one fist each round and gaining a +3 bonus to the hit roll, inflicting 1-4 points of damage per hit (no bonus).

**5 Gauntlets of Sticking:** These gloves appear identical to *gauntlets of holding*, but the user is unable to remove them. Each gauntlet adheres to any items it touches, to a maximum of three. If any item weighs more than 3,000 cn, the wearer



can pull loose in six rounds. The items cannot otherwise be removed until a *remove curse* is applied by a caster of 15th or greater level, which makes the gauntlets permanently nonmagical.

**6 Gauntlets of Super Strength:** This pair of gloves appears and functions as *gauntlets of ogre power*, but when commanded, they raise the wearer's Strength even further. The wearer is then able to carry 2,000 cn additional weight and gains a +5 bonus to both hit and damage rolls. This effect lasts only one turn and may be used only once per day. However, immediately after the effect ends, the user must stop and eat a full meal or suffer a -4 penalty to Strength, Dexterity, and Constitution scores and a -4 penalty to all saving throws. If a delay of more than one turn occurs before dining, these penalties apply for at least eight hours or until two full meals and a good night's rest have been obtained.

## GAVEL

**Gavel of Auctions:** This small wooden mallet is used by rapping it sharply on a piece of wood. It has no effect unless three or more creatures are within 30 feet when it is used. At that time, the user of the gavel must offer to the highest bidder all magical items carried. Any bid will suffice, and the wielder of the gavel must hand over each item sold and collect the payment. If all those nearby refuse to bid, the item passes; the victim keeps the item and instead suffers a -1 penalty to hit rolls, damage rolls, and saving throws. These penalties are cumulative with each item passed, to a maximum penalty of -8 each. The auction continues until all magical items are sold or passed, or until the gavel is destroyed. All items sold at auction are legally the property of those buying them; the original owner may withhold command words, if known, but must announce this fact when the item is sold. The items may be given back afterward, of course, at the discretion of the new owners. A *remove curse* spell from a caster of 15th or greater level stops the auction by destroying the gavel. A *remove curse* from any level caster removes the accrued penalties.

**Gavel of Authority:** This item, when rapped upon any hard wood, raises the user's Charisma score to 18. However, this effect lasts for only one hour, and the gavel functions only once per day.

**Gavel of Order:** This gavel appears identical to a *gavel of auctions* but causes every living creature within 30 feet to make a saving throw vs. spells or be *charmed* by the user. This limited *charm* lasts for only one hour and is easily removed by a *dispel magic* spell. The gavel may be used only once per day.

## GEM

A magical gem appears identical to a normal gem of some type but glows if a *detect magic* spell is used.

To determine the type found, roll 1d4:

**1 Gem of Drusion:** This gem appears identical to a *gem of income* but when planted causes a

curse to strike the character using it; the gem disintegrates at this time. If some other plants the gem at the owner's direction, the owner is struck along with the servant. The curse turns the victims slowly into trees. Each loses one point of Dexterity and Charisma per day, and move 10 feet per turn less per day. The skin stiffens, reaching a natural armor class of 4; branches and leaves start to grow from the torso and may not be removed without damaging the victim. (Curing spells cause regrowth.) When movement reaches zero, the victim dies unless placed on soil within 24 hours. When upon soil, the victim quickly grows large roots, becoming firmly imbedded in one hour. Note, however, that the victim's Wisdom and Intelligence are unchanged, and speech is still possible, although spell casting is not. A *remove curse* spell cast by a 26th or higher level caster before rooting occurs restores the victim to normal form. Once the victim is rooted, a 36th-level caster is needed.

**2 Gem of Ideas:** This meager gem is only worth 10 gp. When held and the command word spoken, the gem inspires its user with an excellent idea (provided by the DM) appropriate to the situation at hand, such as which way to go, how to slay a monster, how to find clues, etc. The gem has 1-4 uses, after which it crumbles to dust.

**3 Gem of Income:** This greenish-brown soapstone is worth 50 gp. If planted in fertile soil with plenty of sunlight and water, it grows a money tree in one week's time. The trunk and leaves of this tree are a distinctive gold color, and it grows 11-20 gold pieces per week upon its branches! If touched by lightning or fire, the tree burns instantly and cannot be saved. Any other damage causes the tree to wither, and a *cure all* spell is needed within one day to restore it to its former health; otherwise it will die. Any other enchantment of any kind placed upon or otherwise affecting it (including a *wish*) kills it immediately. It is unrecoverable.

**4 Gem of Returning:** This small diamond can be found only in worlds of alternate realities (see "Alternate World Gates"). When a D&D® character gazes into it, the character vanishes and reappears in the D&D game world. The gem itself cannot cross the boundaries between the worlds. Any number of D&D characters can gaze into the gem at the same time.

## GIRDLE

**Girdle of Giant Strength:** See the D&D® Companion Set.

## GONG

A normal gong is a large, thin, circular metal percussion instrument. When struck with a blunt item, it emits a sound much like that of a cymbal, but deeper and louder. It must hang freely to produce its noise and usually has one or more holes, either along the rim or in the center, by which thongs or rope may be attached. Magical gongs may be from 1 inch to 50 feet in diameter.

They must be properly hung and struck to produce magical effects. A padded mallet for striking may be found with the magical gong; if a mallet is not available, any blunt weapon will do. Missile fire striking a gong does not cause it to sound.

To determine the type of gong found, roll 1d8:

**1 Chain Gong:** This gong appears to be a *gong of earthquakes* but when struck it wraps the user in heavy magical chains. The victim cannot move, attack, cast spells, or escape until a *remove curse* is applied by a caster of 15th level or higher, or unless able to change to gaseous form. Once the victim escapes, the chains vanish. The chain gong functions up to three times per day.

**2 Fishing Gong:** This gong has a rune inscribed in its center that reads "Bass." A *read magic* spell is needed to translate it. If taken aboard a vessel and rung over any body of water which contains fish, the sound causes one fish weighing 1-100 pounds to leap out of the water and into the vessel, landing next to the user of the gong. After cleaning and cooking, each 5 pounds of live fish can be used to feed one person for one day. The gong can be used three times per day.

**3 Gong of Butler Summoning:** This gong is at least 2 feet in diameter and possibly much larger. When properly struck, it summons a hill giant who suddenly appears next to the gong, clad entirely in black. If so ordered by the summoner, the giant carries things, carefully putting them down when told, but does not fight or speak except to say, "Yes, master." The giant can move at the same rate as an unencumbered human but can carry 8,000 cn more than a human (10,600 cn maximum, using the same reductions to movement rates for encumbrance with a +8,000 cn bonus). The giant must remain within 60 feet of its master at all times; it will vanish if that range is exceeded in any way. The gong summons this giant once per day, and the giant disappears upon command, when slain, or after three hours of service. When it disappears, all items it carries at the time also vanish and cannot be recovered; a different giant is created with each use of the gong.

**4 Gong of Earthquakes:** This gong is only 3 inches in diameter. When struck, it causes violent shaking within 60 feet, as if an earthquake were occurring; the effect lasts for six rounds. The effect causes no structural damage and affects only unsecured items and creatures; walls, doors, pillars, buildings, and other constructions are completely unaffected. Furniture falls over unless fastened in place, and mirrors and other wall hangings also fall; a magical mirror breaks upon impact 50% of the time. The creature striking the gong is unaffected and, if attacked by others affected by the quake, gains a -4 bonus to armor class. All others standing within the area fall down and cannot cast spells, use missile weapons, or even stand until the quake passes. Magical items and hand-held weapons may still be used, but with a -4 penalty to all hit rolls. Victims able to *fly* or *levitate* may escape the effects eas-

ily. Any creature immune to illusions cannot be affected. The gong may be used only once per day.

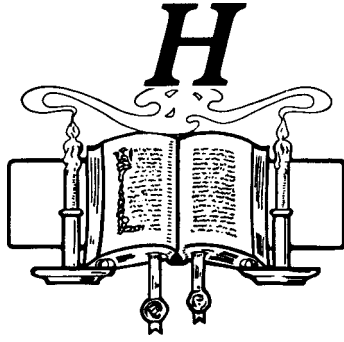
**5 Gong of Stunning:** This gong appears identical to a *gong of earthquakes* but affects the user instead of others (no saving throw). The victim cannot cast spells, use missile weapons, or stand up until the "quake" passes in six rounds, and suffers a -8 penalty to all hit rolls. The gong of stunning can change its appearance on command, enlarging or shrinking to perfectly match any other magical gong, as long as the other can be seen at the time and used as a "model."

**6 Gong of Summoning:** This gong appears identical to a *gong of butler summoning*, but 1-3 hostile hill giants appear and attack the user, fighting to the death. They also disappear if the 60-foot range is exceeded, if slain, or (if applicable) after three hours of fighting. They carry only clubs, and no treasure.

**7 Gong of Whirlwinds:** This gong produces a small cyclone identical to that created by a djinni. The whirlwind forms around the gong, affecting the user and all within 5 feet but not disturbing the gong in any way. The whirlwind is 10 feet wide at the base and 70 feet tall unless limited by ceiling height. Any victim of fewer than 2 hit dice must make a saving throw vs. death ray or be picked up and killed by the whirlwind. The buffeting inflicts 2-12 points of damage per round to all within it. If the user of the gong of whirlwinds moves out of its cone, the wind can be ordered about, moving at 40 feet per round. It will not move more than 120 feet from the gong. The whirlwind can be created only once per day and remains for one turn unless commanded to depart earlier.

**8 Kicking Gong:** This gong appears identical to a *gong of whirlwinds*. However, when struck, it causes the user to fall into a magical sleep lasting for 5-8 hours; the victim cannot be awakened except by a *wish*. While asleep, the victim might dream (5% chance per hour of sleep, or a 25%-40% total chance) about something which pertains to the adventure in progress, a foreshadowing of things to come.





Hammock  
Handkerchief  
Harp  
Hasp  
Hat  
Heart  
Helm  
Hinge  
Horn  
Horseshoe

## HAMMOCK

**Hammock of Entrapment:** This hammock appears identical to a *hammock of protection*, but when touched by a creature hostile to the user, it wraps around the user (+4 penalty to armor class, no hand-to-hand combat). It permits the user to escape if a saving throw vs. spells is made and is subject to the same attack forms as a *hammock of protection*.

**Hammock of Protection:** To function, this hammock must be strung between two upright supports 8 to 15 feet apart. When used to sleep in, the hammock protects the user; if any living creature touches the hammock, the user is dumped to the ground, but the creature is drawn into the hammock and entangled, suffering a +4 penalty to armor class and unable to attack in hand-to-hand combat. The victim may make a saving throw vs. spells on the second and each following round of entrapment; if successful, the creature is thrown out of the hammock in a direction away from the owner. Fire damage destroys the hammock instantly; bladed weapons may be used to cut it (treat as AC 5; 20 hp).

## HANDKERCHIEF

**Handkerchief of Flirting:** When this simple silken scarf is dropped within 30 feet of any creature of the opposite sex and the command word spoken, the chosen victim is enamored of the user (no saving throw) for one to four rounds, plus one round per point of the user's Charisma score. The user must respond or find excuses not to or the effect is dispelled; a few simple kisses will maintain the effect. Creatures of dubious gender are not affected.

**Handkerchief of Length:** This simple silken item is worth 100 gp if sold but can have far more value when properly used. Anyone able to detect invisible things can, upon careful examination, find a word woven into the design. If the handkerchief is placed in any pocket and the word spoken, the user can then pull out a 50-foot-long, multi-colored silk rope, which can be used in the same way as a normal rope. The rope rewinds automatically when stuffed back into the pocket and forms the handkerchief once again. The item has an encumbrance of only 1 cn in handkerchief form and 25 cn (half normal) in silk-rope form.

**Handkerchief of Sneezing:** This item appears and functions as a *handkerchief of length*. However, while pulling it from the pocket, the user starts to sneeze. If the user then stops and uses the handkerchief for two rounds, there is no further ill effect, and the item may be used in rope form. If the handkerchief is not immediately used to stop the sneezing, the victim continues to sneeze for one turn and is unable to cast spells or attack and suffers a +2 penalty to armor class. The victim may then make a saving throw vs. spells to stop the sneezing; failure indicates another turn of sneezing. Thereafter, the victim may make another saving throw after each turn of sneezing. A *remove curse* from a 15th or higher level caster stops the sneezing, but also destroys the handkerchief.

## HARP

A harp is a musical instrument, consisting of a three- or four-sided wood or metal frame to which strings (usually metal) are attached. The harp is played by plucking or strumming the strings; part of the frame is a hollow or solid sounding board which naturally amplifies the faint sounds. Harps may be of nearly any size and material, from the 1-foot-square wooden type to the giant-sized metal triangular version, as much as 30 feet tall. All magical harps have command words; they may be played nonmagically without special effect but must be played and commanded for the magic to occur.

To determine the type found, roll 1d8:

**1 Broken Harp:** This harp appears to be a *harp of charming* but instead makes the user feel very sad. Morale drops to 3, if applicable; otherwise, a -4 penalty applies to all hit and damage rolls. There is no limit on the number of times this effect may be produced; each effect lasts for one hour.

**2 Harp of Charming:** The music produced by this harp can be heard within a 60-foot range but does not affect the user. Each victim hearing the music must make a saving throw vs. spells or be *charmed* (as a standard *charm person* or *charm monster effect*). In addition, those within 30 feet of the harp are unable to attack (or even think of attacking) the user; this effect lasts as long as the harp is played (no saving throw, and regardless of

the results of the *charm* effect). The user may speak to the *charmed* victims while continuing to play. The harp may be played magically only once per day for up to one turn per use; once the user stops playing, the magical music cannot be resumed.

**3 Harp of Finger-breaking:** This harp appears and functions as a *harp of throbbing* but has a 20% chance per use of entangling the user's fingers. If so, the victim takes damage equal to one-fifth of the current hit points, which may be restored in the usual ways, but the hands become useless and remain so until a *regenerate* spell or effect is applied. The victim's Dexterity score also drops by 6 points (to a minimum of 3).

**4 Harp of Gold:** This large harp weighs 4,000 cn. When played for one hour and commanded all the while, it turns all silver, electrum, and platinum within 30 feet into gold. The harp of gold cannot affect magical items of any sort but changes all nonmagical coins, weapons, and other forms of these metals to a maximum of 20,000 cn per use. Most weapons are made of iron or steel and a solid silver weapon changed to gold is nearly unusable; a gold weapon, unlike a silver one, cannot harm a lycanthrope. The value of any item changed entirely to gold can easily be found by using its encumbrance weight, in cn. The harp can be played magically once per week at most. If the user is interrupted or *silenced* during the hour of playing, the harp has no effect. If magically reduced or enlarged, it becomes forever nonmagical.

**5 Harp of Marks:** This item has three command words: "shrink," "enlarge," and "scribe." It can be reduced to pocket-size or enlarged to normal 6-foot-tall size as often as desired. When played and commanded to scribe, the harp creates a glowing magical symbol of any type (but with no special powers) on any item or surface within 30 feet. The mark cannot be placed on any living or undead creature or upon any carried item. It is useful for marking doors, explored passages, etc.

**6 Harp of Questing:** This harp appears identical to a *harp of charming* but, when played, places a *quest* upon the user (as the 5th-level clerical spell; the task must be created and assigned by the DM). The victim may make a saving throw vs. spells to avoid the harp quest, but with a -4 penalty to the roll.

**7 Harp of Silence:** This harp appears and functions as a *harp of throbbing* but also makes the user mute (no saving throw). The victim is simply unable to speak and cannot cast spells or utter command words. The effect is permanent until a *remove curse* is applied by a caster of 26th level or higher.

**8 Harp of Throbbing:** The music produced by this harp affects all living creatures within 60 feet. None of those affected can die of wounds or poison while the harp is played; they cannot be reduced to below zero hit points. Creatures reduced to zero hit points will fall, appearing dead, but kept in a semi-living state by the music,

their hearts throbbing in time with the harp. If magical curing is applied while victims are in this state, the curing works normally, and the victim awakens. If an otherwise deadly poison is neutralized, the victim awakens with 1 hit point remaining. The harp does not, however, affect dissolving or digesting damage, or other forms of disintegration. The harp of throbbing can be magically played once per day for up to one turn per use; if its music is magically *silenced* or neutralized, it has no effect.

## HASP

**Hasp of Locking:** When placed on any door (normal, secret, concealed, magical, etc.), this hasp *wizard locks* it at a level of magic equal to the user's level. It unlocks on command.

**Hasp of Reloading:** When placed on a bow or crossbow, the hasp attaches itself on command; a second command releases it. If a missile is shot from the device while the hasp is attached, the hasp causes another arrow or quarrel to disappear from the user's quiver and appear in the weapon, nocked and ready to fire. When used on a crossbow, the hasp cocks it so the user need only pull the trigger to fire. The hasp does not load magical missiles and can load missiles carried only by the user of the bow or crossbow.

## HAT

A hat may be any type of headwear: cap, helmet, turban, etc. Magical hats fit any head because they magically shrink or expand to fit the user.

To determine the type of hat found, roll 1d4:

**1 Hat of Disguise:** When the hat is worn and the command word spoken, this item alters the wearer's facial features into any likeness desired. It cannot bestow special abilities other than appearance.

**2 Hat of Hairiness:** This hat appears identical to a *hat of disguise* but, when commanded to function, it makes the wearer's hair grow profusely. The wearer thinks the disguise is working nevertheless. The extra hair provides the wearer with a +2 bonus to all saving throws against cold, lightning, and most other physical effects except fire, against which the user's saving throws are penalized by 2. If the excess hair is cut off within a week, no ill effects occur; but if left for more than that time, all the hair falls out, leaving the user completely hairless. The hair grows back within 3-18 months.

**3 Hat of Hairlessness:** This hat appears identical to a *hat of disguise* but, when commanded to function, it makes all the user's hair fall out, including beards, leg and arm hair, etc. The hat is easily removed, but the victim's hair takes 3-18 months to return in full.

**4 Hat of Headlessness:** This hat appears identical to a *hat of disguise* but, when commanded to function, it causes the user's head to disappear! The wearer thinks the disguise is working nevertheless. This hat has some real

value, however, in that the wearer gains a +4 bonus to all saving throws against gaze effects.

## HEART

A magical heart is a small piece of gold jewelry, ¼ to 1 inch across, and is ordinarily found mounted on a thin, decorative chain. It must be worn and the command word spoken by the wearer to have magical effect.

To determine the type found, roll 1d6:

**1 Beating Heart:** On command, this heart stores the life essence of the wearer. Storage causes the loss of 1 hit point immediately, which is placed into the heart; the item then glows a soft red, flashing in time with the user's heartbeat. The user is then immune to possession (including a *magic jar* spell) and all forms of level draining; if damaged to 0 hit points or less, the user can be revived with the 1 hit point contained in the heart by use of any cure *wounds* spell. A second command negates the effect, returning the hit point to the user. The heart offers no protection against death from poison, however. If the heart is damaged while containing the life essence, the victim dies, suddenly reduced to 0 hit points. The heart may be used only once per day, for up to one turn per use.

**2 Chicken Heart:** This heart appears identical to any other magical heart, usually the *lion heart*. However, although the wearer feels courageous, any saving throw against fear automatically fails. When the command word is spoken, the victim becomes very nervous, faint-hearted, and fearful, and runs from any opponent, no matter how harmless or friendly, for at least 2-5 rounds.

**3 Heart of Hearing:** This heart enables the wearer to hear noise as if a 16th level thief. However, there is one chance in six it may malfunction; if so, the wearer hears the snoring of a sleeping giant or dragon. The heart of hearing functions continuously when worn.

**4 Heart of Stone:** This heart appears and functions as a *beating heart*. However, when the user activates the item, a saving throw vs. turn to stone must be made; if failed, the user and all items carried turn into a stone statue. A *stone to flesh* spell revives the victim along with all equipment, including the heart of stone.

**5 Lion Heart:** when commanded, this heart gives the wearer courage. The user gains a +6 bonus to all saving throws vs. fear and may make a normal saving throw against fear when usually there is none. The lion heart functions three times per day for one turn per use. If worn by an NPC, the morale score immediately becomes 12.

**6 Royal Heart:** This heart functions as a *lion heart* in all respects. In addition, it enables the wearer to perform certain acts as if of royal birth, such as using a *throne of power*. Furthermore, while talking with any castle owner, the wearer is effective as though he had a Charisma of 18. These "royal" effects are continuous and apply whenever the royal heart is worn; the bonus against fear can be used three times per day for

one turn per use, as with a *lion heart*.

## HELM

A helm (or helmet) is a form of headgear worn with armor. All types of armor are assumed to include a helm of some sort; even leather armor comes with a stout, protective leather cap. Magical helms appear identical to the normal sort but are always of fine manufacture. All magical helms are described in the D&D® Basic or Expert Sets.

To determine the type found, roll 1d4:

**1 Helm of Alignment Changing:** See the D&D® Basic Set.

**2 Helm of Reading Languages and Magic:** See the D&D® Expert Set.

**3 Helm of Telepathy:** See the D&D® Basic Set.

**4 Helm of Teleportation:** See the D&D® Expert Set.

## HINGE

**Hinge of Opening:** This handy item is a hinge of average dungeon type. If placed over an existing hinge on any door, that door can then be opened easily by anyone (no check required). Any locks upon the door unlock automatically when the door is opened; however, opening triggers most door-type traps unless they are removed by other means. Once applied, the hinge cannot be removed except by a *knock* spell.

**Hinge of Shrieking:** This hinge appears and functions as a *hinge of opening* but with one additional effect. When the door is opened, the hinge squeaks loudly, attracting the attention of any monsters within 120 feet plus one additional wandering monster, which arrives within one turn. Once attached, the hinge cannot be removed except with a *remove curse*.

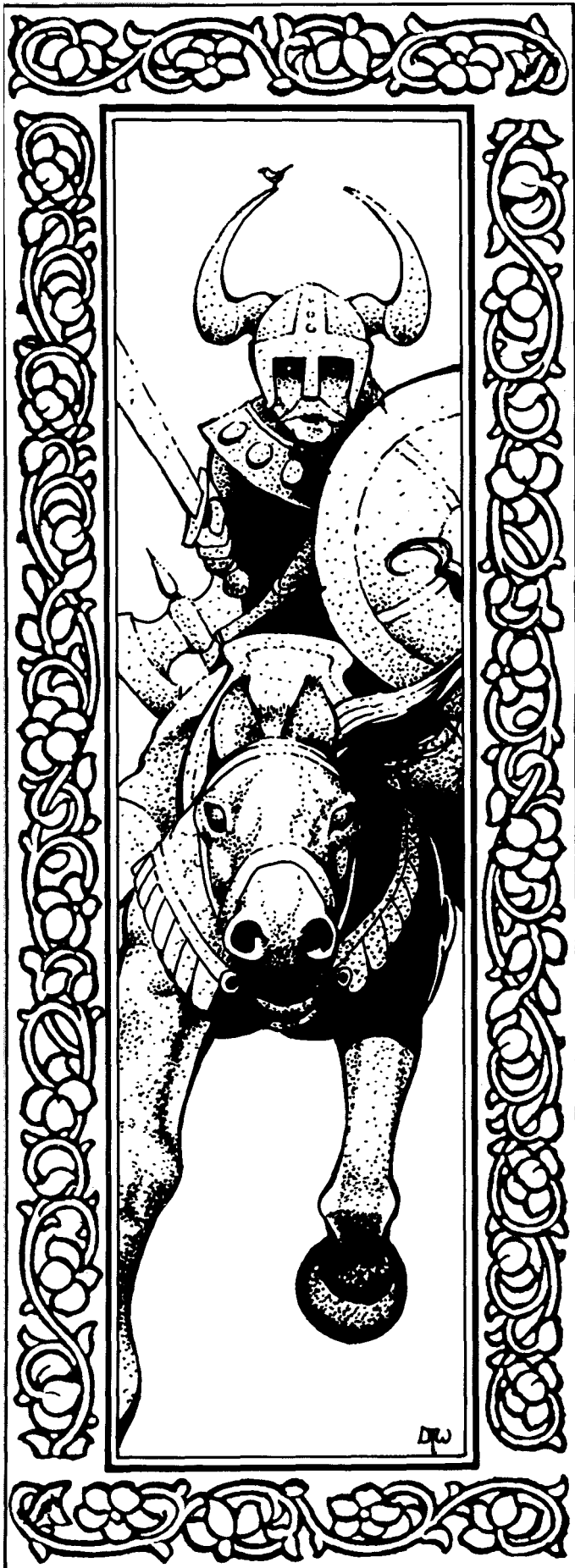
## HORN

A horn is a musical wind instrument consisting of a hollow tube, of animal horn or metal, which resonates. The narrow end of the tube is called the mouthpiece. Musical sound is produced by blowing air into the mouthpiece in a manner that causes the lips to vibrate. Although raw nonmusical sounds may be produced by simply blowing air into the horn, proper use requires experience. Magical horns may be of any size and shape, some simply being a curved cone, while others are long and elaborately curved and valved to produce a wider range. Some great signal horns are as much as 100 feet long and, when blown by experienced guards, may be heard for miles! A magical horn must be properly played (usually after a command word is uttered) to have magical effect. When played indoors, whether magically or normally, a horn can easily be heard by all within 60 feet.

To determine the type found, roll 1d6:

**1 Horn of Blasting:** See the D&D® Expert Set.

**2 Horn of Hard Hearts:** This horn appears and functions as a *horn of blasting*. However, the



user instantly becomes unforgiving and cruel. Subsequently, the user will never accept an opponent's surrender, donate money or items for any cause, nor agree to any favors requested. If any loans made by the user are as yet unpaid, the user will, if lawfully possible, insist on their immediate repayment. The effect may be removed by a *remove curse* spell from a caster of 26th level or higher. The horn of hard hearts can be used only once per day at most.

**3 Horn of Plenty:** When properly commanded and played, this horn produces enough food to feed 120 humans and 120 horses. The horn of plenty cannot produce liquids. It may be used once per day at most.

**4 Horn of Signaling:** This normal-sized horn will only function outdoors. When properly commanded and played, it can be heard at a distance of 8 miles. If used from atop a mountain, its range increases to 24 miles. The horn of signaling may be used as often as desired.

**5 September Horn:** This horn appears and functions as a *horn of plenty*. However, except for the horn itself, it also causes all magical items worn or carried to vanish. The items are not destroyed, but merely return to the user's home. The September horn can be used once per day at most.

**6 Shoo Horn:** When properly commanded and played, this horn creates a magical cone of sound 60 feet long and 10 feet wide at the far end. Each victim within the cone must make a saving throw vs. spells or be knocked over and pushed away until out of range or until stopped by a door, wall, etc. Those affected but stopped take damage from the push as if they fell the distance; thus, a creature blown over by the horn and pushed 30 feet before hitting a wall would take 3-18 points of damage. The cone of sound must be heard to have effect, and may thus be negated or blocked by a *silence* spell. The horn can be used three times per day.

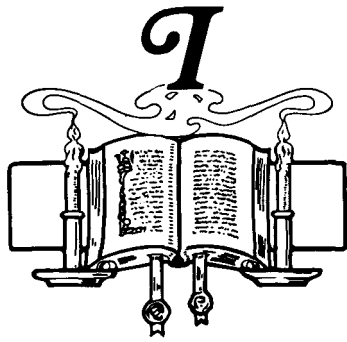
## HORSESHOE

**Horseshoes of Fleetness:** When worn by any horse, these items, if desired or commanded by the rider, allow the steed to move at double normal rate.

**Horseshoes of Flying:** When worn by any horse, these items allow the steed to fly at the rate of 180 feet (60 feet per round). There are four horseshoes, usually found as a set, but occasionally scattered.

**Horseshoes of Petrification:** When put on any horse, these items have no immediate effect. However, as soon as the steed is mounted, the horse, rider, and all equipment immediately turn into a stone statue (no saving throw). The horseshoes then become nonmagical. A *stone to flesh* spell turns either horse or rider back to flesh, but not both at once.





Inkwell  
Iron

## INKWELL

An inkwell is a small bottle made of glass or crystal and having a cork or wooden stopper. It is usually designed with a narrow neck so that a quill may be left standing in the ink. Magical inkwells contain magical inks. If an inkwell is broken or completely emptied, it becomes nonmagical—and so does the ink used from it, even if already used to write! This sudden change in the ink renders useless any magical scroll made with that ink (if applicable).

To determine the type found, roll 1d6:

**1-2 Everfull Inkwell:** This inkwell is used to fill quills for nonmagical writing. When used properly, it cannot be emptied. The everfull inkwell is not usable for making protection or spell scrolls but may be used in some magical quills.

**3-4 Inkwell of Concealment:** This inkwell appears and functions as an *everfull inkwell*, but writing made with its ink becomes invisible after one hour. The writing remains, however, and may be seen by using a *detect invisible* spell or similar effect.

**5-6 Inkwell of Scrollmaking:** This inkwell is empty when found, and becomes nonmagical if ink is poured into it. It can produce magical ink suitable for making magic scrolls if gems worth a total of 10,000 gp are dropped inside and the command word spoken. This creates enough ink for six 1st-level spells, or three 2nd-level spells, or two 3rd-level spells, or one spell of 4th, 5th, or 6th level. If 20,000 gp in gems are used, a 7th-level spell may be written; if 40,000 gp in gems are used an 8th-level spell; and if 80,000 gp in gems are used, a scroll of one 9th-level spell may be created. The ink may be used for either cleric or magic-user spells, but any one scroll may contain only one type, not both. Any scroll of magic-user spells may only be created by copying the spell(s) from a spell book; cleric spells must be written from memory, after meditating.

The inkwell of scrollmaking may also be used to make one *protection* scroll if 10,000 gp in gems are used, along with part of the creature(s) to be affected. Note that dust from undead destroyed by a cleric's turning is not sufficient; the undead must be slain normally, and a part thus obtained.

## IRONS

A set of irons includes manacles (for the wrists) and shackles (for the ankles). Manacles are sometimes chained together, but shackles are often

chained as it hobbles the victim (normal movement rate). All four items, however, may simply be chained to iron loops set into a wall. Magical irons are almost always found in a complete set of four pieces, usually with chains.

To determine the type found, roll 1d6:

**1 Irons of Imprisonment:** Once locked, these irons do not open unless the proper command word is spoken within 30 feet. They are immune to normal force, all spells except a *wish*, and all weapon attacks except from a weapon of +4 or better enchantment.

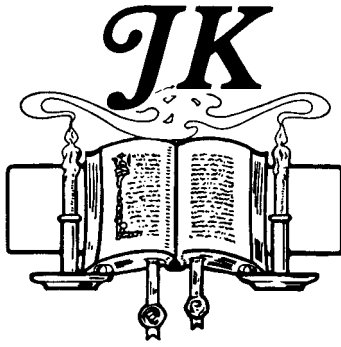
**2 Irons of Opening:** These irons appear and function as irons *of imprisonment* but can also be opened by any victim of lawful alignment, simply by saying the word "release" in any language.

**3 Irons of Transference:** These irons appear and function as irons *of imprisonment* in all respects. However, any victim held by the irons for one week or more gains a special power. If the victim concentrates on a creature seen and within 60 feet, that creature must then make a saving throw vs. spells to avoid the magic. If the throw failed, the imprisoned victim and the creature exchange places and clothes (including all equipment carried)! This effect requires no command word and may be attempted once per round until the victim is freed of the irons.

**4 Steam Irons:** These irons appear and function as irons *of imprisonment* but can also be commanded to produce jets of hot steam once per turn. The steam affects only the victim, who takes 2-8 points of heat damage (no saving throw). Any victim immune to or protected against heat or fire takes no damage. The irons of steaming are not immune to any spells, and all four will open if a *knock* spell is applied. The chains can be broken by any magic weapon; this takes three rounds if weapons are edged, two rounds if blunt.

**5-6 Throwing Irons:** These irons may be thrown as far as 60 feet. The user can throw one pair at a time (either manacles or shackles, each pair chained together). The victim of the throwing irons must make a saving throw vs. spells or be entrapped. Any creature of giant strength can easily break the chain by force in one round. Each manacle and shackle has a normal lock, which may be picked if that skill is successfully used. The throwing irons can be used as often as desired.





Jewelry  
Jug

Kettle  
Key  
Kite

## JEWELRY

Several pieces of magical jewelry are included in this listing: Amulet, Anklet, Armband, Brooch, Cameo, Crown, Earring, Four-Leaf Clover, Heart, Medallion, Necklace, and Rabbit's Foot. Refer to the item names for descriptions.

## JUG

**Jug of Jade:** This jug appears identical to a *jug of jesting* and produces a green gas cloud of the same size but which lasts for only one round. Each victim must make a saving throw vs. *turn to stone* or be turned into a jade statue. The statue's value is 1 gp per 1 cn weight; an un-equipped human or dwarf weighs 1,300-1,800 cn and equipment encumbrance is added to that figure. An elf weighs 500 cn less, and a halfling is one-half human size. A *stone to flesh* spell may restore the victim in the usual way, but there is a 25% chance of failure; the attempt, however, may be repeated.

**Jug of Jesting:** When found, this 2-foot-tall earthenware jug (500 cn encumbrance) has a cork stopper firmly set into its neck. If opened, a cloud of green gas is released. The cloud measures 20 x 20 x 20 feet and centers itself on the jug. Each victim within the cloud must make a saving throw vs. poison or laugh uncontrollably for 2-8 rounds. Those affected may not speak, attack, or cast spells, and they gain a +4 bonus to reaction rolls (if applicable). Even those making the saving throw will chuckle a bit, gaining a +2 bonus to reaction rolls. The green gas remains in place for one turn after the jug is opened and affects all creatures entering the area in the same way. If the stopper is firmly replaced, the jug fills with gas in six turns (one hour) and may be re-used after that time; if opened before the hour passes, however, no gas escapes and refilling is interrupted.

## KETTLE

**Kettle of Drumming:** This kettle appears and functions as a *caldron of heating*. In addition, if an animal skin of sufficient size is dried, scraped, and tied to the kettle, it may be used as a drum. When used, the drum creates an impressive noise in an area 20 yards square and up to 60 yards away (determined by the user). All within that

area must make a saving throw vs. spells or run in fear for 2-12 turns. The kettle functions only outdoors.

**Kettle of Fish:** This kettle appears identical to a *caldron of heating* but, when a liquid is placed within and commanded to heat, it fills with 20 vicious flying fish (AC 4; HD 2; M 240'/80'; AT 1; D 2-12; immune to fire, immune to nonmagical weapons) that swarm out and attack everyone in the area. The fish fight to the death and disappear when slain. Some kettles are deceptively enchanted and heat normally for a few uses before creating fish; however, once the kettle's perversity is revealed, it creates fish during every use thereafter.

## KEY

**Key of Opening:** When this apparently ordinary key is touched to a lock, such as that on a door or chest, there is a 75% chance the lock will open. The key has 2-20 charges when found, and one charge is used for each lock successfully opened.

**Key of Unlocking:** This key appears and functions as a *key of opening* in all respects. However, if the key fails to open the intended lock, it instead opens every clasp, buckle, hasp, and other fastening on the user's equipment, causing nearly everything worn or carried to fall to the ground. A full turn is needed to repack all the items and equipment.

## KITE

**Kite of Lightning:** This miniature kite appears identical to a *kite of reconnaissance* except that it attracts thunderstorms. The storm strikes the user with small lightning bolts, one per turn, for three hours (18 bolts in all), and each bolt inflicts 2-12 points of damage. The victim may make a saving throw vs. wands for each hit, taking half damage if successful. Other than weather and/or storm control, there is no way to stop these attacks; they penetrate buildings of all types and will even follow the victim underground. However, magical curing may be applied easily, as the bolts occur but once per turn. The kite is destroyed during the thunderstorm.

**Kite of Reconnaissance:** This tiny, 3-inch-long kite will, on command, fly into the air to any distance up to 1 mile above the user. Thereafter it



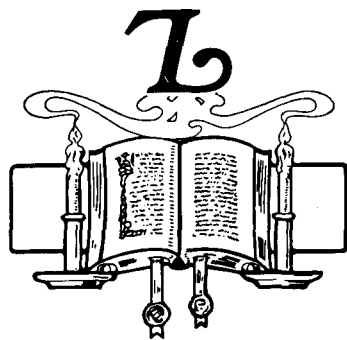
informs the user of nearly any flying creatures within 1 mile. It can detect invisible creatures but ignores anything of normal bird size or smaller. The kite functions only outdoors and only for one hour per use, three uses per day.

**Kite of Signaling:** This miniature kite becomes invisible on command. It also flies up to 1 mile high at a second command. Anyone within 5 miles of the flying kite or within the range of normal vision who speaks a third command word

is able to see the kite. A fourth command word causes the kite to return to the user and become visible once again. The kite can be flown three times per day for one hour per use but can be made invisible or visible as often as desired.



Ladle  
Lamp  
Leaf  
Lens  
Libram  
Log  
Lute



## LADLE

A ladle is used to serve or measure liquids. It is usually made of metal or wood and consists of a handle from 3 inches to 2 feet long with a large spoonlike cup at one end.

To determine the type found, roll 1d4:

**1 Ladle of Candlemaking:** When commanded, this item fills with wax which may be poured out to create one magical candle, complete with wick. Any candle thus created cannot be blown out by any means but is easily snuffed with a snuffer or the fingers. The magical candle sheds light to 15 feet in all directions and burns for one hour. The ladle of candlemaking can create one candle per day.

**2 Ladle of Curing:** When this ladle is used as a dipper for ordinary broth, it enchants the contents. The magical broth will cure any disease except lycanthropy. The ladle can produce one such cure per day.

**3 Ladle of Drinking:** When this ladle is used to pick up a quantity of any consumable, non-magical liquid (water, ale, beer, wine, etc.) and then commanded to function, it magically pours up to 10 times the amount of the liquid used. For example, one full waterskin may be ladled into 10 others and will fill them all. The ladle functions magically once per day.

**4 Ladle of Duplication:** When a magical potion is poured into this ladle and a command

word spoken, the potion may then be poured out into two potion bottles, for a duplicate of the original potion has been created. The ladle can function once per week, but does not duplicate poison.

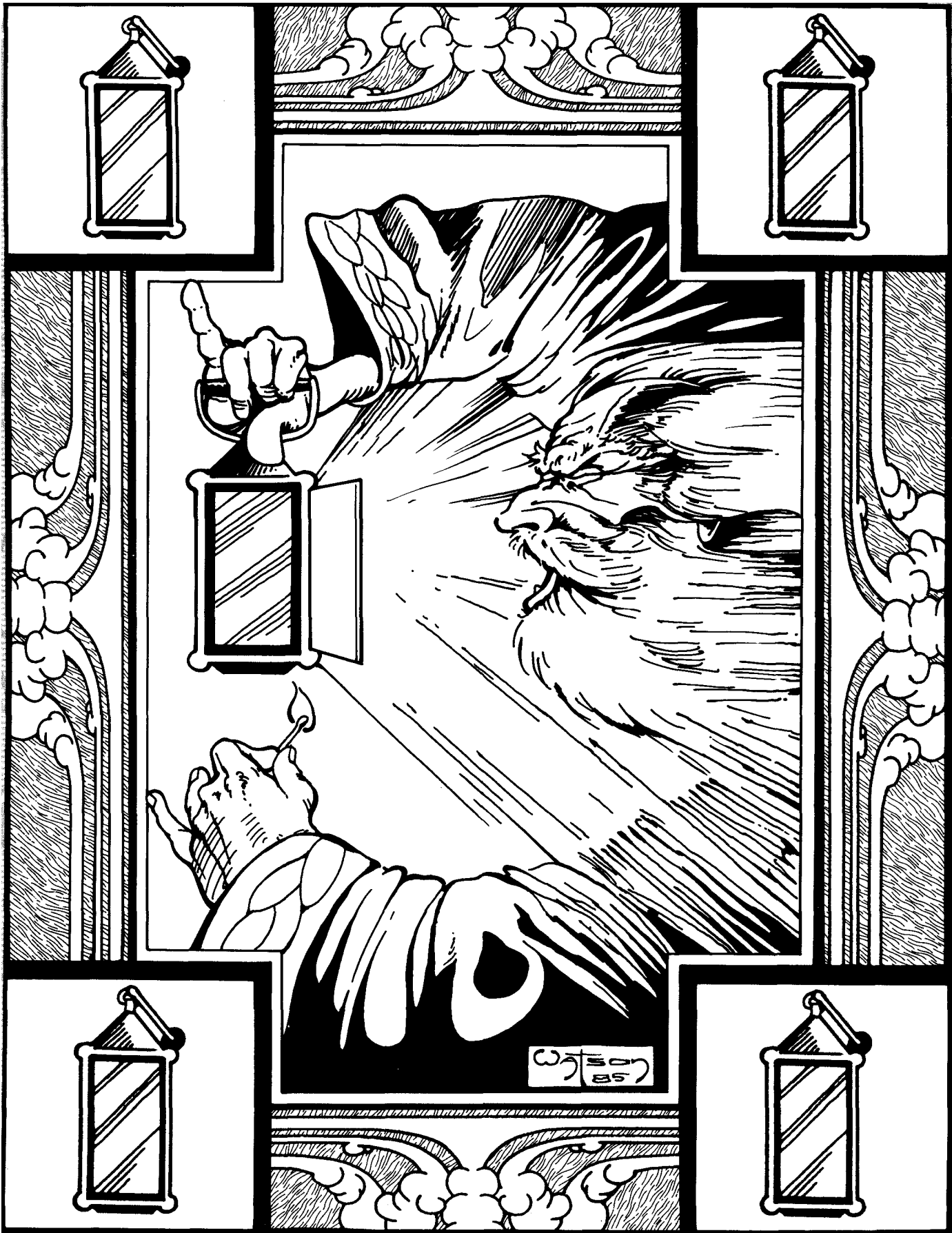
## LAMP

A magical lamp may be identical to a normal adventurer's lantern or a completely different type. Most adventurer's lamps are made of metal with a lower compartment for oil (filled through a closeable hole), a handle of some type, and shutters that protect the flame from wind. Some lamps may be simple containers for oil, open or enclosed, with a cloth or string stuck into them for a wick. Such lamps may be made of clay, bone, wood, or any other material.

To determine the type found, roll 1d6:

**1 Floor Lamp:** When this lamp is held and commanded to stand, it extends a magically created iron rod from its base that stretches to the floor (maximum length 10 feet). This stand disappears if the lamp is moved even slightly but otherwise remains until commanded to vanish.

When the lamp is held over a pit or floor trap, it can be commanded to create a floor of up to 400 square feet covering the dangerous area. This magical flooring appears as stone but has no real existence and cannot move in any way. The floor may be crossed safely and disappears in one turn.



W. J. S. 1857

The floor lamp creates its rod as often as desired but can create a floor only once per day.

**2 Hurricane Lamp:** See the D&D® Companion Set.

**3 Lamp of Darkness:** This lamp appears and functions as a *lamp of long burning* in all respects. However, when its light falls upon any creature of alignment opposite that of the user, the light turns into a *continual darkness* spell effect that is centered on the lamp.

**4 Lamp of Honesty:** This lamp may be shuttered to shine in one direction for a range of only 5 feet. When so used, any creature upon whom the light shines must make a saving throw vs. spells or tell the whole truth in response to any question. The lamp has no effect if the saving throw is successful; otherwise, the effect lasts for one turn. The lamp may be used three times per day at most.

**5 Lamp of Long Burning:** When this lamp is filled with oil and lighted as a normal lantern, it burns and sheds light without using the oil. If the flame is doused by water, the lamp becomes non-magical.

**6 Lamp of Summoning:** This lamp appears and functions as a *lamp of long burning* in all respects. However, if the user speaks the proper command word while rubbing it, it summons a (lesser) djinni from the Elemental Plane of Air. The djinni serves the user for one day and is very friendly, requiring no concentration, control, or threats. The lamp may be used once per week, but the djinni appears a total of only 20 times.

Ten percent of these lamps are cursed and the djinni attacks or imprisons the user. The cursed lamp automatically dispels all *protection from evil* effects within 60 feet when the djinni appears and prevents their creation until the djinni is slain.

## LEAF

A magical leaf is a type of brooch shaped like a small leaf from any type of tree. It is always made of metal and has a pin or clasp attached.

To determine the type found, roll 1d6:

**1 Book Leaf:** This leaf will, on command, turn into a normal magic-user's spell book, large enough to contain up to 60 spells of any levels. The book is empty when found, though spells may be inscribed by the usual means. In leaf form, the spellbook can be damaged only by magic spell effects and is immune to all spells of 3rd level or less. Against more powerful magic, it is treated as having 50 hit points and takes half damage from spells if the wearer makes the appropriate saving throw.

**2 Leaf of Colors:** This leaf may be commanded to magically sense the presence of any race of creature. When it comes within 120 feet of the creature specified, the leaf of colors turns yellow; it turns red when within 90 feet, and brown within 60 feet. The leaf resumes its normal color on command. A race of creatures can be specified (such as dragon, elf, invisible stalker,

etc.), but not an individual, class name, or other professional term (such as sage, fighter, spy, etc.). The leaf can be used as often as desired but can sense only three different races of creatures per day.

**3 Leaf of Crumbling:** This leaf appears identical to a *leaf of falling*. However, the wearer gains no protection against a fall and must also make a saving throw vs. *turn to stone* with a -2 penalty to the roll. If failed, the victim turns into a stone statue just before impact and may shatter upon hitting the ground. A shattered statue can be re-assembled by a skilled stoneworker (resulting in a loss of 1-4 points from Dexterity and Constitution scores when turned back to flesh), by a *wish* (which causes no penalties), or perhaps by some other means if the DM permits.

**4 Leaf of Falling:** When worn, this leaf protects the wearer from deadly falls. Whenever the wearer approaches any hard surface fast enough to cause damage, the leaf automatically takes effect, slowing the wearer to the speed of a floating, slowly-falling leaf. No falling damage is sustained in falls of 60 feet or less, and only 1 point for each 10 feet of falling thereafter (ignoring the first 60 feet). The leaf of falling has 3-30 charges when found, and each use costs 1 charge.

**5 Leaf of Warmth:** This leaf appears identical to a *leaf of colors* and senses creatures in an identical manner. It does not change colors, but instead changes temperature. Any creature with infravision can easily see the shift from blue to red as the creature named comes closer or is approached. This leaf is normally cool and seen as light blue by using infravision in the dark. The leaf of warmth can be used as often as desired but can sense only three different races of creatures per day.

**6 New Leaf:** This leaf can be used to negate one curse. It has no effect until removed, held over the head, and then turned over. The leaf then produces a *remove curse* spell as if cast by a 36th-level cleric that affects the user. The new leaf disappears after use.

## LENS

A lens is a round piece of glass made nearly flat but having a curved surface on each side. Seen from the side, a lens is either concave or convex. Glassware in a medieval setting is usually of poor quality and crudely made; a good lens is the product of rare, pure materials and weeks of careful polishing, measuring, and testing. A magical lens appears identical to a normal one and is often found in a small leather case or fur-lined wooden box. Every lens has at least one command word. The user need only speak the command while looking carefully through the lens with one eye.

To determine the type found, roll 1d6:

**1 Lens of Blinding:** This concave lens appears and functions as a *lens of seeing* but there is a 50% chance it will malfunction. The possibility is checked when any invisible object

or creature is first seen and for each invisible thing. If the malfunction occurs, the user of the lens is immediately blinded in both eyes, having gained only a brief glimpse of the goal. The blindness may be removed in the usual ways, such as by a *cure blindness* spell. The lens of blinding can be used three times per day for one turn per use and has a 120-foot range.

**2-3 Lens of Far Seeing:** This convex lens enhances sight, both normal and infravisual. While using the lens, a sign can be clearly read at 120 feet, assuming it is readable in the first place (because of language, lighting, etc.). Infravision, both normal and magical, can be extended to double normal range (120 feet). Outdoors, creatures and objects can be seen at double normal range. A monster encountered in clear terrain might be seen at double the usual distance, but this is not common and requires the lens to be in use at the time. The lens may be used three times per day for one turn per use.

**4 Lens of Lighting:** This convex lens can focus certain rays of light and create flame with their energy. It can focus light from the sun, moon, or even *light* or *continual light* spells. When held between such a light source and a combustible object (wood, tinder, cloth, etc.) and at a distance of exactly 1 foot from the material, a small flame appears on the material when the command word is spoken. It grows and spreads unless quickly quenched. The lens of lighting functions three times per day.

**5 Lens of Reflection:** This concave lens may be placed on any part of the face and commanded to stay. It then remains where placed until commanded to release. If the wearer of the lens becomes the target of a *light* or *continual light* spell (or of either reversed version), the spell is automatically reflected back upon the caster, regardless of range. The lens of reflection does *not* have effect if the spell is cast from behind the user, but does affect spells cast from the side or the front. Any spell reflected appears around the caster but will not move or cause blindness. The reflected spell has normal effect and duration. The lens of reflection can be worn for as long as desired. It contains 2-20 charges when found, and each reflection uses 1 charge.

**6 Lens of Seeing:** This concave lens enables the user to see invisible creatures and objects within 120 feet. The lens of seeing works three times per day for one turn per use.

## LIBRAM

A libram is a large book with a heavy wood and leather cover, high-quality pages of heavy parchment, and ornate decorations on both cover and pages. A magical libram may be of any size, from a mere 2 feet square to 10 or 20 feet across! The larger types require assistants for proper use and may be suspended by a heavy chain in a large room.

To determine the type found, roll 1d6:

**1 Libram of Destruction:** This book appears

and functions as a *libram of identification* until 1-4 items have been identified. It continues to function thereafter until commanded to identify a permanent magical item, but it then disappears along with the magic item.

**2 Libram of Evaluation:** This book functions similarly to a *libram of identification* but works only for nonmagical gems and jewelry. It evaluates as often as desired; the item is placed on its pages, and the correct value appears on the page when the item is lifted off.

**3-4 Libram of Identification:** This valuable book can identify nearly any magic item and will give one command word for the item's proper functioning. Many items have multiple command words, but the libram identifies only one for each use. However, it gives a different command word, if applicable, for each repeated use on an item. When the item is placed on the book and the command word spoken, the results appear on the book's pages when the item is removed. The book mistakenly identifies cursed items as useful (as noted in the item descriptions).

**5 Libram of Legends:** There are three types of this large book, one for each alignment. The book's alignment cannot be discerned except by reading the work. When the reader studies it carefully for one hour or more, it becomes apparent that the libram is a collection of biographies—the stories of several great and powerful magic-users (of the same alignment as the book). If the reader is of the same alignment, a saving throw vs. spells with a -4 penalty to the roll must be made. If failed, the victim is sucked into the book; the body and all items carried vanish, and a new chapter is magically added to the work—the story of the victim's life! A saving throw must also be made if the reader and book are of opposite alignment, but if failed, the victim is disintegrated and becomes a bit of dust contained between the pages. If the libram is burned, all the magic-users described therein (not including those turned to dust) are released; however, if anyone spends one month or more as a chapter in the book, complete insanity sets in (no saving throw). Those released by the burning remember a full selection of spells and can cast them with no special problems. The magic-users scatter, if possible, and *teleport* to far places to pursue their own insane goals. A *cure all* spell restores the sanity of one magic-user, but the mad victim will resist the application.

**6 Libram of Study:** There are six versions of the libram of study, one for each ability score. If the user spends one full month studying the libram and following the exercises, lessons, or other information therein, the ability score affected can be raised by 1 point (to a maximum score of 18). The study must be continuous, with no breaks for adventure; meals must be delivered, and six hours of sleep per day is the only relief permitted. The libram vanishes when the month of study is complete or if any interruption occurs.

## LOG

Magical logs appear identical to ordinary ones and are usually 2-4 feet long and 3-12 inches in diameter.

To determine the type found, roll 1d6:

**1 Combination Log:** This log combines the effects of any two other magical logs. The combination log operates in identical manner in all respects.

**2 Log of Burning:** This log can be set afire with a spark and does not require the usual tinder. It burns as would a normal log but is not consumed by the flames. The log of burning may be used as often as desired and burns forever unless doused by water. Any magical cold destroys its powers.

**3 Log of Floating:** This log floats in any liquid and cannot be harmed by acid. It can support one man-sized creature plus 5,000 lb of additional weight without sinking. The user also need not worry about falling off, as the log provides a steady footing, even in rough waters. If the proper command words are known, the log can be ordered about by its rider, moving at 30 feet per round in smooth water and 10 feet per round amidst the roughest of waves. The direction of travel is set or changed simply by concentrating for one round. The log of floating can be used as often as desired and for any length of time.

**4 Log of Ramming:** This log can be used to break open any nonmagical door, even if locked, and succeeds on a roll of 3-6 (on 1d6, adding strength adjustments normally). It does not affect *wizard locked* or otherwise enchanted portals. The log of ramming does, however, create a loud noise when used, easily heard by all within 120 feet.

**5 Log of Rolling:** This log appears and functions as a *log floating* in all respects. However, when any aquatic creature larger than a normal fish comes within 30 feet of it, there is a 50% chance per creature it will start to roll, dumping its rider into the water.

**6 Log of Snoring:** This log will, on command, snore as loudly as a sleeping giant. It may cause those unaware of its powers to believe that a giant is indeed nearby. It stops snoring on command. The log of snoring functions as often as desired and for any length of time.

## LUTE

A lute is a musical stringed instrument about 2 feet long. Half its length is devoted to a long, thin neck; the body is hollow and flat-topped but with a rounded bottom. Taut strings are attached to the neck and the body. Most magical lutes play themselves on command, usually stopping when a second command is given.

To determine the type of lute found, roll 1d4:

**1 Lute of Bard Summoning:** See "Alternate World Gates."

**2 Lute of Loot:** Though this lute plays on command, it has no apparent effect. However, all magical items within 10 feet become *cursed*; any

NPC thief seeing such a lute will, upon returning to his or her Guild, report its existence and last known location, along with all known details about the items and characters nearby. The Guild will try to obtain the lute and other items, usually by burglary and usually by sending the most skilled thieves available. The lute of loot plays as often as desired but can create its magical effect only once per day. A *remove curse* removes the "loot aura" from one item.

**3 Lute of Woodwalking:** This lute enables the user to pass through woodlands in relative safety, as long as no hostile actions are needlessly initiated. When held and commanded to play, the lute produces a soothing song which can be heard as much as 120 feet away. It plays magically only in woodlands. The user will not be attacked by any intelligent woodland creature (centaur, dryad, elf, halfling, pixie, sprite, or treant) as long as the song lasts. But if the user attacks any such creatures, the lute shatters, and the creatures become enraged, gaining a +2 bonus to all hit, damage, and saving throw rolls for one turn. The user may fight normally if attacked by some other monster, and the lute will play all the while; the lute then bestows a +2 bonus to all the user's hit, damage, and saving throw rolls. If any normal or giant-sized animal, tree, or other lawful or neutral woodland creature is harmed by the user, the lute will thereafter refuse to play until it falls into the hands of a more deserving owner. When properly used, the lute of woodwalking plays for up to 12 hours per day.

**4 Singalong Lute:** When this lute is held and commanded to play, it produces enchanting music. Each creature within 60 feet who hears the song must make a saving throw vs. spells with a -4 penalty to the roll. If failed, the victim stops, listens, and tries to sing along with the tune; if successful, the music has no effect. The user of the lute is immune to its enchantment. Those affected are merely distracted, suffering no penalty to surprise rolls and quite able to ignore the song if attacked. The singalong lute plays as often as desired but can produce its enchanting music only once per day.





Marble  
Mask  
Mast  
Medallion  
Mirror  
Muzzle

Nail  
Necklace  
Needle  
Net  
Nightcap

## MARBLE

**Cat's Eye Marble:** This small sphere is made of colored glass in the pattern of a feline eye. When carried and commanded to function, the marble gives infravision to 60 feet that lasts for eight hours. The cat's eye marble functions once per day.

**Granite Marble:** This marble appears and functions as a *cat's eye marble*. However, if the user sees a feline of any kind while using the infravision, a saving throw vs. turn to stone must be made. If failed, the user and all items carried turn into a granite statue. The granite marble becomes nonmagical if turned to stone itself.

**Marble of Quarry:** This marble appears identical to a *cat's eye marble* but gives no apparent benefit. When carried in a pouch or some other container, the marble becomes ethereal but remains attached to the character carrying it. The marble then leaves a trace scent, easily detected by any feline. To felines, even house cats, the person carrying the marble smells like a tasty bird, and they attack. When the victim looks for it, the marble cannot be found except from the Ethereal Plane; the victim may become ethereal and then search all possessions for the item or someone else on the Ethereal Plane can easily pluck the marble loose while the victim remains on the Prime Plane. If a *remove curse* is applied by a caster of 26th or higher level, the ethereal marble is destroyed.

## MASK

A mask is a covering for the face. It may be a simple piece of cloth with holes that cover only the eyes, or an elaborate wooden or metal covering for most of the head (similar to an ornamental helm). Magical masks may be of any size and shape.

To determine the type found, roll 1d8.

**1 Death Mask:** This mask appears and functions as a *mask of protection* in all respects. However, when first worn, it starts to radiate its terrible power. The user is not affected, but all others within 30 feet of the mask from then on (whether worn or not) must make a saving throw vs. poison or become diseased. This saving throw must be made for each turn or part of a turn of exposure, although the victims notice nothing odd at first. A diseased victim gains no benefits

from cure *wounds* spells and loses 1 point of Constitution per day. A cure *disease* spell or effect stops the disease only if cast by a cleric of 15th level or higher. Points of Constitution lost can be regained at the rate of 1 point per week only by complete rest and only after the disease is cured. If Constitution is reduced to zero, death occurs, and the victim cannot even be *raised* unless a *wish* is used! The mask must be burned to stop the spread of the disease.

**2 Faceless Mask:** This mask appears identical to a *mask of protection* but, when worn, it disappears, causing the wearer's face to disappear as well. Only the nose remains; the eyes, mouth, facial hair, and all distinctive features vanish, leaving a smooth skin surface. The victim is blind and cannot speak. The mask and all its effects can be removed by a *remove curse* spell applied by a caster of 15th level or higher. Once removed, the mask becomes nonmagical.

**3 Mask of Comedy:** This mask bears the likeness of a smiling face. The wearer may, by uttering a command word, cast an unusual "laughter" spell effect any one creature within 60 feet. The spell can even affect creatures immune to some or all spells and can be used against undead. The victim must make a saving throw vs. spells with a -2 penalty to the roll or stop and laugh heartily. A laughing victim cannot attack or cast spells. A new saving throw must be made each round (though without penalty), and the victim continues to laugh until successful. If an undead is forced to laugh, it automatically flees (as if turned) when it stops laughing. This spell effect may be used only once per day, regardless of success.

**4 Mask of Disguise:** On command, this mask changes the wearer's face into any likeness desired. In addition, the user's voice sounds identical to the creature imitated. Any race may be imitated, and a specific individual can be accurately imitated if the user is very familiar with that individual's appearance. The mask does not increase the size of the face or head by more than a small amount (creating a snout or beard, for example), and no special abilities are bestowed other than disguise.

**5 Mask of Protection:** Upon command, this mask gives the wearer a +2 bonus to saving throws against gaze attacks of all sorts. It functions three times per day for one turn per use.

**6 Mask of Scowling:** This mask appears and functions as a *mask of disguise*, but the wearer always seems to be frowning. All those spoken to by the wearer of the mask are inclined to respond in a hostile manner (-2 penalty to reaction rolls). The wearer, however, remains unaware of the effect, believing the mask to work normally.

**7 Mask of Smiling:** This mask appears and functions as a *mask of disguise*, but the user always appears to be smiling. This is not apparent to the user, however; the mask seems to be working perfectly. The mask also affects reaction rolls; lawful creatures seeing the smile are inclined to be friendly (+1 bonus); those of chaotic alignment will be slightly irritated (-1 penalty) by the smile. Neutral creatures may be affected either way (determined randomly).

**8 Mask of Tragedy:** This mask appears similar to a *mask of comedy* but displays a sad frown. The wearer may cast an unusual *crying* spell effect at any one creature with 60 feet. This can even affect creatures immune to some or all spells, including undead. The victim must make a saving throw vs. spells with a -2 penalty to the roll or stop and cry. A crying victim cannot attack or cast spells. A new saving throw must be made each round (though without penalty), and the victim continues to cry until successful. If an undead is forced to cry, it gains a +2 bonus to all hit rolls once it stops crying. This spell effect may be used only once per day, regardless of success.

## MAST

**Half Mast:** This mast appears and functions as a *portable mast* in all respects. However, in any moderate breeze or stronger wind (see the D&D® Expert Set, page 44), the device may malfunction (50% chance, checked hourly). If so, the lines disappear, and the mast and boom shorten to half their current length; furthermore, they jam in that position, refusing to obey any command words whatsoever for one hour. The sails remain full size, and are virtually useless. After the hour's delay, the mast and boom return to normal height, and the lines reappear but must be rigged for proper use. If the wind is still blowing, the chance of malfunction must be checked after another turn.

**Portable Mast:** This mast appears identical to a magical 10-foot pole. It has eight command words and is not very useful unless the owner knows how to sail. If the mast is held vertically upon any wooden surface and the first command word is spoken, the mast becomes firmly attached. No other commands work until the mast is first set in this way. A second command causes it to grow longer, adding 10 feet per round, to a maximum of 40 feet total length; its growth may be stopped at any time with a third command word. A fourth command causes a boom to grow from the mast; the boom is a pole of the same size and length that grows out 3 feet above the base of the mast and perpendicular to it. A fifth command causes a triangular mainsail, complete with rigging

lines, to grow out between the mast and the boom. A sixth command causes a jib sail and rigging to grow from the other side of the mast opposite the mainsail. A seventh command word will, if the wood upon which the mast rests is 6 inches thick or less, cause a centerboard to grow from the bottom, directly below the mast; its control line sprouts from the base of the mast. The eighth command causes all the sails, lines, and extra length to disappear, leaving the 10-foot pole in its original form, and releases it from the wooden base. The lines created by the mast cannot be cut, and the whole device is immune to all attacks except normal or magical fire. Any fire damage at all destroys the magic, causing all the sails and lines to appear (if applicable), and causing the mast to expand to its full 40-foot length (with boom).

## MEDALLION

A medallion is a piece of ornamental jewelry, usually circular or oval, most often found on a chain and as neckwear.

To determine the type found, roll 1d6:

**1 Medallion of Defense:** This item has two command words: to grow, and to shrink. Upon command, it turns into a normal-sized *shield +1*. The second command returns it to medallion form.

**2 Medallion of Empathy:** This item allows the user to sense the basic emotions (hostility, rage, hunger, greed, concern, etc.) of creatures within 30 feet. It is used similarly to a *medallion of ESP* but functions even if the creatures have little or no surface thoughts; it senses their inner desires.

**3 Medallion of ESP (30' range):** See the D&D® Basic Set.

**4 Medallion of ESP (90' range):** See the D&D Expert Set.

**5 Medallion of Missile Attraction:** This item appears and functions as a *medallion of ESP (30' range)*. However, all missiles fired at the wearer gain a +2 bonus to hit rolls and always inflict at least 2 points of damage each (treat a damage roll of 1 as 2).

**6 Medallion of Projection:** This item appears and functions as a *medallion of ESP (30' range)*. However, the user's true thoughts are broadcast with every use.

## MIRROR

A magical mirror may be of any size and shape but is always large (minimum of 10 square feet), framed, and hung on a wall or other support. Some are ornate, and some are quite plain. All are expensive to construct, requiring a *wish*, a powdered gem of 25,000 gp value or more, and one or more other spells. Most mirrors either cannot be moved or lose their enchantment when movement is forced.

To determine the exact type, roll 1d8:

**1 Mirror of Duplication:** This mirror creates a physical duplicate of any creature looking into

it; the duplicate is of neutral alignment and quite dangerous, being immune to *charm*, *fear*, *hold*, paralysis, poison, and normal weapons. All spells known by the original character are also known and usable by the duplicate, as are all items both normal and magical. The duplicate steps out of the mirror and attacks the original immediately; the victim's surprise roll is penalized by -2. When either the duplicate or the victim dies, the duplicate disappears, along with all items created by the mirror. The mirror can create duplicates of up to three creatures per hour.

**2 Mirror of Images:** This mirror can trap victims as mere images. Any creature looking into the mirror must make a saving throw vs. spells. If successful, the mirror cannot affect the creature for 24 hours. If failed, however, the victim and all items carried vanish—but the reflection remains and may converse with those in the "normal world." If the mirror is broken, the victim dies, reappearing in normal form. Sadly, this causes all magical items carried to disappear. The mirror can entrap any number of images. One victim may be removed safely, with all items, if a *remove curse* is applied by a caster of at least 26th level. When found, the mirror might (25% chance) already contain 1-4 other creatures' images (of any type, NPC or monster). The images cannot affect each other at all.

**3 Mirror of Life Trapping:** See the D&D® Expert Set.

**4 Mirror of Reversal:** This mirror is a portal. Any living creature that crawls through its spongy surface arrives in a "reversed" world, where inanimate objects can speak, monsters give away treasure, and many strange things abound. Only the room in which the mirror is found is duplicated in reverse; all other areas are far different from the normal world. (This item should be used only after designing the bizarre "reversed" area.)

**5 Mirror of Seeing:** This mirror allows the viewer, on command, to see the reflected area truly, as if using a *truesight* spell. No distant areas can be examined, only that reflected in the mirror. It functions magically three times per day.

**6 Mirror of Truth:** This mirror will, on command, cause a ghastly face to appear within it. The face answers any one question truthfully, as long as the correct answer may be read in the mind of some living creature within 1,000 miles. The mirror functions once per week.

**7 Mirror of Vanity:** This mirror causes each creature looking into it to make a saving throw vs. spells or pause, admiring the reflection, for one hour. A *remove curse* breaks the enchantment, but the mirror can be broken only by a *wish*.

**8 Reading Mirror:** This mirror may be used to read otherwise unintelligible writings. When any written message or spell is held before the mirror and the command word spoken, an understandable, nondangerous translation of the text appears as its reflection. This mirror functions only three times per day at most, translating one

page (at most) per use.

## MUZZLE

**Muzzle of Mauling:** This item appears as a *muzzle of training*. However, when placed on a creature, the creature is enraged. The creature can easily shake off the muzzle and attacks the user immediately, gaining a +4 bonus to all hit rolls for one turn. The creature's mood settles down after that time. The muzzle is not destroyed by this tussle, and may be recovered and re-used if desired.

**Muzzle of Training:** This item is used to train creatures not to bite. See the D&D® Companion Set for details.

## NAIL

The common iron nail of medieval carpentry is 1 to 4 inches long and very crudely made. Magical nails are nearly identical, although a bit higher in quality and possibly of some other metal, often painted. They may easily be overlooked if found with other construction materials.

To determine the type found, roll 1d6:

**1 Death Nail:** This nail appears and functions as a *nail of pointing* in all respects. However, if commanded to function while within 120 feet of any undead creature, the finger of bones created turns into an undead spirit, a *Druj* (hand), which immediately splits and attacks (see the D&D® Companion Set for more details on the "Spirit *Druj*").

**2 Finger Nail:** See the D&D® Companion Set.

**3 Nail of Building:** If this nail is the first nail used in building a wooden structure made entirely of ordinary wood and nails, the magic nail may be removed after the structure is complete. This removal causes the entire structure to disappear! The nail can then be easily carried about, and when the user wishes to re-create the structure at any given location, one command word causes it to re-appear. The nail then becomes nonmagical.

**4 Nail of Pointing:** The user may command this nail to point at anything nonmagical (door, stairway, gold piece, etc.); the nail then turns into a finger of bones and points toward the closest item of the type named. It continues to point at that item for one turn and then returns to nail form. There is no limit to the range of the nail's detection, but it cannot detect living or undead creatures of any type or any magical item or spell effect. The nail can function once per day.

**5 Nail of Securing:** When this nail is touched to any portal, chest, or other solid (noncloth) item capable of being opened and the command word uttered, it creates a *wizard lock* spell effect as if cast by a 15th level magic-user. The nail sticks to the item thus locked; the nail and the enchantment may be removed only by the touch of the person who locked it. The nail functions up to three times per day.

**6 Ten-Penny Nail:** This nail appears identical



to a *nail of securing*. However, when commanded to function, it turns upon the user, changing 10 valuables carried into copper pieces. Jewelry and gems are changed first and then platinum, gold, electrum, and silver pieces. If the total of 10 is yet unmet after all such items carried have been changed, potions and other temporary items are affected, and then permanent magical items. Ordinary items are affected last. If, by any chance, the user is carrying less than 10 items altogether, other items owned (horse, house, etc.) but not carried are then affected. After changing 10 items into copper pieces, the nail vanishes.

## NECKLACE

A necklace is a piece of ornamental metal jewelry made of silver, gold, or platinum, and adorned with gems.

To determine the type found, roll 1d6:

**1 Necklace of Glittering:** This necklace will, on command, emit a ray of brilliant light. The ray may be aimed at one creature within 30 feet; the victim must make a saving throw vs. spells or be partially blinded, suffering a -4 penalty on all hit rolls. The effect lasts for six rounds. The glittering necklace has no effect on undead, however, or upon any creature without eyes (such as a gelatinous cube). If used against a creature with a gaze attack, such as a basilisk, the victim cannot use the gaze for one round even if the saving throw is successful! If used underwater, the necklace has a 10-foot range. It may be used once per turn.

**2 Necklace of Greed:** This necklace appears and functions as a *necklace of protection +1* in all respects. However, any thief seeing the item covets it and attempts to steal it (no saving throw) within 24 hours. Check as if for Pick Pockets, but with a -30% penalty to the roll in addition to the standard 5% modifier for each level difference between the thief and the victim (added to chances of success if the thief is of higher level, subtracted otherwise). The item is quite troublesome if worn in a town.

**3 Necklace of Petrification:** This necklace appears and functions as a *necklace of glittering* in most respects. However, if used against any creature with a petrifying gaze attack, the ray does not affect the monster at all and reflects back at the wearer instead. The victim must make a saving throw vs. turn to stone with a -4 penalty to the roll or suffer the effect of the gaze. The necklace becomes nonmagical if the wearer fails such a saving throw and is petrified.

**4 Necklace of Protection:** When worn about the neck, this necklace adds a +1 bonus to the wearer's saving throws and armor class in a way similar to other protective devices. Its effect may be added to other bonuses gained through magical armor, shield, cloak, ring, buckle, earring, etc. A necklace may not normally be enchanted further, although 50,000 gp worth of added gems might make it suitable for one additional enchantment, to a total of +2.

**5 Necklace of Strangling:** This necklace

appears to be a *necklace of protection* but, when worn, starts to strangle its victim. The wearer dies in one turn unless a *remove curse* is applied within that time; this remedy causes the necklace to disintegrate. Any victim strangled for three rounds or more is unable to talk for 1-4 days or until a *cure all* spell is applied.

**6 Necklace of Ugliness:** This necklace appears and functions as a *necklace of protection* in all respects. However, the wearer's Charisma suffers a -4 penalty, to a minimum score of 3, with the corresponding loss of retainer morale and possible penalties to the reactions of others, as applicable. The necklace may not be removed until a *remove curse* is applied, but this does not harm it.

## NEEDLE

**Needle of Death:** This needle appears identical to a *needle of repair* but, when commanded to function, burrows into the user instead. The needle inflicts 2 points of damage per round and cannot be removed by any means. It can be destroyed if a *remove curse* spell is cast upon the victim.

**Needle of Repair:** Upon command, this needle magically repairs any normal clothing, sack, armor, or other torn or damaged cloth, leather, or metal item in only one turn. It cannot affect magical items.

## NET

An ordinary net, commonly used by fishermen, is a large, open mesh made of rope or cord. Magical nets are much smaller, square or rectangular (1-12 inches long on each side), and usually made of fine metal threads that are intricately woven and often adorned by gems.

To determine the type found, roll 1d6:

**1 Drag Net:** This net can be commanded to search an area for a specific named object. The user must name the object (such as treasure, traps, etc.) and place or throw the net over some part of the area to be searched, while speaking the proper command word. The net then drags itself around the area; if it encounters the goal of its search, it stops at that point. A second command word, if spoken within 60 feet of the net, causes it to fly back to the user. The net cannot find creatures or magical effects of any kind and functions only on relatively smooth surfaces. It searches 100 square feet (a 10 x 10 foot area) in one turn but does not venture more than 60 feet from the person commanding it. The net may be used three times per day, searching up to 1,000 square feet per use.

**2 Hare Net:** This net appears and functions as a *net of worth* in all respects. However, when used on any gem of 1,000 gp value or more, it has a 50% chance of malfunctioning. If so, the gem is turned into a small, ordinary rabbit of no value. The change is permanent. The net may be used once per day at most.

**3 Net of Landing:** This net protects the user from damage from falling. No special changes occur as the victim falls; the impact is apparently the same as if unprotected. However, the net absorbs some or all of the damage inflicted by the fall. The net can absorb a total of 200 points of damage when first made (101-200 when found). Damage is simply applied to the net instead of the victim. The net functions automatically and has no command word. It becomes nonmagical once its "charges" are used up, and it cannot be recharged.

**4 Net of Profit:** If any nonmagical object is placed in this net, the command word spoken, and the object then carried in the net to a place where it can be sold, the user can sell the item for 1 to 20 percent (1d20) more than its original value (no saving throw for the buyer). The net can be used once per day at most.

**5 Net of Snaring:** This net may be thrown at any one creature within 120 feet. The victim must make a saving throw vs. spells or be ensnared by the net, suffering a -2 penalty to all hit and damage rolls and able to move at only one-third normal rate. (Minimum damage is 1 point per die rolled.) If the victim has wings, the net entangles them, reducing flying speed to one-third normal, although other methods of flying (such as magic) are not affected. Any creature of dragon size or larger may destroy the net by force in only one round. The snaring effect lasts for one turn at most or until the user commands the net

to release its victim. The net of snaring can be used three times per day.

**6 Net of Worth:** This net can be used to alter the value of gems. When wrapped around any one nonmagical gem and the command word spoken, it may change the gem into some other type. Roll 1d4 to find the result: 1 = same value; 2 = next lower value; 3 or 4 = next higher value. Use the gems chart in the D&D® Companion Set (page 43) to find values. The net of worth can be used once per day at most and becomes nonmagical if used on a magical gem of any kind.

## NIGHTCAP

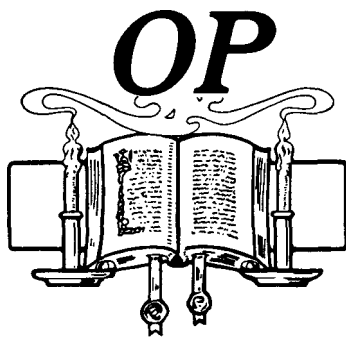
**Nightcap of Sleep:** This cap causes the wearer to fall into a deep slumber. The victim cannot be awakened unless a *remove curse* spell is applied; however, the level of caster needed is equal to the number of turns spent asleep. Thus, after 36 or more turns asleep, a *remove curse* from a 36th-level caster is needed. The sleeping victim needs no food or water.

**Nightcap of Vision:** This cap enables the wearer to see in the dark (infravision, 90' range) as often as desired.



Oar  
Ointment

Parchment  
Penny  
Pipe  
Pipes, Musical  
Pitchfork  
Plate  
Poker  
Pole  
Pouch



## OAR

**Ether Oar:** This oar appears and functions as an *oar of rowing* in all respects. However, if a vessel is propelled entirely by oars of this kind, a special command word opens a *gate* into the Ethereal Plane directly ahead of the vessel; the *gate* appears as a silvery glowing mist. The *gate* stays open for a maximum of six rounds; it closes after the vessel propelled by the oars has passed through, and the mist disappears. Note that other vessels and creatures may also enter the *gate*. The oars can continue to propel the vessel in the Ethereal Plane at the normal rate. Another command opens a similar *gate* back to the Prime

Plane. An ether oar can enter the Ether and return only once per day.

**Oar of Rowing:** This oar appears identical to a magical 10-foot pole. One command causes it to lengthen by 10 feet per round to a maximum of 40 feet total length; a second command causes one-fifth of its length to flatten and widen, as a normal oar. If properly mounted in a boat's oarlock, the oar may be commanded to row by itself, having the force of 10 rowers. Note that two such oars are needed if no living rowers are used, because both sides of the vessel must receive equal propulsion or the boat will go in circles. A third command word causes the oar to return to

its original 10-foot form. The oar of rowing may be commanded as often as desired and will function for up to 12 hours per day.

## OINTMENT

This white, creamy salve is found in a small wooden box with a cotton applicator. If the entire contents of the box are rubbed on any part of the skin, a magical effect is produced. All ointments look, smell, and taste the same.

To determine the type of ointment found, roll 1d6:

**1 Ointment of Blessing:** This salve gives the recipient a -2 bonus to armor class and a +2 bonus to all saving throws for one turn.

**2 Ointment of Healing:** This salve cures 4-14 points of damage.

**3 Ointment of Scarring:** This salve seems to be *ointment of healing* but instead inflicts 2-12 points of severe burn damage, which can only be repaired by *ointment of soothing*, a *cure all* spell, or a *wish*.

**4 Ointment of Soothing:** This salve cures the recipient of all burn damage, whatever the amount.

**5 Poison Ointment:** This salve seems to be *ointment of blessing* but instead forces the recipient to make a saving throw vs. poison (with a -2 penalty to the roll) or die.

**6 Tanning Ointment:** This salve causes the recipient's skin to turn a bright color determined randomly from red, yellow, orange, blue, green, or brown. The effect cannot be removed but gradually wears off in 1-4 months.

## PARCHMENT

**Parchment of Looping:** This parchment is found in its own special box, never alone. The box is 8 inches wide, 14 inches long, and 2 inches deep; two knobs are located at each end of one side. The box and knobs are made of fine mahogany wood. The box has a 6-inch square hole in its top. The parchment can be seen and written upon through this hole. Turning the top knob winds the parchment toward the top, and is done when the available surface has been written upon; the lower knob rewinds the parchment. The parchment may be easily rewound to its starting point but, being magical, it has no other end. Unmarked, usable parchment is always available. The lid of the box may be loosened by a command word; if the lid is lifted off, the user finds one wide strip of 30-inch-long parchment wound about two rollers, with a twist in it (a mobius strip). Opening the box erases the entire parchment. If replaced in its box and locked by another command word, the parchment may be again used magically.

Seven 1st-level spells may be written on the parchment (as if a scroll); higher-level spells "burn out" the parchment, destroying it, as does an eighth 1st-level spell. The parchment and box are immune to all attacks except fire but are destroyed at the slightest touch of normal or mag-

ical flame.

**Self-Protecting Parchment:** This parchment appears and functions as a *parchment of looping* in all respects. However, its box is trapped and cannot be defused. When the box is opened, it explodes in a ball of lightning 10 feet in diameter and inflicts 5-50 points of electrical damage. Each victim within the area may make a saving throw vs. spells to take half damage, but there is a -4 penalty to the roll if metal armor is worn.

## PENNY

**Penny of Luck:** This magical copper piece has the drawing of a horse's head on one side and the horse's tail on the other. The user may flip the coin at any time, but it has magical effect only once per day. If it lands with the head-side up, the user gains a -4 bonus to armor class for one turn. If tails come up, the user suffers a +4 penalty to armor class for one turn.

## PIPE

Magical pipes are usually found with intelligent, pipe-smoking beings, most often humanoids. They may be held, smoked, stored, put on display, etc., and are often found with canisters of tobacco and/or other smokable materials. Each pipe consists of a stem and a bowl which is often detachable; the pipe is used by filling the bowl with smokable material and lighting it. The pipes of sprites and pixies may be only ½ inch long; a giant's or Cyclops's pipe may be 3 feet long, or more. Pipes may be made of wood, baked clay, ceramic, metal, or a combination of materials. Some pipes are huge, even for their users; the bowl is set on the floor and the user sits or stands while holding the stem. Assistance is needed to light pipes of this size.

To determine the pipe found, roll 1d6:

**1 Aromatic Pipe:** This pipe, when smoked, creates a warm, friendly scent in a 10 x 10 x 10 foot area around the user. On command, it produces the aroma of any plant or woodland scent, including garlic (which deters vampires) and wolfsbane (which makes all lycanthropes in the area check morale).

**2 Bubble Pipe:** This pipe acts as an *aromatic pipe* in all respects until used within 60 feet of a hostile creature. At that time it instantly produces thousands of soap bubbles in a 20 x 20 x 20 foot volume around the user. The bubbles obscure vision and cause each victim within them (including the smoker) to make a saving throw vs. spells. Failure indicates that the soapy bubbles have gotten into the eyes, causing a -2 penalty to hit rolls for one turn. However, this effect is automatic and permanent on the user of the pipe (no saving throw); but if a *remove curse* is applied, the pipe and the penalty both disappear.

**3 Halfling Pipe:** The famous halfling pipe has no magical effect unless filled with pipeweed cultivated in halfling strongholds. If the smoker uses both this pipe and the pipeweed, a *phantas-*

*mal force* may be created with the smoke from one bowl full. This illusion may be created anywhere within 120 feet and has a maximum size of a cube 20 feet on a side. The illusion lasts for only one turn at most and disappears earlier if the smoker's concentration is broken. However, a halfling need not concentrate and may "instruct" the illusion to move, react, etc. automatically.

**4 Pipe of Puckering:** When placed in the mouth, this pipe immediately causes the lips to pucker. The victim cannot talk or cast spells but may hum, grunt, and make other noises that do not require opening the lips. However, the victim gains a +2 bonus to all saving throws against gas attacks, which lasts until the pipe is removed. The pipe may be removed only by a *remove curse* from a 26th or higher level caster. This remedy destroys the pipe.

**5 Pipe of Smoking:** When lit, this pipe produces clouds of gray smoke that fill a 10' x 10' x 10' cube around the user. Each victim within the smoke must make a saving throw vs. poison or cough for 1-4 turns; the user is automatically affected (no saving throw). Coughing victims may not attack or cast spells, may move at only half normal rate, and suffer a +2 penalty to armor class.

**6 Self-Lighting Pipe:** This pipe lights itself on command. If the bowl is empty at the time, it produces a cone of magical fire 10 feet long and 1 foot wide at its farthest end, which inflicts 10 points of fire damage to all within the blast (area of damage may vary according to pipe size). When first discovered, this blast usually goes harmlessly upwards if the pipe is held normally. The pipe normally produces this blast only three times per day; if a fourth blast is called for, it is of twice normal size (20 feet long, 20 points) but destroys the pipe.

## PIPES, MUSICAL

Musical pipes are far different from pipes for smoking. Each set of pipes is a row of metal, bone, wood, or reed tubes of different lengths. They are bound together side by side with leather or reed thongs. The pipes have one hole at each end. Sound is produced by blowing across the aligned upper ends. Being mere hollow tubes, the pipes make no noise if air is simply blown through them. Magical pipes must be commanded and then played to produce their magical effects.

To determine the type found, roll 1d6:

**1 Copper Pipes:** These pipes appear identical to *pipes of pan*. However, when played, all metals within 10 feet turn into copper. Magical items are not affected, but all nonmagical coins, weapons, and other forms of metal are immediately changed. They are nonmagical in their new copper forms, and cannot be restored. The copper pipes are usable once per day, if desired.

**2 Gas Pipes:** These appear and function as *sewer pipes*. However, when the creatures arrive, a green gas pours out of the pipes. The user must

make a saving throw vs. poison with a -4 penalty to the roll; if failed, 1-10 points of damage are inflicted, and the summoned creatures attack the user. Otherwise, the creatures may be ordered about normally. The pipes may be used once per week at most.

**3 Pipes of Pan:** This rare item summons 3-18 woodland creatures of various types, both humanoid and otherwise, such as centaurs, elves, etc., who appear after one turn of playing. If the command word is spoken, the pipes may be played again to produce one *charm monster* spell per round, directed as the user desires. Up to three such spells can be cast per summoning. The pipes may be used once per day.

**4 Pipes of Speaking:** These enable the user to speak to and understand the speech of all normal animals within 30 feet. Giant-sized and magical animals are not affected, but all others within range are calmed if hostile, and attracted if friendly. They can speak with the user of the pipes for up to one turn, offering what information they can. They suffer no penalty to surprise rolls, however, and are free to ignore the pipes if attacked or threatened in any way. The pipes may be used three times per day outdoors, or once per day indoors (whichever comes first).

**5 Sewer Pipes:** These pipes have no effect unless played within 120 feet of a cave entrance or ruins and cannot function in daylight. Their music summons 2-20 giant rats, 2-8 giant bats, and 1-4 giant vampire bats, which arrive after one turn of playing. The creatures understand and obey the user of the sewer pipes and will travel far if so ordered. They serve for three hours at most and then return to the cave, vanishing utterly when within its confines. The creatures vanish before that time if slain or if struck by sunlight. The pipes function once per week.

**6 Water Pipes:** These appear identical to *pipes of pan* and summon 1-10 of the same creatures. However, they also summon rain, which arrives at the same time, suddenly drenching the user and all within 30 feet. The rain clogs the pipes, which cannot be used for one turn thereafter. The creatures responding may be hostile (-1 penalty to reaction rolls). The water pipes may be used once per day, if desired.

## PITCHFORK

**Pitchfork of Penetration:** This three-pronged item has a 3-foot-long handle but otherwise appears identical to a normal farmer's tool. It can be used on the Prime Plane to attack a creature on the Ethereal Plane, requiring only a normal hit roll. The user must be able to see Ethereal things to use the fork (e.g., by a *detect invisible* spell or other means). The pitchfork inflicts 1-6 points of damage plus Strength bonus per hit. In addition, if a hit is successful, the user may pull the victim from the ether into the Prime Plane. The victim may make a saving throw vs. spells to avoid being drawn across.

## PLATE

**Book Plate:** This item may be found in one of two forms—either a round paper seal, affixed to the inside front cover of a book (magical or otherwise), or a fine pewter dinner plate, 1 foot in diameter. If found as a paper seal in a book, a command word causes the entire book to turn into the pewter plate, returnable by use of another command word. If found in pewter form, the command turns it into a normal but blank spell book (with affixed book plate seal), usable by any magic-user or elf. The book thus created can hold up to 20 spells, and no more.

**Dinner Plate:** This fine pewter dinner plate, 1 foot in diameter, produces food if warmed slightly over a cooking fire. It produces three such meals per day, each containing enough food for one man-sized being. The food is tasty and nutritious, regardless of who is eating it.

**Plate of Counterfeiting:** This fine pewter dinner plate will, on command, cause one gold piece to appear upon it. The gold may bear a perfect replica seal of any local or royal mint, or may be plain and featureless, as commanded by the user. A coin thus created is not magical and cannot be differentiated from normally minted coins. However, there is a 1% chance per use that the reigning mintsmith sees a vision of the user and plate producing counterfeit coins. The plate functions once per day.

## POKER

A poker is a metal tool used in tending a fire. It is simply a rod with a prong near the end, designed for moving the burning logs. Most pokers are 2 to 4 feet long and made of wrought iron.

To determine the type found, roll 1d4:

**1 Draw Poker:** This item appears and functions as a *poker offire control* in all respects, but it has a 25% chance per use of malfunctioning. If so, the user is drawn into the fire being controlled (no saving throw). All control of the fire is immediately lost, and all the victim's fire resistances are temporarily negated. The victim then takes fire damage based on the size of the fire: 1-6 points per round from campfires, up to 3-18 points per round from large blazes. The fire magically continues to burn, regardless of magical or ordinary attempts at dousing it, and the victim cannot be removed until a *remove curse* is applied.

**2 Poker of Fire Control:** This poker may be placed into flames and a command word spoken. Thereafter, by concentrating for one round, the user may reduce the fire to mere embers or increase it to a great bonfire. The poker affects only normal fires and has no effect on magical flames. It functions three times per day for up to one hour per use; if the user's concentration is broken or the fuel is consumed by the great bonfire (burning at 10 times normal rate), the effect ends.

**3 Poker of Searing:** When commanded, this

poker heats itself to red-hot temperature. The poker may thereafter be used as a spear, inflicting 1-6 points of fire damage in addition. No saving throw applies, but any magical or innate fire resistance negates the heat damage. The poker cools in one turn but may be heated three times per day. Any further heatings do not gain the heat damage bonus and there is a 10% chance that such a heating may crack and destroy the poker.

**4 Poker of Summoning:** This poker appears and functions as a *poker offire control* in all respects. On command, it summons a device-sized fire elemental (AC 0; HD 12; D 2-16) which obeys the summoner as long as the poker is held with both hands. The summoner must concentrate to control the elemental and is subject to the usual rules for summoning and controlling elementals.

## POLE

This item appears identical to a normal 10-foot-long wooden pole. When the pole is held and a command word spoken a string appears, complete with a bare fishhook, fastened to one end of the pole. When a second command word is spoken, the fishhook silently flies through the air and the line becomes magically longer. The hook continues toward its target to a maximum range of 360 feet, and the hook flies at 120 feet per round. If the hook finds its goal, it tugs sharply on the line (easily noticed by the user); if the goal is not found, it returns within one turn. A third command word causes the line to shorten, either by breaking or pulling something along with it, caught on the hook. The hook normally does not damage the creature or item retrieved, as it magically sticks to it. If desired, the user may proceed toward a stuck hook; the line automatically shortens as the distance does.

If a magical hook is ever lost, it can be replaced only by a *wish* or created by a wizard of 26th or higher level, who must also have experience with making such items. The magical line cannot be broken by force or normal weapons but can easily be cut by any magical edged weapon (no hit roll needed). The line is not shortened by such damage and still appears on command; however, the hook is needed to extend the line's length. The pole itself is immune to all attacks except flame-type dragon's breath or magical fire, being immediately destroyed when touched by either one.

To determine the type found, roll 1d6:

**1 Pole of Angling:** This pole may be used to catch fish of nearly any size. It functions only when cast into salt or fresh water and only if the intended victim is within 1 mile. The user must name a type of aquatic creature before casting the hook. The hook can capture any normal water-dwelling fish or animal and most fantastic aquatic creatures of 11 hit dice or less—including giant crabs, sea dragons, nixies, and so forth. The pole cannot affect undead, and any victim of 3 or more hit dice may make a saving throw vs. spells to avoid the hook. Any victim of normal intelli-

gence or better gains a +2 bonus to the saving throw. The hook will come loose upon contact with air. The angling pole may be used up to three times per day, regardless of success.

**2 Pole of Exaggeration:** This pole appears and functions as either a *pole of angling* or a *pole of monster fishing*. However, when hooked, the victim is magically enlarged to double normal size. (Simply double the hit dice, hit points, damage per attack, movement rate, etc.) The creature is angry about being hooked (-4 to reaction rolls), and remains enlarged for one turn after the hook is released or until a *dispel magic* spell is applied (treat as 30th-level magic).

**3 Pole of Levitation:** Unlike other poles, this item's hook cannot be sent to any range. Instead, it is attached to some secure part of the user (any part will do—boot, belt, etc.). When commanded, the pole lifts the user upward with an effect identical to the *levitate* spell. The pole cannot cause horizontal movement. *Levitation* continues for up to one hour; the user may rise to any height at the rate of 20 feet per round and descend at the same rate, simply by concentration. The user cannot be suddenly dropped unless a *dispel magic* is successfully cast at the pole (treat as 30th-level magic). The pole of levitation functions up to three times per day for up to one hour per use.

**4 Pole of Monster Fishing:** This pole's hook may be commanded to search for one creature in the direction cast. The hook can find most creatures of 7 hit dice or less but cannot find aquatic creatures or undead. If the monster type is within range and hooked, the tugging signal is given normally; however, when the user tries to shorten the line, the results are determined by the creature's hit dice. If the user has more levels (or hit dice) than the victim, the monster is pulled in at its normal movement rate. If the numbers are equal, nothing happens; the line cannot be shortened. If the victim is of greater levels (or hit dice) than the user, the line breaks immediately, returning without the hook. The hook releases its victim when it comes within 30 feet of the user. The pole of monster fishing can be used once per turn.

**5 Pole of Rescue:** This pole is used to pull some other creature upward toward the user. The hook is sent down to a maximum of 120 feet. Any creature to be hooked and raised may speak a command word that causes the hook to attach itself. The user may also command the hook to attach, but unwilling or surprised creatures cannot be hooked. When the user commands the line to shorten, a total weight of 5,000 cn or less can be pulled upward. The hook releases when ordered by either the recipient or the user and requires no special command word, but no other creature can cause the hook to come loose. The pole of rescue can be used once per turn.

**6 Pole of Treasure Fishing:** This pole's hook may be commanded to search for treasure in the direction cast. It cannot pass through a solid barrier, such as a door. If the hook cannot find trea-

sure, it returns to the user in one turn. If it does reach its goal, it sticks to one piece of the least valuable treasure (usually a coin), and signals with the familiar tug. If a monster guards the treasure, the monster may notice the theft. The chance is 5 in 6 for an awake, watchful monster; 3 in 6 for an awake but unsuspecting creature; and 1 in 6 for a sleeping monster, including dragons. If the monster grabs the line or the treasure, the monster also becomes hooked; the ensuing tug-of-war is handled as described under *pole of monster fishing*. The pole of treasure fishing can be used once per hour (six turns) at most.

## POUCH

A pouch is a small cloth, leather, or burlap sack of common make. A magical pouch appears identical to an ordinary one.

To determine the type found, roll 1d6:

**1 Kangaroo Pouch:** This item can hold up to 600 cn. When placed over the stomach (armor or clothes do not interfere), it blends and is undetectable except to *detect invisible* spells, *truesight*, etc.

**2 Pouch of Devouring:** This pouch appears and functions as a *kangaroo pouch* but may cause its contents to disappear. Check each day by rolling 1d6; a result of 1-2 indicates that some wandering ethereal creature has found the contents and eaten them. This does not cause the pouch to shriek.

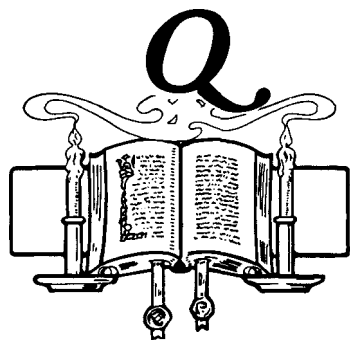
**3 Pouch of Eyes:** This pouch is the size of a large sack (capacity 600 cn) but has the invisible drawing of an eye upon its outer surface. When completely filled with coins of any type and commanded to function, the person or creature holding or carrying the item can see with infravision (60-foot range). The effect lasts for four hours. All the coins in the pouch disappear when the command word is spoken.

**4 Pouch of Plenty:** This pouch is small and can hold only 100 gp at most. If the user places up to 10 coins within the pouch and leaves it closed for 24 hours, the pouch changes the coins to the next higher value. Thus, 10 cp can be changed to 10 pp by leaving them in the pouch for four days. No change occurs if more than 10 coins are left inside. The pouch cannot affect platinum pieces. The upgraded coins may be used normally, and are not magical.

**5 Pouch of Security:** See the D&D® Companion Set.

**6 Pouch of Traveling:** This pouch weighs 300 cn. It contains iron rations for one week, an ordinary tent, blanket, bedroll, tinderbox, cooking utensils, six torches, six iron spikes, one flask of oil, one lantern, one full waterskin, one empty wineskin, three stakes and a mallet, two large sacks, and four small sacks. Any item may be drawn out whenever desired and may be easily replaced in the pouch by uttering the command word. Any attempt to place additional items in the pouch will burst it and scatter the contents.





## QUILL

A quill is a large feather that can be dipped in ink and used as a writing implement. Quills are most often found in the possession of sages, scholars, spell casters, bookkeepers, and where research or writing materials are common.

To determine the quill found, roll 1d8:

**1 Porcupine Quill:** This quill appears identical to a *quill of forgery*. However, when used, it changes into a giant magical porcupine (AC 4; HD 3; M 90'; AT 1 bite; D 1-4 +quills; Save F3; ML 12; AL N; if bite hits, 1-6 quills attach, each inflicting 1-4 additional points of damage). The porcupine attacks the quill user immediately. Hit rolls are made normally, but this magical creature inflicts maximum damage (4 points per bite and quill) per hit; it is also immune to all *charm* and *hold* spells.

**2 Quill of Copying:** This quill can copy spell scrolls; see the D&D® Companion Set for details.

**3 Quill of Erasing:** This quill appears to be any one other quill. However, when moved, it causes one scroll carried or owned by the victim moving it (regardless of range) to be erased, destroying all the magic upon it (even if of multiple spells). If no scrolls are carried or owned the quill destroys one spell in a spell book carried or owned; failing that, it erases a magical book (such as a *libram*) carried or owned. If it can find nothing of the victim's to erase, it turns on the creature closest to the victim and in the same order continues searching until it can erase something. The quill functions each time it is touched and continues to destroy written magical materials for as long as it is held, until three scrolls or writings are destroyed. After erasing three times, the quill erases itself and disintegrates.

**4 Quill of Forgery:** This quill may be commanded to imitate any writing with perfect accuracy. A written sample containing at least 10 words in the style to be copied must be burned and the ashes mixed with the ink to be used. The quill can perfectly forge a written text of 100 words or less per use. It may be used only once per week.

**5 Quill of Necromancy:** This quill can write the words of the dead. It must be filled with special ink containing powdered bone (100 gp cost per use) and then placed along with a parchment

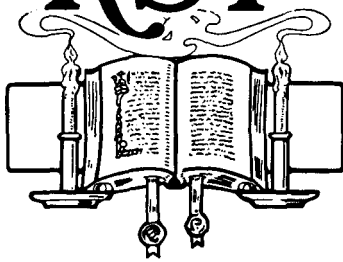
on the grave or body of any dead creature. When preparations are complete, the command word is spoken; the quill then creates a *speak with the dead* spell effect as if a cleric of 21st level. The user may ask three questions and the answers from the dead creature are written on the parchment by the quill. Other normal restrictions as described in the spell, particularly to matters of alignment, apply. The quill may be used once per day as long as the proper ink is available.

**6 Quill of Scribbling:** This item appears identical to a *quill of copying* but writes unintelligible gibberish. This does not become apparent until after the original scroll is burnt and mixed with ink. The original scroll cannot be regained from the parchment by any means but a wish.

**7-8 Quill of Transcription:** This quill may be commanded to write down all words spoken within 30 feet of it. The words transcribed by the quill appear in the language spoken and may require translation. It transcribes all normal words, but if any magical words are spoken, only the name of the spell or effect is transcribed, not the spell itself. It transcribes until commanded to stop and otherwise functions indefinitely, stopping only when it runs out of ink or parchment. When multiple voices are transcribed, the quill identifies each only by race and sex, numbering them in the order heard (human male #1, gargoyle #4, etc.); it writes all such nontranscribed remarks in the common tongue. The quill's detection abilities cannot be blocked by any means; it hears and transcribes even if encased. It may be used most effectively with an *everfill inkwell* and a *parchment of looping* (q. v.).



# RST



Rabbit's Foot  
Rake  
Rattle  
Rope  
Rudder

Saw  
Scarab  
Scepter  
Seed  
Shovel  
Slate  
Slipper  
Snuffer  
Soap  
Spinning Wheel  
Spoon  
Stair  
Stone  
String  
Sundial

Table  
talisman  
lent  
Thread  
Throne  
Tome  
Treatise  
Tree  
Tub  
Tun

## RABBIT'S FOOT

If worn visibly on outer clothing or armor, this item gives the user a bonus of +1 to all saving throws. However, any herbivores seeing the item will probably dislike the wearer, having a -2 penalty to reactions.

## RAKE

A rake is a common farming implement, often made entirely of wood but sometimes having metal prongs. The handle is 3 to 5 feet long, and the 2-20 prongs may be stiff or flexible. Magical rakes all have stiff metal prongs, set in a row.

To determine the type found, roll 1d6:

**1-2 Rake of Climbing:** This rake will, on command, lengthen as much as 30 feet. If the prongs can be used to catch some outcropping or ledge, the user may hold onto the rake and command it to shorten, providing easy passage up most sheer surfaces. It may be used to descend by hanging from it and commanding it to lengthen.

**3 Rake of Retrieval:** This rake lengthens on command in a way similar to a *rake of climbing*. However, if it is touched to open water (pool, lake, ocean, etc.) while lengthened, it can be further commanded. If the user describes an item known or hoped to be in the water and within 360 yards, the rake lengthens further, searching for the lost item for one hour, and then shortens to normal size. If the lost item was within range, it is dragged out by the rake. Though the rake cannot retrieve a creature, it can be commanded to get an item securely fastened to a lost creature (such as a lost character's armor) by dragging the creature out with it. The rake may be used once per day. If used in any large body of salt water, there is a 10% chance per use it will attract a large monster, such as a sea serpent, sea dragon, etc.

**4 Rake of Smoothing:** This rake can be used to remove all traces of the user's footsteps, whether indoors or outdoors, no matter how clean or cluttered the area passed. It affects only traces on the ground or floor. If the user is the last of a group, the traces of the entire group may be removed.

**5 Rake of Tracking:** This rake appears as a *rake of smoothing*, but the user's (or group's) traces reappear in 1-4 hours and may be easily

seen and/or smelled by any animal or intelligent creature, even if the original traces were few.

**6 Ship Rake:** The ship rake appears and functions as a *rake of retrieval* in all respects. However, if taken aboard a ship or boat of any kind, disaster occurs; when it next approaches land, the ship's hull crumbles in spite of other protections and takes double its number of hull points in damage. A *remove curse* spell cast upon the rake (not the ship) destroys the rake and removes the curse from the vessel; only a *wish* can cancel the effect while leaving the rake intact. Thus, the destruction or loss of the rake virtually dooms the vessel.

## RATTLE

A rattle is a common child's toy and is also a musical instrument in many cultures. A magical rattle may be plain or fancy, as given in the descriptions below.

To determine the type found, roll 1d4:

**1 Death Rattle:** This bone rattle has a black skull inscribed on one end. If shaken, all within 30 feet (including the user) must make a saving throw vs. death ray or die. All undead are immune to this effect. The rattle disintegrates after three uses.

**2-3 Rattle of Summoning:** This simple rattle must be carefully used. It functions only once per day. If a *bag of holding* (or other similar magical storage device) is held while the rattle is shaken, 1-4 giant rattlers (D&D® Basic Set, page D37) spring out of the bag, attacking as instructed by the user. They only attack and fight until slain. The user cannot stop them once they begin but may instruct them to attack separate opponents. When one opponent is slain, a snake may be instructed to attack another; however, the snake knows if the victim is merely pretending to be dead.

**4 Rattle of Youth:** This simple rattle will, when shaken, remove 10 years of abnormal aging (such as caused by a *cane of age*) from the user. It functions once per week at most. However, for each use, there is a 10% chance that it rattles improperly and doubles the user's current age; for example, if the victim is 40 years old, the rattle adds 40 more years of aging. Thus, the younger the user, the safer the rattle.



## ROPE

**Rope of Climbing:** See the D&D® Basic Set.

## RUDDER

**Rudder of Guidance:** This rudder must be properly mounted and manned to function and works only if the vessel is at least 50 feet long. When the rudder is used, the vessel cannot be forced sideways from the course its user has chosen, whatever the winds (normal or magical) or other conditions may be. The vessel may, however, be forced backward or forward, and a *wish* can override the entire effect.

## SAW

This common tool is a metal blade with one or two jagged edges and mounted on a firm wooden handle.

**Saw of Cutting:** When commanded to function, this item can cut through any normal (non-magical) wood, iron, or stone, making a groove 1 foot deep per turn. It functions only once per day, but for up to one hour per use.

**Saw of Snoring:** Whenever touched, this saw causes the user to snore very loudly when sleeping. This does not affect the victim directly, but all within 60 feet of the snoring must make a saving throw vs. death ray or have fitful sleep at best and suffer a -1 penalty to hit and damage rolls for the next 12 waking hours. In addition, snoring may attract monsters during the night. The snoring can be stopped if a *remove curse* is applied by a caster of 15th level or greater.

## SCARAB

**Scarab of Protection:** See the D&D® Expert Set.

## SCEPTER

**Scepter of Light:** This scepter appears and functions as a *scepter of power* in all respects. However, it sheds light in a 60-foot radius; the light cannot be dimmed by any means, including a *darkness* spell or effect. The light attracts all undead within 240 feet of the scepter, who attack and try to destroy the cleric wielding the scepter. These undead may be turned normally. They ignore others unless attacked, but respond with fury if interfered with (+1 bonus to hit rolls against all except the cleric wielding the scepter). If the undead slay the cleric and then touch the scepter, the light disappears and the scepter becomes nonmagical.

**Scepter of Power:** This scepter appears similar to a magical rod of an odd and ornate design. It has no magical power unless held by a cleric or paladin. When the proper command word is uttered, the scepter boosts the clerical power; the user may turn undead and cast spells as if four levels higher (e.g., a 9th-level cleric can turn and cast as a 13th-level cleric). No additional spells

are gained, but the spells known are cast with more power and, in some cases, with increased range or duration where such details vary with the caster's level. If used by a paladin, the scepter only affects the character's clerical abilities, not fighter abilities. The scepter functions only once per day for one turn per use.

## SEED

**Seeds of Growth:** When placed or thrown on any solid surface up to 30 feet away, each seed grows into a large bush within one round. The bushes thus created can entrap creatures; each victim may make a saving throw vs. paralysis to avoid the entrapment. One seed may entrap a creature of man-size or larger, two are needed for a large or giant-sized creature, and three for a dragon-sized or larger being. Creatures over 30 feet tall cannot be trapped. One to ten seeds are usually discovered in a normal pouch or sack.

## SHOVEL

A magical shovel is identical to most ordinary shovels, having a 4-foot-long wooden handle and a metal blade.

To determine the type found, roll 1d4:

**1 Shovel of Animation:** This shovel appears and functions as a *shovel of digging* in all respects. However, it can also *animate* a human or demi-human body within 30 feet on command (as the *animate dead* spell), producing an animated skeleton or zombie that obeys the user of the shovel. It can animate one body per 24 hours but only in moonlight. If the shovel is damaged in the least, all undead animated by it are instantly slain.

**2 Shovel of Digging:** On command, this shovel digs by itself. It can affect only soil or sand, not solid stone. It digs 1 cubic foot per round. If commanded to refill a hole it has already dug, it uses the same soil and fills the hole in only six rounds, regardless of the size of the hole! The shovel functions three times per day for up to one hour per use.

A cursed shovel of digging functions as a *shovel of gravedigging*, and forces its owner awake whenever struck by moonlight. It guides its user to the nearest graveyard, making the user wait while it unearths a grave. It then guides the user home (if still alive) or buries him (if slain). The curse erases all memory of the excursion, and the user might thus be unaware of any nocturnal activities. A *remove curse* spell from a caster of 26th level or higher removes this side effect, and the normal shovel of digging remains.

**3 Shovel of Gravedigging:** This shovel appears and functions as a *shovel of digging* in all respects. However, it constantly emits a soundless call to undead; any such creatures within 120 feet of the shovel hear and come to it, attacking anyone touching or using the shovel and all others within 30 feet of it. The undead want the shovel, and depart if allowed to take it.

They will keep it with them thereafter.

**4 Shovel of Internment:** This shovel appears and functions as a *shovel of digging* in all respects, but after digging its hole it forces the person using it to jump into the hole (no saving throw). The shovel then paralyzes its victim (again, no saving throw) and starts refilling the hole immediately and completely. If a *remove curse* is cast on the shovel before it finishes, it becomes nonmagical and stops. The curse cannot be removed before the shovel begins filling the hole or after it finishes except with a *wish*. The paralysis is permanent unless removed with a *wish* or *remove curse*. Any interred victim suffocates in 3-6 rounds unless able to survive without air.

## SLATE

**Slate of Identification:** This valuable device can identify magical items of most sorts. It is a piece of slate (stone) held firmly in an ornate wooden frame and is usually about 3 feet square, although larger or smaller slates are possible. See the D&D® Companion Set for more details.

## SLIPPER

**Glass Slippers:** These transparent shoes enable the wearer to change the appearance of all items and clothes carried once per hour. Size and shape present no limitations; for example, armor can be made to appear as normal clothing, weapons as feathers, and so forth. However, the movement rate of the wearer is reduced by 30 feet per turn. The slippers may be easily damaged and require careful tending; any damage destroys the enchantment.

**Ruby Slippers:** This pair of fragile red shoes allows the wearer to travel from one plane to another by tapping the shoes together. They may be used only once per month.

**Slippers of Drinking:** These plain glass shoes appear identical to *glass slippers*. However, when either slipper is touched, the victim immediately opens one potion bottle carried (randomly chosen if necessary), pours the liquid into the slipper, and drinks it (no saving throw). The slippers have no other effect.

## SNUFFER

A snuffer is a metal rod with a cup on one end that is used to snuff out candles and other small flames. Snuffers are often made of brass or some other attractive metal and may be from 2 inches to 3 feet long. Magical snuffers usually function when touched to either the flame or body of a lit candle.

To determine the type found, roll 1d6:

**1 Snuffer of Death:** When this snuffer puts out a candle's flame, each living creature within 60 feet must make a saving throw vs. death ray or die on the spot, "snuffed out." It functions only once per day.

**2 Snuffer of Dousing:** This snuffer puts out

a candle's flame and, on command, can also put out any nonmagical fire affecting a 10 x 10 foot area if the fire is of large dimensions. It can function three times per day.

**3 Snuffer of Exploding:** This snuffer appears as a *snuffer of dousing* and merely puts out a candle flame. However, if used to extinguish any larger fire, the snuffer explodes as a fire ball, inflicting 10-60 points of damage to all within the area. Each victim may make a saving throw vs. spells to take half damage, and fire resistances apply. This explosion destroys the snuffer.

**4 Snuffer of Serving:** When used, this snuffer turns the candle flame into a tiny summoned fire elemental (AC 0; HD 1; MV 120'; AT 1; D 1-6; Save F1; ML 12; AL N) only 3 inches tall. The creature cannot speak and has little intelligence, but it understands and willingly obeys the summoner for up to one hour and need not be controlled. Its touch causes nonmagical combustible items to catch fire.

**5-6 Snuffer of Transference:** When used, this item causes its victim to make a saving throw vs. spells with a -4 penalty to the roll. If failed, the victim's life force is transferred to the flame, and the candle forms the shape of the victim as the body disappears. A *remove curse* cast upon the lit candle by a 26th or higher level caster restores the victim completely, and the candle disappears; a *wish* may also be used. If a *speak with monsters* spell is used, the flame speaks as the voice and life force of the victim. The flame does not burn any of the candle and it cannot be extinguished by even magical wind; only water or some magical means can put it out. If put out, however, the victim dies. A *polymorph object* spell (D&D® Companion Set) can thereafter restore the body, but if applied while the candle is lit, this also slays the victim.

## SOAP

**Soap of Abrasion:** This soap appears identical to soap of washing but rips and shreds all items washed (no saving throw). Any creature washed is severely damaged and left with only 1 hit point. The soap affects only one creature or item; the water then becomes nonmagical.

**Soap of Washing:** This small brownish cake of soap will, when placed into a bucket or tub of water, dissolve completely. The water then becomes magical; any item or creature placed within or doused by the water becomes completely clean. The soap removes all normal and magical stains and dyes and can even remove curses. However, it affects only curses removable by a *remove curse* spell from a caster of 21st level or less. The soap washes any number of normal items, its effect lasting one hour; it washes away up to three magical stains or dyes or one curse. Magical water removed from the container immediately becomes nonmagical.

## SPINNING WHEEL

This rare item can be used to spin straw into

gold. The user may spin up to 100 gp per night. It does not function during daylight hours. While being used, however, there is a 5% chance per night it will attract an undead monster (phantom, haunt, or spirit); if so, the monster arises from the earth with normal chances for surprise. (See the D&D® Companion Set for monster descriptions.)

Some rare spinning wheels are *cursed*, so that the user automatically pricks a finger on a poisoned spindle. The victim must make a saving throw vs. poison with a -4 penalty to the roll or sleep until the curse is removed by the kiss of a prince or princess. This curse cannot be broken otherwise, even by a *wish*; however, the sleeping victim needs no food, water, or air.

## SPOON

Magical spoons may be found nearly anywhere. They may be small or large, wood or metal, plain or decorated.

To determine the type found, roll 1d6:

**1 Birth Spoon:** This silver spoon functions only when placed in the mouth of a baby not more than one day old. It may be immediately removed but must be kept in the dwelling where the babe was born. Sometime in the first year of life, the lucky baby inherits from a long-lost, forgotten relative a fortune of at least 1,000 gp but not more than 50,000 gp. If the spoon is stolen, a curse of bad luck falls upon the baby, and all money and items owned are lost.

**2 Musical Spoon:** This item has no use alone, but when two musical spoons are rapped together, they have several effects: (1) all within 30 feet of the noise are immune to magical songs and other sound-based effects (such as the *charming song of a harpy*); (2) the user may *dispel* any one *silence 15' radius* cleric spell effect within 120 feet if desired, even if the spoons are used within *silence*; and (3) the user may cast a *silence 15' radius* spell to a range of 180 feet. The spoons function as long as they are rapped together, but only one *silence* spell may be cast or negated each turn.

**3-4 Spoon of Medication:** When filled with honey and served to any creature, this spoon removes any and all ordinary diseases afflicting the recipient. It does not cure lycanthropy or magical diseases. The spoon may be used once per day.

**5 Spoon of Sticking:** This spoon appears and is used as a *spoon of medication*. However, in addition to curing disease, it also sticks in the recipient's mouth and cannot be removed until a *remove curse* is applied by a caster of 15th level or higher. The victim cannot speak or cast spells until the spoon is removed.

**6 Spoon of Sugar:** Upon command, the spoon of sugar fills with magical sweetener. The sugar attracts the attention of all normal and magical insects within 30 feet. Giant-sized insects are permitted a saving throw vs. spells to resist the effect, but with a -4 penalty to the roll. When attacking an insect thus attracted, the attacker

gains a +4 bonus to the first hit roll, but the insect is thereafter free from the magical attraction and its effects, even if the attack misses. An attack on one insect does not disturb the others. If sugar is removed from the spoon, it lasts for one turn. If the sugar is eaten by insects while in the spoon, the spoon is destroyed. The spoon produces its magical sugar once per day.

## STAIR

A magical stair is a wooden board, usually 5 feet long, 1 foot wide, and one-half inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some sort, which remains until commanded to vanish or until a *dispel magic* is applied (treat the stairway as 25th-level magic use). Most stairways thus created can support up to 20,000 cn in weight (counting all items and creatures upon it); any additional weight causes it to collapse as if commanded to disappear.

To determine the type found, roll 1d6:

**1 Cold Stair:** This stair appears and functions as either an *ascending* or *descending stair*. Upon command, it becomes ice-cold, inflicting 1 point of damage per foot traveled upon everyone using it. Creatures resistant to cold are not affected, and any other victim may make a saving throw vs. spells to take half damage. For example, one might take 10 points damage from descending a 20-foot stairway if the saving throw is made. When collapsed, the stair returns to normal temperature.

**2 Stair of Ascending:** On command, this board creates a stairway 10, 15, or 20 feet high. The stairway appears leading up from the user. When commanded to disappear the uppermost stair remains and may be picked up and re-used. This item will function up to three times per day.

**3 Stair of Breaking:** This item appears and functions as either an *ascending* or *descending stair* but supports only 5,000 cn of weight before collapsing. It may be used up to three times per day.

**4 Stair of Descending:** This stair is similar to an *ascending stair* but creates a stairway leading downward. When commanded to disappear, the bottom stair remains and may be picked up and re-used. This item functions up to three times per day.

**5 Stair of Judgment:** This stair appears and functions as either an *ascending* or *descending stair*. However, anyone using the stairway in the wrong direction (up on a *descending stair*, down on an *ascending stair*) never reaches its end and instead walks through a *gate* to an Outer Plane. Any victim of this effect is met by an Immortal and immediately judged on alignment behavior. After the judgment, the victim is returned to a safe spot in the Prime Plane, near the point of departure.

If alignment behavior has been perfect, no ill effect occurs (even to chaotics). If alignment behavior is flawed, a *quest* is assigned (as the cleric spell, D&D® Expert Set, page 9) which must be begun within one month. Death is the reward

for poor alignment behavior. (Alignment judging is a tricky matter for the DM and must be done carefully.)

**6 Stair of Slipping:** This stair appears and functions as either an *ascending* or *descending* stair but on command becomes quite slippery. Each victim using the slippery stairway must make a saving throw vs. spells or fall and tumble down the stairs. This fall inflicts 1 point of damage per foot fallen; a victim slipping from the top of a 20-foot stairway thus takes 20 points of damage.

## STONE

**Stone of Controlling Earth Elementals:** See the D&D® Expert Set.

## STRING

String is woven flax, a thin version of normal rope. Magical string may be found in short lengths or in a ball of string, (a single piece of 50-foot-long string, with 1-4 pieces of magical string tied in, wound up into a ball), from which pieces may be pulled. It may be found entangled in the hair of a monster, forgotten in a corner, or carefully guarded. Magical string cannot be broken or harmed by force, even from magical weapons, but can be destroyed by any damage-causing spell (such as *fire ball*), any dragon breath except gas, and by normal fire.

To determine the type found, roll 1d6:

**1 String of Attachment:** This short piece of string may be tied to any other normal or magical item owned. If tied to a creature or to an item that does not belong to the user, it unties itself. Once properly tied, it cannot be untied except by a *wish* or the proper command word. If the tied item is taken from the owner without permission, the string tugs at the owner and stretches up to 50 feet; it cannot stretch further.

**2 String of Lashing:** This apparently normal piece of string will, on command, turn into a *whip* +3 (as described in the D&D® Companion Set). It remains in whip form for up to one turn, or until a second command word is spoken, and then returns to string form. The whip may be created up to three times per day.

**3 String of Pearls:** When the command word for this 2-foot-long piece of string is spoken, 5-30 (5d6) pearls appear upon it, with one firmly attached to each end. Each pearl may be removed easily, magically without damaging the string. Except for the end pearls, each has a randomly determined effect (roll 1d6).

1-3 A pearly white light fills the area within 60 feet of the pearl; all within the effect must make a saving throw vs. spells or feel peaceful enough not to attack unless attacked.

4-5 Strange music is heard by all within 60 feet of the pearl; all those affected must make a saving throw vs. spells or begin swaying and dancing until the music ends (but with no

effect on armor class, saving throws, etc.).

6 Nothing happens, but the pearl remains (2,000 to 8,000 gp value).

The light or music lasts for 2-5 rounds, and the pearl then disappears. If either end pearl is removed while others remain on the string, all the pearls remaining fall off and roll around on the floor or ground for 1-6 rounds, immediately becoming nonmagical. The user and all others within 30 feet must stand where they are; if they attempt to walk they fall down and are unable to rise or even crawl. A victim standing still may cast spells, use items, etc., but a fallen victim cannot. Magical flight or other means of escape enable the victims to avoid the effect, but there is no saving throw. If the end pearls are left alone until all the others have been used, they have normal effects determined randomly as above.

**4 String of Shackles:** This short piece of string may be tied about a creature's wrists and commanded to hold. However, the string does not work unless the victim is *held*, paralyzed, asleep, or gives its consent (which may be accomplished with a *charm*). Any creature thus entrapped by the string of shackles cannot break the string by force. The string frees the victim if the command word to release it is spoken within 10 feet.

**5 String of Warding:** On command, this small piece of string may be stretched as long as 50 feet. If tied to two upright objects (such as trees), it prevents certain objects and creatures from passing between it and the ground; a maximum of 1,000 square feet of space can be affected (20 feet high, 50 feet wide). The string of warding cannot block spells but prevents the passage of all nonliving items (including missiles) and all creatures of 3 hit dice or less. Other creatures may make a saving throw vs. spells to break through the effect (but not the string). If the string is tied and looped in an attempt to ward a space more than once, it has no effect and can be easily broken, which destroys the magic permanently. It can, however, be tied so as to enclose a horizontal area (for example, around an outdoor encampment). If any creature is between the string and the ground when it is tied in place, the string wards against items only.

**6 Tangle of String:** This item appears identical to a ball of string, but anyone unraveling it is immediately *confused* and may not talk, attack, cast spells, or perform any other action voluntarily. The victim may be led about at half normal movement rate. If the tangle of string is taken from the victim, paralysis strikes both the creature removing the tangle and the original victim and lasts until the tangle is replaced. If a *remove curse* is applied by a caster of 15th level or higher while the victim holds the tangle, the string and the *confusion* both vanish.

## SUNDIAL

**Sundial of Timekeeping:** This large item con-

sists of a stone pedestal and table with an iron fin-like attachment atop it, and is similar to an ordinary sundial. However, the fin always casts a shadow on the dial as if it were in bright sunlight. It functions only on the Prime Plane but keeps perfect time even on cloudy days or if taken indoors, underground, etc. It need not be aligned with the position of the sun, as would a normal sundial; it works upside down, sideways, when rotated, etc. Its magic can be dispelled, though with difficulty (treat as 36th-level magic).

## TABLE

This piece of furniture may be found in any size and of any material. A standard magical table is made of wood, is 3 feet tall and 5 feet square, and has four legs. Its encumbrance is 250 cn.

To determine the type found, roll 1d6:

**1 Table of Banquets:** This item appears and functions as a *table of plenty* but may be commanded to lengthen before creating dinnerware and food. It may be extended in 5-foot increments to a maximum of 60 feet. Thereafter, it can create an additional setting per side for each 5-foot extension, feeding 6 at 10-foot length, 8 at 15 feet, etc. Whatever its length, the command to shrink turns it into a square table. It cannot contain items as a *table of contents*.

**2 Table of Contents:** This item appears and functions as a *table of plenty*; however, items may be put on plates or fluids (such as a potion) in cups and all commanded to disappear. The items are then stored and will return when the table is re-created.

**3 Table of the Elements:** This table appears identical to a *table of plenty* but, when commanded to create food, it instead creates small elemental beings. A fire elemental appears on each of the two candles, an earth elemental on each plate, a water elemental in each cup, and a single air elemental in the center. The tiny monsters (AC 0; HD 1; MV 120'; AT 1; D 1-6; Save F1; ML 12; ALN) are hostile and attack immediately. The tiny air elemental does not create a whirlwind, although its mini-cyclone is 2 feet tall and 6 inches wide and is capable of slaying a creature with 2 hit points or less unless the victim makes a saving throw vs. death ray.

**4-5 Table of Plenty:** This plain wooden table is 5 feet square and stands 3 feet tall. Upon command, it produces tablecloth, candles, plates, cups, and eating utensils for four; a second command produces food and drink on the plates and cups and lights the candles. It creates three such meals per day. All foods thus created are real, but the items disappear if taken 5 feet from the table. A third command causes all the items and food (including leftovers and crumbs) to disappear; a fourth command word turns it into a miniature table, 1 inch tall; and a fifth restores it to normal size.

**6 Writing Table:** When a quill, inkwell, and blank scroll or parchment are placed on its surface and a command word spoken, this table uses

those writing tools to write one magic spell. The tools need not be magical. A cleric spell is written unless the user is a magic-user or elf, in which case a magic-user spell appears. The exact spell is determined randomly using the spell level on the following chart. The table functions once per month at most. Roll 1d20 to find the spell level:

Die Roll	Spell Level
1-5	1st
6-9	2nd
10-12	3rd
13-15	4th
16-17	5th
18-19	6th
20	7th

## TALISMAN

**Talisman of Elemental Travel:** There are five types of talismans. Roll 1d10 to determine the exact item found:

1-2	<b>Lesser Talisman of Air</b>
3-4	<b>Lesser Talisman of Earth</b>
5-6	<b>Lesser Talisman of Fire</b>
7-8	<b>Lesser Talisman of Water</b>
9-10	<b>Greater Talisman</b>

Each type is described in the D&D® Companion Set.

## TENT

A tent is portable shelter made of canvas or animal skins. In portable form, a tent appears to be a roll of fabric, and may be mistaken for a rug. The tent may be unfolded and erected for use by supporting it with poles and ropes. A small one-man tent (3 x 6 feet when erected) weighs only 50 cn. The largest royal tents are made of several parts, weigh over 50,000 cn total, and may cover an area 500 feet square. They require a large wooden or magical framework; the canvas is either hung from the framework or draped over it. The most common adventurer's tent has a 10-foot-square base, tapers to 8 feet square at a height of 7 feet, and has a peaked top; it is 10 feet tall overall. The tent is supported by wooden poles, has sleeping room for two plus a storage area for other gear, and usually costs 25-50 gp. The act of erecting a tent is called "pitching" it. The packing, cleaning, and other actions involved in taking down a tent are collectively known as "breaking camp." Pitching a tent usually takes 1-2 turns; breaking camp takes the same, plus 1-4 turns for packing other items, cleaning the area to avoid being tracked, and so forth.

Magical tents appear identical to ordinary ones but are always of high-quality canvas. They cannot be damaged by nonmagical weapons; magic weapons and spells have standard effects, and normal or magical fire can destroy any tent in one turn. All magical tents have command words.

To determine the type found, roll 1d8:

**1 Dew Tent:** When pitched and left standing for one night, this tent collects the morning dew

on its surface and channels it into a collection pouch in one corner. The dew tent provides sufficient water for two humans and their mounts for one day, even in the desert and other arid regions.

**2 Polychromatic Tent:** This white tent can be commanded to change its color. Any single color can be named, or the tent can be commanded to blend. If so, it assumes the appearance of its surroundings—grainy and sand-colored in the desert, green and brown in the woods, etc. The polychromatic tent is always white when not pitched.

**3 Poor Tent:** This tent appears and functions as a *polychromatic tent* in all respects. Each person who spends a night in the tent has a 25% chance of dreaming about some detail of events to occur the following day. If so, only certain creatures or areas are revealed; no results can be portrayed, as they would depend on many variables. In return for the dream, the tent causes a gem, cash, or other item(s) worth 100-600 gp to vanish during the night. The poor tent must be slept in for one full night to give the chance of dreaming.

**4 Tent of Captivity:** This tent appears and functions as a *tent of luxury*. However, if the door is locked, there is a 25% chance it sticks shut. If the door sticks, the entrance to the tent cannot be opened by any means except a *wish*; those within the tent are forced to leave by the "back door" into the Ethereal Plane. The tent of captivity will not replenish its supplies while it is occupied.

**5 Tent of Luxury:** This tent appears identical on the outside to a standard-sized adventurer's tent. It is much larger inside, however, and opens into an extra-dimensional space. The tent pitches itself on command and can also be commanded (from the inside only) to lock itself (as a *wizard lock* from a 30th-level caster). The area within the tent is 120 feet square and contains supplies and accommodations for 10 humans and their mounts (horses or similar-sized beings) for one day. It contains comfortable silken beds, a stable, a large water basin, a food bush having fruits and tasty leaves, magical light that dims on command, a window through which the viewer can magically see the area around the tent (on the Prime Plane) from a point 10 feet above it, and a "back door" through which those in the tent can pass into the Ethereal Plane. The back door is very hard to find from the Ether (10% chance when using a *detect invisible* spell) and there is only a 1% chance every three hours (not cumulative) it will attract some Ethereal visitor. The back door cannot be locked and is best used as an emergency exit. If the tent of luxury is damaged while occupied, however, all living creatures within it are ejected into the Ethereal Plane. The tent's contents cannot be removed by any means. All the supplies replenish themselves every 12 hours, but the tent must be folded up and then re-pitched for this to occur.

**6 Tent of Standing:** This tent needs no poles or ropes and pitches itself when a command word is spoken. A second command causes it to collapse, but it cannot otherwise be taken down

except by a *dispel magic* spell (treat as 30th-level magic) or a *wish*.

**7 Tent of Warning:** This tent appears and functions as a *polychromatic tent*. However, if a hostile creature approaches within 240 yards, the tent changes colors of its own accord once per round. The colors are usually bright and easily seen at long range and will probably attract nearby creatures.

**8 X-Tent:** This tent appears and functions as a *tent of dew*. However, its top bears a slight discoloration which is not visible except from the air and at a distance of 240 yards or more. The mark appears to be an "X" and may attract the attention of aerial passers-by (DM's choice of chances). The markings on the tent are visible to infravision and cannot be removed by any means.

## THREAD

**Thread of Aging:** This item appears identical to a ball of string, but careful examination reveals it to be of finer material. It attunes itself to anyone touching it. If the victim thereafter unwinds any of it, the victim ages one year for each inch unwound. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and halflings the first 20 years. Otherwise, each 10 years of aging costs the victim 1 point of Constitution; this loss is permanent. A *wish* restores one point lost in this manner, but less powerful magic cannot affect the loss. Once the thread has attuned itself, it cannot be neutralized unless a *remove curse* is cast upon it by a 36th-level caster; this makes the thread disappear along with all the victim's magical aging. Otherwise, the victim must guard the thread carefully because, if it is unwound by any means or creature, the victim to which the thread is attuned is affected.

**Thread of Commands:** This thread appears identical to a *thread of aging*. However, if unwound and placed on any magical cloth, it sews itself into the form of the command words for that item. Ten inches of thread are needed for each command word. Once a word is sewn onto the item, the sewing disappears and cannot be seen unless a *detect invisible* or similar spell effect is used.

**Thread of Embroidery:** This thread appears identical to *thread of aging*. However, if placed upon any normal cloth, it sews itself in beautiful patterns, and 100 gp value may be added for every 10 inches of thread used. The ball of thread contains 10-1,000 (d% x 10) inches of thread when found.

## THRONE

A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful, and all the details about them should be studied before adding a throne to a game. A throne is usually 8 feet tall, 4 feet wide and deep, plush, and ornately carved. Encumbrance is high, from 1,500 cn to 4,000 cn or as given in the description.

To determine the type found, roll 1d4:

**1 Throne of Death:** This throne appears identical to a *throne of power*, but any creature sitting upon it dies instantly. Ten percent of the time, however, it merely damages and then ejects the victim, who is severely wounded (down to 1 hit point). The throne has no effect on any creature forced to sit upon it, only those who choose to do so of their own free will.

**2 Throne of Incineration:** This throne appears identical to a *throne of power*. When a creature sits on it, the usual saving throw is required; failure, however, causes the victim to catch fire, taking 40 points of fire damage per round (no protections or saving throws apply) until dead. The fire can be quenched only by a *wish*, and the victim cannot get up from the throne unless this remedy is applied. The remains of the victim burn completely, leaving only ashes.

If the saving throw is successful, the near-victim is ejected from the throne immediately, and a loud laughing sound emanates from it. This noise attracts the attention of all creatures within 120 feet who usually come to investigate. The throne has no effect on any creature forced to sit upon it, only those who choose to do so of their own free will.

**3 Throne of Power:** This large chair is made of wood, metal, and stone and is adorned by 100 gems. If any creature voluntarily sits on the throne, the daring soul must make a saving throw vs. spells with a -4 penalty to the roll. Anyone of royal (not merely noble) birth has no penalty to the saving throw and instead gains a +2 bonus. No other adjustments of any type, magical or otherwise, apply to this saving throw; the "base" saving throw for the class and level of the user is always applied.

If the saving throw fails, the victim and all equipment carried are instantly transported to an unoccupied room or corridor in the deepest part of the deepest dungeon on the planet. If the victim attempts to return to the throne by use of a *teleport* or *dimension door* effect or spell (regardless of elapsed time between the ejection and the attempted return), the throne immediately transports the victim in the same manner.

If the saving throw is successful, the user is not transported and may remain and use the throne properly. The throne may be used by any race or class and telepathically instructs the successful user about all command words, spell powers, charges, and the proper use of each.

The throne can produce the following spells, each once per day at most, as if cast by a 30th-level magic-user: *charm person*, *detect magic*, *detect evil*, *detect invisible*, *hold person*, *protection from evil 10' radius*, *dimension door*, and *remove curse*. All magical effects are gained or directed by the user. In addition, while seated on the throne, the user's charisma is 18.

The throne grants 500 charges to the user and disappears when they are spent; each spell cast from the throne drains 1 charge. The throne also

disappears after 1,001 days, regardless of charges used. Any person of royal birth may use the throne with unlimited charges, but it still disappears in 1,001 days. The day on which the saving throw is made is counted as day one.

The throne is immune to all attacks and damage except the physical act of prying a stone loose, and this is difficult (roll 1d8, 1 indicates success). The 100 gems are worth 50 gp each, but if even one is removed, the throne loses its power forever. Magical attempts at loosening stones have no effect.

The throne cannot be moved except on command of the user after the initial saving throw is made. The throne cannot be carried but *teleports* on command with no chance of error as long as the destination is well known to the user. It *teleports* only while the user sits in it and only four times during the 1001 days.

**4 Throne of Summoning:** This throne appears identical to a *throne of power*, but no saving throw is required to sit upon it. Instead, a 36th-level magic-user is summoned, who appears within 120 feet and in sight of the throne at the point most convenient to the magic-user. This powerful wizard is of the same alignment as the throne user. He solemnly intones, "I am forced to serve you once," and then disappears. The user of the throne is then immediately ejected. When the user again sits upon it, the throne summons the wizard, who is enraged at being summoned unless some quite excellent reason is immediately given. If the wizard is not a player character, he or she has all due spells memorized and ready. The impending death of the user is sufficient reason for summoning, but if a reasonable chance of survival exists, or if the user merely lacks courage or foresight, the wizard directs most attacks at the user of the throne.

## TOME

**Tome of Translation:** This valuable book will, on command, listen to any one language spoken within 60 feet of it, regardless of intervening walls, doors, etc. A translation of the spoken words appears on its pages along with the name of the language spoken. The user, however, must be able to hear the spoken words (possibly by *clairaudience*) before the tome will function. The tome translates only one language per day but can translate that language as often as desired and for any length of time. If more than one creature speaks at the same time, however, the words appearing in the book are hopelessly garbled.

## TREATISE

**Treatise of Tedium:** This item appears identical to a *tome of translation* but is quite dangerous. It functions as a normal tome until the language transcribed is that of a monster of 6 or more hit dice. At that time, the reader of the treatise stares at the pages, sighs, and falls asleep. The book then crumbles to dust and is unrecoverable. The sleep can be dispelled only by a *dispel*

*evil* from a caster of 26th level or higher.

## TREE

**Tree of Life:** See the D&D® Companion Set.

## TUB

A magical tub is 3 feet in diameter, has sides 18 inches high, and rope handles. It is made entirely of plain but unmarked wood; encumbrance is 300 cn.

To determine the type found, roll 1d4:

**1 Tub of Fat:** This tub appears identical to a *tub of lard*, but when commanded to produce lard it causes the user to increase in weight by 50% instead. The weight appears simply as extra pounds of flesh. The extra weight breaks the straps of any armor worn, causing it to fall off immediately; this does not harm any enchantments and repairs are easily made by a leatherworker for a moderate fee. Clothing worn beneath the armor bulges but is not harmed. The extra fat can be removed quickly only with a *cure all* spell, a *wish*, or a *remove curse* from a caster of 26th level or higher. The fat may also be removed by fasting for one week, but the character's Strength, Dexterity, and Constitution drop to 3 during this time; he or she regains 1 point per day of full rest thereafter until back to normal.

**2 Tub of Lard:** When this tub is touched and commanded to function, it creates 1 cubic foot of greasy lard. Anyone handling the lard must wipe it off carefully afterward or have a 75% chance of dropping any item picked up or used (weapon, wand, etc.). The lard may be smeared on 100 square feet of surface; any creature crossing that area thereafter must move at one-third normal rate and must make a saving throw vs. spells or fall. Any fallen victim cannot rise by physical effort but may crawl off the larded area in one round. The lard vanishes in one hour, whether used or not, and the tub may be used once per day at most.

**3 Tub of Sailing:** This tub appears identical to a *tub of lard* but cannot create anything. If placed in any liquid, it floats and can support up to 5,000 cn of weight without sinking. If a creature sits within the tub and commands it to *sail*, it moves at the rate of 180 feet per round (108 miles per day). It is not affected by wind but is easily damaged (5 hull points, AC 9).

**4 Tub of Washing:** Upon command, this tub magically fills with soapy water. Any items placed in the water and then removed immediately are completely clean and dry; the water removes any stain or dye, even if magical, and works on both creatures and objects. The tub functions once per day; the water disappears one hour after its creation.

## TUN

**Tun of Ale:** This wooden barrel with iron hoops is half-filled with ever-filling ale. Every midnight, if any of the original ale remains, the

tun again becomes half-full. The tun loses all its power if completely emptied at any time. It weighs 4,000 cn, regardless of the volume of the contents.

**Tun of Cursed Ale:** This tun appears identical to a *tun of ale*, but the ale has ill effects. One hour after drinking the ale, each victim is forced to drink all other fluids carried. Nonmagical consumables (water, wine, ale, etc.) are drunk first, and then potions. Oil and other fluids not normally consumed are not affected. The power of the enchantment is such that multiple potions have no ill effect until all potions carried are consumed; thereafter, the victim is unconscious for one turn per potion consumed. The tun loses all enchantment if moved physically but may be transported safely by *telekinesis*; it weighs 4,000 cn.





Urn  
Vest



## URN

**Urn of Ashes:** This ornamental container is 18 inches tall and 4 inches in diameter. When found, it contains ashes, the remains of some being (determined at random). If the ashes are burned in reverse by using *blackflame*, the creature reforms and awakens. It understands and obeys the user for one month or until slain.

**Urn of Awakening:** This urn appears identical to an urn *of ashes*, but when the ashes are restored by *blackflame*, they form a liquid. This magical fluid can awaken any sleeping creature, even if powerfully cursed or forced to sleep. The urn then becomes nonmagical but is worth 1,000 gp if sold. If the ashes are removed, they become useless.

**Urn of Curses:** This urn appears and functions as an urn *of ashes*. However, any cleric within 30 feet loses some ability to *turn undead*. Any result of "T" (an automatic T or a successful roll for a number) has no effect; only "D" results apply normally. If the ashes are recovered by *black-name*, an undead creature (determined at random) is created and attacks the user.

## VEST

**Vest of Attraction:** This vest functions as a *vest of missile protection* but also causes all incoming missiles to score maximum damage per hit (each arrow automatically inflicting 6 points, a sling stone 4 points, etc.) The vest cannot be removed until a *remove curse* is applied.

**Vest of Missile Protection:** This cloth vest is of quite normal appearance but absorbs 10 points damage per round from normal missiles. Excess damage affects the wearer normally. The vest is useless when worn under metal armor and cannot fit over it; it functions normally when worn under leather armor or in addition to normal clothing or robes. It has no effect on armor class, magical attack forms, or enchanted missiles such as magical arrows.



Wax  
Wheel  
Whistle  
Window



## WAX

If pure, expensive wax is mixed with powdered gems, it may be of sufficient quality to be made magical. It may be found in any size, shape, or color but has a glitter to it. Freshly made magical wax is formed into bricks, each 4 inches long, 2 inches wide, and 1 inch thick.

To determine the type found, roll 1d6:

**1 Ceiling Wax:** This wax appears to be *sealing wax* but when used indoors it causes the ceiling to fall, as if from an earthquake. The falling stone or earth inflicts at least 3-30 points of damage to all within 30 feet of the ceiling wax, and may be severe enough to bury the victims. The wax is destroyed when the ceiling falls.

**2 Sealing Wax:** This wax can be placed in any crack or hole. Afterward it cannot be removed except by magical weapons or melted except by magical fire. One brick can fill any hole of the same volume or a thin crack up to 20 feet long. (It is ideal for sealing a vampire's coffin when used along with a *wizard lock*.)

**3 Wax of Careful Hearing:** When rolled into small balls and placed in the ears, this wax adds a +4 bonus to saving throws against magical sounds; hearing is otherwise normal. It confers the same bonus against all *charm* spells. One brick of wax may be rolled into 10 balls (for five creatures with two ears each). Its protection lasts for one week.

Nonmagical wax used in the same way confers a +1 bonus to magical sounds but also prevents normal hearing and increases chances of being surprised.

**4 Wax of Fabrication:** This wax may be molded into the form of any other item of the same approximate size. To obtain an exact duplicate, the original must be copied and the command given. The duplicate appears to be made of the same material as the original and may be magical if the original possessed some dweomer. The duplicate has no special powers, but gains the same resistances as the original. A *dispel magic* spell may return the duplicate to a lump of wax (treat as 30th-level magic use).

**5 Wax of Hearing:** This wax appears to be *wax of careful hearing* but confers a -4 penalty to the saving throws applicable. Once in place, it

cannot be removed until a *remove curse* spell is applied by a caster of 15th level or higher; this destroys the wax.

**6 Wax of Waning:** This wax appears and functions as *wax of careful hearing* in all respects. However, the wax of waning also shrinks the user at the rate of 1 inch per day. It cannot be removed until a *remove curse* is applied by a caster of 15th level or higher; this destroys the wax. The shrinking is permanent until *dispelled* (treat as 30th-level magic) and cannot be affected until the wax is removed. Any victim vanishing entirely from the effect is *teleported* to an Outer Plane in normal form. The immortals may then decide the victim's fate.

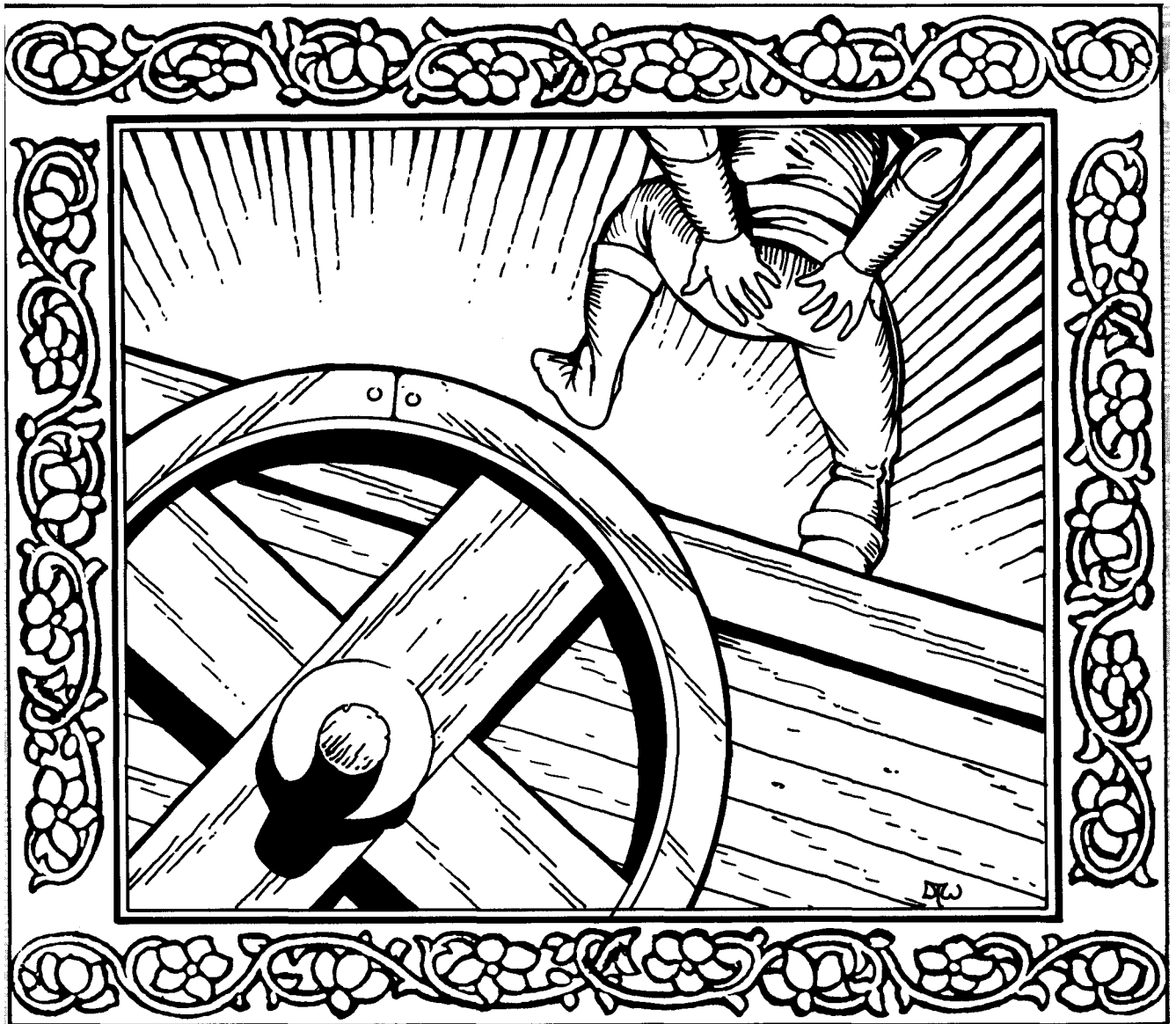
## WHEEL

A wheel is normally mounted to turn on an axle, a rod connected to the wheel's center. Magical wheels are no different but may be found mounted on devices of various sorts. The turning of the wheel causes any number of effects—noise, light, heat, the movement of other parts, and so forth. Wheel sizes vary according to their uses; a magical wagon wheel, for example, would appear identical to an ordinary one.

To determine the type found, roll 1d8:

**1 Fairy's Wheel:** This small, ornamental wheel enables the user to *levitate*, but in an odd fashion. When held in hand and the command word spoken, the wheel lifts the user upward and forward, as if it were attached to the rim of a wheel 120 yards in diameter. The user reaches the highest point, 120 yards directly above his starting position, in three rounds and returns in another three rounds. A second command causes the wheel to stop functioning and drop the user. Obstructions in the wheel's path may damage the user. If the wheel is used indoors, the user hits the ceiling as if falling upwards, taking 1-6 points per 10 feet traveled, and remains there until the wheel is commanded to cease functioning. The user then falls from the ceiling and again takes damage unless protected by other means. The wheel can be activated up to three times per day.

**2 Hasty Wheel:** This wheel appears and functions as an ordinary wagon wheel and must be mounted normally on a vehicle with other



wheels for proper functioning. One magic wheel increases the movement rate of the vehicle by 50% and may be used for any length of time. There is a 20% chance that a hasty wheel will also function as a *wheel offloating*.

**3 Square Wheel:** See the D&D® Companion Set.

**4 Wheel of Burning:** This wheel appears and functions as a *wheel of lighting*. However, if any creature enters the lighted area ahead of the wagon, the light disappears and reappears on the wagon. In addition, the light becomes quite warm and inflicts 1 point of heat damage per round to all within the area of effect, which is 30 feet in diameter. Oddly, the heat cannot damage objects; only creatures are affected. The hot light cannot be extinguished by command once it has begun to heat, but a *remove curse* or *dispel magic* spell (treat as 15th-level magic use) makes the light and heat disappear.

**5 Wheel of Floating:** This wheel aids in water and swamp travel; see the D&D® Companion Set for details.

**6 Wheel of Fortune:** See the D&D® Companion Set.

**7 Wheel of Lighting:** This wheel appears identical to a normal wagon wheel and must be mounted for proper use. When commanded to function, it projects a *light* spell effect 30 yards ahead which moves along at the same rate as the wagon. The wagon itself is not lighted, only the path ahead is clearly seen. If those traveling with or near the wagon avoid the light, creatures attracted to the light may be surprised (-1 to surprise rolls).

**8 Wheel of Misfortune:** This item appears and functions as a *wheel of fortune* but with one major difference: a black wedge will be the result of the spin 80% of the time, and a white wedge only 20%. The wheel of misfortune is otherwise identical in all respects.

## WHISTLE

A whistle is a hollow metal, wood, or reed tube with a small hole at one end which serves as a

mouthpiece. Another hole in the side of the tube allows air to be blown through the whistle and resonate. Magical whistles must be commanded and then blown to produce their magical effects.

To determine the type found, roll 1d4.

**1 Training Whistle:** The sound produced by this whistle cannot be heard by human or demihuman ears. It enables the user to train a *charmed* animal. The animal affected must be within 10 feet and must be *charmed* before training is possible. Once activated by the command word, the whistle is blown and a one-word instruction given; the animal will understand and remember the instruction and obey each time the word is spoken or whenever the whistle is heard thereafter. The whistle can be heard for a range of 6 inches (60 yards outdoors, 60 feet indoors). If the whistle can produce more than one note, the animal can be trained to respond to as many as five simple one-word commands, such as attack, defend, fetch, threaten, etc.; one command is keyed to each note or word.

**2 Whistle of Deafness:** This item appears as a *whistle of training* in all respects. However, there is a 30% chance that it also makes the user deaf. This affliction results in a -1 penalty to surprise rolls and difficulty in communication. Hearing can be restored by a *remove curse* applied by a caster of 26th level or higher.

**3 Whistle of Stopping:** This whistle can be heard to 12" (120 yards outdoors, 120 feet indoors). If any moving vehicles are within range, they stop for three rounds before resuming their original course and speed. Both magical and non-magical vehicles can be affected (cart, wagon, *flying carpet*, etc.). Mounts cannot be affected but may be forced to make the "whistle stop" if pulling a vehicle. The whistle can produce its magical effect once per day and only on command.

**4 Whistle of Summoning:** The sound produced by this whistle cannot be heard by human or demihuman ears. It summons one animal of a specific type, if the animal is within range (1 mile outdoors, 240 feet indoors). The creature summoned appears as soon as possible, approaching to within 50 yards; reactions are then determined normally. Fantastic creatures are not affected. The type of animal affected is different for each whistle (bat, bear, boar, camel, great cat, crocodile, elephant, horse, rat, or wolf). The whistle may be used once per day at most.

## WINDOW

A magical window is simply a small square or rectangular wooden frame lacking glass, which appears identical to a normal window frame except for its size. It may be as small as 1 inch square or as large as 2 feet across. All magical windows enlarge on command to a maximum of 5 feet square and shrink back to original size with a second command word. A window may be held in place for up to one hour per use. A window

cannot be removed for at least one round after use or it will vanish. A window has no effect on a magical door or wall of any kind.

To determine the type found, roll 1d6:

**1 Display Window:** This window appears and functions as a *window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user becomes paralyzed (no saving throw) and stands holding the window. The paralyzed victim does not fall over or let go. Once the window has trapped a victim, it cannot be damaged or moved but will release its victim one turn later. The paralysis cannot be removed unless a *remove curse* is applied to the window (not the victim!) by a caster of 15th level or higher.

**2 Window of Dressing:** This odd window allows the user to put on armor, equipment, and other possessions in only two rounds. When enlarged and looked through, the window reveals a small other-dimensional cubicle. The user may step through while carrying equipment, take the time to put on the equipment (armor, shield, weapons, etc.) and step back out of the cubicle, fully clad, one round later—regardless of the actual time needed to dress! Magic items do not function within the cubicle, and spells cannot be studied or cast. The window can be very useful during outdoor travel, as a character does not wear armor while sleeping.

**3 Window of Opacity:** This window does not permit viewing, instead producing the opposite effect. When held to any normal or magical window or mirror, it causes part of the other window's transparent or reflective surface to become misty and unusable. Only the part covered by the window of opacity is affected, and only while the two windows touch. The window may be used only once per day.

**4 Window of Peeping:** This window appears and functions as a *window of spying*, but both the window and the user can easily be seen by those in the room.

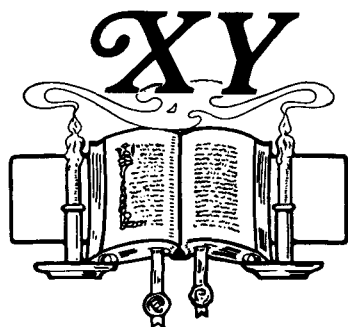
**5 Window of Spying:** When held to the surface of a wall or door, this window allows the user to see through the barrier into the area on the other side. It has no effect on magical walls or doors, can be blocked by any metal, and can see through up to 2 feet of wood or stone at most. It reveals no sign of its use to those on the other side. The window of spying can be used three times per day.

**6 Window of Visiting:** This window appears and functions as a *window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user and the window are drawn through the wall or door and appear in the midst of the creatures viewed (no saving throw). Only the user is affected.



Xantippe  
Xebec  
Xylograph

Yoke



## XANTIPPE

**Xantippe of Annoyance:** This item appears to be a tiny statue of a shrew. If one command word is spoken, it turns into a giant shrew (D&D® Basic Set, page 36) but may then make a saving throw vs. spells. If the throw is successful, the shrew immediately flees at its maximum movement rate. If the saving throw fails, the shrew understands and obeys the user of the statue. If touched and a second command word spoken, the shrew returns to statue form. Otherwise, a *dispel magic* spell is needed to return the creature to its normal inanimate state; a *remove curse* does not affect it.

A third command word turns the statue into an Ethereal being who resembles a human female. This being is immune to all attacks and has no attack forms itself. When created, however, it immediately begins loudly criticizing the user; all with 60 feet understand the words. This speech can continue for any duration but the being returns to statue form on command of the user or if a *dispel magic* is applied.

## XEBEC

**Xiphoid Xebec:** This item appears and functions as a *sword +1* in all respects. When immersed in water and the command word spoken, it turns into a 3-masted boat with sails (treat as a small sailing ship; D&D® Expert Set, page 43). The xebec remains in ship form for as long as desired, and a second command returns it to sword form. The magical xebec can only be damaged by magical attacks or by physical attacks from creatures of 12 or more hit dice. If damaged, however, the item never again returns to sword form.

## XYLOGRAPH

This item is a wooden slab, 1 inch thick and 1 foot square. Upon command, it transcribes the words of the user, carving them backwards as grooves in its wood. At a second command, the words fill with ink, and the xylograph can then be pressed against a wall, parchment, etc., printing its message on the surface. Once the words are printed, the xylograph returns to its original

featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The xylograph functions only once per day; it becomes nonmagical if damaged by fire or if any carving or writing is done on its surface without the use of the first command word.

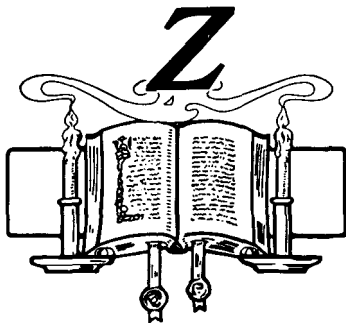
## YOKE

**Yoke of Irritation:** This item is placed on a beast's neck. Rather than controlling the animal, however, the yoke enrages it and it attacks the user as best it can. The creature is nearly invulnerable while wearing the yoke; only damage to the yoke is counted (treat as AC 2, hp 20), and only magical damage applies (from spells, magic weapons, etc.). When the yoke is destroyed, the beast returns to normal. A *remove curse* does not affect the yoke, but a *wish* makes it disappear.

**Yoke of Obedience:** When this yoke is placed on a creature's neck, the victim is *charmed* and thereafter obeys the user's spoken commands for as long as the yoke is worn. The yoke disintegrates 30 days after its first use. Only the user can remove the yoke while the creature is alive.



Zither  
Zoster  
Zwieback



## ZITHER

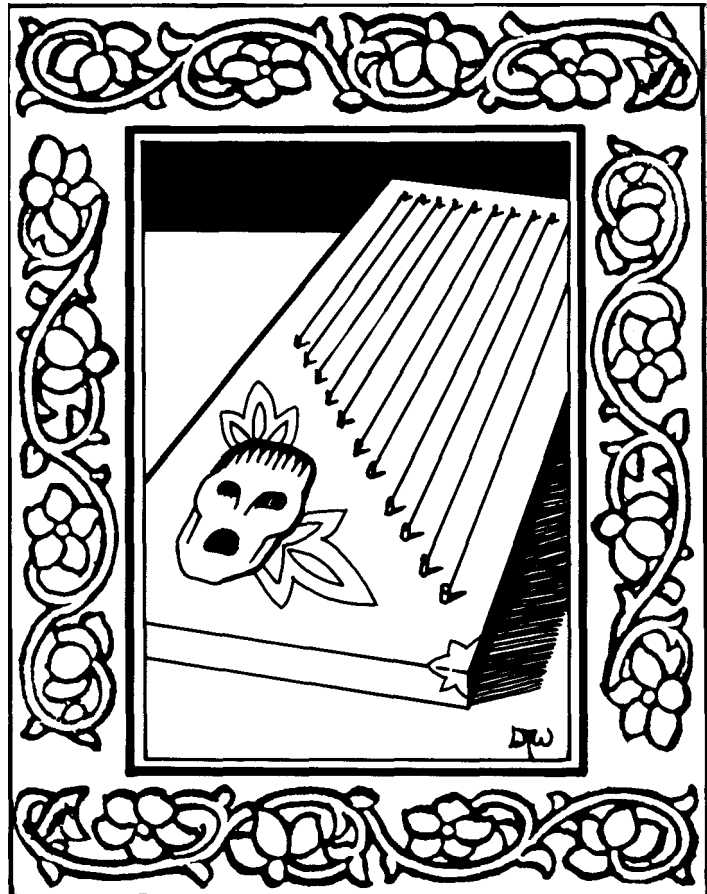
**Zither of Zombie Control:** This musical instrument is shaped like a flat box with strings attached. When strummed and the command word spoken, all zombies within 60 feet hear and obey the user to the best of their abilities. However, if the zombies leave the area of effect, they are released from the enchantment and can no longer be affected by it. This item may be used three times per day at most.

**Zither of Zombie Protection:** This item appears and may function as a *zither of zombie control*, but there is a 50% chance per use that it will malfunction. If so, the zombies are enraged and attack the user with a +4 bonus to all hit rolls; they inflict maximum damage (8) per hit scored. Furthermore, they are magically protected. If the zombies are *turned* by a cleric, each may make a saving throw vs. spells; if the throw is successful, the *turn* fails and that cleric can no longer affect the creatures. Once the zombies are enraged, they retain the bonuses and protection, regardless of their distance from the zither, until the user is slain.

## ZOSTER

**Zoster of Zeal:** This belt can be worn in combination with any magical buckle. When the wearer commands it to function, it makes the user especially zealous and he or she gains a +3 bonus to hit rolls. The zoster can function once per day for one turn per use.

**Zoster of Zoophobia:** This belt appears and functions as a *zoster of zeal*. However, when commanded to function, it also inflicts the user with a morbid and uncontrollable fear of animals of all types (no saving throw). In addition, the victim must make a saving throw vs. spells. If the throw fails, the wearer is overcome by a strange illusion—that all those nearby are turning into animals. The victim flees and hides from the animals if possible; the illusion passes when the zoster's effect ends after one turn. The phobia does not end, however, and the victim flees from any normal or giant-sized animal seen thereafter, running at three times normal movement rate for at least six rounds. The phobia can be cured by a *remove curse* applied by a caster of 15th level or



higher, or by a *cure all* spell. The phobia returns each time the zoster is activated; it cannot be removed from the item.

## ZWIEBACK

**Zwieback of Zymurgy:** This dry, crusty bread is magically useful in wine production. If dipped into a wineskin filled with inferior wine, the liquid changes to an excellent beverage, which can be sold for 10 times the original price. The piece of zwieback disintegrates when used. Each package of zwieback contains 2-20 pieces when found, which will keep indefinitely unless moistened. Any sort of moisture, however, disintegrates it.



# APPENDIX:

## Using THE BOOK OF MARVELOUS MAGIC with the ADVANCED DUNGEONS & DRAGONS® Game

Though designed for use with the D&D® game, most of the items in this book can be used in AD&D® games as well, with only some minor changes in the descriptions.

### What's the Difference?

The D&D and AD&D games are actually different games. Though both are role-playing games dealing with fantasy topics, many of the games' systems are entirely different. Each game contains spells, monsters, and other elements not found in the other.

The D&D game is easy to modify to your individual taste. When revised and expanded (editions published in or after 1983), some details were added, but the game as a whole actually became easier to modify. You may add more details, or change existing ones, with little fear of upsetting the game system as a whole. Options are often mentioned, giving the DM a choice of styles or details. For example, a monster's poison can be deadly, but guidelines are given for the DM who wants to change this to points of damage (or other effects) to make the game more enjoyable.

The AD&D game system is, as a whole, far more complex than the D&D game. Rules are given for more situations, and common situations are presented in more detail. Since the AD&D game is more complex than the D&D game, it is very difficult to modify properly. Any rule change may have far-reaching effects. Modifications usually involve very minor details, and rarely (if ever) change general principles. Additions must be compatible with existing details, and must thus be very carefully considered.

### Changing Details

Nearly all of the changes necessary to adapt these items to AD&D game play are simply corrections of detail, substituting AD&D game

information for the D&D game details given.

Whenever you select or randomly determine an item to be used in your AD&D game, examine the description carefully. Look for references to the elements listed below, which may require modification.

The following abbreviations are used:

PH	AD&D Players Handbook
DMG	AD&D Dungeon Masters Guide
MM1	AD&D Monster Manual

**Aerial movement:** Treat all items involving or bestowing aerial movement as being Maneuverability Class A.

**Game Mechanics:** If common procedures are affected (such as initiative or surprise rolls), no changes are normally needed. Review the details, however, to be sure that the information is compatible with your style of play. The only exception is for morale and reactions, which are based on a 2d6 system. Convert each reference to percentile modifiers by multiplying by 5 (+1 bonus = +5%, +2 = +10%, etc.).

**Item equivalents:** Some items have the same names as others described in the DMG, or have similar or identical effects. Use the DMG versions when the names or effects are exactly or approximately the same (but review the notes below as well).

**Monsters (by name):** If a monster name is the same in both systems, use the AD&D game details. If not, refer to the item in the following list. Some monster equivalents are given, and others are added.

**Spells:** If a spell effect mentioned has the same name in the AD&D game system, use the AD&D game details given in the PH and DMG. If not, either use an effect which is equivalent or nearly so.

Of general note are the effects of curing spells. All the cure *wounds* spells have a different value in the D&D® game system; use the AD&D® game data wherever applicable. The D&D game spell *cureall* is the equivalent of the AD&D game cleric spell *heal*.

Whenever a magic-user or elf is mentioned in reference to spells, extend the effect or ability to include illusionists plus all other creatures able to memorize and cast magic-user or illusionist spells. This does not include creatures which have spell-like abilities.

**Time:** The D&D game uses a 10-second melee round, instead of the AD&D game's 1-minute framework. Whenever a duration is given in rounds, multiply it by 6 for AD&D game use. Do not modify durations given in turns or greater units, as these are of identical length in both game systems.

**Waterborne Adventures:** Whenever a vessel's hull value or damage is mentioned, divide the number given by 4 for AD&D game use. Hull values in the D&D game range from 5 to 180, while those in the AD&D game range from 1 to 48.

#### Additional Notes, by Item

**Alternate World Gate:** Replace the *lute of bard summoning* with a *dirk of avenger summoning* if connection to the D&D game world is desired. The dirk, a small dagger, summons an evil fighter with special abilities, who will merely steal the dirk, glare, and depart.

**Anchor, fishing:** Use the following statistics for sea serpents (greater and lesser). For sperm whale, use the largest whale in MM1 (HD 36; D 15-60 or 5-40).

**Sea Serpent, lesser:** FRQ Uncommon; #AP 2-12; AC 5; MV 15" (swimming); HD 6; %IL 10%; TT Nil; #AT 1; D 2-12; SA Squeeze or Lunge; SD Nil; MR Std; INT Animal; AL N; SZ L (20-30'); PSI Nil.

**Sea Serpent, greater:** FRQ Rare; #AP 1-4; AC 3; MV 24"; HD 12 to 15; %IL 20; TT Nil; #AT 1; D 3-18; SA Squeeze or Lunge; SD Nil; MR Std; INT Low-Avg; AL N(E); SZ Lg (60-80'); PSI Nil.

A sea serpent may attack a passing vessel by looping around it and squeezing. It can also lunge out of the water to bite opponents. The lunge reaches to 20 foot (lesser) or 40 foot (greater) height, and the hull damage from squeezing is 1-2 (lesser) or 1-6 (greater) points per round.

**Ball of Power:** For hill giant strength, use +3/+7 (as per the girdle, DMG pg. 145).

**Barding:** Use minotaur lizard (MM1, pg. 61) instead of tuatara lizard.

**Barrel of Monkeys:** use Gorilla (MM1, pg. 7) instead of white ape.

**Boat, Undersea:** This small magical sailing vessel (AC 4, hull points 20) radiates a *water breathing effect* whenever it descends beneath

the surface, protecting all within or touching it. It can move without sailors, and has various command words enabling it to start, stop, turn to port or starboard, stop turning, speed up, slow down, submerge, rise, and level off.

**Bones (all):** These are Turned as "special," instead of Spirit.

**Bone of Slaying:** Use standard weapon data for the club.

**Brooch of Bones:** Any level of druid can use this item. Each use lasts one round per level of the druid (three uses per day maximum).

**Broom of Servng:** Any creature able to memorize and cast magic-user or illusionist spells may use this item.

**Can of Worms:** Replace the caecilia worms with young purple worms (MM1, pg. 80; HD 1+4; D 1-8/1-2), unable to swallow any but very small opponents (3 inch height or less).

**Chalice of Poison:** Instead of incapacitation as a result of combining, use the standard potion miscibility procedure (DMG pg. 119).

**Chime of Time:** On command, this 3-inch-long silvery metal bar chimes every hour, on the hour. Its sound is always audible to 60 foot range, only damped (to 30 foot range) by a *silence* spell effect. A second command causes it to slowly turn color, starting at one end and spreading to the other end exactly one hour later. A third command causes the chiming and/or the color change to stop a full turn later.

**Collar of Stiffness:** The "slicing" effect mentioned is the D&D game equivalent of the Sharpness and Vorpal abilities, and this item protects the wearer's neck against all such special effects.

**Crown of Leadership:** By talking for one turn, a combination of prayer and *chant* can be obtained, which lasts for the given six-turn duration.

**Cribble of Blackflame:** This is simply normal flame in reverse. Black in color, it emanates darkness and coolness, with flickering reverse "shadows" of light. It will burn anything normally not burnable, and will not harm combustible items. It is extremely rare, its origins unknown.

**Cymbal of Symbols:** Use the description given, not the usual *symbol* spell effects.

**Eggs of Wonder:** These items appear as simple normal eggs; 1-6 are found. When an egg is broken, a mist issues forth, forming a normal animal which understands and obeys the user to the best of its ability. The animal disappears when slain or after one hour's service. Use the "Conjured Animals" chart (DMG pg. 222) to select the animal found (but limited to 1-8 hit dice).

**Forge of Power:** This is a magical device with which dwarven craftsmen can create the special weapons legendary to their race. The details are left to the DM's design, but the forge is too large to be moved and is always



tended by a full lair of dwarves.

**Gauntlets:** Treat *gauntlets of super strength* as bestowing stone giant strength (as the girdle, DMG pg. 145).

**Lamp, Hurricane:** This apparently normal lantern acts as a *lamp of long burning* in all respects. However, when first opened, the lamp releases a hurricane. Each creature within 30 feet must make a saving throw vs. spells. The user (who gets no saving throw) and all those failing the saving throw are knocked over by the winds, and all items carried are blown about, scattering in an area of 60 foot radius. Furthermore, the lamp closes and resets every night at midnight, and must release its hurricane again before it can be further used as a lamp.

**Libram of Study:** Use the corresponding magical volumes as detailed in the DMG.

**Lute of Woodwalking:** The list of "intelligent woodland creatures" should be expanded to include all creatures listed in the "Faerie and Sylvan Settings" table (DMG pg. 187) that have greater than animal intelligence.

**Masts (both):** These items can only be used effectively if the character has a Secondary Skill as a sailor or shipwright, or has acquired such skill by acceptable means (such as experience).

**Nail, Finger:** This item appears to be a *nail of pointing*, but when commanded, it disappears. When the user next tries to hide from an enemy (including by *invisibility*), the nail reappears as a large glowing finger, pointing at the user for 1-6 rounds. It may repeat its appearance during any subsequent attempts at hiding, but a *remove curse* will cause it to vanish forever.

**Ointments:** Use 1d8 instead of 1d6 to find the type of ointment. *Keoghtom's ointment* is found if the result is 7 or 8.

**Pipes of Pan:** See the note above under "Lute of Woodwalking."

**Pitchfork of Penetration:** Other-planar creatures normally equipped with pitchforks (such as horned devils) may own reversed versions of this item, able to draw a victim into the ether from the prime plane.

**Pouch of Security:** Any attempt at stealing this small sack causes it to scream "I am being stolen!" in the common tongue, audible to 120 foot range, for one hour. Its owner can silence it by holding it and commanding it to cease, but it will repeat its cries if stolen again.

**Quill of Copying:** This item will copy one spell per week at most. For use, a spell scroll is burned; the ashes are mixed with valuable ink, and the ink is placed in an inkwell. If that inkwell and this quill are then placed on a blank parchment of sufficient quality, the quill will write two identical copies of the original spell on the new scroll, taking a mere one turn per spell level to do so. If the scroll burnt contained two or more spells, the lower level spell

(or a randomly determined one) is reproduced.

**Quill, Porcupine:** Use the standard statistics for a giant porcupine (MM1, pg. 79).

**Rattle of Summoning:** Giant poisonous snakes (MM1, pp. 88-89) are produced by this item. Some rare rattles (1 in 12) produce giant amphisbaena (same reference).

**Rattle of Youth:** Remember to apply the standard ability score changes due to age progression or regression (DMG pg. 13). Note also that if the "venerable" age bracket is exceeded, the user dies and can only be recovered by a wish.

**Slate of Identification:** When a magical item is placed upon this item and the command word spoken, the item's name and one of its command words appear on the slate. The slate will only repeat known command words if all the words for one item have already been revealed. The slate uses one or more charges per item identified (at the DM's discretion) and may expend up to 10 or 20 charges per day or week (again subject to the DM's choice).

**Snuffer of Servng:** The small elementals are identical to the larger forms (MM1, pp 37-38) except for the obvious differences in some of the statistics given.

**Table of the Elements:** See Snuffer of Servng.

**Talismans of Elemental Travel:** Replace any of these items with an Amulet of the Planes (DMG pg. 137).

**Throne of Summoning:** Use any level magic-user convenient to the campaign, of at least five levels of experience greater than any PC magic-user.

**Tree of Life:** Very little is known about this item, except that it can be found in most elven lairs. It is rumored to possess highly magical powers, and is of special aid in repelling undead and tending the sick or wounded.

**Urns:** See the "Crucible of Blackflame" in this listing for information about blackflame.

**Wheel of Floating:** This appears identical to a normal wagon wheel, but enables any wagon upon which it is mounted to float on water. One *wheel of floating supports* 10,000 cn weight, and each additional wheel adds 5,000 cn to that amount. Note that propulsion is not bestowed. A cursed *wheel* (found 10% of the time) causes the wagon to become stuck at the midpoint of the body of water.

**Wheel of Fortune:** Replace this item with a *Deck of Many Things*.

**Wheel, Square:** This odd "wheel," made to fit a normal wagon, is square but nevertheless valuable. It magically enables the wagon to easily move through mountain or desert terrain even without a roadway. Each square *wheel* bestows movement of 20 feet per round (cumulative) when draft animals are used to tow it.

**Xiphoid Xebec:** Treat the vessel as a Small Merchant Ship.





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