





WONDERS OF the LAND OF Fate

Magical items of the AL-QADIM™ AD&D® campaign setting

by Jeff Grubb

Artwork by Robin Raab and Karl Waller

The Land of Fate, the setting for AL-QADIM™ AD&D® Arabian adventures, is a unique land with its own history and magical nature. Its hot climate makes heavy armor unsuitable, and the land is dominated by great, open wastes. Civilization is confined to dense urban centers linked by caravan trails and sea routes. These cities, deserts, and seas are the prime territories of the heroic adventurers of the Land of Fate.

The standard AD&D magical-items tables are not appropriate for the Land of Fate. A suit of *plate mail* +3 would be out of place anywhere but a curio shop or a wizard's laboratory, and anyone wearing such armor would be at a serious disadvantage in the heat. Similarly, many of the specialty items that fit with the western European approach to history, myth, and faith do not fit the heritage of the Middle East; for example, a *saw of mighty cutting* is not very useful in a land where trees are rare and wood is mostly imported.

Presented here are tables for generating random magical items for the Land of Fate. New magical items are described in each section, but items similar to or duplicated in the *Dungeon Master's Guide* are referenced in that book. New spells can be found in the upcoming *Arabian Adventures* tome.

Designer's notes: This article is the result of difficulties with space and time. While writing the rules for the AL-QADIM *Arabian Adventures* book (on sale in April), we discovered we had no *space* for magical-item tables after putting in over 20 new character kits, rules for genie summoning, new items, and a host of new

spells. Then, too, there was four months of *time* between the release of *Arabian Adventures* and the *Land of Fate* boxed set. Roger Moore had room in DRAGON® Magazine for an AL-QADIM article in his "treasures" issue, and he was more than happy when I offered this material for publication.

The tables presented here are a truncated version of the final tables that will appear in the *Land of Fate* boxed set (due out in August), particularly in the wands and miscellaneous magical-item areas. It is sufficient to get your players up and running in adventures in your own Arabian campaigns. Such items as the *banner of renown*, the *rod of the monolith*, and the *razor of truth* will have to wait for the final version, as will details on artifacts and nonmagical objects of art. The new magical items found here may be imported into other, non-Arabian campaigns at the option of the DM.

When a magical item is called for, roll first on Table 1. This selects the general type of magical item that was found, then directs you on to Tables 2-8 to determine the specific item. Unless a special weapon is noted on Table 2 (a roll of 98-00 on 1d100, directing you to Table 2B), roll on Table 2A for the attack bonuses of a weapon. Roll on Table 3A for the defensive bonuses of armor and shields, unless directed to Table 3B by a roll of 99-00 for special items; roll on Table 3C for the size of any armor generated. Similarly, Table 5 (scrolls) sends you to one of three sub-tables. All other tables are self-explanatory.

Have fun, and look for more in the *Land of Fate* setting. We have no Fate but the Fate which we are given!

Magical weapons

Special weapons from Table 2B are detailed here.

Cutlass of the Golden Gulf: This magical cutlass is a favored weapon for corsairs and other sea travelers. In addition to its combat bonus, the sword allows the wielder to survive underwater as if under the effects of a *water breathing* spell for as long as the cutlass is in his hand.

Dagger of quickness: This weapon may be any of the daggerlike weapons noted in Table 2: dirk, dagger, jambiya, knife, razor, or punch dagger. In addition to providing a +2 bonus to hit and damage, the dagger may strike first that round, even if thrown. If used in situations with other weapons that allow a "first strike" (such as a *scimitar of speed* or *short sword of quickness*), such attacks are simultaneous. The *dagger of quickness* does not allow any increase in the number of attacks allowed to the user.

Dagger of the evil eye: This weapon appears as a simple magical dagger (roll on Table 2A for its attack bonus). However, an individual who uses this weapon in combat immediately receives the effects of the evil eye (detailed in *Arabian Adventures*). The *evil eye* may be removed by using the *avert evil eye* spell (again, detailed in *Arabian Adventures*), but the spell effects will be reinstated as soon as the weapon is used again in combat. Other weapons may be affected by this form of the evil eye, but daggers are the most common ones. Such weapons usually have a history and once belonged to some hero or other legendary figure.

Dagger of venom: This weapon is as per the dagger described in the DMG but may be any of the daggerlike weapons noted in Table 2.

Mace +1, +2 vs undead, and mace +2, +4 vs undead: These weapons may be used against all forms of undead, whether conjured or occurring naturally, including creatures such as the great ghuls.

Mamluk swords of obedience +1 and +2: In addition to their magical bonuses, these weapons also have additional powers over humanoid creatures (including men, elves, dwarves, gnomes, goblinoid creatures, lycanthropes in human form, and giants, but not creatures who are obviously nonhuman, such as lizard men, who have tails). An individual struck by these magical *mamluk swords* must make a saving throw vs. spells or be *charmed*, immediately surrendering to his opponent in combat providing that the individual wielding the sword is of higher level or has more hit dice than the one struck. The effects of the spell are as for the *charm person* or *charm monster* spell. The magical *mamluk sword* may be any of the sword types.

Scimitar of speed: See the weapon of the same name in the DMG.

Sword +1, +2 vs. genies: These swords (which may of any type) each grant a +1 combat bonus to hit and damage, and in addition grant a +2 against any genielike creatures, including gen, common genies, tasked genies, noble genies, and jann.

Sword +2, +3 vs. specific genie type: These weapons grant a +2 bonus in combat, but provide a +3 to hit and damage only against one specific genie type (dao, marids, efreet, or djinn). They may affect both common and noble versions of these types, but they affect all other genies, even other genies of the same elemental type, as simply +2.

Sword +2, genie slayer: This +2 weapon acts as a +4 weapon when used against any genie. Further, it inflicts double damage (doubling any damage bonus as well) when used against one of the following genie types (roll 1d4): 1, djinni; 2, dao; 3, efreeti; 4, marid. The sword inflicts double damage against the common and noble versions of the particular genies. Other types of genies (including jann, gen, and tasked genies) will only be attacked with a +4 bonus to hit and damage.

Weapon of concealed wizardry: Roll again on Table 2 for a new weapon. This weapon holds enchantments designed to cloak its true nature, so it will not respond to *detect magic* or similar spells. *Legend lore* or *identify* spells, or the *legend lore* ability of the rawun or barber (detailed in *Arabian Adventures*), will reveal some of its magical nature. Any type of weapon may be a *weapon of concealed wizardry*, including special weapons. If a DM rolls a second time but gets the *weapon of concealed wizardry* result again, he may choose any special weapon.

Magical armors

The following are special armors and shields from Table 3B.

Armor of the desert evening: This lamellar armor has no magical bonus to armor class, but it may be worn in the desert heat without ill effect to the wearer or his abilities.

Armor of swimming: This lamellar armor allows its user to move through water as if unencumbered. It does not convey *water-breathing* abilities nor the swimming proficiency, but it will allow the individual to float and swim if he is otherwise capable.

Shield of the holy: This medium shield is inscribed with a symbol of one of the enlightened deities. In the hands of an ordinary individual, the shield functions as a *shield +1*. However, if used by a priest of the same religion as the deity to which the shield is dedicated, the shield gains a +2 bonus and allows its user to affect undead as if he were four levels higher. This ability to affect undead applies only if the priest is otherwise capable of turning or commanding the undead in question.

Shields of proof against fire, cold, or electricity: These medium shields provide the wielder with additional protection against the type of attack listed. Saving throws against that particular type of damage are at +4, provided that the wielder can put the shield between himself and the attack form. Damage is as normal for the attack form.

Tortoise shield: This small daraq-style buckler emits a magical field that provides protection equal to a body shield, but it is only the physical size of a buckler. This enchanted daraq provides +1 protection against normal attacks and +2 protection against missile attacks.

Armor of concealed wizardry: This type of armor has its magical nature concealed by powerful spells, such that it does not respond to *detect magic* or similar spells (see "*weapon of concealed wizardry*"). Roll again for a new armor or shield type. If *armor of concealed wizardry* is rolled again, the DM may choose the type of armor from Table 3B.

Potions, philters, and oils

Potions in the Land of Fate are usually found in small crystal bottles, slightly pyramid-shaped in that the base is wider than the mouth. The mouth is stoppered shut with crystal and sealed with wax. The bottles are heavy and quite resilient, such that each gains a +2 on saving throws against crushing blows.

In addition, these bottles are often labeled to indicate their contents. As an option, the DM may roll 1d6 to determine if the bottle is labeled (and labeled *correctly*): 1-2, bottle is labeled correctly; 3-5, bottle is unlabeled; 6, bottle is labeled incorrectly.

For incorrectly labeled bottles, the DM rolls again on the chart to determine the incorrect label, then marks it accordingly

in his own notes for when the players use it. An intelligence check on 1d20 indicates to a player character that a bottle might be mislabeled, but only if the character has encountered that form of potion before ("It looks cloudier than any potion of *extra-healing* you've ever seen.")

Dreaming: This potion grants the imbiber a vision of that which he desires. The imbiber drinks the potion before retiring, then names the person, object, or setting for which he searches. That evening, a dream will tell him something of that which he seeks: a location, a magical guardian, other individuals nearby, potential dangers, etc. Only one thing will be revealed about a person, object, or setting per dream. Upon awakening, the dream will remain in the imbiber's mind so that he may use the clues provided there to guide his path. A dreamer seeking water may have a marid appear to him, pointing to the east, where water lies within easy walking distance in the "real" world. A dreamer seeking a lost gem may find himself deep in a cavern, where a great ghul hunkers over the gem, indicating the creature that guards the desired item.

The DM may determine the nature of the clue—a direction, a location, or an individual involved in the search in the dream. If no clues are available (by DM decision) or the item searched for is magically protected or not in existence, the individual will instead have a vivid nightmare. The DM may feel free to pepper the dream with horrific images, forebodings of doom, and dangers to the dreamer and the dreamer's party.

Oil of attractiveness: By means of this slick unguent, the user may coat his face and gain one point of charisma, to a maximum of 19. This effect lasts for 24 hours *minus* the original charisma of the user (e.g., an 18-charisma individual would have it last for but six hours). If the oil is not removed by then, it acts as *oil of horridness* (see later) for the next 24 hours.

Oil of cloaking: This oil may be smeared over an item to hide its magical nature for up to 24 hours. The item must be no larger than the size of a man and cannot be alive. Applying the oil to one item uses the entire contents of the bottle, regardless of size. Divination spells such as *detect magic* will not work on an item cloaked in this fashion, though spells that do not reveal magical nature (such as *legend lore* or *detect evil*) will function normally. At the end of the 24 hours, the oil wears off without ill effect.

Oil of great devotion: This holy unguent is only usable by a priest, though of any kit or alignment. The priest's level increases by three levels if he is of 5th level or lower, and by two levels if of 6th to 10th level. It has no effect on priests of 11th level or higher. The priest receiving this boon fights, casts spells, turns undead, and otherwise performs as if that number of levels higher for the next 12 hours. This oil does not allow additional spells to be

gained, nor does it allow for the priest to learn spells that he would otherwise be unable to learn at his earlier level. Special priestly abilities that are tied to level (such as kahin or hakima abilities, explained in *Arabian Adventures*) may be temporarily added in this fashion.

Oil of horridness: By smearing this oil on the face, one's charisma is immediately reduced to 3 for the next 24 hours, as it temporarily renders the user's visage so horrid that only ghuls and night hags would be comfortable around him. This oil is never labeled correctly, as it is often the result of *oil of attractiveness* that has spoiled.

Oil of invisibility: This is similar to the potion of the same name in effect (see the DMG), though it lasts for 1d6 + 6 turns or until dispelled. The oil does have a distinctive scent that dogs or other creatures may track.

Oil of invulnerability: This is similar to the potion of the same name in effect (see the DMG), though it lasts for 1d6 + 6 turns unless dispelled. This oil has the aroma of burnt almonds when used.

Oil of obedience: This pasty unguent is smeared on the forehead of a sleeping or unconscious creature; upon awaking, the being comes under the control of the individual who placed the oil there. This control is complete, and the obedient one is little more than a zombie. The obedient one does not think for himself except in the most basic fashion (breathing, not walking into walls) and cannot use spells (though he could use spell-like abilities or otherwise communicate). The one who placed the oil must give orders for the affected individual to move; inability to follow the orders will cause the individual to not act at all. This oil's effects last for 24 - 1d6 hours. Self-destructive acts may be ordered, but the affected individual gains a saving throw vs. spells to resist. This oil has no effect on someone who is already awake.

Oil of romance: This oil smells of rancid fish, yet has a powerful effect when poured on the ground, usually across a doorway or other window. At that time, the name of the desired victim is spoken aloud. If the individual called upon crosses the threshold or patch of oil, he suffers the effects of a *charm person* spell at -4 to his saving throws. Failing the saving throw results in the victim becoming devoted to the oil-user, seeking to protect and follow the other's orders (excluding outright self-destructive acts). The enchantment worked by this magic does not wear off over time (unlike the *charm person* spell) and can only be removed by a *dispel magic* or a *limited wish*.

Oil of the pickpocket: This oil, rubbed over the hands, allows a character without pick-pocketing ability to pick pockets as if a 1st-level thief. If used by a thief, it raises his percentage chance of picking pockets by +10. The oil lasts for six hours before evaporating.

Philter of drunkenness: Upon imbibing this potion, the individual immediately becomes horribly, totally inebriated. Role-playing aspects of this situation are left to the player and the DM, but in game terms the individual is -4 for ail to-hit rolls as well as all proficiency checks. An intelligence check is required each time an affected spell-caster attempts to cast a spell to see if it is cast correctly (failure means merely that the spell is lost), and all spells cast have a +2 bonus on saves. The effects last six hours, followed by three hours of splitting headaches (no spell-casting allowed, -1 on attack rolls).

Scrolls

Sorcerer's scrolls: Spells for these scrolls are taken from the "general" category of spells in *Arabian Adventures*.

Sand, sea, wind, and flame magic: Spells for these scrolls are taken from the "Elemental" listings for each level. If no suitable spell exists at the rolled level, then the DM rolls or chooses from the "General" category.

Priest spheres: These are separated by sphere as opposed to level. Check the appropriate sphere in the *Player's Handbook* and roll randomly or choose an applicable spell.

Mixed spheres: Some priest spells contain mixed spheres. For each spell, roll on the following table for sphere:

1d100	Sphere
01-10	All (general)
11-16	Animal
17-18	Astral
19-25	Charm
26-35	Combat
36-40	Creation
41-50	Divination
51-55	Elemental
56-60	Guardian
61-73	Healing
74-76	Necromantic
77-78	Plant
79-85	Protection
86-90	Summoning
91-95	Sun
96-00	Weather

Cursed scrolls: The DMG (page 146) provides an excellent list of potential curses upon the players. Here are few more:

- The individual is cursed with the evil eye.
- The individual is cursed with lycanthropy (DM's choice of creature).
- The individual is *polymorphed* into a donkey, goat, or camel. A hakima (see *Arabian Adventures*) will be able to see the individual in his true form.
- The individual has his station reduced to 1. He is reviled wherever he goes.
- The individual is smitten with the first individual of the same or related species of the opposite sex that he or she sees.
- The individual has earned the enmity of a powerful ruler of some town or city of the DM's choice. There is no need to tell

the player immediately that his character has earned this enmity; let him find this out on his own.

- The individual has caught the attention of a mischievous djinni who will follow the individual invisibly, playing nonlethal practical jokes (the djinni will not aid the character if he is in danger, either). If detected, the djinni may leave if properly approached or bribed.

- The scroll is blank, save for glittering dust that falls from the scroll when opened. This does nothing, but it can make a player very paranoid. The DM may call for additional (unused) saving throws from that individual at random moments to convince the player that something is afoot.

Grant: Like a map, a grant is nonmagical in nature but opens the door to new adventures and ideas. A grant is an award of land, title, or moneys to an individual named in the document (optionally, the document's recipient may be left blank). A grant can be a springboard to further adventures, both in the wilderness and the city. The DM may supply the details in keeping with his own campaign, or can use the following suggestions:

- The grant is for 1d6 × 1,000 gp, to be awarded to the (unnamed) bearer in the court of a local ruler.
- The grant is for 2d6 × 1,000 gp, to be awarded to a named individual upon presentation of that document to a local ruler.
- The grant is for the position of *qadi* (judge) to a village on the desert's edge.
- The grant allows the bearer to audit the tax records of a local ruler in the name of the Grand Caliph, and the ruler must offer whatever the bearer needs to complete that audit.
- The grant is to allow the bearer to enter the local ruler's court as an ambassador of the Grand Caliph. Optionally, a named individual can be mentioned, and the grant might name an individual who is to be replaced by the grant-holder's arrival (and who will likely be unhappy with the situation).
- A grant for a wilderness area in which to establish a town and mosque.
- A grant for rulership of a small village, in which the individual agrees to provide protection in exchange for taxes. The populations of these villages always expect mighty and high-level heroes as their protectors.

- A grant for a ship.
- A grant for a particular business within a particular town. Optionally, this also allows a monopoly of a business.
- As any of the above, but the document is a forgery and may be revealed as such under close inspection by those who know the true documents.

Protection from air: (reading time - 6) This scroll issues a 10'-diameter zone of protection centered on the reader. All types of air-based attacks, including strong winds of a magical or natural nature and poisons carried on breezes, are unable to

cross into this area, leaving the reader and those close to him untouched. The scroll does not protect against poisons that are not blown into the area of the protection; e.g., reading the scroll and jumping into a *cloudkill* spell will not offer any protection, but if that *cloudkill* is carried by the wind toward the individual, the individual will be protected. The protection lasts 1d4 +4 turns. It has no effect on creatures of elemental air but can protect against their air-based attack forms.

Protection from divination: (reading time—8) This scroll cloaks the reader and all other things within 10' from being affected by any spells of the divination school. These spells fail when cast within this area, or when attempting to affect beings or items within this area. Spells and abilities that reveal magical properties without the use of divination spells (such as the hakima ability of seeing truth) are unaffected by this spell.

Protection from earth: (reading time—6) This scroll protects the reader and those within 10' from all forms of earth-based attacks, including avalanches, sand slides, quicksand, and earthquakes, whether magical or natural in origin. The reader and those who remain within 10' merely float to the surface in such cases and may walk across unstable ground without ill effect. This scroll does not provide protection against the physical attacks of earth elementals or dao, though it will protect for 1d4 +4 turns against magical earth-based effects such as beings create.

Protection against genies: This scroll will offer protection against one or more of the genie peoples, including protection from both physical and magical attack forms. The protection extends only to the reader and those items he carries. A genie cannot touch the individual nor directly attack him. Area-effect attack forms launched by a genie affect all others in the area, but do not harm the individual so protected. The scroll affects genie types as follows:

1d6	Type
1	Dao
2	Djinni
3	Efreeti
4	Marid
5	Any tasked genie
6	All of the above genies

Noble genies are not affected by this protection, nor are gen, jann, or other elemental creatures. This protection lasts 5d8 rounds.

Protection from heat: This spell creates a 10-yard-diameter stationary zone of protection that acts as a *cool strength* spell for three days. During this time, all within this area are protected from the detrimental effects of the sun; they may wear heavy armor without ill effect and suffer normal requirements for water.

Protection from lycanthropes: In the Land of Fate, this scroll is effective against

all forms of lycanthropes, not just those listed in the *DMG*.

Rings

Magical rings not previously described are detailed here.

Ring of cloaked wizardry: Roll again on Table 6. The ring generated in this fashion is undetectable by normal means, such as *detect magic*, though an *identify* or *legend lore* spell or ability will reveal its true nature.

Ring of folly: When donned, this cursed ring causes the wearer to lose one point of wisdom and intelligence per turn until the individual reaches 3 in each ability. This loss is not noticeable until the individual is called upon to perform some action that requires one of these abilities (such as gaining spells or proficiency checks). Once the abilities reach 3, the individual is under the effects of a *feblemind* spell and may not use the abilities of his character class nor gain further experience. The *ring of folly* may be removed only by a *remove curse*, followed by a *dispel magic*. Intelligence and wisdom are then returned at the rate of one point per day of rest. The *ring of folly* may have a secondary function, such as *feather falling* or *invisibility* at the option of the DM.

Ring of genie summoning: An expanded form of the *ring of djinni summoning*, this ring may summon a particular genie from its elemental plane; the genie will appear on the round after the ring is rubbed. The genie so summoned will serve the master of the ring faithfully until slain, at which point the ring becomes nonmagical. The type of genie summoned is determined from the following table:

1d100 Genie

01-24	Djinni
25-48	Dao
49-73	Efreeti
74-96	Marid
97	Noble djinni
98	Noble dao
99	Noble efreeti
00	Noble marid

Noble genies serve to perform only three tasks. They use their *wish-granting* abilities to complete these, at which point they are freed.

A sha'ir of 10th level or higher (see *Arabian Adventures*) may free a common genie from its binding to the ring. The sha'ir gains experience points equal to that of the genie he freed. In addition, the genie will consult with its elders to grant the sha'ir a *wish*, free and clear of all entanglements. The ring becomes nonmagical in these circumstances.

Message ring: The *message ring* is used to record and convey messages, and it is often used to transmit "direct orders" from a superior to an underling. Such rings are used in businesses, bureaucracies, religions, and military units. The user of the ring looks into its inset gem, speaks

a command word, then speaks his message, of a minute's maximum length. When the command word is spoken again, the speaker's face appears on the gem and the message is repeated. The gem will speak three times in this fashion and then be emptied, at which point a new message may be emplaced. The command word is chosen by the holder of the ring, and a new wearer may choose a new command word-and, therefore, a new message. The command word is usually known by the two correspondents but not by the bearer, so a message may be lost but rarely intercepted. Spells such as *contact other plane* reveal the nature of the command word. The DM may use an intercepted message ring to send the heroes off on new adventures, as the message is usually of some import and secrecy (otherwise a common scroll would do the task). Alternately, the message ring could be found empty, and the heroes could utilize it themselves.

Ring of sustenance: Also called the *ring of the camel*, it functions as noted in the *DMG* with the added note that the individual still suffers the detrimental effect of wearing armor in the heat, as far as taking negative modifiers to combat and proficiency checks, but otherwise does not need water or food for a number of days equal to his constitution. At the end of that time, the individual suffers all normal effects.

Ring of the vizier: This ring is similar to the *message ring* in that when the command word is spoken, the face of the wizard who created the ring appears in gem, and speaks a message up to one minute long. Only the wizard's face and message may appear, and the message may not be changed. A normal message may be "The bearer of this ring is my servant, and you should follow his instructions in the matter we discussed," but could be a direct order, a plea for rescue, or instructions to find a buried tomb. Note that the individual passing oneself off as the vizier's servant may do so until it is revealed otherwise (such as the discovery that the wizard being quoted has been dead for a decade, or shows up wondering who has been acting in his name). More importantly, the wizard who created this ring may imbed in it a single spell of fifth level or lower. The spell may be used up to 10 times before it is exhausted, and it is cast at the wizard's level (usually of level 1d6 + 14). The message may reveal the nature of the spell, possibly in code or riddle.

Rods, staves, & wands

Rod of leadership: This powerful rod may be wielded by either a fighter or a priest, and it is prized by military units. All friendly individuals and creatures within 120 yards of the wielder have their morale increased to fanatic (17) status. In addition, those friendly and allied beings within 30 yards are immune to *fear* and gain a +4 on saving throws that otherwise affect the



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emotions. In addition, the rod may be used as a mace that inflicts 1d10 + 6 hp damage and *paralyzes* an opponent on touch (saving throw vs. wands allowed), at the user's whim. This last effect will drain the rod. Once the *rod of leadership* has been drained, it loses all other functions and becomes nonmagical.

Staff of devotion: This magical staff may only be used by priests of any kit. Hierarchy priests (pragmatists, ethoists, and moralists) gain additional advantages. Any priest may use the following powers without draining any charges, three times per day, one per round: *atonement, bless, create food & water, cure light wounds, avert evil eye, purify food & drink*. The following powers use one charge each but may be used multiple times in one day, once per round, by any type of priest: *cure serious wounds, dispel magic, enthral, neutralize poison, remove curse*. The following powers use three charges each and may only be used by hierarchy priests (the pragmatist, ethoist, and moralist kits): *flame strike, holy word, legend lore, raise dead, restoration*. In addition, the staff provides a +2 bonus to all saving throws of the individual who holds it.

Staff of flames: This staff allows any wizard to use the following powers, at the cost of one charge per use: *affect normal fires, flaming sphere, pyrotechnics, sundazzle, sunfire*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff: *conjure fire elemental, sun stones, enhance fire creatures*. Only a flame mage may use the following power, which consumes *four* charges of the staff: *conflagration* (the staff wielder's level is used to determine the duration of this spell). The wielder is also considered to be under the effects of a *flameproof* spell as long as he holds the staff. The *flameproof* effect disappears when all charges of the staff are expended.

Staff of the sands: This staff allows any wizard to use the following powers, at the cost of one charge per use: *move sand, sand slumber, sand sword, stoneskin, traceless travel*. The following powers use two charges, except in the case of sand mages, who may expend only one charge from the staff: *conjure earth elemental, desert first, create shade*. Only a sand mage may use the following power, which consumes *four* charges of the staff: *sink*. The individual holding the staff is in addition considered to be under the effects of a *cool strength* spell while holding the staff. The *cool strength* effects disappear when the last charge of the staff has been expended.

Staff of the sea: This staff allows any wizard to use the following powers, at the cost of one charge per use: *cool strength, depth warning, converse with sea creatures, water blast, waterbane*. The following powers use two charges, except in the case of sea mages, who expend only one charge from the staff: *conjure water ele-*

mental, ice storm, command water spirits.

Only a sea mage may use the following power, which consumes four charges of the staff: *maelstrom*. The individual holding the staff is in addition considered to be under the effects of a *water breathing* spell as long as he holds the staff. The *water breathing* effect disappears when all charges of the staff are expended.

Staff of the winds: This staff allows any wizard to use the following powers, at the cost of one charge per use: *alter normal winds, flying jambiya, solid fog, wind blade, wind wall*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff for the following effects: *conjure air elemental, cloudkill, wind carpet, summon wind dragons*. Only a wind mage may use the following power, which consumes *four* charges of the staff: *windtomb*. The individual holding the staff is in addition considered to be under the effects of a *feather fall* spell as long as he holds the staff. This *feather fall* effect disappears when all charges of the staff are expended.

Note: Staves, wands, and rods do not have "cloaked wizardry" versions, as it is very difficult to pass these items off as something they are not. All are made with fine materials, carved with incantations, and gilded with precious metals. These items send a direct message to all viewers: "Hey, I'm a magical item!"

Miscellaneous magical items

Aba of the desert: This magical garment of the desert tribes provides the wearer with the effects of the *cool strength* spell, allowing him to move comfortably in the desert. However, no armor other than leather may be worn with this aba. Among the desert peoples, if a tribe possesses one of these items, it is used with the aged or infirm, expecting to ease their discomfort in the desert heat.

Aba of displacement, aba of protection, and caftan of protection: These items are much the same as the magical cloaks of the same name, from the DMG. As with the *aba of the desert*, they cannot be worn with armor heavier than leather.

Carpet of fighting: This magical rug is similar to a *rug of smothering* but functions upon the command word of the owner. At that point, it will wrap up any who stand upon it (other than the owner) and smother them, rendering them unconscious-but not dead—in 1d4 + 2 rounds. Creatures that do not need to breathe will be unharmed but unable to move. It requires an *animate object, hold plant*, or *wish* to escape the carpet, or strength of 19 + to unwrap it (it unwraps at the command of the owner as well). The carpet may be destroyed by inflicting 25 hp to it (AC 10), but such damage is inflicted to those within the carpet as well.

Genie prisons: These magical devices come in a variety of forms in the Land of Fate: bottles for djinn and efreet, stop-

**Table 1
Magical Items**

1d100 Category

01-25	Weapons (Table 2)
26-40	Armor & shields (Table 3)
41-60	Potions, philters, & oils (Table 4)
61-75	Scrolls (Table 5)
76-80	Rings (Table 6)
81-85	Rods, staves, & wands (Table 7)
86-00	Miscellaneous magic (Table 8)

pered ewers for marids, and geodes or crystal decanters for dao. They are used by sha'ir to capture and discipline genies. Some genies so captured deserve their fate for being mischievous, dangerous, or hateful. Some are innocent of any crimes, but were imprisoned by evil or misguided sha'ir. All will claim innocence in such matters. The following types of genies may be found within any bottle:

1d100 Genie type

01-24	Djinni
25-48	Dao
49-73	Efreeti
74-96	Marid
97	Noble djinni
98	Noble dao
99	Noble efreeti
00	Noble marid

A genie so imprisoned may be charged, upon release, to perform certain actions. The DM may choose or roll randomly from the following table:

- 01-20:** The genie must perform three tasks for the opener of the bottle. If the genie has wish-granting powers, the creature may use those to perform the task.
- 21-70:** The genie must serve the opener of the bottle for 1,001 days.
- 71-80:** The genie must attack the opener of the bottle. Good-aligned genies leave their opponents unconscious but alive; otherwise, they fight to the death.
- 81-85:** The genie must bring the opener of the bottle to a particular location, which may be a treasure vault, wizard tower, or city bazaar, at the decision of the DM.
- 86-90:** The genie must locate a particular item and may not leave the opener of the bottle until that item is found. The genie is under no obligation to serve the opener of the bottle.
- 91-00:** The genie has gone insane and will attack all within reach upon release. Any item or spell that cures insanity will bring the genie back to his senses. The genie will then perform three tasks for the individual.

Table 2
Weapon Type

1d100	Type
01	Ankus
02-12	Arrows
01-60	Flight arrows (2d6)
61-85	Flight arrows (3d6)
86-00	Flight arrows (4d6)
13-16	Axe, hand
17-18	Axe, battle
19	Bullets, sling (3d4)
20	Club
21-28	Dagger or related weapon
01-20	Dagger
21-30	Dirk
31-70	Jambiya
71-85	Katar (punch dagger)
86-95	Knife
96-00	Razor
29-30	Dart (3d4)
31-34	Flail
01-40	Horseman's
41-00	Footman's
35-36	Javelin (1d3)
37-40	Lance
01-70	Light horse
71-00	Medium horse
41-46	Mace
01-60	Horseman's
61-00	Footman's
47	Military pick
48-49	Morning star
50-53	Pole arm
01-20	Awl pike
21-60	Glaive
61-00	Halberd
54-55	Quarterstaff
56-57	Quarrel, crossbow
01-40	Light quarrels (2d6)
41-60	Light quarrels (3d6)
61-90	Heavy quarrels (1d6)
91-00	Heavy quarrels (2d6)
58	Scythe
59-61	Sickle
62-70	Spear
71-95	Swords
01-05	Bastard
06-10	Broad
11-35	Cutlass
36-40	Great scimitar
41-45	Khopesh
46-50	Long
51-70	Scimitar
71-95	Short
96-00	Two-handed
96	Trident
97	Warhammer
98-00	Special weapon (Table 2B)

Item of cloaked wizardry: Roll again on Table 8 for an item. The item will be magical but will not radiate a dweomer upon the casting of a *detect magic* spell (though other divination spells will reveal its true nature). Some items, such as *wings of flying* or a flask ringed with magical writings, will be obviously magical despite their "cloaks."

Table 2A
Attack Roll Adjustment

1d20	Sword bonus	XP value	Other weapon bonuses	XP value
1-2	-1	—	—	—
3-4	Q(Hit)	—	Q(Hit)	—
5-6	Q(Dam)	—	Q(Dam)	—
7-13	+1	400	+1	500
14-16	+2	800	+1	500
17-18	+3	1,400	+2	1,000
19	+4	2,000	+2	1,000
20	+5	3,000	+3	2,000

Q(Hit): This is a weapon of quality and fine craftsmanship. It provides a +1 to hit. It is otherwise a nonmagical weapon.

Q(Dam): This is a weapon of quality and fine craftsmanship. It provides a +1 to damage. It is otherwise a nonmagical weapon.

Table 2B
Special Weapons

1d100	Weapon	XP value
01-10	<i>Cutlass of the Golden Gulf</i> + 1	800
11-15	<i>Dagger of quickness</i> +2	500
16-20	<i>Dagger of the evil eye</i>	—
21-25	<i>Dagger of venom</i>	350
26-30	<i>Mace</i> +1, +2 vs. undead	400
31-35	<i>Mace</i> +2, +4 vs. undead	600
36-40	<i>Mamluk sword of obedience</i> +1	700
41-42	<i>Mamluk sword of obedience</i> +2	800
43-50	<i>Scimitar of speed</i>	500
51-65	<i>Sword</i> +1, +2 vs. all genies	600
66-70	<i>Sword</i> +2, +3 vs. efreet	700
71-75	<i>Sword</i> +2, +3 vs. djinn	700
76-80	<i>Sword</i> +2, +3 vs. dao	700
81-85	<i>Sword</i> +2, +3 vs. marids	700
86-90	<i>Sword</i> +2, genie slayer	900
91-00	<i>Weapon of concealed wizardry</i>	+300

Jellaba of concealment: This overgarment is similar in function to the *cloak of elvenkind* in the DMG. It may be worn over any armor type. Of the cloaks, 80% are from human-, elf-, or half-elf-sized individuals; 15% are for smaller (dwarf, gnome, halfling, goblin, or kobold) individuals; and 5% for larger (ogre, gnoll, or hill giant) individuals.

Jellaba of eyes: This is just like the *robe of eyes* in the DMG.

Phylactery of bravery: This device is an armband made of parchment, inscribed with metallic inks and trimmed with gold, invoking the name of Najm the Brave, an enlightened god of courage. The wearer of this armband gains a +1 to hit in combat and makes saving throws against *fear* and other emotion-affecting spells at +2.

Slippers of dancing: These function like *boots of dancing* in the DMG.

Slippers of soft movement: These are like *boots of elvenkind* in the DMG. These slippers, like all magical slippers, conform to the size of the feet of the wearer, stretching or shrinking as need be.

Telescope of fantastic vision: This appears to be the other magical spyglass given herein and functions as such for the first 1d4 times. After this, the telescope reveals fantastic and lurid scenes, often the opposite of what it truly there (e.g., a merchant fleet appears as a pirates' in the spyglass, a safe harbor as a monster-ridden mirage, an upcoming city as a dark domain of evil).

Telescope of true vision: This device appears as a normal spyglass bound in gold, and functions as such with a magnifying power of 50 (e.g., a character may see something at 5,000' as if he could see it at 100') at distances of 50' or more. Upon speaking a word, the spyglass functions as a *gem of seeing* for one round, revealing the true nature of what is viewed in the glass. The telescope has 20 charges before it is depleted, and its lens will fracture and break when the last charge is used.

Buying magical items

The Land of Fate thrives on trade, and magical items, like all other objects, are

subject to purchase. Such items are relatively rare (excluding weapons and armor of quality) and unusual, so no set price exists for them. For those who wish to unload magical items or seek out those who have them, the following guides are recommended:

The NPC owner of a magical item will want to sell an item for no less than 10 times its XP value in gold pieces. If the item is of use to the NPC (e.g., a wizard selling a *jellaba of eyes*), this may be raised to 20 times its XP value, even if the NPC wishes to part with it. This is a general asking price and may be reduced during bargaining. Favors, quests, and other nonmonetary items may be traded as well.

The NPC who wishes to buy a magical item will generally wish to pay no more than three times its XP value in gold pieces, five times if he can use it or knows someone who can. Again, this is a starting price and may go upward. Unless the NPC is in need of the item, he will pass on excessive purchases.

There are no "magic shops" in the Land of Fate, but every suq and bazaar has a few stalls that specialize in curios and other odd items, and a few gold could purchase the name of wizards or other collectors who might have a specific item the player characters are searching for (in hunting for magic, there is no possibility of "just browsing"). Most "magical" materi-

al for sale may be junk or frauds passed off as truly magical items, but there is the rare occasion of an *item of cloaked wizardry* picked up for a few shekels by an individual whom Fate smiles upon.

Recharging magical items

Wands, staffs, and some rings and miscellaneous magical items have charges and may be exhausted. One method of recharging these items is as per the standard AD&D rules. Another method is to work with the genies, the cosmic middle-men of the Land of Fate. Here's how:

1. Find a genie. This may be a genie working for a sha'ir, under the control of a ring, or existing as a free individual. If the genie is under the control of another individual, that individual must be contacted and dealt with as well. The genie must be one of the "true genie" types (marid, dao, djinni, or efreeti) but may be a commoner or nobility.
2. Give the genie the item.
3. Give the genie a sum of gold pieces equal to three times the XP value of the item. You may pay more, but to pay less would be an insult and result in the genie "losing" the item. Cursed items and items that have no XP value are merely taken away and not returned (there are legends of a huge mountain of cursed items somewhere in the elemental planes, a toxic dump of foul magic).
4. Wait. The genie will take the item to an elemental plane and contact those individuals (e.g., gods, extraplanar beings, other genies, space aliens, game designers) who can recharge the item. This takes a

day of the genie's time, but otherwise the genie is able to return to his normal duties or life. The number of days it takes to recharge an item equals the total number of charges in the item times two. The individual owning the item may continue with his daily life, but it is his responsibility to contact the genie at the end of the time to claim the item. If the individual runs off or perishes, the genie will hold onto the item for a short time (a year at most), then pass it on to someone else, either in trade or as a gift.

5. Thank the genie upon return of the item. Courtesy counts, and attacking the genie you are dealing with establishes a reputation as a dangerous human. Remember, genies are incurable gossips, and word of such actions spreads quickly.

Table 3
Armor & Shields

1d100	Armor type
01-03	Banded
04-06	Brigandine
07-10	Chain mail
11-20	Hide
21-40	Lamellar
41-60	Leather
61-70	Padded
71-73	Ring
74-75	Scale
76-94	Shield
01-10	Body
11-60	Daraq
61-00	Medium
95-96	Splint
97-98	Studded leather
99-00	Special (Table 3B)

Table 3A
Armor Class Adjustment

1d100	AC adj.	XP value
01-10	-1	—
11-30	Q(+1)	—
31-50	+1	500
51-70	+2	1,000
71-85	+3	1,500
86-95	+4	2,000
96-00	+5	3,000

Q(+1): The armor or shield is a weapon of quality. While nonmagical, its fine craftsmanship grants it a +1 on armor class.

Table 3B
Special Armors and Shields

1d100	Item	XP value
01-25	<i>Armor of the desert evening</i>	500
26-35	<i>Armor of swimming</i>	700
36-40	<i>Shield of the holy</i>	400
41-50	<i>Shield proof against fire</i>	500
51-55	<i>Shield proof against cold</i>	500
56-65	<i>Shield proof against electricity</i>	500
66-75	<i>Tortoise shield (daraq)</i>	300
76-00	<i>Armor of concealed wizardry</i>	+300

Table 3C
Armor Size

1d100	Sized for:
01-60	Human (includes lizard man, orc, and hobgoblin)
61-70	Dwarf (includes goblin)
71-75	Elf
76-85	Halfling (includes kobold and gnome)
86-95	Ogre (includes gnom)
96-00	Hill giant





Table 4
Potions, Philters, & Oils

1d100	Item	XP value
01-05	<i>Climbing*</i>	300
06-10	<i>Diminution*</i>	300
11-15	<i>Dreaming</i>	600
16-20	<i>Extra-healing*</i>	400
21-25	<i>Growth*</i>	250
26-35	<i>Healing*</i>	200
36-40	<i>Oil of attractiveness</i>	500
41-45	<i>Oil of cloaking</i>	750
46-50	<i>Oil of great faith (priest)</i>	750
51-55	<i>Oil of horridness</i>	200
56-60	<i>Oil of invisibility</i>	400
61-65	<i>Oil of invulnerability</i>	400
66-68	<i>Oil of obedience</i>	750
69-70	<i>Oil of romance</i>	750
71-75	<i>Oil of the pickpocket</i>	500
76-77	<i>Philter of glibness*</i>	500
78-79	<i>Philter of love*</i>	200
80-81	<i>Philter of persuasiveness*</i>	400
82-83	<i>Philter of stammering & stuttering*</i>	—
84-85	<i>Philter of drunkenness</i>	—
86-90	<i>Poison*</i>	—
91-94	<i>Speed*</i>	200
95-98	<i>Sweet water*</i>	200
99-00	<i>Water-breathing*</i>	400

* This item is described in the DMG.

Table 5
Scrolls

1d100 Scroll type (Table)

- 01-60 Wizard's (5A)
- 61-80 Priest's (5B)
- 81-00 Protection (5C)

Table 5A
Wizard Scrolls

1d100	Spell, number & type	Levels
01-06	1 sorcerer's spell	1d4
07-09	1 sorcerer's spell	1d6
10-11	1 sorcerer's spell	1d8+1
12-17	2 sorcerer's spells	1d4
18-19	2 sorcerer's spells	1d8+1
20-25	3 sorcerer's spells	1d4
26-27	3 sorcerer's spells	1d8+1
28-33	4 sorcerer's spells	1d6
34-35	4 sorcerer's spells	1d8
36-40	5 sorcerer's spells	1d6
41-42	5 sorcerer's spells	1d8
43-47	6 sorcerer's spells	1d6
48-49	6 sorcerer's spells	1d6+2
50-52	7 sorcerer's spells	1d8
53-54	7 sorcerer's spells	1d8+1
55	7 sorcerer's spells	1d6+3
56-60	1-4 flame magic spells	1d8
61-65	1-3 flame magic spells	1d8+1
66-70	1-4 sand magic spells	1d8
71-75	1-3 sand magic spells	1d8+1
76-80	1-4 sea magic spells	1d8
81-85	1-3 sea magic spells	1d8+1
86-90	1-4 wind magic spells	1d8
91-95	1-3 wind magic spells	1d8+1
96-00	Cursed scroll	—

A scroll's XP value, unless otherwise noted, is equal to the total spell levels on the scrolls X 100.

Table 5B
Priest Scrolls

1d100 Spells, number & sphere

01-05	1-4 spells, All (General)
06-09	1-4 spells, Animal
10-11	1-6 spells, Animal
12	1-2 spells, Astral
13-16	1-4 spells, Charm
17-18	1-6 spells, Charm
19-21	1-4 spells, Combat
22-25	1-4 spells, Creation
26-30	1-4 spells, Divination
31-34	1-6 spells, Divination
35-38	1-4 spells, Elemental
39-40	1-6 spells, Elemental
41	1-8 spells, Elemental
42-44	1-4 spells, Guardian
45-55	1-4 spells, Healing
56-58	2-8 spells, Healing
59-60	1-4 spells, Necromantic
61-62	1-4 spells, Plant
63	2-8 spells, Plant
64-67	1-4 spells, Protection
68-69	1-6 spells, Protection
70-72	1-4 spells, Summoning
73-74	1-6 spells, Summoning
75-77	1-4 spells, Sun
78-80	1-4 spells, Weather
81-95	1-8 mixed priest spells
96-00	Cursed scroll

A scroll's XP value, unless otherwise noted, is equal to the total spell levels on the scrolls X 100.

Table 5C
Protection and Other Scrolls

1d100	Scroll	XP value
01-05	Map*	-
06-10	Grant	-
11-14	<i>Protection from acid*</i>	2,500
15-20	<i>Protection from air</i>	1,500
21-22	<i>Protection from cold*</i>	2,000
23-30	<i>Protection from divination</i>	2,500
31-34	<i>Protection from electricity*</i>	1,500
35-38	<i>Protection from earth</i>	1,500
39-42	<i>Protection from elementals*</i>	1,500
43-50	<i>Protection from fire*</i>	2,000
51-52	<i>Protection from gas*</i>	2,000
53-58	<i>Protection from genies</i>	2,000
59-65	<i>Protection from heat</i>	1,000
66-68	<i>Protection from lycanthropes</i>	1,000
69-73	<i>Protection from magic*</i>	1,500
74-75	<i>Protection from petrification*</i>	2,000
76-77	<i>Protection from plants*</i>	1,000
78-85	<i>Protection from poison*</i>	1,000
86-89	<i>Protection from possession*</i>	2,000
90-93	<i>Protection from undead*</i>	1,500
94-95	<i>Protection from water*</i>	1,500
96-00	<i>Cursed scroll</i>	-

* This item is described in the DMG.

A scroll's XP value, unless otherwise noted, is equal to the total spell levels on the scrolls × 100.

Table 6
Rings

1d100	Ring	XP value
01-06	<i>Animal friendship*</i>	1,000
07-12	<i>Cloaked wizardry</i>	**
13-15	<i>Clumsiness*</i>	-
16-19	<i>Delusion*</i>	-
20-27	<i>Feather falling*</i>	1,000
28-30	<i>Folly</i>	-
31-35	<i>Free action*</i>	1,000
36-40	<i>Genie summoning</i>	3,000
41-43	<i>Human influence*</i>	2,000
44-48	<i>In visibility*</i>	1,500
49-53	<i>Jumping*</i>	1,000
54-60	<i>Message</i>	500
61-63	<i>Mind shielding</i>	500
64-70	<i>Protection*</i>	***
71	<i>Regeneration*</i>	5,000
72	<i>Spell storing*</i>	2,500
73	<i>Spell turning*</i>	2,000
74-80	<i>Sustenance</i>	500
81-85	<i>Swimming*</i>	1,000
86-90	<i>Truth*</i>	1,000
91	<i>Vizier, ring of the</i>	1,000
92-95	<i>Water walking*</i>	1,000
96-99	<i>Weakness*</i>	-
00	<i>Wishes, three*</i>	3,000

* This item is described in the DMG.

** Roll again on this table (ignoring this result) and add + 500 XP to the item's XP value.

*** 1,000 XP per magical "plus."



Table 7
Rods, Staves, and Wands

1d100	Item	XP value
01	Rod of beguiling* (priest, wizard, rogue)	5,000
02	Rod of cancellation*	10,000
03-04	Rod of leadership (warrior, priest)	5,000
05-06	Rod of smiting* (priest, wizard)	4,000
07	Rod of splendor*	2,500
08	Rod of terror*	3,000
09-14	Staff of curing* (priest)	6,000
15-18	Staff of devotion (priest)	8,000
19-20	Staff of flames (wizard)	10,000
21-25	Staff of striking* (priest, wizard)	6,000
26-27	Staff of the sands (wizard)	10,000
28-29	Staff of the sea (wizard)	10,000
30-31	Staff of the winds (wizard)	10,000
32-35	Staff of withering*	8,000
36-40	Wand of earth & stone*	1,000
41-50	Wand of enemy detection*	2,000
51-55	Wand of fire* (wizard)	4,500
56-60	Wand of frost* (wizard)	6,000
61-70	Wand of illumination* (wizard)	2,000
71-75	Wand of lightning* (wizard)	4,000
76-85	Wand of magic detection*	2,500
86-95	Wand of magic missiles*	4,000
96-100	Wand of paralyzation* (wizard)	3,500

* This item is described in the DMG.

Table 8
Miscellaneous Magical Items

1d100	Item	XP value
01-05	Aba of the desert	1,000
06-07	Aba of displacement	3,000
08-10	Aba of protection	—
11-12	Bag of holding**	5,000
13	Boots of dancing**	—
14-15	Boots of speed**	2,500
16-18	Bracers of defense**	—
19-20	Bracers of defenselessness**	—
21	Brooch of shielding**	1,000
22-23	Caftan of protection	—
24-25	Carpet of fighting	4,000
26-30	Carpet of flying**	7,500
31-34	Crystal ball**	1,000
35	Crystal hypnosis ball**	—
36-37	Flask of curses**	—
38-45	Genie prison	—
46-48	Iron flask**	—
49-52	Item of cloaked wizardry	****
53-58	Jellaba of concealment	1,000
59	Jellaba of eyes (wizard)	4,500
60	Pearl of wisdom (priest)**	500
61-65	Phylactery of bra very	1,000
66-70	Phylactery of faithfulness (priest)**	1,000
71-73	Phylactery of long years (priest)**	1,000
74-75	Phylactery of monstrous attention**	3,000
76-78	Scarab of protection**	2,500
79-80	Slippers of dancing	—
81-85	Slippers of soft movement	1,000
86-88	Slippers of spider climbing**	1,000
89-90	Telescope of fantastic vision	—
91-93	Telescope of true vision	2,000
94-96	Wind fan**	500
97-100	Wings of flying**	750

* 1,000 XP per magical "plus."

** This item is described in the DMG.

*** 500 XP per point of armor class less than 10.

**** Roll again on this table (ignoring this result) and add + 800 XP to the item's XP value.

