

MAGIC ITEM REFERENCE SHEET (use d100 & d6 to roll 1-200)

Result	Potions	Usually has a single dose that lasts d6+6 turns			
01-05	Delusion	Imbiber believes a potion has taken effect, determine type randomly			
06-10	Diminution	Shrink to 6 inches, less for a partial dose			
11-15	Flying	Fly 120 feet per turn			
16-20	Gaseous Form	Imbiber but not equipment turns to gas, control is retained			
21-25	Giant Strength	Attack as 9 HD monster for 3d6 damage			
26-30	Growth	Grow to 30 feet, less for a partial dose			
31-35	Haste	Move at twice normal speed and attack twice per round			
36-40	Healing	Heals 1d6+1 hit points			
41-45	Invisibility	Turn invisible for duration, unless an attack is made			
46-50	Poison	Save vs Poison or die, close examination may give a hint of danger			
Rings		Only 1 or 2 can be worn at one time			
51	<i>Contrariness</i>	Wearer acts the opposite of normal or what is requested			
52	Control Animals	While concentrating, can control 3d6 small, 2d6 medium or 1d6 large animals			
53	Control Plants	While concentrating, can control 1-6 large or 10' square of plants or fungi			
54	Fire Resistance	Immune to normal fire, +2 Save vs Breath and -1 damage per die			
55	Invisibility	Turn invisible until an attack is made			
56	Protection +1	Gives -1 AC, +1 on all saves			
57	Regeneration	Heals 1 hit point per turn, even if killed, unless damage is from fire or acid			
58	Water Walking	Walk on the surface of any liquid			
59	<i>Weakness</i>	Lose 10% of STR/turn until at ½, 1 in 20 affected in reverse, up to 18 STR			
60	Wishes	Roll 1d3 for number of wishes remaining			
Rods/Staves/Wands		Wands can only be used by MUs and have d100 charges remaining			
61	Rod of Cancellation	Destroys one magic item on touch, +2 to hit, has a single charge			
62	Staff of Striking	MUs only, staff can hit for 2d6 damage			
63	Staff of the Snake	Clerics only, +1 to hit, 1d6+1 damage, can coil around target for 1d4 turns			
64	Staff of Healing	Clerics only, heals 1d6+1 hit points, usable once per day per character			
65	Wand of Cold	60' x 30' cone, 6d6 damage, Save vs Breath for ½			
66	Wand of Detect Magic	All magic items within 20' glow			
67	Wand of Detect Secret Doors	Points to all secret doors and traps within 20'			
68	Wand of Fear	60' x 30' cone, Save vs Wands or flee for 1d3 turns, drop all held items			
69	Wand of Fire Balls	240' range, 20' radius, 6d6 damage, Save vs Breath for ½			
70	Wand of Paralyzation	60' x 30' cone, Save vs Wands or paralyzed for 6 turns			
Scrolls		Each spell is usable but once & disappears after being read			
71-82	Scroll – 1d3 spells	MU or Cleric spells, determine type randomly, MU spells require Read Magic			
83-86	<i>Scroll – Cursed</i>	Referee's choice, example: summons an enraged monster, Save vs Spells			
87-98	Scroll – Magic Item Spell	MU only, roll 1d6, 1-2= potion, 3-4= ring, 5-6= wand, determine randomly			
99-110	Scroll – Protection 10'	Any class, 1-2= Magic, 3-6= Monster Type (e.g. undead), lasts 6 turns			
Various					
111	Bag of Holding	Holds 10,000 coins as 300; or object 10' x 5' x 3' as 600 coins			
112	Bag of Devouring	Appears to be a Bag of Holding but eats contents in d6+6 turns			
113	Broom of Flying	Fly at 240 feet/turn or 180ft/turn with passenger, activated by command word			
114	Crystal Ball	MUs only, user can see images at distance three times per day			
115	ESP Medallion	Wearer can read thoughts up to 60', fails 1 in 6, foiled by lead or >2' rock			
116	Elven Cloak & Boots	Hide (1-5 in 6) and/or move silently (automatic success)			
117	Gauntlets of Ogre Power	Add 2-8 points of damage per blow, carry 1000 extra coins			
118	Helm of Telepathy	Read/suggest thoughts in targets to 90', Save vs Spells at -1, -2 for monsters			
119	<i>Helm of Evil/Good</i>	Wearer changes to opposite alignment, neutral becomes totally self-serving			
120	Rope of Climbing	50' long, supports 10,000 coins, obeys commands to climb up or down			
Weapons/Armor					
121-124	Armor +1	149-152	Sword +1	173-176	Sword +1, Locate Object as per spell
125-128	Armor -2	153-156	Sword +2	177-180	Sword +1, +2 vs MUs/Enchanted
129-132	Shield +1	157-160	Sword +3	181-184	Sword +1, +2 vs Regenerating, +3 vs Undead
133-136	Arrows +1, 1d20	161-164	<i>Sword -1</i>	185-188	Sword +2, +3 vs Lycanthropes
137-140	Bow +1	165-168	<i>Sword -2</i>	189-192	Sword +2, +3 vs Dragons
141-144	Axe +1	169-171	Hammer +1	193-196	Dagger +1 vs Humanoids, +2 if under 1 HD
145-148	Spear +1	172	Hammer +2	197-200	Dagger +2 vs Humanoids, +3 if 1 HD or under

Cursed items require a Remove Curse spell to be cast on the wielder before the item can be discarded