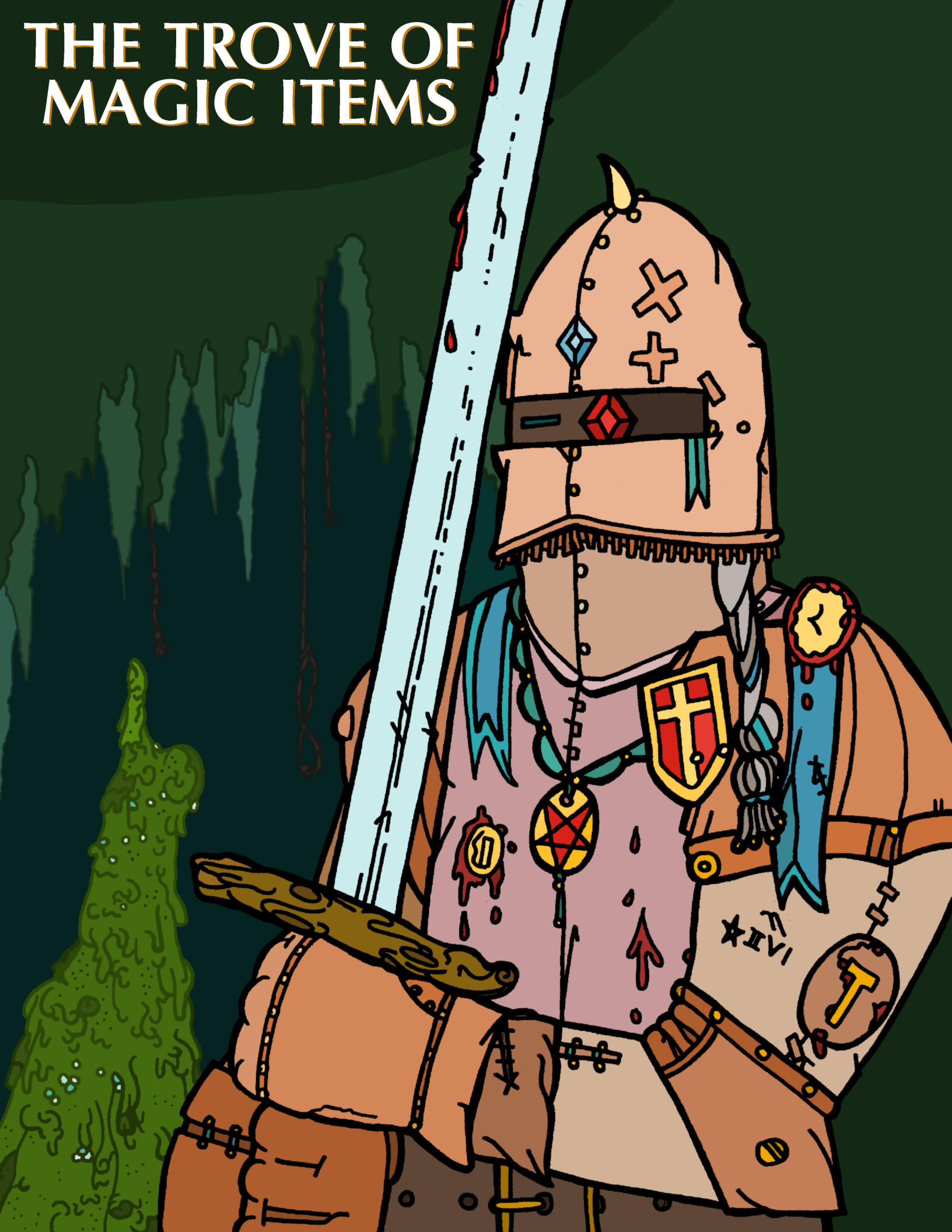


THE TROVE OF MAGIC ITEMS



The Trove of Magic Items



Introduction

This supplement features 100 magic items for *Labyrinth Lord*. Also included are random charts combining all the items from the *Labyrinth Lord* core rules, the *Advanced Edition Companion*, and this supplement. The items in this supplement are compatible with other classic editions of the world's most popular fantasy role-playing game.

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This is version 1 of *The Trove of Magic Items*. It was released in July 2017.

Potions (14 total)

Potion of Adhesion

This potion is an incredibly strong glue. It can bond anything, including nonporous materials such as metal. The glue takes 1 turn (10 minutes) to set. Its bond can support 1000 lbs. of weight, and can only be broken by excessive pressure or being doused in acid. A vial of this glue can coat a 10' square area. Any creature who quaffs the potion must succeed on a saving throw vs. poison or die.

Potion of Aging

Whoever imbibes this potion instantly becomes younger or older. The change is primarily physical, and the imbiber retains his memories and cognitive abilities. However, depending on his new age, he might exhibit a child's short attention span or an elder's forgetfulness. Use the chart below to randomly determine the potion's effect.

1d6	Age Change
1	3d10 years younger
2	2d10 years younger
3	1d10 years younger
4	1d10 years older
5	2d10 years older
6	3d10 years older

If the imbiber is reduced to age 12 or less, his STR, CON, and WIS each lower by 2. If he becomes 1 or less, he cannot speak intelligibly. If he becomes less than 0, he dies as a fetus. If the imbiber grows to age 60 or more, his STR, CON, and DEX each lower by 2. If he becomes 70 or older, he must succeed on a saving throw vs. death or die of old age. The penalties above are based on a human's lifespan. Long living races such as dwarves, elves, gnomes, or halflings are not affected in the same way.

Potion of Bestial Transformation

The imbiber of this potion slowly transforms into a monstrous humanoid. Over 6 days, he grows rippling muscles, fur, claws, and fangs until he resembles a yeti or carnivorous ape. The transformation is permanent but can be removed with the *remove curse* spell.

Day 1: The first symptoms of the transformation appear 12 hours after the potion has been quaffed. The imbiber feels strong and energetic. After 24 hours, the imbiber is noticeably more muscular. His STR and CON increase by 1. Neither ability may exceed 18.

Day 2: After 48 hours, the imbiber resembles a hulking brute. He is 20% taller and heavier. His STR and CON increase by 1 again. Neither ability may exceed 18.

Day 3: After 72 hours, the imbiber's teeth have become fangs and his nails are claws. Either natural weapon inflicts 1d6 damage. His INT and CHA decrease by 1. Neither ability can be less than 3.

Day 4: After 96 hours, the imbiber has thick fur all over his body. His armor class is 7 when unarmored. His INT and CHA decrease by 1 again. Neither ability can be less than 3.

Day 5: After 120 hours, the imbiber has developed keen senses of hearing and smell. He can *hear noises* (as the thief skill) on a roll of 1-2 on 1d6. If he is a thief, assassin, or monk, he gains +1 to his dice range for the *hear noises* skill. For instance, a 1st level thief would *hear noises* on a roll of 1-3 instead of 1-2. This skill may never be better than 1-5. With his keen smell, the imbiber can sense hidden creatures within 90' on a roll of 1-2 on 1d6. He must be actively searching to use this skill.

Day 6: After 144 hours, the imbiber loses his ability to speak. His voice becomes a barely intelligible growl. He can only say easily pronounceable words. His transformation into a monster is complete.

Potion of Combustion, Treacherous

The imbiber of this potion bursts into flames. He is completely engulfed in fire and suffers 1d4 damage per round until extinguished. Any of his flammable equipment is destroyed and he ignites anything flammable that he touches, including the floor beneath him.

Potion of Combustion, Wondrous

The imbiber of this potion bursts into flames. He and his possessions are unharmed, but his fiery aura ignites anything flammable that he touches, including the floor beneath him. The imbiber's burning touch inflicts 1d4 damage. Any creature that hits the imbiber with an unarmed attack takes 1d4 damage and will be ignited (if flammable). The imbiber is impervious to the effects of ordinary and magical fire. The potion's effect lasts 1d6+1 rounds.

Potion of Communion

This potion is found in a collection of 2d4 vials. Any creatures who quaff a vial of the potion join minds in telepathic communion. They can read each others' deepest thoughts, experience the world through each others' senses, and communicate telepathically across any distance. They have no secrets from each other. The effect lasts 1d6+1 turns (20-70 minutes).

Potion of Elongation

The imbiber of this potion can stretch his arms, legs, and neck up to 30' in length. When stretching his arms, he can make melee attacks from 30' away. When stretching his legs, his movement speed is multiplied by 1.5. The potion's effects last 1d6+1 turns (20-70 minutes).

Potion of Forgetfulness, Major

The imbiber of this potion must roll a saving throw vs. spells. If he fails, he immediately falls asleep for 1d6 turns (10-60 minutes) and awakens with amnesia. He does not know where he is or who he is, and he recognizes no one.

The amnesiac does not forget his innate abilities. A fighter instinctively remembers how to fight, and a magic-user can still cast spells. However, he does not know where he is or how he got there, and he cannot recall his identity or the identities of others. His memories can be restored by a *remove curse* spell.

Potion of Forgetfulness, Minor

The imbiber of this potion immediately falls asleep for 1d6 turns (10-60 minutes). When he wakes, he has no memory of the last 24 hours. The memories are gone and cannot be recovered.

Potion of Horrific Visage

The imbiber of this potion becomes monstrous and ugly. He might develop fur or scales all over his body. His eyes might grow huge and bulbous or disappear altogether. He might sprout fangs, claws, tentacles, or antennae. These alterations provide no special benefit aside from making the imbiber horrifically hideous. Anyone who sees him must make a saving throw vs. paralyze or flee, hysterical, as fast as they can for 1d6+1 rounds.

The imbiber's transformation lasts 1d6+1 turns (20-70 minutes). There is a 10% chance that the transformation is permanent and can only be ended by a *remove curse* spell.

Potion of Illumination

The imbiber of this potion glows with white light emanating from his skin. If he is clothed, he casts light in a 15' radius. If mostly nude, he casts light in a 30' radius. Heavy clothing and armor (hooded robes or plate mail with a helmet) effectively block the light. The potion's effect lasts 1d6+1 turns (20-70 minutes).

Inoculating Tonic

This tonic is a deadly poison. Anyone who quaffs it must succeed on a saving throw vs. poison or die instantly. If the imbiber survives, he is inoculated against all poisons, toxins, and diseases. He gains a permanent +4 bonus to saving throws vs. poison and disease.

Potion of Life

Within a week of drinking this potion, the imbiber exhibits signs of pregnancy. His belly distends and he may experience nausea, mood swings, and food aversions. One month later, he will bear a child. The baby is an exact clone of the imbiber but is otherwise unexceptional. It grows at an ordinary rate.

If the imbiber of the potion is a man, his male reproductive organs gradually transform into female organs over the course of the pregnancy. He still resembles a man in every other way. After the birth, his organs revert back to their male form.

Potion of Unlife

The imbiber of this potion must succeed on a saving throw vs. poison or die instantly. If killed, he returns to life in 1 turn (10 minutes) as one of the undead. As an undead being, the imbiber is immune to the effects of poison and disease. He is unaffected by the spells *charm person*, *sleep*, *hold person*, or *bless*. He cannot be level drained. He does not need to eat, drink, breathe, or sleep, but he still must rest 8 hours before memorizing or praying for new spells. He can be turned like any other undead creature.

Since they are not composed of living flesh, undead cannot recover hit points from spells (i.e. *cure light wounds*, *regenerate*) or magic items (i.e. *potion of healing*, *ring of regeneration*). However, they regenerate 3d6 hit points per complete day of rest (instead of the normal 1d3). If not resting, they recover 1d6 hit points per day. Once an undead is destroyed, his death is final. He cannot be revived via a *raise dead* or *resurrection* spell.

The potion can be force fed to a corpse. If the creature has not been been dead for more than 1 turn (10 minutes), it will return to life as one of the undead.

Rings (4 total)

Ring of Burning (cursed)

The hand that wears this ring is perpetually engulfed in fire. The hand is not harmed by the fire or any other ordinary or magical flame, and anything it touches is burned for 1d4 damage and ignited (if flammable). Like a torch, it sheds light in a 30' radius. It can never be extinguished, even underwater.

The ring can only be removed with a *remove curse* spell. Wearing the ring is dangerous and the wearer must be careful not to ignite himself, his possessions, or anything else he might inadvertently touch. Although the hand bearing the ring is impervious to fire, the rest of the wearer's body is not.

Promise Rings (cursed)

These two rings form a matched set. Only one can be worn at a time. If a person tries to wear two, the second ring will immediately slip from the wearer's finger no matter what he does to prevent it.

The rings have no magical effect unless each ring is worn by a different person. When both are worn, the two wearers can communicate telepathically across any distance. Once per day, each wearer may *teleport* (like the spell) to the other wearer. For the purpose of determining the accuracy of the teleportation, the location of the other wearer is always considered "very familiar". Once two people have donned the rings, they can only be removed with a *remove curse* spell.

Ring of Spell Absorption

Once per day, the wearer of this ring can absorb a spell as it is cast on him. The absorbed spell is negated and captured inside the ring. Any spell that effects the wearer can be absorbed. If he is in the explosive radius of a *fireball*, he can absorb the spell, preventing damage to himself and everyone who would have been in the blast. Spells that do not affect the wearer directly cannot be absorbed. For instance, *control weather* might cause rain to pour on the wearer, but since the spell actually affects the environment, it cannot be absorbed.

The absorbed spell is stored in the ring indefinitely. The ring's wearer can release the spell, directing it as if he were the caster. The spell's power is based on the level of the original caster. For instance, a 7th level magic-user casts *fireball* and the ring absorbs it. When the spell is released from the ring, it would inflict 7d6 damage. Only one spell can be stored in the ring at a time, no additional spells can be absorbed if the ring already holds a spell.

Ring of Summoning

The wearer of this ring can telepathically summon another person or creature across any distance. The creature is magically compelled to come to the wearer's side as quickly as possible. The wearer must have previously met this creature, but he does not need to know the creature's present location. The ring's magical energies reach through space and instantly find the creature wherever he may be.

The summoned creature knows instinctively where the ring's wearer is (even if the wearer moves), and will come to him involuntarily by the quickest (but still relatively safe) means possible. Depending on its location, the creature could take minutes or years to arrive. Upon arriving at his destination, the creature is no longer compelled to follow the ring's wearer. The creature can resist the summoning with a successful saving throw vs. spells. Using the ring expends one of its charges.

Scrolls (2 total)

Scroll of Monster Mythology

The *scroll of monster mythology* can only be read with the *read magic* spell, and the reader must be a magic-user or a member of the elf class. Once the scroll is read, its magic writing disappears forever.

While reading the scroll, the reader must concentrate on a particular species of monster (i.e. orc, blue dragon, lich). He must know the species by name or know what it looks like. The scroll's magical writing describes the species' abilities and behavior, including its weaknesses and hit dice. Aside from its number of hit dice, the monster's abilities are not described numerically. For instance, the scroll might describe a hell hound like this: "The hell hound has 4 hit dice. For an animal, it has a cunning intellect. It is immune to non-magical fire and can breathe flames. It has been known to sometimes detect invisibility."

Uncertain Scroll

Like other scrolls containing magic-user spells, the *uncertain scroll* must be read with the *read magic* spell. The contained magic can only be used by a magic-user or a member of the elf class. Unlike other scrolls, the *uncertain scroll* can be read many times and its magic writing never disappears. The level of the *uncertain scroll* can be randomly determined using the chart below. Each time *read magic* is cast and the scroll is read, a random magic-user spell of the scroll's level is cast.

The reader does not know what spell will be cast until he has cast it. Once the spell is cast, he can control it normally. For instance, after casting *magic missile*, he would choose the missiles' target. The spell can be cast even if it would not normally be usable by a caster of the reader's level. In this case, the spell is cast as if by a caster of the minimum required level.

<u>1d100</u>	<u>Spell Level</u>
01-25	1
26-50	2
51-70	3
71-85	4
86-95	5
96-97	6
98	7
99	8
00	9

Rods, Staves, and Wands (8 total)

Rod of Charging

When this rod touches a magic device with expendable charges (i.e. a wand, ring, etc.), the rod emits a spark. One of the rod's charges is expended, but the touched device gains an additional charge. For instance, a *rod of charging* with 6 charges touches a *wand of cold* with 3 charges. The rod then has 5 charges and the wand has 4.

Rod of Flame Mastery

This rod has two abilities. It can cause a 10' square area to erupt in flames, igniting flammable material and inflicting 1d4 damage to all creatures in the area. The wielder can also extinguish all fire in a 10' square area. Both abilities have a range of 40'. Creating and extinguishing fire both spend one of the rod's charges. The rod can be recharged if it rests inside a fire for 24 hours continuously. Each 24 hour period recharges one charge.

Rod of Fraying

This rod can be used to break any rope it is pointed at. The rope snaps regardless of its thickness, but chains and cables of woven metal are not affected. The rod has a range of 120'. Each use spends one charge.

Rod, Lightning

This rod can discharge a *lightning bolt* (like the spell). The bolt has a range of 180' and deals 6d6 damage. A successful saving throw vs. wands reduces the damage by half. Each use spends one charge.

The *lightning rod* only holds one charge at a time. Once expended, the rod must be struck by lightning to be recharged. Outdoors during a lightning storm, the rod has a 1 in 6 chance (1 on 1d6) of being struck each turn (10 minute period). Any creature carrying the rod suffers 6d6 damage when it is struck. Casting a *lightning bolt* spell on the rod will recharge it, but lesser electric spells such as a *shocking grasp* will not.

Rod, Maid's

When this rod is used, it instantly cleans a 30' cubic area. Every object in the area is scoured free of dust and grime. Stains are removed from fabrics, and wood and metal are polished. Creatures in the area are washed and perfumed. The rod has a range of 120'. Each use spends one charge.

Wand of Dislocation

When used, this wand instantly teleports a single creature to a random location up to 1 mile away. The creature will not be teleported into extreme danger or instant death (i.e. underwater, up in the air, inside a wall), but he could end up in some trouble. He might be teleported into the den of a hungry monster or inside a prison cell. Since the distance is random, he might be teleported 1 foot, 1 mile, or anything in between. If the target of the wand is unwilling, he is able to resist with a successful saving throw vs. wands. The wand has a range of 30'. Each use

spends one charge. Like all wands, the *wand of dislocation* can only be used by magic-users or members of the elf class.

Wand, Sparkling

This wand can discharge a blast of searing energy at a single creature. When using the wand, the wielder chooses to expend between 1 and 5 charges. The wand's blast inflicts 1d6+1 damage per charge. For instance, if the wielder spends 5 charges, the blasts inflicts 5d6+5 damage. The wand has a range of 150'. Like all wands, the *sparkling wand* can only be used by magic-users or members of the elf class.

Wand, Volatile

This wand can be used to discharge a *fireball* (like the spell). The fireball has a range of 240' and deals 6d6 damage to every creature in a 20' radius. A successful saving throw vs. wands reduces the damage by half.

The *volatile wand* can be used unlimited times and does not expend charges. However, each time it is used, there is a 10% chance that the wand will not discharge a *fireball* and will explode instead. The explosion destroys the wand and inflicts 6d6 damage to every creature in a 20' radius. A successful saving throw vs. wands reduces the damage by half. Like all wands, the *volatile wand* can only be used by magic-users or members of the elf class.

Miscellaneous Magic Items (41 total)

Amulet, Bodyguard

This amulet surrounds the wearer in an invisible force field that absorbs damage on the wearer's behalf. The amulet can absorb any sort of physical damage (i.e. weapon attacks, falling

damage, acid) as well as damage from magic items or spells. If the amulet absorbs 25 or more damage in a period of 6 turns (60 minutes), it is destroyed. If it does not any receive damage for 6 turns (60 minutes), the amulet's energy recharges and it can absorb up to 25 damage again.

If the amulet absorbs more damage than its remaining hit points, the additional damage is inflicted on the amulet's wearer. For instance, if an attack causes 31 damage, the amulet would absorb 25 of it and be destroyed. The wearer takes the remaining 6 damage to his hit points.

Amulet, Lucky

The wearer of this amulet feels extremely lucky. He believes he will be successful in anything he does and no harm will come to him. In actuality, the amulet provides no benefit to the wearer. The lucky feeling is an illusion. Upon donning the amulet for the first time, the wearer rolls a saving throw vs. spells. If successful, he will realize the amulet's trickery.

Amulet, Second Chance

When reduced to 0 or less hit points, the wearer of this amulet rolls a saving throw vs. death. If successful, he survives the damage with 1 hit point remaining and the amulet is destroyed. This amulet cannot help the wearer in instant death situations that would kill him regardless of his hit point total (i.e. deadly poison, a *death spell*, or extreme falling damage).

Battering Ram Key

This skeleton key fits nearly any lock. When the key is inserted in a lock, the locked object (door, chest, etc.) explodes into a fragments. It is like an invisible battering ram smashes the object to bits with a single blow. If they key is used on a locked container, any of the container's fragile contents will be destroyed.

Belt, Explosive

The buckle of this belt conceals a small button. If the button is pressed while a living creature wears the belt, the belt explodes with intense heat and concussive force. All creatures in a 60' radius (including the belt's wearer) suffer 10d6 damage. A successful saving throw vs. spells reduces the damage by half. The explosion destroys the belt.

Belt, Mercurial

The wearer of this belt can change his gender at will. His appearance changes as little as possible. A short-haired man becomes a short-haired woman, although he would temporarily lose his facial hair. A beautiful man would become a beautiful woman. The wearer may also choose to be sexless or hermaphroditic.

Blessed Bomb

When thrown, this fist-sized metal orb explodes in a burst of light on impact. Evil creatures within a 30' radius of the impact suffer 6d8 damage. They also experience one of the following effects based on their hit dice.

HD	Effect
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9+	Deafened for 1d4+1 rounds. A successful saving throw vs. spells negates this effect.
5-8	Paralyzed for 1d4+1 rounds. A successful saving throw vs. spells negates this effect.
<=4	Killed instantly. No save is allowed.

A successful saving throw vs. spells reduces the bomb's damage by half and negates its effect. Creatures with 4 or less hit dice cannot roll a saving throw.

Boots of Kicking

The wearer of these boots kicks with incredible speed and power. He can kick twice per round for 1d6 damage per attack. Instead of two kicks, the wearer can also execute a single roundhouse kick for 1d8 damage. If an 8 is rolled on the damage die, the victim is stunned for

1d3 rounds. The *boots of kicking* cannot harm creatures that are only affected by magic weapons. Monks who wear the boots may use their own unarmed abilities or the boots' abilities, but not both in combination. If a fighter has multiple attacks per round, for each of his attacks, he can kick twice or execute one roundhouse kick.

Boots, Leaden

On command, the wearer of these boots instantly becomes 10 times heavier. He does not grow larger or stronger, just denser, and he is immobilized by his own weight. The wearer can speak and move his eyes, but can do nothing else but lay on the ground. His possessions remain the same weight. He can return to his normal weight at will.

Brand of Virtue

This branding iron comes in four variations, each depicting a different letter. When the heated iron is used to brand an intelligent creature, the creature becomes cursed. Each letter represents a different nefarious act (vice, deceit, theft, murder). If the creature performs that act, his brand flares with pain. He suffers 1d6 damage and must succeed on a saving throw vs. paralyze or fall prone, screaming in agony for 1d6 rounds. The brand's curse can be removed by a *remove curse* spell, but the scar never fades. The following chart describes the four brands and their effects.

Roll 1d4	Letter	Punishable Act
1	(V)ice	The branded creature is punished for consuming intoxicating substances (including alcohol) or having sexual relations.
2	(D)eceit	The branded creature is punished for deliberately speaking a lie. He is not punished for omitting the truth or lying unintentionally.
3	(T)heft	The branded creature is punished for deliberately stealing from another intelligent creature. This includes taking treasure from a dungeon if the treasure is known to be the property of a living intelligent creature.
4	(M)urder	The branded creature is punished for killing an intelligent creature. This includes slaying a hostile foe in combat.

Candle, Guardian

When lit, this wax candle creates a globe of light in a 10' radius. Nothing can pass in or out of the globe aside from clean air. Creatures, projectiles, spells, water, or harmful gas are stopped as if by an invisible wall. The lit candle can be extinguished by normal means (i.e. a gust of wind). Once it is extinguished, the candle's magic is gone forever. The candle will burn for 1d4 turns (10-40 minutes) before melting completely. If a *dispel magic* spell is cast on the candle's globe, the globe disappears and the candle is extinguished.

Candle, Trick

When lit, this wax candle emits vibrant rainbow-colored sparks. It is beautiful to behold. After 6 rounds (1 minute), the candle explodes in a colorful burst and is destroyed. All creatures within 20' suffer 6d6 damage. A successful saving throw vs. spells reduces the damage by half.

Cheater's Coin

When flipped in the air, this coin will land on whatever face the flipper desires. It can even land on its side.

Chromatic Spectacles (cursed)

Once donned, these spectacles cannot be removed without a *remove curse* spell. The spectacles' lenses may be one of a variety of colors. Each color grants the wearer a different magical power of perception. Every night at midnight, the lenses randomly change color. Roll 1d8 to determine the spectacles' color and effect for the next 24 hours.

1d8	Lens Color	Effect
1	black	<u>Blindness</u> : The wearer is blind until the lenses change color again. <i>Cure blindness</i> has no effect.
2	red	<u>Detect Evil</u> : The wearer can <i>detect evil</i> (like the spell) at will.
3	blue	<u>Detect Invisible</u> : The wearer can <i>detect invisible</i> (like the spell) at will.
4	green	<u>Detect Magic</u> : The wearer can <i>detect magic</i> (like the spell) at will.
5	yellow	<u>Detect Secrets</u> : When actively searching, the wearer can detect hidden and secret doors with a roll of 1-2 on 1d6.
6	orange	<u>Read Magic</u> : The wearer can <i>read magic</i> (like the spell) at will.
7	brown	<u>Read Languages</u> : The wearer can <i>read languages</i> (like the spell) at will.
8	purple	<u>X-Ray Vision</u> : Once per turn (10 minutes), the wearer can see through a stone wall and up to 30'. He can see 60' if looking through wood or other low-density material. 100 square ft. can be visually examined each turn, and any secret doors, hidden recesses, or traps will be evident. This activity takes full concentration. Lead or gold blocks x-ray vision.

Cloak, Defiler's

The *defiler's cloak* is constantly surrounded by a 10' radius of negative energy. The cloak's wearer is not affected, but every other living thing suffers 1 damage per round. Small flora and fauna (grass, shrubs, bats, rats) will die instantly upon entering the cloak's aura. Larger animals will flee or attack. The aura is invisible but its effect is not—wherever the wearer goes, plants and animals wither and die. The aura cannot be deactivated.

Cloak of the Gnat Queen

Once per day, the wearer of this cloak (along with any possessions he carries) can transform into a swarm of gnats. All the gnats are joined in a hive mind controlled by the wearer, and he experiences his surroundings through the senses of each gnat. The transformation lasts up to 6 turns (60 minutes).

The gnat swarm is treated as one creature in the form of a 20' diameter cloud. The swarm does not roll to attack and can inflict 2 damage per round to any or all creatures engulfed in it. Double damage is dealt to creatures wearing no armor. The swarm does not take damage from weapons, but fire (such as a torch) inflicts 1d4 damage. Spells, spell-like devices, and breath weapons damage the swarm as usual.

The gnat swarm has an AC of 7 and can crawl at a speed of 30' per round (10' per turn) or fly 60' per round (20' per turn). It has the same hit points, saving throws, and intellectual abilities as the cloak's wearer before transformation. While in swarm form, the wearer cannot speak, cast spells, or manipulate objects.

Cloak, Solar

When exposed to direct sunlight, the wearer of this cloak heals 1d3 hit points per hour. Once per day, the cloak can emit sunlight in a 30' radius. Any creature that suffer penalties (including damage) for being in sunlight is affected. The cloak shines for up to 12 turns (120 minutes).

Cloak of Woodwalking

Once per day, the wearer of this cloak can activate the cloak's woodwalking ability. For up to 3 turns (30 minutes), he passes through any wood he touches as if it were not there. He cannot be harmed by wooden weapons or creatures made of wood, and cannot carry wooden objects. If he uses the cloak while standing on a wooden floor, he will fall through it.

Cloud Cutter

The *cloud cutter* is a 1' x 4' plank of magic metal. It weighs practically nothing. When a creature stands on the *cloud cutter*, the plank can be controlled to take flight. By shifting his weight and the position of his feet, the rider can guide the plank up or down, into turns, or through aerial maneuvers such as loops and corkscrews. The plank can fly up to 80' per round (240' per turn).

Riding the *cloud cutter* is challenging. If the rider moves faster than 40' per round (120' per turn), performs a complex maneuver, or takes damage, he must succeed on a DEX ability check or fall off the plank. If the Labyrinth Lord is not using the optional rule for ability checks, then the rider has a 40% chance to fall instead.

Collapsible Trebuchet

This 1' x 1' box weighs 10 lbs. and has a button on its side. When the button is pressed, the box unfolds into a full-sized trebuchet in 6 rounds (1 minute). The trebuchet stands 30' tall and weighs 10 tons. Upon pressing another button, the trebuchet collapses back into its box in the same amount of time.

The trebuchet can hurl stones or other projectiles weighing up to 60 lbs. It must be manned by a crew of two. One of the crew aims and fires the trebuchet. He must succeed on an attack roll but may include his DEX adjustment to hit with ranged weapons. The trebuchet does not include ammo.

The trebuchet's short range is 150'; medium range is 300'; and long range is 450'. Its minimum range of 50'. Creatures hit by its payload suffer 6d6 damage. The firer suffers a -4 penalty to hit creatures that are not giant-sized (12' or taller). After the trebuchet fires, its crew must spend 1 round to reload it.

Couch of Recuperation

This couch is beautifully crafted from fine materials. Any creature that lays on it heals 1 hit point per round. The couch weighs 850 lbs. and can fit one man-sized creature at a time.

Cruel Cataract of the Crone (cursed)

When held in a creature's hand, this glass eye comes to life. With startling speed, it leaps onto the holder's face, plucks out his eye, and wriggles into the empty socket. Once the glass eye is situated, it becomes a real flesh-and-blood eye, and its wearer can see with it as normal. The eye cannot be removed without a *remove curse* spell.

The eye contains evil magic. Any food or beverage (including water) it gazes upon becomes spoiled and inedible. Any sleeping creature it gazes upon experiences terrible nightmares. Mundane animals (normal-sized rats, dogs, horses, etc.) its gazes upon will flee in terror for 1d6+1 rounds. Closing or covering the eye blocks its magic. Any creature protected by a *protection from evil* spell is immune to the eye's gaze.

Dream Coat

The wearer of this robe can change the robe's color at will. The robe can be any color, or even become transparent (revealing what is worn beneath it). It can also sparkle, glow, or display patterns. The patterns can be simple (stripes or polka dots) or complex (heraldry or camouflage). While camouflaged, the robe's wearer can hide in cover with 50% ability. If the wearer is a thief, assassin, or monk his *hide in shadows* skill is increased by 20% if the robe is appropriately colored.

Dust of Healing

This dust has no effect unless mixed with a magic potion. The mixed potion loses its former properties and becomes a *potion of healing*. *Potions of healing* heal the drinker 1d6+1 hit points and can cure paralysis. The dust is typically found in small packets. 1d4 will be found at a time.

Dust of Itching

This powder is a fine gray dust. A single handful flung into the air covers every creature in a 10' radius (including the thrower). If the dust is blown through a tube, it covers a cone-shaped area 20' long and 15' wide at its terminal end. A creature coated in the dust must succeed on a saving throw vs. poison or develop an itchy rash all over his body. For the next 3d4 rounds, the victim can take no action other than scratching himself violently. Each round of scratching, he inflicts 1 damage to himself. The dust is typically found in small packets. 1d4 will be found at a time.

Forger's Quill

The user of this quill pen can write in one hundred unique styles of handwriting. He can write beautiful calligraphy, indecipherable chicken scratch, or anything in between. The quill dispenses ink in any color and never runs out. If a parchment is brushed with the quill's feathery end, it can be made to look brand new or very old.

Fungal Amphora

This amphora is filled with bubbling rainbow-hued sludge. If a creature touches the sludge, he will be burned, as if by acid, for 1d4 damage. When the amphora is poured out, its contents pool into the form a large predatory fungus. The species of fungus is determined randomly by the chart below. The fungus behaves as it would in nature and may immediately attack whoever poured it out. When the amphora is empty, it slowly refills. In 24 hours, a new random fungus can be poured out.

1d6 Fungus

- | | |
|---|---------------|
| 1 | black pudding |
| 2 | gray ooze |
| 3 | green slime |
| 4 | ochre jelly |
| 5 | yellow mold |
| 6 | reroll result |

Gloves of Hurling

The wearer of these gloves can hurl objects great distances. A thrown weapon has four times its normal range and gains a +1 bonus to hit and damage. Despite this bonus, a mundane thrown weapon does not count as magical weapon when thrown with the *gloves of hurling*.

Goblet of All-Night Revelry

When an alcoholic beverage is quaffed from this goblet, it loses its alcoholic properties but none of its flavor. Using this goblet, a creature can drink indefinitely and never be inebriated. The goblet can also identify potions. When a potion is poured into the goblet, the holder of goblet knows the potion's effects without having to drink it.

Hearing Earrings

These earrings are a matched pair. When a creature wears one earring, he can hear through the other earring across any distance. The uses for this numerous. The wearer could hide an earring in a room and use it to eavesdrop. He could drop an earring down a hole to listen at the bottom. If two creatures each wear an earring, they can speak to each other while separated. Listening to sounds from two places at once is distracting. At the Labyrinth Lord's discretion, the earring's wearer might be more easily surprised.

High Noon Lantern

When the command word is spoken, this lantern glows as bright as sunlight. The lantern's radius is 120' and it never runs out of fuel. Any creatures that suffer penalties (not including damage) for being in sunlight are affected by the light. The lantern can even glow underwater.

The lantern's brilliant illumination also helps to reveal traps and secret doors. Races that can detect traps, secret doors, false walls, or hidden construction gain +1 to their dice range to do so. For example, within the lantern's radius, an elf would detect secret doors with a roll of 1-3 instead of 1-2 on 1d6. Thieves, assassins, and monks gain +20% to their *find traps* skill.

Horseshoes of Fording

These shoes come in a set of four. When they are affixed to an animal's hooves, the animal can swim at its regular galloping movement rate and breathe underwater. All four shoes must be worn by the same animal for the magic to be effective.

Horseshoes of the Phantom

These shoes come in a set of four. When they are affixed to an animal's hooves, the animal becomes invisible and silent. Its hooves make no sound when they strike the ground and its vocalizations cannot be heard. The animal still sees and hears itself so as not to be spooked by the magical effect.

The shoes' invisibility is similar to the *invisibility* spell but with a few differences. The animal's clothing, armor, harness, and saddle vanish, but its rider remains visible. The invisibility persists even if the animal attacks, and the animal cannot turn visible until one of the shoes has been removed. All four shoes must be worn by the same animal for the magic to be effective.

Infinity Rope

This item appears to be a 50' coil of rope. As the coil unfurls, it never diminishes, and the rope can extend to an infinite length. The rope is no stronger than normal silk rope and pieces can be cut or broken off. These severed sections have no magical properties.

Kidnapper's Manacles

When clasped to a creature, these manacles render the creature deaf, blind, and mute. The manacles may be attached to the creature's wrists or ankles, but both manacles must be attached to the same creature for the magic to take affect.

Magic Acorn

When this acorn is buried in the ground and sprinkled with water, it grows rapidly into a giant oak tree. The tree takes 1 turn (10 minutes) to reach its full height of 3d4x10 feet. On average, it grows 75' tall at a rate of 1.25' per round. The tree is permanent and lives until it is killed or its natural lifespan ends (typically 1000 years). 2d4 acorns are typically found at one time.

Rattle of Youthful Innocence

This baby rattle contains powerful transformative magic. When a creature holds the rattle and shakes it, he transforms into an infant of his species. Shaking the rattle again transforms him back. As an infant, the creature has a STR, DEX, and CON of 3, and only 1 hit point. His mental abilities do not change, but he is unable to speak unintelligibly (and cast spells) since his speech muscles are undeveloped.

Tattoo Needle of Beasts

This tattoo needle has a button on its side. When the button is pressed, the needle comes to life and draws a tattoo across the back of whoever activated it. The tattoo depicts a random animal (determined by the chart below), and bestows its owner with a characteristic of that animal. The tattoo owner's appearance does not change aside from the large tattoo on his back. The needle can be used multiple times, but after each tattoo, it has a 25% chance of running out of ink. Once empty, the needle is useless and cannot be refilled. It cannot tattoo the same creature more than once.

1d10	Animal-type	Effect
1	amphibian	The tattoo owner can breathe on land and underwater.
2	avian	By flapping his arms, the tattoo owner can fly 40' per round (160' per turn).
3	burrower	The tattoo owner can dig through 10' of dirt per round. He digs sturdy tunnels the size of his body. Larger tunnels can be dug at slower speeds.
4	climber	The tattoo owner can climb natural surfaces (i.e. trees and cliffs) with 90% ability. Thieves, assassins, and monks gain +5% to their <i>climb walls</i> skill.
5	draft	The tattoo owner's maximum carrying capacity is 320 lbs. (instead of the normal 160 lbs.). While carrying that amount, he can walk or run without a movement penalty from encumbrance.
6	leaping	The tattoo owner can leap 10' vertically and 20' horizontally (40' with a running start).
7	nocturnal	The tattoo owner gains infravision of 60'. If he already has this, he gains infravision of 120'.
8	predatory	The tattoo owner can bite or scratch for 1d6 damage.
9	reptilian	When not covered by armor, the tattoo owner's skin has a natural armor class of 7.
10	running	The tattoo owner can move 60' per round (180' per turn) on foot.

Tooth of Tongues

This wooden tooth allows an intelligent creature to speak any language he has heard. Even hearing the language briefly (ten or more words) is enough. To use the tooth, the speaker must have it in his mouth (tucked in his cheek, for instance). By concentrating on the language and speaking, his words are translated. Although the speaker uses the language flawlessly, he does not understand it. Any response he receives will still be unintelligible.

Transmuter's Phial

This phial transforms any liquid it contains into another non-magical liquid chosen by the user. For instance, the user can fill the phial with water, concentrate deeply, and change the water to oil. The new liquid must be in liquid form at its current temperature. In other words, water cannot be changed to molten lava. The phial holds 8 ounces.

Wonder Spice

This magical spice can be used in two ways. A pinch can make any food or drink taste like whatever the consumer enjoys most. The food's flavor changes based on the consumer's unconscious preference. One creature may think the dish tastes like fish, while another tastes chocolate. The consumer will not realize the food is enchanted unless the effect is especially obvious (i.e. mud tastes like wine).

The spice can also be used in another way. Whoever applies the spice can make a food taste like whatever flavor he wants. The creature that eats the food will taste that flavor, regardless of his own preference. 1 ounce of the spice is enough to spice 3 meals.

Swords (8 total)

Sword +1, Adamant

This sword is completely indestructible and cannot be harmed by any mundane or magic means. It could be submerged in the strongest acid or thrown off the highest cliff without effect. It never rusts or requires sharpening.

Sword +2 of Bloodlust

When this sword is drawn, its wielder enters a frenzy of bloodlust. While in the frenzy, he gains one extra attack per round, but he must continue fighting until all enemies within 60' of him are defeated. Only then can he sheath the sword. When the frenzy ends, the character takes 1d3 damage for each round he was frenzied.

Sword +1, Deflector

This sword magically parries all missiles targeting the wielder. This includes mundane or magical arrows and thrown weapons (even hurled boulders such as those thrown by giants). There is no limit to the number of missiles per round that the sword can parry, but the wielder must be aware of the attack. A surprise attack cannot be parried. The sword cannot parry projectile-like spells (i.e. *magic missile* or *fireball*).

Sword +1 of Duplication

This sword can be used to create a duplicate of itself. The duplicate is exact in every way and also has a magical +1 bonus. After 1 turn (10 minutes), the duplicate disappears. The sword's duplication magic can be used once per day.

Sword +1, Musical

In the presence of music, this sword bounces and quivers with magical energy, gaining a +1 bonus. It responds to any style of music, including whistling or singing by its wielder. The sword's "hearing" range is comparable to an average person's. Without music, the sword acts as a mundane weapon with no magical benefit.

Sword +1, Night Fighter

When removed from its scabbard, this sword is surrounded by a globe of magical shadow. The globe has a 15' radius and blocks out natural light sources such as sunlight and fire. Torches and lanterns brought into the globe still burn, but shed no light. The globe is impenetrable by

normal vision, but may be seen through with infravision. The globe lasts as long as the sword is drawn, obscuring the vision of the wielder and any who are near him. Sources of magical light (i.e. *light* or *continual light* spells) will penetrate the globe.

Sword +4, Offending

When this sword is drawn, it compels its wielder to attack aggressively. The wielder strikes without thought of his own safety and his armor class is increased by 4 (up to a maximum of 9).

Sword +1, Shrinking

When a button on its hilt is pressed, this sword shrinks instantly to 1" in length. It causes no damage in this diminutive form. With another press, the sword returns to normal size.

Miscellaneous Weapons (17 total)

Arrow +1 of Transportation

This arrow's magic activates when it is fired from a bow and hits a creature or object. The arrow's firer is transported wherever the arrow strikes. If the arrow strikes the ground, the firer will be suddenly standing where it landed. If the arrow strikes a creature, the firer is transported adjacent to the creature. If the arrow strikes a flying bird, the firer will be transported into the air and immediately begin falling. If the firer is not accurate, he might end up in an unpredictable location. An *arrow of transportation* inflicts damage as a +1 arrow normally would. 1d4 arrows are typically found at one time.

Axe +2, Head Taker

Most of the time, this axe acts as a normal axe +2. However, when its command word is spoken, its fearsome power is unleashed. The axe trembles and drips blood, and the next attack made

with it will hit unflinching. This blow beheads its victim unless he succeeds on a saving throw vs. death. If the saving throw is successful, the victim suffers twice the normal amount of damage from the attack. Once the command word is spoken, the axe loses all of its magic. It becomes a normal axe with no +2 bonus.

Axe +1, Lumberjack's

With a single blow, this axe sunders any non-magical wooden object. One strike can fell trees and wooden doors regardless of their size and thickness. With a successful attack, the axe destroys non-magical wooden armor and weapons (if a weapon is used to parry it). Wooden magical items have a 10% chance to resist being destroyed, with an additional +10% per +1. For instance, a suit of splint mail +3 would have a 40% chance of surviving the axe's blow. Treants, wood golems, and other wooden creatures are not instantly destroyed by the axe, but they suffer double damage from a successful attack.

Axe +1, Monumental

This massive battleaxe is crudely formed from thick iron. It is twice the size of a normal battleaxe and weighs four times as much (24 lbs.). Only creatures with STR 16 or greater can wield it and only with two hands. The axe inflicts 1d12+1 damage (including its magical bonus).

Bow +2 of the Ambusher

The *bow of the ambusher* is always a short bow. After the bow is fired, the wielder becomes invisible on the following round, immediately before his action. In other words, after the wielder fires, he remains visible for the next 10 seconds. Every other creature involved in the combat will get one action before the wielder turns invisible.

The bow's invisibility effect functions like the *invisibility* spell and lasts until the bow's wielder makes another attack. Due to the invisibility's delayed onset, if the wielder fires every round, he will never become invisible.

Club, Sapper's +1

If a thief or assassin uses this club to backstab, there is a 50% chance that the victim will be knocked unconscious for 1d4 turns (10-40 minutes). The victim can resist with a successful saving throw vs. paralyze. The club inflicts backstab damage even if the victim is knocked unconscious.

Club +1 of Sucker Punching

On a successful attack, this club inflicts 1d4+1 damage (including its magical bonus). If 4 is rolled on the damage die, the die is rolled again and added to the damage total. For example: The 1d4 damage die rolls 4 so it is rolled a second time. The second roll is 3. The attack inflicts 8 damage, 7 from the damage die and 1 from the weapon's magical bonus.

The damage die may be rolled indefinitely as long as the result is 4 each time. The club's +1 bonus, as well as any damage adjustment from the wielder's STR, are included only once, regardless of how many times the damage die rolls.

Crossbow +1, Repeating

This light crossbow is adorned with pulleys, gears, and levers. It is fired by turning a crank on its side. It fires 3 quarrels per round, but can only fire 9 quarrels total before reloading is necessary. Due to its complicated mechanisms, reloading the crossbow takes 6 rounds (1 minute). When firing multiple quarrels per round, each attack requires a separate attack roll.

Dagger +2, Dark Blade

During the day, this dagger has no magical abilities. However, when wielded at night or in a dimly lit interior space (i.e. a cave or dungeon), the dagger gains a +2 bonus. Once per 24 hour period, it can also release a dose of deadly venom, but only at night. Any creature wounded by the venomous blade must succeed on a saving throw vs. poison or be killed. The dose of venom is expended after one successful attack.

Dagger +1, Trusty

When the command word is spoken, this dagger appears instantly in the speaker's hand. Using this power, the dagger can be quickly drawn or returned after being thrown. The range of the summons is unlimited. The dagger's owner should protect the command word well since anyone who knows it can call the dagger away. When the dagger is resting on a flat surface, its blade will turn to point north.

Dart +1 of Seeking

When thrown at a creature, this dart strikes unflinching and inflicts 1d4+1 damage (including its magical bonus). If 4 is rolled on the damage die, the dart's thrower can make a "called shot" and strike specific portion of the creature's body. Possible called shots and their effects are listed below. Once thrown, the dart is destroyed and cannot be reused. 2d4 darts are typically found at one time.

Body Part	Effect
Arm	The creature drops anything it is carrying in that particular arm.
Ear	The creature is deafened.
Eye	The creature is blinded.
Heart	The creature dies. A successful saving throw vs. death negates this effect.
Leg	The creature's on-foot movement speed is reduced by half.
Head	The creature is knocked unconscious for 1d4 turns (10-40 minutes). A successful saving throw vs. paralyze negates this effect.
Throat	The creature can no longer speak or make any vocalization.

Flail +1 of the Flagellant

The *flail of the flagellant* is a light flail made of leather thongs. In addition to functioning as a flail +1, it can cast miracle-like spells in the hands of a cleric or paladin. Once per day, the flail can cast one of the following cleric spells: *bleed*, *cure disease*, *cure light wounds*, *create food and water*, or *purify food and drink*. To cast the spell, the wielder must first flagellate himself with the flail. He beats himself for one round, inflicting 1d6 damage. On the following round, he

can cast the spell. The spell is cast as if the flail's wielder is the minimum level required to use the spell.

Mace +1, Bell Ringer

On a successful attack, this mace inflicts 1d6+1 damage (including its magical bonus). If a 6 is rolled on the damage die, the *bell ringer* emits a clangor of bells. All creatures within 30' (including the mace's wielder) are rendered deaf for 1d4+1 rounds.

Morningstar +1 of Growth

With each successful attack, the head of this morningstar grows 25% larger and the weapon inflicts more damage. Its first attack inflicts 1d6+1 damage (including its magical bonus). Its second attack inflicts 2d6+1. Third attack is 3d6+1; fourth attack is 4d6+1; and fifth attack is 5d6+1. On the fifth attack, the morningstar's head shatters and the weapon is destroyed. As the morningstar grows, its weight increases proportionally. Magically, it never seems any heavier to its wielder.

Sling +1, Catapult

When a stone is hurled from this sling, it grows mid-flight until it is 1' in diameter. The stone inflicts 1d8+1 damage (including the sling's magical bonus). Once per day, the sling can hurl a stone and transform it into a 3' boulder. The boulder inflicts 3d6+1 damage (including the sling's magical bonus).

Spear +1, Treacherous

Most of the time, this spear acts as a normal spear +1. However, if an attack is made with the spear and the attack roll is an unmodified 1, the spear bends backward and stabs the wielder. This treacherous attack always hits and inflicts 1d6+1 damage. This damage is unaffected by the wielder's STR adjustment.

Whip +1, Ringmaster's

This whip is +2 when attacking animals, including giant animals. Once per day, the wielder can cast *hold animal*. This spell is similar to the cleric spell *hold person*, but it only affects animals and giant animals. Only one animal can be targeted. An animal affected by the spell becomes paralyzed and freezes in place for 9 turns (90 minutes). It breathes normally and is aware of its surroundings, but cannot take any actions, including vocalization. A successful saving throw vs. spell negates the effect.

Armor (6 total)

Armor +1, Amphibious

The wearer of this armor can swim at his normal movement speed, even while fully encumbered. For humans, this speed is 40' per round (120' per turn). The wearer can also breathe and speak underwater.

Armor +1 of Bondage (cursed)

This full suit of armor includes a helmet. Once donned, the armor can only be removed with the *remove curse* spell. The armor provides a magical +1 bonus to AC, but the wearer cannot speak or make any vocalization. Being always encased in armor may create other complications. Sleeping and swimming are difficult, and the wearer might be disadvantaged in some social situations.

Armor +1 of Comfort

This full suit of armor is always metal (scale mail or heavier). Due to its magic, the armor weighs nothing and is extremely comfortable. It never feels hot or chafes. It is possible to wear the armor to bed and get a good night's sleep.

Armor +2, Elephantine

This armor is a full suit of banded mail or plate mail. It is made of thick metal and weighs 150 lbs. The wearer's movement speed is reduced by half. In the armor, humans move 20' per round (60' per turn). The wearer does not gain the benefit of any DEX adjustment to their armor class.

Armor +1 of the Salamander

The wearer of this armor is impervious to ordinary fire. The armor reduces damage from magical fire by -1 per damage die (to a minimum 1 damage per die). The wearer can still be harmed by the intense heat of molten rock, but this damage is also reduced. If exposure to flames or heat requires a saving throw, it is made with a +2 bonus. The armor's wearer is especially susceptible to cold and takes 1d6 additional damage from cold-based attacks.

Shield +1, Mirror

This silver shield is polished to a mirror sheen. Like all mirrors, it can be used to reflect gaze attacks. Once per day, while in direct sunlight, the shield can emit a beam of light. The beam has a 120' range and lasts 1 round. If it is directed into a creature's eyes, the creature must make a saving throw vs. spells or be blinded for 12 turns (120 minutes).

Random Charts

The random charts below include magic items from the *Labyrinth Lord* core rules (LL), *Advanced Edition Companion* (AEC), and *The Trove of Magic Items* (TMI). Separate charts are provided if the Labyrinth Lord prefers to exclude the items from the *Advanced Edition Companion*.

Random Magic Item Type

- 01-20 Potions
- 21-25 Rings
- 26-56 Scrolls
- 57-61 Rods, Staves, and Wands
- 62-66 Miscellaneous Magic
- 67-87 Swords
- 88-92 Miscellaneous Weapon
- 93-00 Armor

Miscellaneous Magic Item Category

- 1-4 Miscellaneous Magic Items 1
- 5-8 Miscellaneous Magic Items 2
- 9-12 Miscellaneous Magic Items 3
- 13-16 Miscellaneous Magic Items 4
- 17-20 Miscellaneous Magic Items 5

Potions

01-02	Adhesion	(TMI)	51-53	Healing	(LL)
03-04	Aging	(TMI)	54-55	Heroism	(LL)
05-07	Animal Control	(LL)	56-57	Horrific Visage	(TMI)
08-09	Bestial Transformation	(TMI)	58-59	Human Control	(LL)
10-11	Clairaudience	(LL)	60-61	Illumination	(TMI)
12-13	Clairvoyance	(LL)	62-63	Inoculating Tonic	(TMI)
14-15	Climbing	(LL)	64-65	Invisibility	(LL)
16-17	Combustion, Treacherous	(TMI)	66-67	Invulnerability	(LL)
18-19	Combustion, Wondrous	(TMI)	68-69	Levitation	(LL)
20-21	Communion	(TMI)	70-71	Life	(TMI)
22-23	Delusion	(LL)	72-73	Longevity	(LL)
24-25	Diminution	(LL)	74-75	Oil of Etherealness	(LL)
26-27	Dragon Control	(LL)	76-77	Oil of Slipperiness	(LL)
28-29	Elongation	(TMI)	78-79	Philter of Love	(LL)
30-31	ESP	(LL)	80-81	Plant Control	(LL)
32-33	Extra-healing	(LL)	82-83	Poison	(LL)
34-35	Fire Resistance	(LL)	84-85	Polymorph	(LL)
36-37	Forgetfulness, Major	(TMI)	86-87	Speed	(LL)
38-39	Forgetfulness, Minor	(TMI)	88-89	Super-heroism	(LL)
40-41	Flying	(LL)	90-91	Sweet Water	(LL)
42-43	Gaseous form	(LL)	92-93	Treasure Finding	(LL)
44-45	Giant Control	(LL)	94-95	Undead Control	(LL)
46-48	Giant Strength	(LL)	96-97	Unlife	(TMI)
49-50	Growth	(LL)	98-00	Water Breathing	(LL)

Rings

01-05	Animal Command	(LL)	51-55	Regeneration	(LL)
06-10	Burning	(TMI)	56-60	Spell Absorption	(TMI)
11-15	Command Human	(LL)	61-65	Spell Storing	(LL)
16-20	Command Plant	(LL)	66-70	Spell Turning	(LL)
21-25	Delusion	(LL)	71-75	Summoning	(TMI)
26-30	Djinni Calling	(LL)	76-80	Telekinesis	(LL)
31-35	Fire Resistance	(LL)	81-85	Water Walking	(LL)
36-40	Invisibility	(LL)	86-90	Weakness	(LL)
41-45	Promise Rings (pair)	(TMI)	91-95	Wishes	(LL)
46-50	Protection	(LL)	96-00	X-ray Vision	(LL)

Scrolls

01-02	Cursed	(LL)
03-05	Scroll of Monster Mythology	(TMI)
06-15	Ward against Elementals	(LL)
16-25	Ward against Lycanthropes	(LL)
26-30	Ward against Magic	(LL)
31-40	Ward against Undead	(LL)
41-43	Uncertain Scroll	(TMI)
44-56	Spells (1)*	(LL)
57-66	Spells (2)*	(LL)
67-69	Spells (3)*	(LL)
70-72	Spells (4)*	(LL)
73-74	Spells (5)*	(LL)
75	Spells (6)*	(LL)
76	Spells (7)*	(LL)
77-80	Treasure Map (1d4x1000 gp)	(LL)
81-85	Treasure Map (5d6x1000 gp)	(LL)
86-87	Treasure Map (6d6x1000 gp)	(LL)
88-89	Treasure Map (5d6x1000 gp, 5d6 gems)	(LL)
90-91	Treasure Map (1d6 gems, 2d10 jewelry)	(LL)
92-93	Treasure Map (1 magic item)	(LL)
94-95	Treasure Map (2 magic items)	(LL)
96	Treasure Map (3 magic items, no weapons)	(LL)
97	Treasure Map (3 magic items, +1 potion)	(LL)
98	Treasure Map (3 magic items, +1 potion, +1 Scroll)	(LL)
99	Treasure Map (5d6x1000 gp, 1 magic item)	(LL)
00	Treasure Map (5d6 gems, 2 magic items)	(LL)

*Roll 1d4; 1-3 = Magic-user/Elf; 4 = Cleric. The number in parenthesis is the number of spells on the scroll. Determine the spell level and specific spells randomly.

Rods, Staves, and Wands

01-03	Rod of Absorption	(AEC)
04-06	Rod of Cancellation	(LL)
07-08	Rod of Captivation	(AEC)
09-11	Rod of Charging	(TMI)
12-13	Rod of Flame Mastery	(TMI)
14-16	Rod of Fraying	(TMI)
17-18	Rod, Lightning	(TMI)
19-20	Rod of Lordly Might	(AEC)
21-23	Rod, Maid's	(TMI)
24-25	Rod of Resurrection	(AEC)
26-27	Rod of Rulership	(AEC)
28-29	Rod of Striking	(AEC)
30-31	Staff of Commanding [C]	(LL)
32-34	Staff of Healing [C]	(LL)
35	Staff of the Magi	(AEC)
36-37	Staff of Power [MU/E]	(LL)
38-39	Staff of Striking [C]	(LL)
40-41	Staff of Withering [C]	(LL)
42-43	Staff of Wizardry [MU/E]	(LL)
44-45	Staff of the Serpent [C]	(LL)
46-47	Wand of Cold	(LL)
48-49	Wand of Detecting Enemies	(LL)

Includes items from *Advanced Edition Companion*.

50-52	Wand of Detecting Magic	(LL)
53-54	Wand of Detecting Metals	(LL)
55-57	Wand of Detecting Secret Doors	(LL)
58-60	Wand of Detecting Traps	(LL)
61-62	Wand of Device Negation	(LL)
63-65	Wand of Dislocation	(TMI)
66-67	Wand of Fear	(LL)
68-69	Wand of Fire	(AEC)
70-71	Wand of Fire Balls	(LL)
72-73	Wand of Ice	(AEC)
74-75	Wand of Illusion	(LL)
76-78	Wand of Light	(AEC)
79-80	Wand of Lightning	(AEC)
81-82	Wand of Lightning Bolts	(LL)
83-85	Wand of Magic Missiles	(LL)
86-87	Wand of Negation	(AEC)
88-90	Wand of Paralyzation	(LL)
91-92	Wand of Polymorphing	(LL)
93-94	Wand, Sparkling	(TMI)
95-96	Wand of Summoning	(AEC)
97-98	Wand, Volatile	(TMI)
99-00	Wand of Wonder	(AEC)

Rods, Staves, and Wands (LL only)

01-03	Rod of Cancellation	(LL)
04-07	Rod of Charging	(TMI)
08-11	Rod of Flame Mastery	(TMI)
12-14	Rod of Fraying	(TMI)
15-17	Rod, Lightning	(TMI)
18-20	Rod, Maid's	(TMI)
21-23	Rod of Resurrection	(LL)
24-27	Staff of Commanding [C]	(LL)
28-31	Staff of Healing [C]	(LL)
32-34	Staff of Power [MU/E]	(LL)
35-37	Staff of Striking [C]	(LL)
38-40	Staff of Withering [C]	(LL)
41-43	Staff of Wizardry [MU/E]	(LL)
44-46	Staff of the Serpent [C]	(LL)
47-49	Wand of Cold	(LL)
50-52	Wand of Detecting Enemies	(LL)

No items from *Advanced Edition Companion*.

53-56	Wand of Detecting Magic	(LL)
57-59	Wand of Detecting Metals	(LL)
60-63	Wand of Detecting Secret Doors	(LL)
64-67	Wand of Detecting Traps	(LL)
68-70	Wand of Device Negation	(LL)
71-73	Wand of Dislocation	(TMI)
74-76	Wand of Fear	(LL)
77-79	Wand of Fire Balls	(LL)
80-82	Wand of Illusion	(LL)
83-85	Wand of Lightning Bolts	(LL)
86-89	Wand of Magic Missiles	(LL)
90-92	Wand of Paralyzation	(LL)
93-95	Wand of Polymorphing	(LL)
96-97	Wand, Sparkling	(TMI)
98-00	Wand, Volatile	(TMI)

Miscellaneous Magic Items 1

01-03	Amulet against Possession	(AEC)
04-05	Amulet, Bodyguard	(TMI)
06-08	Amulet of Inescapable Location	(AEC)
09-11	Amulet, Lucky	(TMI)
12-14	Amulet of the Planes	(AEC)
15-17	Amulet, Proof against Detection/Location	(AEC)
18-20	Amulet, Second Chance	(TMI)
21-23	Amulet versus Crystal Balls and ESP	(LL)
24-26	Arrow of Location	(AEC)
27-28	Apparatus of the Crab	(LL)
29-30	Bag of Devouring	(LL)
31-33	Bag of Holding	(LL)
34-36	Bag of Transformation	(AEC)
37-39	Bag of Tricks	(AEC)
40-42	Battering Ram Key	(TMI)
43-45	Belt, Explosive	(TMI)
46-48	Belt, Mercurial	(TMI)
49-51	Blessed Bomb	(TMI)
52-54	Boat, Folding	(LL)

Miscellaneous Magic Items 2

01-02	Broom of Flying	(LL)
03-05	Candle, Guardian	(TMI)
06-08	Candle, Trick	(TMI)
09-11	Censer, Controlling Air Elementals	(LL)
12-13	Censer of Cursed Summoning	(AEC)
14-16	Cheater's Coin	(TMI)
17-19	Chromatic Spectacles	(TMI)
20-22	Chime of Cannibalism	(AEC)
23-25	Chime of Opening	(LL)
26-28	Cloak of Arachnida	(AEC)
29-31	Cloak, Defiler's	(TMI)
32-34	Cloak of the Gnat Queen	(TMI)
35-37	Cloak of Poisonousness	(AEC)
38-40	Cloak of Protection	(LL)
41-43	Cloak, Solar	(TMI)
44-46	Cloak of Woodwalking	(TMI)
47-49	Cloud Cutter	(TMI)
50-51	Collapsible Trebuchet	(TMI)
52-53	Couch of Recuperation	(TMI)

Includes items from Advanced Edition Companion.

55-56	Book of Chaotic Wisdom	(AEC)
57-58	Book of Infinite Spells	(AEC)
59-60	Book of Lawful Wisdom	(AEC)
61-63	Boots of Dancing	(AEC)
64-66	Boots of Kicking	(TMI)
67-68	Boots, Leaden	(TMI)
69-71	Boots of Levitation	(LL)
72-74	Boots of Speed	(LL)
75-77	Boots of Traveling and Springing	(LL)
78-80	Bowl of Commanding Water Elementals	(LL)
81-82	Bowl of Drowning	(AEC)
83-85	Bracers of Armor	(LL)
86-88	Brand of Virtue	(TMI)
89-91	Brazier of Commanding Fire Elementals	(LL)
92-93	Brazier of Cursed Sleep	(AEC)
94-96	Brooch of Shielding	(LL)
97-98	Broom of Animated Attack	(AEC)
99-00	Broom of Cursed Flight	(AEC)

Includes items from Advanced Edition Companion.

54-55	Cruel Cataract of the Crone	(TMI)
56-57	Crystal Ball	(LL)
58-59	Crystal Ball with Clairaudience	(LL)
60-61	Crystal Ball with ESP	(LL)
62-63	Crystal Hypnosis Ball	(AEC)
64-66	Cube of Force	(LL)
67-69	Cube of Frost Resistance	(LL)
70-71	Cubic Gate	(AEC)
72-74	Decanter of Endless Water	(LL)
75-76	Deck of Many Things	(AEC)
77-79	Displacer Cloak	(LL)
80-82	Dream Coat	(TMI)
83-85	Drums of Panic	(LL)
86-88	Drums of Stunning	(AEC)
89-91	Dust of Appearance	(LL)
92-94	Dust of Disappearance	(LL)
95-97	Dust of Healing	(TMI)
98-00	Dust of Itching	(TMI)

Miscellaneous Magic Items 3

01-03	Dust of Sneezing and Choking	(AEC)
04-06	Eversmoking Bottle	(AEC)
07-08	Efreeti Bottle	(LL)
09-11	Elven Cloak	(LL)
12-14	Elven Boots	(LL)
15-16	Eyes of Charming	(LL)
17-19	Eyes of the Eagle	(LL)
20-22	Eyes of Magnification	(AEC)
23-24	Eyes of Petrification	(LL)
25-27	Feather Token	(AEC)
28-30	Figurines of Wondrous Power	(AEC)
31-32	Flask of Curses	(AEC)
33-35	Forger's Quill	(TMI)
36-37	Flying Carpet	(LL)
38-40	Fungal Amphora	(TMI)
41-42	Gauntlets of Fumbling	(AEC)
43-45	Gauntlets of Ogre Power	(LL)
46-48	Gem of Brightness	(AEC)

Includes items from *Advanced Edition Companion*.

49-51	Gem of Seeing	(AEC)
52-54	Girdle of Giant Strength	(LL)
55-57	Gloves of Dexterity	(AEC)
58-60	Gloves of Hurling	(TMI)
61-63	Gloves of Swimming and Climbing	(AEC)
64-66	Golem Manual	(AEC)
67-69	Goblet of All-Night Revelry	(TMI)
70-72	Hearing Earrings (pair)	(TMI)
73-74	Helm of Alignment Changing	(LL)
75-77	Helm of Brilliance	(AEC)
78-80	Helm, Comprehend Languages/Read Magic	(LL)
81-82	Helm of Opposite Alignment	(AEC)
83-85	Helm of Telepathy	(LL)
86-88	Helm of Teleportation	(LL)
89-91	Helm of Underwater Action	(AEC)
92-94	High Noon Lantern	(TMI)
95-97	Horn of Blasting	(LL)
98-00	Horn of Valhalla	(TMI)

Miscellaneous Magic Items 4

01-03	Horseshoes of Forging	(TMI)
04-05	Horseshoes of the Phantom	(AEC)
06-08	Horseshoes of Speed	(AEC)
09-11	Horseshoes of a Zephyr	(AEC)
12-14	Incense of Meditation	(AEC)
15-16	Incense of Obsession	(AEC)
17-19	Infinity Rope	(TMI)
20-21	Instant Fortress	(AEC)
22-23	Ioun Stones	(AEC)
24-26	Javelin of Lightning	(AEC)
27-28	Jewel of Monster Attraction	(AEC)
29-31	Kidnapper's Manacles	(TMI)
32-34	Lyre of Building	(AEC)
35-37	Magic Acorn	(TMI)
38-40	Manual of Bodily Health	(AEC)
41-43	Manual of Gainful Exercise	(AEC)
44-46	Manual of Quickness of Action	(AEC)
47-49	Marvelous Pigments	(AEC)
50-52	Mattock of the Titans	(AEC)

Includes items from *Advanced Edition Companion*.

53-55	Maul of the Titans	(AEC)
56-57	Medallion of Thoughts	(LL)
58-59	Medallion of Thoughts (90')	(LL)
60-62	Mirror of Life Trapping	(LL)
63-65	Mirror of Mental Prowess	(AEC)
66-67	Mirror of Opposition	(LL)
68-70	Necklace of Adaptation	(LL)
71-72	Necklace of Strangulation	(AEC)
73-75	Net of Entanglement	(AEC)
76-78	Net of Snaring	(AEC)
79-81	Ointment of Healing	(AEC)
82-84	Pearl of Power	(AEC)
85-87	Pearl of Wisdom	(AEC)
88-89	Periapt of Foul Rotting	(AEC)
90-92	Periapt of Health	(AEC)
93-95	Periapt of Proof against Poison	(AEC)
96-98	Periapt of Wound Closure	(AEC)
99-00	Phylactery of Faithfulness	(AEC)

Miscellaneous Magic Items 5

01-03	Phylactery of Undead Turning	(AEC)
04-06	Phylactery of Youth	(AEC)
07-08	Pipes of the Sewers	(AEC)
09-10	Portable Hole	(AEC)
11-13	Potion Jug	(AEC)
14-16	Rattle of Youthful Innocence	(TMI)
17-18	Robe of the Archmagi	(AEC)
19-21	Robe of Blending	(AEC)
22-24	Robe of Eyes	(AEC)
25-26	Robe of Powerlessness	(AEC)
27-29	Robe of Scintillating Colors	(AEC)
30-32	Robe of Useful Items	(AEC)
33-35	Rope of Climbing	(LL)
36-38	Rope of Entanglement	(AEC)
39-40	Rope of Strangulation	(AEC)
41-42	Scarab of Death	(AEC)
43-45	Scarab of Protection	(LL)
46-48	Slippers of Spider Climbing	(AEC)
49-50	Sphere of Annihilation	(AEC)

Includes items from *Advanced Edition Companion*.

51-53	Stone of Controlling Earth Elementals	(LL)
54-56	Stone of Good Luck (Luckstone)	(AEC)
57-58	Stone of Weight (Loadstone)	(AEC)
59-60	Talisman of Pure Good	(AEC)
61-63	Talisman of the Sphere	(AEC)
64-65	Talisman of Ultimate Evil	(AEC)
66-68	Tattoo Needle of Beasts	(TMI)
69-71	Tome of Clear Thought	(AEC)
72-74	Tome of Knowledge	(AEC)
75-77	Tome of Leadership and Influence	(AEC)
78-80	Tome of Martial Knowledge	(AEC)
81-83	Tome of Stealth	(AEC)
84-86	Tome of Understanding	(AEC)
87-89	Tooth of Tongues	(TMI)
90-92	Transmuter's Phial	(TMI)
93-95	Well of Many Worlds	(AEC)
96-97	Wings of Flying	(AEC)
98-00	Wonder Spice	(TMI)

Misc. Magic Items (LL only)

01	Amulet, Bodyguard	(TMI)
02	Amulet, Lucky	(TMI)
03	Amulet, Second Chance	(TMI)
04	Amulet vs. Crystal Balls and ESP	(LL)
05	Apparatus of the Crab	(LL)
06	Bag of Devouring	(LL)
07	08 Bag of Holding	(LL)
09-10	Battering Ram Key	(TMI)
11	Belt, Explosive	(TMI)
12	Belt, Mercurial	(TMI)
13	Blessed Bomb	(TMI)
14	Boat, Folding	(LL)
15	Boots of Kicking	(TMI)
16	Boots, Lead	(TMI)
17	Boots of Levitation	(LL)
18	Boots of Speed	(LL)
19	Boots of Traveling and Springing	(LL)
20	Bowl of Commanding Water Elementals	(LL)
21-22	Bracers of Armor	(LL)
23	Brand of Virtue	(TMI)
24	Brazier of Commanding Fire Elementals	(LL)
25	Brooch of Shielding	(LL)
26	Broom of Flying	(LL)
27	Candle, Guardian	(TMI)
28	Candle, Trick	(TMI)
29	Censer of Controlling Air Elementals	(LL)
30	Cheater's Coin	(TMI)
31	Chime of Opening	(LL)
32	Chromatic Spectacles	(TMI)
33	Cloak, Defiler's	(TMI)
34	Cloak of the Gnat Queen	(TMI)
35-36	Cloak of Protection	(LL)
37	Cloak, Solar	(TMI)
38	Cloak of Woodwalking	(TMI)
39	Cloud Cutter	(TMI)
40	Collapsible Trebuchet	(TMI)
41	Couch of Recuperation	(TMI)
42	Cruel Cataract of the Crone	(TMI)
43	Crystal Ball	(LL)
44	Crystal Ball with Clairaudience	(LL)
45	Crystal Ball with ESP	(LL)
46	Cube of Force	(LL)
47	Cube of Frost Resistance	(LL)
48	Decanter of Endless Water	(LL)
49	Displacer Cloak	(LL)

No items from *Advanced Edition Companion*.

50	Dream Coat	(TMI)
51	Drums of Panic	(LL)
52-53	Dust of Appearance	(LL)
54-55	Dust of Disappearance	(LL)
56	Dust of Healing	(TMI)
57	Dust of Itching	(TMI)
58	Efreeti Bottle	(LL)
59-60	Elven Cloak	(LL)
61-62	Elven Boots	(LL)
63	Eyes of Charming	(LL)
64	Eyes of the Eagle	(LL)
65	Eyes of Petrification	(LL)
66	Forger's Quill	(TMI)
67	Flying Carpet	(LL)
68	Fungal Amphora	(TMI)
69	Gloves of Hurling	(TMI)
70	Goblet of All-Night Revelry	(TMI)
71-72	Gauntlets of Ogre Power	(LL)
73	Girdle of Giant Strength	(LL)
74	Hearing Earrings (pair)	(TMI)
75	Helm of Alignment Changing	(LL)
76	Helm, Comprehend Languages/Read Magic	(LL)
77	Helm of Telepathy	(LL)
78	Helm of Teleportation	(LL)
79	High Noon Lantern	(TMI)
80	Horn of Blasting	(LL)
81	Horseshoes of Fording	(TMI)
82	Horseshoes of the Phantom	(TMI)
83	Infinity Rope	(TMI)
84	Kidnapper's Manacles	(TMI)
85	Magic Acorn	(TMI)
86	Medallion of Thoughts	(LL)
87	Medallion of Thoughts (90')	(LL)
88	Mirror of Life Trapping	(LL)
89	Mirror of Opposition	(LL)
90	Necklace of Adaptation	(LL)
91	Rattle of Youthful Innocence	(TMI)
92-93	Rope of Climbing	(LL)
94	Scarab of Protection	(LL)
95	Stone of Controlling Earth Elementals	(LL)
96	Tattoo Needle of Beasts	(TMI)
97	Tooth of Tongues	(TMI)
98	Transmuter's Phial	(TMI)
99-00	Wonder Spice	(TMI)

Swords

01-02	Sword +1	-
03-05	Sword +1, +2 versus lycanthropes	-
06-08	Sword +1, +2 versus spell casters	-
09-11	Sword +1, +3 versus undead	-
12-14	Sword +1, +3 versus dragons	-
15-17	Sword +1, +3 vs. regenerating monsters	-
18-20	Sword +1, +3 versus magical monsters	-
21-23	Sword +1, Adamant	(TMI)
24-26	Sword +1, Dancing	(AEC)
27-29	Sword +1, Deflector	(TMI)
30-32	Sword +1, Dismembering	(AEC)
33-35	Sword +1 of Duplication	(TMI)
36-38	Sword +1, Wounding	(AEC)
39-41	Sword +1, Light 30' Radius	(AEC)
42-44	Sword +1, Flame Tongue	(LL)
45-47	Sword +1, Life Drinker	(LL)
48-50	Sword +1, Locate Objects	(AEC)
51-53	Sword +1, Luck Blade	(LL)

Swords (LL only)

01-10	Sword +1	-
11-14	Sword +1, +2 versus lycanthropes	-
15-18	Sword +1, +2 versus spell casters	-
19-22	Sword +1, +3 versus undead	-
23-26	Sword +1, +3 versus dragons	-
27-30	Sword +1, +3 vs. regenerating monsters	-
31-34	Sword +1, +3 versus magical monsters	-
35-38	Sword +1, Adamant	(TMI)
39-42	Sword +1, Deflector	(TMI)
43-46	Sword +1 of Duplication	(TMI)
47-50	Sword +1, Flame Tongue	(LL)
51-54	Sword +1, Life Drinker	(LL)
55-58	Sword +1, Luck Blade	(LL)

Includes items from *Advanced Edition Companion*.

54-56	Sword +1, Musical	(TMI)
57-59	Sword +1, Night Fighter	(TMI)
60-62	Sword +1, Shrinking	(TMI)
63-65	Sword +1, Wish Blade	(LL)
66-67	Sword +2	-
68-70	Sword +2, +3 versus giants	-
71-73	Sword +2, Berserking	(AEC)
74-76	Sword +2 of Bloodlust	(TMI)
77-79	Sword +2, Holy Avenger	(AEC)
80-82	Sword +2, Nine Lives Stealer	(AEC)
83-85	Sword +2, Charm Person	(AEC)
86-87	Sword +3	-
88-90	Sword +3, Frost Brand	(LL)
91-92	Sword +4, Defending	(AEC)
93-95	Sword +4, Offending	(TMI)
96-97	Sword -1 (cursed)	-
98-99	Sword -2 (cursed)	-
00	Sapient Sword	(LL)

No items from *Advanced Edition Companion*.

59-62	Sword +1, Musical	(TMI)
63-66	Sword +1, Night Fighter	(TMI)
67-70	Sword +1, Shrinking	(TMI)
71-74	Sword +1, Wish Blade	(LL)
75-80	Sword +2	-
81-83	Sword +2 of Bloodlust	(TMI)
84-88	Sword +3	-
89-91	Sword +3, Frost Brand	(LL)
92-94	Sword +4, Offending	(TMI)
95-97	Sword -1 (cursed)	-
98-99	Sword -2 (cursed)	-
00	Sapient Sword	(LL)

Miscellaneous Weapons

01-03	Arrows +1 (quantity 2d6)	-
04-05	Arrows +1 (quantity 3d10)	-
06-07	Arrows +1 of Transportation (qty. 1d4)	(TMI)
08-09	Arrows +2 (quantity 1d6)	-
10-11	Arrows +3 (quantity 1d4)	-
12-13	Arrow +3, Slaying Arrow	(LL)
14-16	Axe +1	-
17-18	Axe +1, Lumberjack's	(TMI)
19-20	Axe +1, Monumental	(TMI)
21-22	Axe +2	-
23-24	Axe +2, Head Taker	(TMI)
25-27	Bow +1	-
28-29	Bow +2 of the Ambusher	(TMI)
30-31	Club +1 Sapper's	(TMI)
32-33	Club +1 of Sucker Punching	(TMI)
34-35	Crossbow +1, Repeating	(TMI)
36-37	Crossbow Bolts +1 (quantity 2d6)	-
38-39	Crossbow Bolts +1 (quantity 3d10)	-
40-41	Crossbow Bolts +2 (quantity 1d6)	-
42-43	Crossbow Bolts +3 (quantity 1d4)	-
44-45	Dagger -1, cursed	-
46-48	Dagger +1	-
49-50	Dagger +1, Trusty	(TMI)

Includes items from *Advanced Edition Companion*.

51-52	Dagger +1, Venom	(AEC)
53-54	Dagger +2, +3 vs. goblin/kobold/orc	-
55-56	Dagger +2, Dark Blade	(TMI)
57-58	Dagger +2, Assassin	(AEC)
59-60	Darts +1 of Seeking (quantity 2d4)	(TMI)
61-62	Flail +1 of the Flagellant	(TMI)
63-65	Mace +1	-
66-67	Mace +1, Bell Ringer	(TMI)
68-69	Mace +1, Disruption	(AEC)
70-71	Mace +2	-
72-73	Morningstar +1 of Growth	(TMI)
74-76	Sling +1	-
77-78	Sling +1, Catapult	(TMI)
79-81	Spear +1	-
82-83	Spear +1, Treacherous	(TMI)
84-85	Spear +2	-
86-87	Spear +3	-
88-89	Trident +1, Fish Command	(AEC)
90-91	Trident +2, Warning	(AEC)
92-94	War Hammer +1	-
95-96	War Hammer +2	-
97-98	War Hammer +2, Dwarven Thrower	(LL)
99-00	Whip +1, Ringmaster's	(TMI)

Miscellaneous Weapons (LL only)

01-03	Arrows +1 (quantity 2d6)	-
04-05	Arrows +1 (quantity 3d10)	-
06-07	Arrows +1 of Transportation (qty. 1d4)	(TMI)
08-09	Arrows +2 (quantity 1d6)	-
10-11	Arrows +3 (quantity 1d4)	-
12-13	Arrow +3, Slaying Arrow	(LL)
14-16	Axe +1	-
21-22	Axe +2	-
23-24	Axe +2, Head Taker	(TMI)
25-27	Bow +1	-
28-29	Bow +2 of the Ambusher	(TMI)
30-31	Club +1 Sapper's	(TMI)
32-33	Club +1 of Sucker Punching	(TMI)
34-35	Crossbow +1, Repeating	(TMI)
36-37	Crossbow Bolts +1 (quantity 2d6)	-
38-39	Crossbow Bolts +1 (quantity 3d10)	-
40-41	Crossbow Bolts +2 (quantity 1d6)	-
42-43	Crossbow Bolts +3 (quantity 1d4)	-
46-48	Dagger +1	-

No items from *Advanced Edition Companion*.

49-50	Dagger +1, Trusty	(TMI)
51-52	Dagger +2, +3 vs. goblin/kobold/orc	-
55-56	Dagger +2, Dark Blade	(TMI)
59-60	Darts +1 of Seeking (quantity 2d4)	(TMI)
61-62	Flail +1 of the Flagellant	(TMI)
66-67	Mace +1, Bell Ringer	(TMI)
70-71	Mace +2	-
72-73	Morningstar +1 of Growth	(TMI)
74-76	Sling +1	-
77-78	Sling +1, Catapult	(TMI)
79-81	Spear +1	-
82-83	Spear +1, Treacherous	(TMI)
84-85	Spear +2	-
86-87	Spear +3	-
92-94	War Hammer +1	-
95-96	War Hammer +2	-
97-98	War Hammer +2, Dwarven Thrower	(LL)
99-00	Whip +1, Ringmaster's	(TMI)

Armor

01-10	Armor +1	-	42	Armor +3 and Shield +2	-
11-15	Armor +1 and Shield +1	-	43	Armor +3 and Shield +3	-
16-17	Armor +1 and Shield +2	-	44-61	Shield +1	-
18	Armor +1 and Shield +3	-	62-63	Shield +1, Mirror	(TMI)
19-21	Armor +1, Amphibious	(TMI)	64-73	Shield +2	-
22-23	Armor +1 of Bondage	(TMI)	74-79	Shield +3	-
24-26	Armor +1 of Comfort	(TMI)	80-82	Armor -1 (cursed)	-
27-28	Armor +1 of the Salamander	(TMI)	83-85	Armor -2 (cursed)	-
29-31	Armor +2	-	86	Armor -1 (cursed) and Shield +1	-
32-34	Armor +2 and Shield +1	-	87	Armor -2 (cursed) and Shield +1	-
35-36	Armor +2 and Shield +2	-	88-90	Armor AC 9 (cursed)	-
37	Armor +2 and Shield +3	-	91-94	Shield -1 (cursed)	-
38-39	Armor +2, Elephantine	(TMI)	95-97	Shield -2 (cursed)	-
40	Armor +3	-	98-00	Shield AC 9 (cursed)	-
41	Armor +3 and Shield +1	-			

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