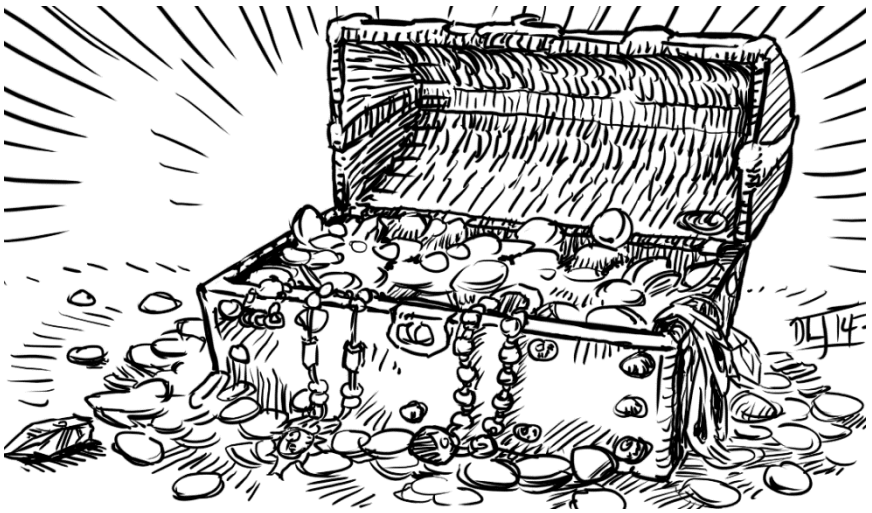


A MYRIAD OF MAGIC ITEMS

By James Mishler with Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

JAMES MISHLER GAMES

A MYRIAD OF MAGIC ITEMS

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ASSASSIN ITEMS

ASSASSIN'S DAGGER: There are a wide variety of magical assassin's daggers, created over long millennia by various cults and guilds of assassins. Whenever a "Dagger +2, Assassin" is rolled on the treasure table, roll on this table instead:

D100	Dagger
01-50	+1 to hit and damage, +1 level to assassination attempt
51-75	+2 to hit and damage, +1 level to assassination attempt
76-90	+2 to hit and damage, +2 levels to assassination attempt
91-95	+3 to hit and damage, +2 levels to assassination attempt
96-98	+3 to hit and damage, +3 levels to assassination attempt
99-00	+4 to hit and damage, +4 levels to assassination attempt

CLOAK OF THE NIGHT: This cloak makes the wearer effectively *invisible* in everything except full daylight; wherever the wearer goes gather shadows and darkness, which all others see as natural. The wearer of the cloak can, at will, also create a *darkness globe*, centered on herself, through which she can see as though it were full daylight. Finally, the wearer can *transport via darkness*, as per the *transport via plants* spell, three times per night.

DAGGER OF VENOM: There are a wide variety of magical daggers of venom, created over long millennia by various cults and guilds of assassins. Whenever a "Dagger +1, Venom" is rolled on the treasure table, roll on this table instead (all hold only 6 doses of poison):

D100	Dagger
01-50	+1 to hit and damage, delivers venom on a roll of 20+
51-75	+1 to hit and damage, delivers venom on a roll of 19+
76-90	+2 to hit and damage, delivers venom on a roll of 19+
91-95	+2 to hit and damage, delivers venom on a roll of 18+
96-98	+3 to hit and damage, delivers venom on a roll of 18+
99-00	+4 to hit and damage, delivers venom on a roll of 17+

GAROTTE OF DOOM: A *garotte of doom* is a murderer's cord woven from the hair of 13 successful assassins. The garotte can only be used to attack when the assassin is making an assassination attempt. The garotte counts as a magical weapon if attacking a being that requires a magical weapon to be hit. If the assassination attempt fails, the garotte then attacks the victim like a *necklace of strangulation* – automatically dealing 6 points of damage every round, and the garotte cannot be removed by anyone other than the assassin short of the application of a *limited wish* or *wish* spell. The assassin may remove the garotte at any time.

BARBARIAN ITEMS

GIRDLE OF MIGHT: If a *girdle of might* is worn by anyone other than a barbarian, berserker, fighter, or ranger, the wearer must save versus Spells or be *cursed* and reduced to a Strength score of 3, until a *remove curse* spell successfully removes the girdle. A *girdle of might* acts as *gauntlets of ogre power* for a fighter or ranger. A *girdle of might* acts as a *girdle of giant strength* for a barbarian or berserker, and once per day if the barbarian or berserker falls to or below 0 hit points the girdle *instantly* heals 3d8+3 hit points. Finally, a barbarian or berserker can also use the girdle to call upon the power of a *horn of Valhalla* once per week; 1st to 8th level as per a *silver horn*, 9th to 15th level as per a *brass horn*, 16th to 18th level as per a *bronze horn*, and 19th or greater level as per an *iron horn*.

MANTLE OF VICTORY: The *mantle of victory* can take many forms, depending on the barbarian culture that produced it. Usually it takes the form of a short coat of furs of an important, totemic predator, complete with head and claws, worn about the shoulders and atop the head. The animal might be a bear, great cat, hyena, wolf, or any of a number of such creatures. Such mantles are created for great chiefs, chieftains, and kings, to enhance their greatness, and are either lost when they are defeated or buried with them when they die. A *mantle of victory* grants any wearer a -2 bonus to unarmored Armor Class, while a barbarian or berserker also gains a +2 bonus to all saving throws, immunity to all manner of death and mind affecting spells and effects, and allows the wearer to cast *allure* three times per day as a magic-user of their level. A legendary few *mantles of victory* combine their power with that of a *shifter's cloak*.

SHIFTER'S CLOAK: A *shifter's cloak* is an enchanted cloak that enables a barbarian, berserker, or ranger, along with all their equipment, to transform into animal form. While in the animal form the wearer retains their intelligence and personality and possesses their normal Hit Dice and Hit Points, but have the animals' Armor Class, attacks as a Monster of their Hit Dice (if better than their normal attacks), and attacks using the animal's natural attack forms. The wearer can change back and forth as often as desired, remaining in the animal form as long as desired. 1 in 6 of these items allows the wearer to speak while in animal form. The types of animals vary widely, depending on the type of animals valued by a barbarian culture, and might include bears, boars, crows, eagles, falcons, foxes, horses, hyenas, lions, otters, panthers, salmon, seals, sharks, snakes, swans, tigers, wolverines, and/or wolves, among others (though a cloak only allows shifting into one type). 1 in 12 of these items is *cursed*, such that the third time transforming into the animal form, the wearer remains stuck in that form, losing their own personality as per a *polymorph other* spell, until the application of a *remove curse* spell. Anyone other than a barbarian, berserker, or ranger who dons a *shifter's cloak* is *cursed* as above.

BARD ITEMS

MYSTICAL MUSIC BOX: A mystical music box is a fancily-engraved wooden box, 4 inches square by two inches deep, that contains five round disks and a magical device for transcribing and playing music onto said disks. There are one to five recessed buttons on top of the music box, depending on the number and levels of spellsongs embedded in the music box. When discovered there will be 1d6-1 spell levels of spellsongs embedded in the box, each spellsong having a commensurate button identified by a small picture. Pressing a button plays the indicated spellsong, and must play for the full number of rounds equal to the level of the spellsong, after which the user then effectively "casts" the spellsong as though a bard of the minimal level required to cast the spellsong (or at their own level if a bard of higher level). A bard can, by holding down on a button and saying "*finito*," erase the embedded spellsong and, if there is enough room in the music box (up to five spell levels) may cast one of their own spellsongs into the music box to record it. A spellsong may be embedded more than once, each spellsong being played using its own button. Each spellsong embedded in the music box can be used but once per day, resetting after 24 hours.

POLYMATH'S CASE: This large rectangular case is three feet long by two feet wide by one foot deep and weighs 20 lbs. – no more, no less. However, whenever set on the floor and opened, a bard may pull out *any* required musical instrument, from a harmonica to a full pipe organ (provided there is room to set it; it is pulled out in miniature form, set down, then grows to full size). To return larger instruments to the case, the bard merely needs to hold the open case toward the instrument and it shrinks and flies back into the case. The case can only produce a single musical instrument at a time; if an instrument is stolen or lost, it fades away 24 hours after being taken out of the case, but the case is not useable until it returns.

TRUMPET OF TRIUMPH: These large, long golden herald's trumpets have depending from them a banner, blank gray when found; when first played the banner then transforms to show the loyalty of the bard who plays it. A bard plays the trumpet as though she were proficient with it; if already proficient with the trumpet, the bard gains a +10% bonus to all applicable bardic skills when using the trumpet. A *trumpet of triumph* has the following additional powers: five times per day it can be played for one round to cast *cause fear* or *remove fear* (30' range); three times per day it can be played for two rounds to cast *bless*; twice per day it can be played for three rounds to cast *haste*; and once per day it can be played for four rounds to cast *confusion*. The spells are cast at the minimum needed to cast the spell or at the bard's level, whichever is greater.

CLERIC ITEMS

DIADEM OF THE DAMNED: This head band of black iron bears upon it eight fingerbones of demons, four to either side of the central object – a baleful demon eye! When worn by a Chaotic/Evil or Neutral cleric, the cleric's *cause wounds* spells are exceedingly effective; each die of damage causes 1d3+3 points of damage instead of 1d6 (Advanced Option: 1d4+4 instead of 1d8). Also, the cleric may manifest the *cause wounds* effect as a crackling black ray from the demon's eye, out to a range of 30'; the target in this case must make a saving throw versus Wands to avoid the effect. A Lawful/Good cleric or paladin who so much as touches the diadem suffers a number of points of damage equal to their level and is *stunned* for a like number of rounds.

MONOCLE OF MIGHT: This gold-rimmed crystal lens burns with the light of bright red and orange hellfire. It is attached to a gold chain that may be pinned to the wearer's clothing or armor. When worn in the left eye, the monocle allows the wearer to cast the following spells: *cause fear* 5/day, *bane* 4/day, and *cause blindness* 3/day. The wearer also possesses 60' infravision, can see through any sort of magical *invisibility*, and automatically sees any thief hiding in shadows within line of sight. Unbeknownst to the wearer, however, every use of a spell from the monocle slowly transforms their face further into the visage of that of a horned devil, 1% per level of spell cast. The wearer never sees this change; when they look in a mirror or other reflective surface, they only ever see their normal visage.

PHYLACTERY OF PHYSICKING: This potent charm takes the form of a gold disk graven with holy scripture in which is embedded the hair of a saint; the disk is sewn into a white headband and must be openly worn to be effective. When worn by a Lawful/Good or Neutral cleric, the cleric's *cure wounds* spells are exceedingly effective; each die of healing cures 1d3+3 points of damage instead of 1d6 (Advanced Option: 1d4+4 instead of 1d8). A Chaotic/Evil cleric who so much as touches the phylactery suffers a number of points of damage equal to their level and is *stunned* for a like number of rounds.

SHEPHERD'S CROOK: This rod can be wielded only by a Lawful/Good or Neutral cleric of a Lawful deity. The rod enables the cleric to cast the following spells on devout members of their faith, each up to once per day per person: *bless* (must touch target), *command*, *cure light wounds*, and *sanctuary*. These spells cannot be cast on non-believers. The wielder can also cast *detect evil*, *detect magic*, and *find traps* each three times per day and *locate object* once per day. All spells are cast as though by a 9th level cleric or higher if the wielder is of higher level.

DRUID ITEMS

DIVINER'S BAG: A *diviner's bag* seems like a normal small sack made of leather, with a leather drawstring. It contains sticks, stones, bones, feathers, bits of fur, and other miscellaneous natural items that are used in divination. A druid can expend a memorized 2nd level spell into the bag, reach her hand in, and cast the materials grasped therein onto the ground to cast an *augury* spell. She can similarly expend a memorized 4th level spell to cast a *divination* spell. Finally, she can also expend a memorized 6th level spell to create a vision as though she were using a *crystal ball with clairaudience*.

ROTSTAFF: A *rotstaff* is a gnarled, ebon-black staff with a large, almost skeletal "hand" on one end; it is in fact made from the forearm and hand of a deceased treant who gifted their arm and hand as their final act in life. A *rotstaff* has power over the undead, one of a druid's foremost enemies against whom they otherwise have little power. Even then, it only has power over *fleshy, physical* undead – such as zombies, ghouls, ghosts, wights, mummies, and vampires – it has no power over skeletons, liches, or incorporeal undead. Against appropriate undead it acts as a magical weapon of sufficient ability to strike them, but has no bonuses to hit or damage. Any appropriate undead creature struck first suffers 2d6 points of damage, and then the druid may make a roll to turn that single undead as though she were a cleric of her druid level. If the undead is turned, the damage dealt is *permanent*, as the rotting flesh on their body sloughs away through the sudden return of natural rot and molder. An undead must suffer a turn check every time it is struck by the *rotstaff*, but only the damage dealt with a turning strike deals permanent damage.

SICKLE OF THE SILVERY MOON: A *sickle of the silvery moon* is a silver sickle in the shape of a crescent moon. Against most creatures it operates as a normal sickle, dealing 1d6 points of damage. However, against lycanthropes it is a +3 weapon, deals double dice damage, and upon a successful hit the lycanthrope must make a saving throw versus Spells or be forced back into their human form until the next rise of the full moon.

WOOD LORD'S CROWN: A *wood lord's crown* is created by treants as a gift to allied druids. A *wood lord's crown* takes the form of a lattice of thorny tree branches in the form of a crown. A druid who wears a *wood lord's crown* can cast the following spells: *entangle* and/or *pass without trace* 5/day, *barkskin* and/or *find plant* 4/day, *plant growth* and/or *tree shape* 3/day, *passplant* and/or *speak with plants* 2/day, and *commune with nature* or *tree stride* 1/day. The wearer may also animate and control two normal trees, at will, as per a treant. Should a druid wearing the crown betray the forest, or should a cleric of any alignment don the crown, they suffer 1d6 points of damage per level (save versus Spells for half damage).

DWARF ITEMS

CLAW-BREAKER SHIELD: Red and white dragons being particular enemies of dwarven-kind, as they seek the same locales for their lairs as do dwarves, the dwarves have developed special defenses against these creatures. *Claw-breaker shields* are the most common; these squarish shields are of iron, with a red and a white dragon enameled bas relief on the face, the twain circling the boss in the shape of a bearded dwarf face. In the hands of anyone other than a dwarf, it is a simple +1 *magical shield*. In the hands of a dwarf, it is a +3 shield, and the wielder gets a +3 bonus to save against the breath weapon of red and white dragons. The wielder also gains a +3 bonus to save against any spells cast by a red or white dragon. Furthermore, if a red or white dragon rolls a Natural 1 on a bite or claw attack against the wielder, they suffer damage equal to that attack's damage, break a claw or tooth, and cannot use that attack again for at least 24 hours.

DRAGON-SCALE ARMOR: These suits of plate mail armor have had the scales of red and white dragons merged with the finest iron and adamant alloy. These suits generally only fit dwarves; they do not magically size to fit other races, though a handful of Dwarf-Friends have been given these suits over the millennia. The armor acts as +2 *magical plate mail*, and grants a +2 bonus to save against the breath weapon of red and white dragons (stacks with the bonus from a *claw-breaker shield*). The wearer suffers no damage on a successful save and only half damage on a failed save. The wearer also gains the ability to speak and understand the Dragon tongue and can evaluate the strength and health of a red or white dragon (i.e., at a glance knows the dragon's HD, HP, AC, and damage potential).

EARTH-SHAKER HAMMER: This large two-handed war hammer acts as a +1 *magical war hammer* in the hands of any other than a dwarf; in the hands of a dwarf, however, it becomes a +3 *magical war hammer* that deals a base 2d6 damage. It also gains the ability to be used against brick and stone structures as though it were a most effective siege engine. Each hit upon an open brick or stone structure, such as a typical brick or stone-walled building, destroys one 10' x 10' x 10' square of building per point of damage rolled, starting from the spot struck and moving up and out, then deeper into the structure. The hammer can also be used to smash tunnels into solid brick or rock (such as a ziggurat or dungeon), smashing a 5' x 5' x 5' area into dust per round of application. In either case, the dwarf may only use the hammer in this fashion for a number of rounds equal to her Constitution score before she must rest for a number of rounds equal to the number of rounds the hammer was thusly wielded. Finally, once per day, the wielder may also strike the ground with the hammer and invoke an *earthquake*, as per the spell, as though cast by a 13th level cleric.

ELF ITEMS

ELVEN CHAIN MAIL: Elven chain mail is specially forged by elves using bronze and mithral, which forms a very strong and light alloy. A normal, non-magical suit of elven chain mail weighs only half the normal weight of a suit of chain mail (15 lbs.), and counts as leather armor for movement purposes. A magical suit of elven chain mail weighs no more than a mere heavy shirt (1 lb.), and does not count as armor at all for movement purposes. A thief may wear a suit of elven chain mail with no penalty to their thieving abilities. Elven chain mail is always sized to elves, though small, thin humans can often fit into a suit, and halflings can wear suits meant for elven children. Magical suits of elven chain mail do not size to fit the wearer, though a handful of Elf-Friends have been given these suits over the millennia.

ELF-SHOT ARROW: To non-elven eyes these simple stone-tipped arrows seem primitive and less than ideal for use in war, but to elves they are invaluable. An *elf-shot arrow* can be used to deliver a single spell cast by the elf, rather than deal damage. Any spell the elf has memorized and can cast can be delivered by an elf-shot arrow, extending the range of the spell; though of course, the elf must hit the target for the spell to potentially take effect! The target gets their normal saving throw against the spell, if any, but suffers a penalty to their saving throw equal to the magical bonus of the arrow.

FEY CABCHON: A *fey cabochon* is an *loun stone* that has been specially shaped by the fairies, such that it can be worn upon the body rather than left to dangerously circle the head, where it might be captured. The cabochon must be placed to the flesh in a place where it is openly displayed (forehead, back of hand, etc.), where it melds with the flesh, and can only be removed by the hand of the wearer or after the death of the wearer. About 1 in 6 *loun stones* are *fey cabochons*; if in elf or fairy territory 3 in 6 are *fey cabochons*; and if in use by an elf or fairy 5 in 6 are *fey cabochons*. The fairies have developed other *fey cabochons* with odd powers.

TREE-STRIDER BOOTS: 1 in 6 pairs of magical *elven boots* are actually *tree-strider boots*. These boots act as *elven boots* for whomever may wear them, but when worn by elves or half-elves, they possess additional abilities. The wearer may run at their full normal speed up and down tree trunks and along tree branches, even the thinnest and weakest of branches, as though they were solid ground, with no chance of falling. The wearer may also jump from branch to branch, up to 20 feet with no chance of failure. Finally, once per day, the wearer may cast *tree stride* as per a 9th level druid.

FIGHTER ITEMS

SCABBARD OF HOLDING: This common-looking scabbard has the magical ability to hold multiple weapons, though the scabbard only ever seems to hold a single weapon, and the scabbard and the weapons within weigh no more than the heaviest weapon contained therein. A *scabbard of holding* can hold up to 13 melee weapons ranging in size from a dagger to a pike; weapons may be normal or magical, but a *scabbard of holding* never accepts a *cursed* weapon. The wielder needs merely think of the weapon she desires from those held by the scabbard and she may pull that weapon forth from the scabbard. The wearer knows what weapons are held by the scabbard when the scabbard is put on. The scabbard has a saving throw of 2 against any normal or magical attacks that can destroy a hard metal item; if a saving throw ever fails, the scabbard is destroyed, all the weapons therein are cast into the Astral Plane, and the wearer, if any, must make a saving throw versus spells or also be sucked into the Astral Plane. A *scabbard of holding* acts as per a *bag of holding* or *portable hole* with regards to the other when placed within.

SHIELD OF PROTECTION: A *shield of protection* grants its magical bonus not only to the Armor Class of the wielder, but when wielded by a fighter, paladin, or ranger, also applies to the wielder's saving throws versus Breath Attacks, Wands, Spells, and Spell-Like Devices. In the case of any sort of ray-like attack from a wand, spell, or spell-like device – including *lightning bolts* – if the wielder makes her saving throw with a Natural 20, the effect bounces back directly at the spell-caster, who might be affected and have to make their own saving throw if sufficient range remains. Finally, a fighter wielding a *shield of protection* may, at the beginning of a round, grant any portion of the shield's magical Armor Class bonus to one ally within 5 feet; she loses that portion of the bonus herself.

WHETSTONE OF SHARPNESS: This simple-looking whetstone, when applied with proper oils over one turn (10 minutes) to sharpen a non-magical sword, grants the sword a *magical level of sharpness*. The blade is of such sharpness that on the next Natural 20 rolled while wielding it, the wielder cuts off a limb, perhaps even the head, of the target, as per a *sword of dismembering* (the sword possesses no other abilities of a *sword of dismembering*, only the dismembering ability). After one such hit, the sword loses this magical edge, but the whetstone can be applied again later. The *whetstone of sharpness* has 2d10 charges when discovered, and becomes a normal whetstone after expending those charges.

GNOME ITEMS

HYPOGEAL MULTIPLEX-AMBITRON: This device takes the form of a complex astrolabe crossed with a ship's sextant married to a miniature orrery, with multiple additional levers, buttons, and other protrusions. A gnome must wield it two-handed for it to be of any use. Use of an ambitron improves a gnome's special senses in regard to detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. It improves the gnome's chances as follows: 1st to 3rd level 3 in 6; 4th to 7th level 4 in 6; 8th level or above 5 in 6. However, proper use requires a number of rounds of study equal to the chance in 6; any less time and the attempt automatically fails. Though dwarves have much the same abilities, the ambitron is beyond their use, as they do not have the same talent (?) with weird gadgets as do the gnomes.

SADDLE SUPREME: This small, gnome-sized saddle can, once per day, *summon* an animal of the gnome's choice to be used as a mount, which arrives at the gnome's location in 1d4 rounds; the animal can be any normal-sized animal of its kind (no giant animals or monsters) that is native to the local environment. The saddle causes the animal to shrink or grow to fit the saddle, such that the gnome can ride upon it normally. The gnome and her worn and carried equipment do not cause encumbrance issues for the animal, and the animal can fly, swim, burrow, or use any other sort of special movement at their normal rate of speed (burrowed tunnels are large enough for the gnome to fit comfortably, and the gnome can *breathe water* while underwater on a swimming animal). The animal serves as a mount for up to eight hours, and does not tire while so serving. If the gnome so desires, and has treated the animal well, the animal will remain with the gnome while she rests or is otherwise occupied, to serve again the next day. The saddle also has saddle-bags that fit as much as a normal set of saddle-bags, but the weight, even when full, is negligible.

TREANT STONES: These "stones" take the form of acorns, chestnuts, pinecones, walnuts, and other tree nuts; they were gifts from treants to gnomes or other sylvan folk (who can also use these items). These stones, when cast up to 30 feet away, grow into full-sized trees in 1d4 rounds. These trees are ambulatory and can be commanded to attack or act as per the thrower's desire for up to 8 turns, as per animated trees commanded by treants. When the duration ends or if dismissed before, the trees take root wherever they stand. Treant stones are found in groups of 3d4.

HALFLING ITEMS

PARANORMAL PANTRY PURSE: This fine-looking leather haversack looks small for a human, but just right for a halfling. Should anyone other than a halfling open it, it appears to hold nothing but dust, bits, and bobs of useless sort. When a halfling opens it, however, she sees within a miniature pantry; when found, it is d10xd10% stocked with food. The *paranormal pantry purse* can hold up to 210 single meals, though it never weighs more than 10 pounds. Meals placed into the purse remain fresh and tasty and in the condition they are placed within; if placed in piping hot, they can be removed piping hot days, weeks, months, or even years later. The purse even preserves ice and ice cream. No living things can be placed in the purse.

PILLOW OF TRANQUILITY: This simple, halfling-sized pillow ensures that anyone using it while sleeping for eight hours gets a good, full night's rest, as though they had slept in a comfy featherbed in a room of proper cleanliness, temperature, and humidity. This ensures a full chance of natural healing, even under the worst of conditions otherwise. Additionally, any party the sleeper is with suffers half the normal chance of encounters while the user sleeps (usually 1 in 12 rather than 1 in 6).

PIPEWEED OF POWER: The halfling's talent for growing their special form of smoking weed is legendary; these are but a few of the various potent magical varieties of pipeweed that they are known to grow. *Pipeweed of power* is usually found in a wallet containing 4d6 dashes; merely a dash of these weeds placed in a pipe with normal pipeweed is efficacious. Note that a halfling using a pipeweed designed to only affect others is never affected by their own cloud of smoke unless a *gust of wind* or similar spell or effect is applied.

- **Old Falco's Fantastical Pipeweed:** When puffed for one round then blown out into a 20' diameter cloud centered 10 feet away, anyone caught in the effect must make a saving throw versus Spells or be rendered *confused*, as per the spell, for 12 rounds. However, in their confusion all they can do is giggle, babble, roll on the floor, stare at their hands, and be fixated by hallucinatory creatures and landscapes that only they can see.
- **Old Philo's Phantasmagorical Pipeweed:** When puffed for one round then blown out into a 20' diameter cloud centered 10 feet away, the smoker creates an effect similar to that of a *phantasmal force* spell. As per the spell, the smoker must concentrate on the phantasm to maintain it.
- **Old Sam's Somnolent Pipeweed:** When puffed for one round then blown out into a 20' diameter cloud centered 10 feet away, anyone caught in the effect must make a saving throw versus Spells or fall *asleep*, as per the spell, for 4d4 turns. Sleepers can be awakened in the normal fashion.
- **Old Tobias' Premium Pipeweed:** When puffed for one round then blown out into a 20' diameter cloud centered 10 feet away, the smoker *plus* any allies caught in the effect gain the effects of both the *bless* and *remove fear* spells, as though cast by a 12th level cleric. Any enemies caught in the cloud must make separate saving throws to avoid the effect of *bane* and *cause fear*, also as though cast by a 12th level cleric.
- **Old Tom's Transmogrifying Pipeweed:** When puffed for one round then blown out into a 20' diameter cloud centered 10 feet away, anyone caught in the effect must make a saving throw versus Spells or be *polymorphed*, as per the *polymorph other* spell. Roll d6 for each target to determine new form: 1 Fly, 2 Halfling, 3 Mouse, 4 Snail, 5 Songbird, 6 Toad.

ILLUSIONIST ITEMS

HOODWINKER'S HANDKERCHIEF: This nondescript plain white handkerchief can, in the hands of an illusionist, grow from 6" x 6" to 3' x 3'. When an illusionist places the handkerchief over a non-magical, non-living item that fully fits under the handkerchief, makes a few pseudo-arcane passes over the item, and says a few non-sensical but magic-seeming words, then removes the handkerchief with a flourish, the item appears to transform into whatever other non-magical, non-living item the illusionist so desires. This also applies to a pile of like items, such as, say, a pile of coins, gems, and/or jewelry. However, not only has the item not been transformed, the object(s) that remain are a fully-tactile illusion, against which only those with 3 levels or Hit Dice or more get a saving throw versus Spells to disbelieve. The actual item(s) are "hidden" in a dimensional space in the handkerchief, which the illusionist can later retrieve. The illusion remains until everyone who has seen it disbelieves or until the illusionist retrieves the hidden item. Only one such item or group of items may be hidden in the handkerchief at a time.

QUIETUS CLOAK: A *quietus cloak* can take on whatever form of clothing the illusionist so desires. When wearing the cloak, if the wearer desires, she may activate its magic instantly. From that point on the illusionist *appears* to take more damage from any attack than is actually true, such that she seems to suffer double from any wounds. When she reaches the illusory "0" hit points, she falls and "dies," but in fact, instead she is taken, by *dimension door*, to any point within 360' she desires, and at the same time turns *invisible*, as per the spell. The cloak then leaves behind an illusion of the body of the illusionist; the illusion is supreme and cannot be disbelieved (though it can be *dispelled*), seems real to the five senses, can even be picked up, carried, dismembered, or otherwise manipulated, and remains for a full hour, after which the body melts away into mist.

WAND OF SHADOWS: This wand is made from a thin rod of smoky crystal, within which shadows can be seen dancing and coruscating. The wand has the usual number of charges when found (2d10) and can be recharged. The wand wielder can cast the following spells via the wand for the listed number of charges: *darkness globe* (1), *blur* (2), *fear* (3), *shadow evocation* (5), and *greater shadow evocation* (6). The wielder may also summon one shadow for every charge expended for the purpose, as per *summon shadow*, and may spend a number of charges up to her level in a single round to *summon shadows*. Unbeknownst to the wielder, for each shadow she summons via the wand she has a cumulative 1% chance of accidentally summoning a total number of shadows *equal to all the shadows she has ever summoned* with the wand (checked on the round of summoning). These shadows are not under her control, and seek to slay the wand wielder, transform her into a shadow, and drag her back to the Shadowlands through the wand. Should she survive, if she ever tries to use the wand again, the shadows return...

MAGIC-USER ITEMS

LOCKET OF LIFE: This heart-shaped ruby locket must be activated by sacrificing a single hit point to it permanently. Thereafter, as long as the locket is worn, the magic-user may choose, whenever suffering hit point damage from any source whatsoever, to sacrifice one of her memorized spells instead of losing hit points. For every spell level thusly sacrificed (lost from memory), the locket blocks 1d4 points of damage from a *single* attack. Extra points generated are lost; excess damage above that blocked by the effect is suffered normally by the magic-user.

POTION OF POWER: This rare concoction, when imbibed by a magic-user, acts as the spell *mnemonic enhancer*, enabling the caster to either prepare **or** retain three levels of spells. If an illusionist drinks the potion, she will be sick for three hours (-1 to hit and to saving throws, cannot cast spells). Any other who imbibes suffers 3d4 points of damage with no saving throw.

ROBE OF STARS: This robe appears to be little more than a typical magic-user robe of black, blue, or red, covered with gold stars. However, when a magic-user dons the robe, they learn of its special power – the magic-user may pull a star off the robe and throw it at a target. The magic-user adds her Intelligence modifier to the roll to hit; the star has a range of 50/100/150; and if it hits, it deals 1d6 points of damage modified by the magic-user's Intelligence modifier. If the star hits with a Natural 20, it explodes and deals an additional 1d6 points of damage to the target and to all within a 5' radius of the target. When first donned, the robe has a number of charges equal to the Intelligence score of the magic-user. A *robe of stars* can be recharged by leaving it outside at night under the stars, un-dimmed by more than 50% cloud cover; it regains one charge per hour under the stars.

WAND OF CONVERSION: A *wand of conversion* is a most useful item that allows a magic-user to embed one or more known spells into the wand and thereafter cast other memorized spells through the wand, which converts the energy to that of the desired embedded spell, which is then cast from the wand. A *wand of conversion* can hold up to five levels of spells; five 1st level spells, or one 2nd level spell and one 3rd level spell, or one 5th level spell, etc. Spells that were previously embedded by other magic-users are not accessible, and are erased from the wand when the new possessor embeds their first spell. Embedding a spell requires memorization of the spell and a ritual with the wand that lasts for one hour per level of the spell, after which the memorized spell is no longer in memory. Thereafter, whenever the magic-user wields the *wand of conversion*, to cast an embedded spell, she may cast any memorized spell of the same level or higher into the wand, and the desired embedded spell is then cast from the wand. Targets of spells cast in this way through the wand must make saving throws versus Wands, rather than saving throws versus Spells, as applicable.

MONK ITEMS

EAGLE TALONS: *Eagle talons* are a set of golden metal claws that fit over the monk's fingers and hands. These enable the monk to strike with her unarmed attack as though her hands were magical weapons, though the monk does not gain any actual bonus to hit or damage thereby. At 1st to 4th level the monk's unarmed attacks count as a +1 magical weapon; at 5th to 8th as a +2 magical weapon; at 9th to 12th as a +3 magical weapon; and at 13th to 16th as a +4 magical weapon. The monk may not wield any other weapons while wearing the *eagle talons*. The effect of the *eagle talons* may be combined with those of *iron bracers* and a *tiger headband*.

EYE OF WISDOM: An *eye of wisdom* appears as a rich blue oval lapis lazuli cabochon; when pressed to a monk's forehead the stone merges with the monk and manifests in the form of a "third eye." The eye grants the monk the ability to add her Wisdom bonus to her Armor Class; thus a monk with a Wisdom of 16 gains a -2 bonus to her AC. The monk adds her Wisdom bonus to her saving throws to dodge missiles and *magic missiles*. If the monk is surprised she may re-roll her surprise roll. Finally, three times per day the monk may cast *clairvoyance* and once per day she may cast *arcane eye*; these are cast as though she were a magic-user of her monk level.

IRON BRACERS: These dull iron bracers are carved with the faces of onis and demons whose eyes seem to glow red from time to time, though the items themselves possess no alignment. When worn by a monk the monk adds half her level, rounded up, to the damage inflicted by each unarmed attack. Thus, a 2nd level monk adds 1 point of damage and a 16th level monk adds 8 points of damage to each unarmed strike. Also, the same number of points are added to the chance of outright killing an opponent with an unarmed strike. Finally, the monk's unarmed strikes are as effective against structures as siege engines or giants and dragons; the monk's crushing blows could eventually knock down a house, tower, or even a castle wall (Labyrinth Lord's discretion). The effect of the *iron bracers* may be combined with those of the *eagle talons* and a *tiger headband*.

TIGER HEADBAND: A *tiger headband* is made from the skin and fur of a man-eating tiger. When worn by a monk, the *tiger headband* increases the monk's number of unarmed attacks per round by one rank; from 1/1 to 4/3, or from 2/1 to 5/2, or from 4/1 to 5/1. Also, the monk's movement rate increases one rank, from 120' (40') to 150' (50'), from 210' (70') to 240' (80'), or from 330' (110') to 360' (120'). The monk suffers only half damage from any fall. Finally, the monk may cast the *jump* spell three times per day and the 4th level magic-user *fear* spell once per day as though she were a magic-user of her monk level. The effect of the *tiger headband* may be combined with those of the *eagle talons* and *iron bracers*.

NECROMANCER ITEMS

MUMMY MASK: This fancy gold and jewel mask was once used to adorn the mummy of a powerful necromancer. Whenever a necromancer places the mask to her face, she *shape changes* into the form of a mummy, gaining all the mummy's special abilities, including paralyzing appearance, mummy rot touch (1d12 damage + disease), spell resistances, and attack immunities. The necromancer, however, moves at her own normal rate of speed, retains her own AC if it is better, and, as per the *shape change* spell, retains her own hit points. The disadvantage of this item is that every time it is worn there is a 1% cumulative chance that the necromancer will be unable to remove it, being stuck in mummy form, and thereafter requiring the casting of a *remove curse* spell to remove the mask; should she ever don the mask again thereafter, it *automatically* remains, again necessitating the application of a *remove curse* spell to remove.

REGALIA OF THE NECROURGE: The Necrouge is Orcus' Viceroy of Undeath on the mortal plane; the regalia are often scattered and hidden by the forces of Law and Good. The regalia consist of a helmet, a wand, and an orb. The helmet is a black-enamelled Corinthian-style helmet surmounted by a pair of curving ram's horns. Wearing the helmet acts as *bracers of armor AC 2*, as an *amulet of proof against detection and location*, grants the wearer a +2 bonus to all saving throws, projects the effects of *protection from good 10' radius*, and enables the wearer to *lay on hands* as per an anti-paladin (causing 2 hp/level) The black wand is more of a rod, three feet long surmounted by a horned demon's skull. The wand allows the necromancer to cast a *ray of death* once per round and enables the wielder to use *skull sense* with all undead minions within 360'. Finally, the orb takes the form of a child-sized golden skull set with large ruby eyes. The orb, when held, grants the wielder's undead minions that are within 360' a +1 bonus to hit and damage and resistance to turning such that they count as undead of two hit dice higher than their actual hit dice. If any two items of regalia are held or worn the necromancer casts all necromancy spells as though she were one level higher; if all three are held and worn, she casts spells as though she were three levels higher.

RING OF EYES: This ring is made from the mummified flesh and eye of a powerful necromancer. The necromancer may empower the eye of one of her *fleshy* undead (which she animated herself with the *animate dead* spell or the superior forms of the spell), by performing an hour-long ritual while touching the ring to an eye of the undead creature. Thereafter, at any time she may see through the eyes of the thusly-empowered undead as per the *skull sense* spell; however, the range in this case is *unlimited*. The necromancer may empower a number of fleshy undead in this manner equal to her level.

PALADIN ITEMS

ANATHEMA ORB: This 6" diameter golden orb is decorated with runes of Law and the holy symbols of various Lawful Good deities. In the hands of a paladin it is a potent device against the forces of Chaos and Evil. The paladin must hold the orb in both hands and pray for three rounds. She can then call upon the following abilities, each of which can be used once per day, and are cast as though the paladin were a 20th level cleric: *dispel evil*, *exorcize*, *flame strike*, and *earthquake*. The paladin can also turn undead once per day as though she were a 20th-level cleric.

CHAMPION'S MEDALLION: This round gold medallion on a gold chain displays the rune for Law; when handled by a paladin, the rune changes to the holy symbol of the paladin's patron deity. Thereafter, while wearing and displaying the medallion, the paladin may call upon it three times per day to activate its *holy chant* ability. The *holy chant* acts as per the spell, but the paladin can move and attack or otherwise act as she wishes, as the chant blares forth from the medallion itself. The *holy chant* lasts for up to one turn (10 minutes), or until dismissed. Should the paladin fall from grace of Law and Good to become a mere fighter, the medallion loses its magic permanently; should the paladin be corrupted and become an anti-paladin, the medallion also becomes corrupted, and becomes a tool for Chaos and Evil.

CRUSADER'S TABARD: This simple gray tabard, when worn by a paladin, prominently displays the colors and holy symbol of the paladin's deity on front and back. The paladin is immune to natural and magical fear. The paladin may cast *know alignment* a number of times per day equal to her level. Finally, the paladin gains the effects of a *bless* spell whenever she faces an opponent dedicated to Chaos and/or Evil in melee combat, and the opponent also suffers the effect of a *bane* spell.

PLUME OF JUSTICE: This gold ostrich feather may be touched to any helmet; the helmet is then transformed, and appears to be made of unblemished gold, so long as it is worn by a paladin. The plume acts as a *phylactery of faithfulness*. It allows the paladin to turn undead as a cleric of their full level (even if of 1st or 2nd level). Finally, when in melee combat, and the paladin hits an opponent who dealt damage to her on their immediately previous attack, the paladin deals an amount of damage to them no less than they dealt to the paladin with their previous melee attack (roll damage normally, if less than the amount of damage dealt by the immediately previous attack, the damage is equal to the damage dealt to the paladin). If the paladin falls from grace the plume and helmet disappear.

RANGER ITEMS

BEASTMASTER'S CIRCLET: This silver circlet usually bears a central medallion that displays the holy symbol of a deity of nature or woodlands. The circlet, when worn by anyone, allows the wearer to *speak with animals*, as per the druid spell, though able to speak with any and all kinds of normal and giant animals at the same time (not merely one kind of animal). When worn by a ranger, the ranger also gains a -3 bonus to Reaction rolls with animals, as though she had a Charisma of 19. A ranger may also call upon the power of the circlet to cast *summon animal I* three times per day, *summon animal II* twice per day, and *summon animal III* once per day. Finally, a ranger may also attract and train up to 2 HD of normal animals per level as animal companions, as per the *animal companion* spell.

HUNTER'S BOOTS: For anyone other than a ranger, these boots operate merely as *boots of traveling and springing*. They act as such for a ranger, plus a ranger gains the ability to choose to either *pass without trace* or to leave a false trail. A false trail may be that of any normal animal or monster the ranger has encountered; if of humans, demi-humans, or humanoids, the trail can be singular or many, of whatever size and type is desired. Also, a ranger wearing these boots is always successful at scavenging and hunting, such that they find enough food and water for 1d6+6 beings per day.

WANDERER'S CAP: This simple brown bycocket with a pheasant's feather can be worn by anyone; non-rangers may use the power of the hat to detect true north at will and *divine weather* as a 1st level druid once per day. A ranger can use the cap to detect true north and *divine weather* at will. A ranger wearing the wanderer's cap can never get lost in the wilderness (dungeons are another matter). A ranger can also *find creature*, *pass without trace*, and *find plant* at will, and *find the path* as a 12th level cleric three times per day. Finally, a ranger can cast *tiny hut* once per day as an 8th level magic-user.

WOODSMAN'S AXE: This normal-looking woodsman's axe is very potent in the hands of a ranger. First, in the hands of a ranger it acts as a +1 magical battle axe, +3 versus plant-based creatures. Second, it deals double base damage against any Evil-aligned creatures native to forests and woodlands. Third, it is a most potent weapon against corrupted treants who have turned to Evil; against them, it is a *slaying* weapon, and with every hit a treant must make a saving throw versus Death or die instantly. Finally, the ranger can chop down any dead and/or rotting tree with but a single chop, and the tree will fall in whatever direction the ranger so wishes.

RUNEMASTER ITEMS

RUNE LORD'S STYLUS: These rare and powerful items are not manufactured; they develop from centuries of use by the most powerful runemasters, who thereby imbue within them some of their own power. Whenever a rune is scribed or riven using a *rune lord's stylus*, the rune is cast at a number of levels of effect higher than that of the caster's based on the power of the stylus (rolled below). Most *rune lord's styluses* are for use with wizardry (Lawful/Good runes); 1 in 6 are for use with sorcery (Chaotic/Evil runes). If a stylus of the opposing sort is used to cast a rune, the effect is reversed, i.e., the level of the caster is *reduced* by the amount, rather than *increased*.

D100	Bonus
01-60	+1 level
61-90	+2 level
91-98	+3 level
99-00	+4 level

RUNE PAPER: A piece of *rune paper* is actually a specially prepared square sheet of vellum, 12" x 12". The edge is decorated with numerous runes all around. A sheet is prepared as per a scroll, and must be prepared as though scribing a scroll with a 5th level spell. The *rune paper* can thereafter be used in one of two ways. A spell caster of any class can cast a spell of up to 5th level into the scroll, which then can be used as a scroll spell by *anyone* – not just the specific type of caster, nor does the user need to even be a spell caster. Anyone who holds the *rune paper* can cast the spell therein, as though they were the original caster of the spell (as per level, etc.). Secondly, an empty *rune paper* can be used in a defensive fashion; it must be held with both hands, and held between the holder and a spell caster who is casting a spell at the holder of the *rune paper* (individually or within an area of effect). Provided the spell cast is of no higher than 5th level, the spell is automatically sucked into the *rune paper*, and has no effect whatsoever (individually or in the area of effect). The *rune paper* then holds the spell, and the spell can be cast by anyone, as per above. A piece of *rune paper* burns to ash when the spell embedded within is cast.

TRUESTONE: A *truestone* is a special, naturally magically-potent gemstone; they are very rare. Even a small *truestone* is worth 1,000 gp from gem value alone. The power of a *truestone* is such that it can have many runes embedded in it at once. Any rune that can be embedded into a gem can be embedded into a *truestone*. A runemaster may cast multiple-such runes, of the same rune or even opposing runes, together at one time, up to one plus one for every two points of Wisdom above 10, rounded down (thus, up to five such runes at 18 Wisdom). The wielder of a *truestone* can call upon any of the embedded runes as normal. A *truestone* is never destroyed when a rune's power is used up.

SORCERER ITEMS

ARCANTOR'S CROWN: This plain, bronze crown is transformed into an appearance appropriate to the origin of the sorcerer when donned by a sorcerer (dark and foreboding for demon-bloods, bright and glittery for fairy-bloods, etc.). A sorcerer wearing this crown may cast their origin-based bonus spells each twice per day, rather than merely once per day, without using spell casting slots. The wearer can sense other sorcerers, including origin type, within 60' while concentrating. Finally, the wearer may also *shape change* into the form of their ancestral being, as per the spell, once per day for one turn per level.

EVOKER'S RING: This ring enables a sorcerer to get more in tune with the magical nature of her inhuman ancestry, giving her a greater ability to evoke magic from magical items and spells. The ring grants the bonus to her saving throws and scroll reading checks when evoking (and not otherwise), as listed below. It also enables her to make a saving throw versus Death, with the ring's bonus, to avoid any sort of unfortunate incidents when rolling a Natural 1 or 96-00 on an evocation check.

D100	Bonus
01-60	+1/+5%
61-90	+2/+10%
91-98	+3/+15%
99-00	+4/+20%

SPELLWRIGHT'S ROD: This sigil-engraved rod of dark wood is three feet long; when found it has an iron sphere on one end, and might be mistaken for an ornate mace. In the hands of a sorcerer, however, the sphere transforms into a figure representative of the origins of the sorcerer (an angel, demon, dragon, fairy, etc.). The sorcerer can then use it to capture and store spells, which the sorcerer can then cast as though she knew the spell. The rod can hold a total number of spell levels equal to the level of the caster, no spell of which can be higher than the maximum spell level the sorcerer can cast (a rod held by a 7th level sorcerer can hold seven levels of spells, none higher than 3rd level). To capture and store a spell, the rod must be held with both hands, and held between the holder and a spell caster who is casting a spell at the sorcerer (individually or within an area of effect). Provided the spell cast is no higher than a level the sorcerer can cast, and there remains room for the spell, the sorcerer must then make a saving throw versus Spells or Spell-Like Devices; if successful, the spell is captured and held, and is otherwise ineffectual. If the save fails, or if the spell is of too high a level, or there is not enough room in the rod, the spell goes off as normal. A sorcerer may cast any spell captured in the rod as though it were a spell they know, at their level, regardless of the spell's origins.

THIEF ITEMS

CAT'S-EYE AMULET: This tiger-eye stone set in a black silver amulet shaped like a cat's head depends from a black silver chain. When worn by a thief, the wearer gains infravision 60' (or improves their existing infravision by 60' if already possessed). The wearer may speak with any cat or cat-like creature (from house cats to weretigers), from which they also gain a -1 bonus to Reaction Rolls. The wearer gains a +20% bonus each to hide in shadows and move silently. They may make a saving throw versus Death whenever they fall and suffer damage; with a successful saving throw they suffer no damage. Finally, once per month on a night of the new moon, the thief can *polymorph self* to and from the form of a panther for up to two hours; when in panther form if the thief fails a save against a fall they suffer only half damage.

FOOTPAD'S PHILTER: Only a dwarf, elf, or halfling of their racial class; a 0-level halfling or human; or a thief may imbibe this potion to any effect. Extra thief levels and their attendant increases in thieving skills are gained for the duration; the potion does not provide either hit points or improvement in combat ability, only possession of or improvement of thieves' abilities, based on the imbiber's level as outlined below:

Imbiber Level	Levels Granted
0 (or Non-Thief)	4 (Thief)
1-3	3
4-7	2
8-10	1

RING OF THE RAKE: This ring bears a simple silver disk with crossed sword and dagger engraved upon it. At need the wearer may rub the ring three times and two one-handed melee weapons appear in the wearer's hands (default is a long sword and a dagger). The wearer also gains a +1 bonus to hit and damage rolls and a +10% bonus to hide in shadows and move silently skills for 1d6+6 turns. The wearer must purposefully return both weapons (or two other one-handed, non-magical melee weapons) to the ring by tapping each weapon three times on the ring; the ring must rest for one full night, with weapons "inside" it, to recharge the effect.

SKELETON KEYS: This iron ring of skeleton-shaped bone keys enables a thief to open virtually any lock or door, even those that are magically *held* or *arcane locked*. Use of a skeleton key opens a single lock or door as though a *knock* spell had been applied. Use of a *skeleton key* causes it to crumble to dust. A *ring of skeleton keys* contains 3d10 keys when found; keys cannot be removed from the ring.

General Magic Items

BATHORY'S BATHTUB: This large, cast-iron ceramic-plated bathtub was used by a legendary madwoman to bathe in the blood of virgins as a ritual to increase her beauty. While the madwoman was destroyed (?), the tub remains, and was mystically empowered by her rituals, such that anyone who bathes in the tub in the blood of a virgin gains magical Charisma and vigor. After so doing, the bather's Charisma is increased to 19 (-3 Reaction bonus, 8 retainers, 11 Morale), and they look young and vibrant. Any debilitation of physical ability scores due to age are reversed. The magical Charisma is real to all forms of vision except *true sight*, which reveals to the viewer the user's true state. At first the effects lasts for 28 days, then fade 1d6 hours after the 28 days are up. After the first 1d3+1 uses, the effects only last for one week (7 days). Then, after the next 1d3+1 uses, the effects only last for one day! Finally, each time the effect fades the user must make a saving throw versus Spells; failure indicates they lose one point of their true Charisma *permanently*. If the user is ever reduced to 0 Charisma in this way they die, and rise again 3 nights later as a vampire. **NOTE:** Use of this item is **EXTREMELY Chaotic and Evil!** It is included herein as an item for use by the villain of an adventure, then leaving the possibility of corruption of the adventurers who defeat them... as this item will be *very much* in demand in certain very wealthy and powerful circles!

BEDROLL OF BEDREST: This magical bedroll is virtually weightless and takes up no encumbrance. Whoever sleeps upon or within the bedroll for four hours gains eight hours of perfect bedrest (even while wearing armor), heals 1d6 points of damage, and is capable of memorizing spells as though they had rested a full eight hours. The bedroll also provides the sleeper with the ability to awaken fully and instantly upon hearing the hue and cry of danger, allowing them to re-roll a personal surprise check and take the better of the two rolls.

CAP OF KNOWLEDGE: This most potent if common-looking magical cap allows the wearer to cast *arcane eye*, *clairaudience*, *clairvoyance*, *contact other plane*, *detect evil*, *detect illusion*, *detect invisible*, *detect magic*, *detect snares and pits*, *divine weather*, *find traps*, *identify*, *know alignment*, *legend lore*, *locate creature*, and *locate object* at will. All spells are cast as though by a 12th-level spellcaster, and information gleaned is conveyed by the cap telepathically in a friendly, often garrulous, if not overly loquacious sage voice. However, each time one of these abilities is used there is a 1 in 12 cumulative chance that after use the hat clams up and won't allow any of its abilities to be used for 24 hours. Plus, unbeknownst to the wearer, every time the hat clams up there is a percentage chance equal to the chance the hat would clam up that the wearer must make a saving throw versus Spells or be *feebleminded*, as per the spell (i.e., if the hat clams up on a 4 in 12 chance, there is a 4% chance the wearer must save versus Spells or be *feebleminded*).

EAGLE-EYE MEDALLION: This gold medallion on a gold chain has a cameo of an eagle's head with tiny blue sapphires for eyes upon it. Three times per day, the wearer may call upon the eagle of the medallion to fly up and scout for the wearer; during this time, the wearer must remain seated and cannot see out of her own eyes, as she is seeing out of the eyes of the eagle. The eagle may scout in this manner for up to one hour per use. Once per week the wearer may summon the eagle in giant eagle form, complete with saddle, and may ride the giant eagle as a steed for up to eight hours. In any case, the eagle never attacks, but will defend itself if need be. If the eagle is slain, the medallion shatters into tiny, worthless pieces (the eagle has maximum hit points in whichever form it takes).

FIGURINE OF WONDROUS POWER – JADE LOCUST: This small, fragile looking statuette is of a 6" long locust of demonic mien made of translucent green jade. Once per day it can be commanded to multiply into a huge swarm of jade locusts, which can then be commanded to attack targets or destroy crops as the owner wills. When attacking, the swarm acts as a 16 HD insect swarm (covering an area 60' by 60' when in attack mode, much larger when in crop destruction mode). The swarm of jade locusts has an AC 5, and is immune to most of the usual weapons applicable against swarms. Fire, cold, smoke, water – none of these avail the victims of a swarm of jade locusts unless they are magical. When used to attack crops, the swarm destroys an acre of crops in one turn (10 minutes), and are in that case dispersed enough that area of effect spells do only half or no damage. Provided even one hit point remains to the swarm, a jade locust can return to the owner; however, if reduced to 0 hit points the jade locust is permanently destroyed. The jade locust can be used once per day for up to eight hours.

FIGURINE OF WONDROUS POWER – JET SCORPION: This 3" long black scorpion brooch can be commanded to take on two different forms – first, to remain tiny and thus unobtrusive, or, to grow gargantuan and mighty. The tiny form surprises targets on a 4 in 6 chance and attacks only with its sting; creatures stung suffer 1 point of damage and must make a saving throw versus Poison or die *instantly and painfully*. In the tiny form it has an AC -2 and 4 HD. In the large form, the jet scorpion takes on the size of a truly gargantuan scorpion, 12 feet long, with AC 0 and 8 HD. It attacks with two claws and a sting, dealing 2d8/2d8/2d4 + Poison; those stung by the stinger must make a saving throw versus Poison or die in 5d6 rounds, during which they are screaming and writhing and unable to otherwise act. In giant form the scorpion can include a saddle and be ridden as a steed, carrying weight as though it were a draft horse. Either form can be used only once per day for up to eight hours.

FIGURINE OF WONDROUS POWER – PEARL WHALE: This 6" long pearl sperm whale can be commanded to transform into a full-sized sperm whale (*only when at sea*)! In this form it can be commanded to attack other animals or monsters, or to attack ships. It can also be commanded to be used for transportation. If it remains on the surface, with up to 12 passengers on its back, it can move at half speed, or it can safely keep up to six passengers in its mouth and thusly swim underwater at full speed. The pearl whale can be used once per day for up to eight hours.

HEADBAND OF HARMONY: This simple headband is made of rows of brightly colored beads, with designs forming runes and sigils of peace, harmony, and cooperation. The wearer can use *read languages* and *tongues*, as per the spells, at will. They can also cast *sanctuary* five times per day, *hold person* three times per day, and *nondetection* once per day, all as a 12th level spell caster. Finally, three times per week they can cast *confusion*; victims merely babble incoherently, and never attack enemies or allies.

LUCKY GEM: These gems are rare and wondrous, and can also be very, very dangerous. A lucky gem is a gem of any type that is of larger size and greater quality such that it is valued at 10 times the normal value of a gem of that type. Not only is the gem very valuable in and of itself, it also is magical! It grants the possessor a +2/+10% bonus to all actions (to hit, to save, to ability checks, to skills, etc.) However, unbeknownst to the owner, every time the user fumbles a check (Natural 1 on to hit or to save, Natural 20 on an ability check, 96-00 on skill checks, etc.), there is a 1 in 20 chance, cumulative, that the luck fades away and the owner becomes *cursed*. The curse takes two forms – first, the bonus becomes a penalty of -2/-10%, and second, strange and often terrible things start randomly happening to the owner at the Labyrinth Lord's whim. None of these things are mortally dangerous to the owner, but can be to her NPC friends, and can cause fellow PC's no end of trouble. The only way to rid oneself of the gem after the *curse* is activated is to first have *remove curse* cast on the owner and then the owner must give the gem to someone without any form of recompense... if even so much as a thin copper is paid, the *remove curse* is undone and the owner again is *cursed* with the gem, which returns to her no matter how much she tries to get rid of it.

MAGICAL MENDING KIT: This dragon-leather kit contains a platinum needle, gold thimble, and silver scissors, each chased with adamant and mithral. When commanded to do so, the kit jumps to and mends any non-magical item it is so commanded to do. The kit can repair small or large items, of cloth, metal, and anything in-between, *mending* all damage, as per the spell, an area of 1' x 1' x 1' per round. Thus, a 5' x 5' x 5' cart that has been smashed to flinders by a giant would require about 20 minutes to repair, while a suit of chain mail ripped by dragon-claw could be fixed in a matter of a few rounds. Essentially, anything non-magical, non-living can be repaired given enough time.

PROFESSOR FOURBERIE'S PASTILLES OF POTION POTENCY: These small lozenges are found in pouches of 1d20. If placed in a potion before quaffing, the potion has a 5 in 6 chance of having its duration maximized (usually to 12 turns, though some potions vary). The other 1 in 6 times usually nothing happens, however, in such cases there is a 1 in 6 chance the potion becomes a *potion of mild poison* (save versus Poison or be sickened and unable to act for 1d6+6 turns). If only half a potion treated thusly is consumed, the remaining half has a 3 in 6 chance of transforming into a *potion of mild poison*.

RING OF SPELL-STEALING: This ring acts as per a *ring of spell storing* in all ways (storing up to six spells), save that it can also be charged with a spell by "stealing" a spell that is cast at the wearer, even by an enemy. If the wearer is targeted by any spell, even an area-of-effect spell, and there is room in the ring for another spell, and the wearer makes her saving throw, the spell is sucked into the ring, and has no effect on the wearer or, if an area of effect spell, anyone else caught in the area of effect. The spell is thereafter available for the wearer of the ring to use, just as though the spell had been cast into the ring purposefully by a spellcaster. The ring cannot steal spells that do not allow for a saving throw (such as *cure* spells), though such spells can be charged into the ring as normal.

SCRIBE'S SPECTACLES: These classic rivet spectacles enable the user to *read languages* and *read magic* as per the appropriate spell. They also enable the user to cast magic spells from scrolls, even if not of the proper class to do so. To cast a spell from a scroll that the user cannot otherwise cast, the user must make an Intelligence-based check against "Spell Learning Ability" (Intelligence Table II), with a penalty of 5% per level of the spell. If successful, the spell has been cast. If the check fails, the spell is not cast and the spell on the scroll is lost. If the roll is 96-00, *Something Bad* happens at the whim of the Labyrinth Lord.

STENCH SACK: This shabby looking patch-cloth sack seems to bulge and writhe of its own volition; it does so because it holds 3d6 *stenches* – terrible smells, pongs, and fetors that can be use by the wielder against enemies. The wielder must carefully untie the sack, reach in, grab an odor, and fling it toward an enemy within 30'. The enemy must make a saving throw versus Spells; if they fail, they suffer a -2 penalty to all attack rolls and to their Armor Class for one turn (10 minutes). Also if they fail, they must make a Morale check; if the Morale check fails, they must flee from their position for 1d6+4 rounds, seeking to get away from the smell (which follows them for the full duration). Every time the sack is used there is a percentage chance equal to the remaining number of stenches that the user failed to properly close the bag, and 1d3 stenches escape, attacking the user and her allies first.

Character and NPC Level Titles

Level	Assassins	Barbarians*	Bards
1	Bravo	Stripling	Minstrel
2	Rutterkin	Tribesman	Jongleur
3	Waghalter	Warrior	Balladeer
4	Murderer	Thane	Skald
5	Thug	Raider	Joculator
6	Killer	Savage	Singer
7	Cutthroat	Chief	Poet
8	Butcher	Chieftain	Troubadour
9+	Slayer	King	Songmaster

* and Berserkers

Level	Clerics	Druids	Dwarves
1	Acolyte	Aspirant	Watchman
2	Adept	Neophyte	Guard
3	Preacher	Healer	Sentry
4	Priest	Wise One	Sentinel
5	Reverend	Vates	Custodian
6	Proselytizer	Seer	Overseer
7	Crusader	Ovate	High Sentinel
8	Evangelist	Prophet	Steward
9+	High Priest	Hierophant	Delve Lord

Level	Elves	Fighters	Halflings
1	Squire	Veteran	Deputy
2	Armiger	Warrior	Constable
3	Scutifer	Swordmaster	Sergeant
4	Cavalier	Hero	Bailiff
5	Errant	Swashbuckler	Reeve
6	Bachelor	Myrmidon	Captain
7	Banneret	Champion	High Bailiff
8	Peer	Superhero	Sheriff
9+	Fey Lord	Warlord	<i>none</i>

Level	Illusionists	Magic-Users	Monks
1	Legerdemainist	Prestidigitator	Novice
2	Flimflammer	Invoker	Initiate
3	Trickster	Conjuror	Brother
4	Hoodwinker	Magician	Disciple
5	Cabalist	Magister	Apostle
6	Visionist	Magus	Immaculate
7	Phantasmist	Theurge	Master
8	Apparitionist	Thaumaturge	Superior Master
9+	Spellbinder	Wizard	Grand Master

Level	Necromancers	Paladins	Rangers
1	Occultist	Gallant	Runner
2	Maledictor	Keeper	Strider
3	Disinterrer	Protector	Scout
4	Reanimator	Defender	Courser
5	Necrophage	Warder	Tracker
6	Cryptmaster	Guardian	Guide
7	Deathmonger	Chevalier	Pathfinder
8	Demonolator	Justiciar	Wanderer
9+	Deathmaster	Paragon	Warden

Level	Runemasters	Sorcerers	Thieves
1	Rune Scrivener	Fledgling	Apprentice
2	Rune Chiseler	Evoker	Footpad
3	Rune Lapidary	Medium	Robber
4	Runesmith	Incantor	Burglar
5	Runewright	Spellwright	Cutpurse
6	High Jeweler	Summoner	Sharper
7	Great Carver	Channeler	Pilferer
8	Grand Engraver	Arcantor	Scoundrel
9+	Rune Lord	Avatar	Rogue

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