

Arcane Articles & Items of Power

A SWORDS & WIZARDRY SUPPLEMENT

A COLLECTION OF MAGIC ITEMS FOR USE WITH S&W: CORE RULES

ARCANE ARTICLES & ITEMS OF POWER

Arcane Articles & Items of Power is a collection of new magical items for use with Swords & Wizardry: Core Rules from Mythmere games. The items found here are meant to compliment those found in the Core Rules.

Note that some items are described in a general way, such as "bladed weapon" or "hafted weapon" as opposed to a specific type of weapon, such as short sword or war hammer. When this general classification is encountered in an item's description, it's up to the GM to assign which specific type of weapon is imbued with the power described.

As always, use what you like and discard all the rest.

SCROLLS

Instantaneous Multiple Effects Scrolls

Some scrolls are designed to cast two (or more) spells simultaneously. Such scrolls are extremely rare and are more often found in ancient forgotten locals than in wizards' shops. Should such a scroll turn up in a magic shop it's cost will be much higher than purchasing the two spells as two individual scrolls. Although each of the spells on an Instantaneous Multiple Effects Scroll are considered to go off simultaneously (all in the same round), they actually take effect one after the other, with the first spell on the scroll taking effect first, followed by the second, etc. A Multiple Effects Scroll with the spells Teleport and Cloudkill will allow the scroll's reader to teleport away from a scene just as the toxic cloud rolls in. Special care must be taken by the GM when designing an Instantaneous Multiple Effects Scroll lest the spells found on the scroll end up producing a nonsensical pairing or grouping.

RINGS

Additional Random Lesser Rings Table

Die Roll d20	Lesser Ring
1-2	Anti-Poison Ring
3	Band of Fortuitousness
4	Far-Sight Ring
5-6	Magic-Shielding Ring
7	Reviving Ring
8	Ring of Divine Turning
9	Ring of ESP
10	Ring of Flight
11-12	Ring of Gracefulness
13	Ring of Invisibility, Faulty
14	Ring of Invisibility, Minor
15	Ring of Magic Resistance
16	Ring of Slumber
17	Ring of Undead Control
18	Shrink Ring
19-20	Toxic Save

Additional Random Greater Rings Table

Die Roll d20	Lesser Ring
1	Growth Ring
2	Infernal Ring of Elemental Mastery
3	Polymorphing Ring
4	Resurrection Ring
5-6	Ring of Blasting
7	Ring of Blasting Might
8-9	Ring of Charming
10	Ring of Fiendish Aid
11	Ring of Invisibility, Mass
12-13	Ring of Regeneration
14	Ring of Regeneration, Greater

15-16	Ring of Teleportation, Divine
17	Ring of Time Stop
18	Teleportation Band
19	Teleportation Band, Ultimate
20	Wizardly Ring

Anti-Poison Ring

An anti-poison ring bestows a +2 bonus to saves versus the effects of poisons and toxins (natural or magical). A more powerful version of this ring, the Ring of Toxic Immunity, renders the wearer immune to the effects of poison (no save required). 5% of all Anti-Poison Rings (1-2 on d20) are Rings of Toxic Immunity. Usable by: all classes.

Band of Fortuitousness

Once per day, this luck granting ring allows the wearer to re-roll 1 die result. The re-roll can be applied to any roll, including attack rolls, damage, or saves. The wearer is free to choose between the results of the original roll or the re-roll. This ring must be worn for at least 24 hours in order for the wearer to make use of its power. Usable by: all classes.

Far-Sight Ring

This ring enhances the visual capacities of the wearer. The ring possesses 2 powers, and the ring wearer may choose which of the two powers to use. A Far-Sight Ring may either double the wearer's visual range while granting the wearer Darkvision (the ability to see in poor and dark non-magical conditions), or it may quadruple the wearer's visual range, without the benefits of Darkvision. Usable by: all classes.

Growth Ring

Allows the wearer to double his normal height and weight. This increase in mass affords the player a +3 bonus to damage rolls (melee only). The ring wearer may maintain the size increase for up to 1d6+1 rounds. After this time, the ring wearer reverts back to his regular size. This change in body mass is a strenuous shock to the system and after returning to his normal size, the ring wearer suffers damage equal to 2 X the # of rounds his size was increased (4 to 14 hp). Usable by: all classes.

Infernal Ring of Elemental Mastery

This ring holds within it a bound elemental (fire, water, air, or stone) of 8 HD which may be summoned to do the wearer's bidding. The effects of the ring are treated like a Conjure Elemental spell. In order to summon the elemental from the ring, the ring wearer must sacrifice 4 levels worth of spell (4 first level spells, or 2 second level spells, or 1 first and 1 third level spell). If an unbound elemental is reduced to 0 hp, it will immediately return to the ring seconds before death. It

will take 1d6+1 days before the elemental heals itself, and during this time, it may not be summoned forth from the ring. Usable by: magic-users.

Magic-Shielding Ring

Affords the wearer a +2 bonus to saves versus magical (arcane) assault, be it from spells or items. Usable by: all classes except magic-users and elves.

Polymorphing Ring

This ring grants the wearer the ability to polymorph himself once per day, for up to 1 hour. The effects of this ring are identical to the Polymorph Self arcane spell. Usable by: all classes.

Resurrection Ring

A Resurrection Ring is a one-time magic ring, meaning it may cast its spell once, after which it becomes a mundane band. The ring's magical properties will only activate when a triggering event occurs. When the ring's wearer reaches 0 hp or less (the triggering event), the ring's healing power is activated affecting the ring wearer with a Resurrection spell. The effects are identical to a clerical Resurrection spell. Usable by: all classes.

Reviving Ring

Like the Resurrection Ring, the Reviving Ring is also a one-time use magic ring and also requires a triggering event to occur in order to trigger (automatically) the ring's power. When the ring's wearer reaches 0 hp or less (the triggering event), the ring's healing power is activated, affecting the ring wearer with a clerical Cure Light Wounds spell. If the subject of the Cure Light Wounds spell is brought up to at least 1 hp, it will take him 2d4 rounds before he may engage in any significant action. Usable by: all classes.

Ring of Blasting

This ring of brass fires a bolt of golden light which will deal 2d6 points of damage to a target up to 50ft away (a successful save halves this damage). Upon striking the target, the golden bolt will explode, inflicting 1d6 points of damage to all those within 10ft of the target. This ring may be used 3/day. Usable by: all classes.

Ring of Blasting Might

A more powerful version of the Ring of Blasting, this ring of gold fires a bolt of golden light which will deal 3d6 points of damage to a target up to 75ft away (a successful save halves this damage). Upon striking the target, the golden bolt will explode, inflicting 2d6 points of damage to all those within 20ft of the target. This ring may be used 3/day. Usable by: all classes.



Ring of Charming

This ring allows the wearer to charm one human sized (or smaller) humanoid. A successful saving throw on the part of the victim allows him to resist the charm. A failed save means the victim falls under the ring bearer's influence. A charmed victim is entitled to a saving throw every day to break free of the charm. Only one humanoid may be charmed via this ring at any one time. Usable by: all classes.



Ring of Divine Turning

This ring grants a cleric a +1 bonus to his Turning Roll. This bonus also affects the length of time (3d6 rounds) that the undead flee or cower for. Usable by: clerics.

Ring of ESP

The wearer of this ring can detect the thoughts of other beings at a distance of 60ft. This ring's powers may be used twice per day, with each use lasting 2 hours or until dismissed by the ring wearer. Usable by: all classes.

Ring of Fiendish Aid

This ring holds within it a bound Invisible Stalker. The Invisible Stalker may be summoned from the ring once per week. When summoned, the creature behaves as if under the influence of an Invisible Stalker spell. Should the Invisible Stalker be slain, it may no longer be summoned from the ring, rendering the ring useless. Usable by: all classes.

Ring of Flight

This ring grants the wearer the ability to fly, once per day, as if affected by an arcane Fly spell. The duration of the flight is 1d6 turns, with the flight's movement rate reaching speeds of up to 120 ft per round. Usable by: all classes.

Ring of Gracefulness

Adds +1 to any saving throws in which agility might play a beneficial roll (like avoiding a floor trap). Usable by: all classes.

Ring of Invisability, Faulty

This ring grants the wearer all the benefits and limitations that are bestowed by an invisibility spell. Unfortunately, this Ring of Invisability is faulty and has trouble maintaining its invisibility granting powers. Every 1d3 rounds, the ring wearer using this ring will unexpectedly become visible for 1d2 rounds, after which, he'll return to his invisible state. Usable by: all classes.

Ring of Invisability, Mass

Imparts upon the ring's wearer all the benefits and

limitations that are bestowed by an Invisibility, 10 ft Radius spell. The ring's powers are usable 1 to 3 times per day, determined by the GM or rolled randomly when the ring is found. Usable by: all classes.

Ring of Invisability, Minor

This ring grants the wearer all the benefits and limitations that are bestowed by an invisibility spell. Unlike the spell, the minor version of this ring has a maximum duration of 1d6 rounds. Usable by: all classes.

Ring of Magic Resistance

This ring renders the wearer immune to the effects of all first level arcane spells. Usable by: all classes.

Ring of Regeneration

This ring doubles the natural healing rate of the wearer, raising it from 1 hit point per day of uninterrupted rest to 2 hit points per day. Three weeks of rest, as opposed to four, will fully recover the ring wearer's hit points. Usable by: all classes.

Ring of Regeneration, Greater

This ring triples the natural healing rate of the wearer, raising it from 1 hit point per day of uninterrupted rest to 3 hit points per day. Two weeks of rest, as opposed to four, will fully recover the ring wearer's hit points. Usable by: all classes.

Ring of Slumber

Usable 3 times per day, this ring causes 1 person or creature of 3 HD/levels or lower to succumb to the effects of a magical slumber (save negates). Unlike a Sleep spell, this ring affects only 1 person at a time, and not a range of folks. Usable by: all classes.

Ring of Teleportation, Divine

This ring allows a cleric to teleport back to a pre-prepared sanctuary in a manner similar to a Word of Recall spell. The sanctuary must be prepared before hand, and keyed to the ring. Usable once per day. Usable by: clerics.

Ring of Time Stop

This powerful magic ring possesses the power to bring time around the ring wearer to a stop. Once per day, the ring's wearer may stop the passage of time in a 15 ft radius around himself. This area of suspended time lasts for 1d4 rounds during which any creature caught in the area will be unable to act. Usable by: magic-users or elves.

Ring of Undead Control

This ring allows a cleric to control, once per day, a number of undead with total Hit Dice equalling 1d4 +1. The undead are allowed a save to resist the cleric's control. Undead controlled by the ring must already be

animated. The Ring of Undead Control will not animate undead, but simply allows the cleric to control those already animated. The undead affected remain under the cleric's control for 1d4+2 rounds. Usable by: clerics.

Shrink Ring

Three times per day, this ring allows the wearer to shrink his size to 1d6 inches. This size change lasts 2d6 rounds (rolled by the GM), during which the ring wearer's hp are reduced to 1d2. The ring itself is the only object that will shrink along with the wearer. Usable by: all classes.

Teleportation Band

This ring allows the wearer to transport himself to a destination that he knows. The chance of a successful teleportation are identical to those of a Teleport spell. This ring may be used 1d3 times per day. Usable by: all classes.

Teleportation Band, Ultimate

Similar to the Teleportation Band, the Ultimate Teleportation Band allows the wearer to travel to areas he has seen but not studied or areas the caster has studied carefully/is familiar with without any chance of error (see Teleport spell for chance of error). The chance of error in teleporting to an area seen only in pictures or through a map remain the same. Unlike the Teleportation Band, the Ultimate Teleportation Band allows the ring bearer to teleport 1 extra person with him. This ring is useable once per day. Usable by: all classes.

Toxic Save

A Toxic Save Ring is a one-time magic ring, meaning it may cast its spell once, after which it becomes a mundane band. The ring's magical properties will only activate when a triggering event occurs. When the ring's wearer becomes affected by a poison, be it through ingestion, delivered via a weapon through a wound, or any other poisoning method (the triggering event), the ring's power is automatically activated negating the effects of the poison (no save required). Usable by: all classes.

Wizardly Ring

This ring may be used once per day. When activated, the ring will affect all the spells cast by the magic-user in the next 1d6 + 1 rounds as if under the effect of an Extension I spell. All 1st to 3rd level spells cast by the ring wearer in the next 1d6 + 1 rounds will see their duration lengthened by 50%. Usable by: magic-users or elves.

Note: Both the term Wands and Rods are used interchangeably for these items.

Additional Random Greater Wands & Rods Table

Die Roll d20	Lesser Ring
1	Arctic Rod
2	Be Gone Wand
3	Blast Wand
4	Blast Wand, Trinket
5	Death Ray Wand
6	Raise Dead Rod
7	Rod of Flame Calling, Major
8	Rod of Flame Calling, Minor
9-10	Rod of Lordly Bearing
11	Rod of Mental Enfeeblement
12	Noxious Cloud Summoning Rod
13-14	Wand of Opening
15-16	Wand of Detection, Poison
17	Rod of Harm/Healing
18	Slumber Wand
19	Wand of Erratic Monstrous Summoning
20	Banish Rod

Arctic Rod

When planted firmly into the ground, this magical rod affects climatic changes in the surrounding area. Within a 1 mile radius around the rod, the climate will turn into harsh, arctic conditions. Every 1d6 days, the range of the climactic change will increased by 1 mile. Removing the Arctic Rod from the frozen earth will see the area gradually revert back to its normal climate. Does not use charges.

Banish Rod

This rod will banish any creature summoned or called forth via magical means. Each charge used will banish 1 HD worth. Multiple charges may be used at once to banish powerful foes with HD greater than 1. For example, banishing a 8HD elemental will require 8 charges to be spent at once. The rod's user needs to gauge the appropriate amount of charges to spend in order to banish the intended creature. If not enough charges are spent to cover the creature's HD, the charges are spent to no effect. Holds 20 charges. (cannot be recharged).

Be Gone Wand

With a tap of this wand, the victim is teleported to any

WANDS & RODS

location on the planet. The area to which the victim is teleported must be one seen by the wand's user. The victim is afforded a chance to save versus being teleported. Holds 10 charges. (cannot be recharged).

Blast Wand

This small wand discharges a blast of power targeting one foe. The target of the wand takes damage equal to the wand bearer's INT. The blast requires no roll to hit the target (hits automatically) and the victim of the blast gets no save to lessen the damage caused by the blast. Holds 15 charges. (cannot be recharged).

Blast Wand, Trinket

A minor version of the Blast Wand, this lesser version causes damage equal to half the wand bearer's INT score (rounded down), and allows the victim of the blast a saving throw in order to negate the damage inflicted by the blast. Holds 15 charges. (cannot be recharged).

Death Ray Wand

This wand produces effects identical to a Death Spell. Holds 10 charges (may be recharged with a Death Spell but the chance per recharge of being destroyed is increased from 5% to 10%).

Noxious Cloud Summoning Rod

This rod calls forth a noxious, billowing cloud that can kill on contact. The cloud possesses a radius of 15ft, and moves at a speed of 6ft. Like its spell-born counterpart, Cloudkill, the noxious cloud kills on contact (save required). The rod of Noxious Cloud Summoning holds 10 charges (may be recharged via a Cloudkill spell).

Raise Dead Rod

This necromantic rod is used to create ghastly zombies or frightful skeletons. Raw material must be present for the rod to animate (either skeletons or corpses). 1d6 skeletons or zombies may be animated per spent charge. The undead remain animated until destroyed. Holds 10 charges. (may be recharged via an Animate Dead spell).

Wand of Erratic Monstrous Summoning

This wand allows the bearer to summon a monster as if a Monster Summoning spell was cast. When a charge is spent to use this wand's power, the wand-bearer rolls on the table below to determine what strength of monster summoning will manifest (I through VII). After the version of Monster Summoning is established, the wand-bearer rolls on the appropriate Monster Summoning table found in the spell section. Once a monster is summoned, the creature rolls a save. If the save roll is successful, the summoned monster will attack, as opposed to serve, the wand bearer. This wand should be used with extreme

caution, least the wand-bearer summon forth a creature he cannot handle. Holds 10 charges. (may be recharged with the same version of Summon Monster that was produced).

Random Monster Summoning Table

Die Roll d10	Monster Summoning Table
1-3	Monster Summoning I Table
4-5	Monster Summoning II Table
6	Monster Summoning III Table
7	Monster Summoning IV Table
8	Monster Summoning V Table
9	Monster Summoning VI Table
10	Monster Summoning VII Table

Rod of Flame Calling, Major

In addition to possessing all the powers inherent in the minor version of this rod (see below), A Major Rod of Flame Calling also possess 10 charges which may be used to cast a Fireball. Each charge spent inflicts 1d6 points of damage. Multiple charges may be used at once to inflict greater damage. Although the powers it shares with the minor version of the rod may not be recharged, its 10 charges of Fireball may be recharged with a Fireball spell.

Rod of Flame Calling, Minor

Calling upon the power of this rod will produce a brightly burning flame atop the end of the rod. The flame lasts 2d6 rounds, during which it will produce illumination comparable to a torch. If used in combat, the flame-tipped rod will deal 1d6 damage. On a successful hit, there will be a 50% chance that any flammable object hit will burn, inflicting a further 1d4 points of damage per round (until put out). Holds 10 charges. (cannot be recharged).

Rod of Harm/Healing

With a tap of this rod, the bearer may either heal, or inflict harm upon a target. If used to heal, the rod will restore 1d6+1 hit points to the intended target. If used to harm, the rod will inflict the same amount in damage. Harming a target in a combat situation requires a successful hit roll. Holds 10 charges, which may be used to either ham or heal. (cannot be recharged).

Rod of Lordly Bearing

As long as this rod is carried, the rod bearer doubles his maximum number of special hirelings due to Charisma. Does not use charges. Power always in effect.

Rod of Mental Enfeeblement

This wand produces effects identical to a Confusion spell. It will affect 2d6 creatures for a duration of 2 hours. Holds 10 charges. (may be recharged with a Confusion spell).

Slumber Wand

This wand puts enemies into an enchanted slumber for 1 hour in a manner identical to a Sleep spell. The wand holds 12 charges. (may be recharged via a Sleep spell).

Wand of Detection, Poison

Detects poison within a 10ft radius. Always active when held, does not use charges.

Wand of Opening

A wand of Opening allows the bearer, with a simple tap, to unlock any normal and mundane lock. Holds 20 charges (cannot be recharged).

combat. Adds +1 to both damage and to Hit rolls, as well as a +1 bonus to saves.

Fireball Staff

The staff bearer may cast a Fireball spell, twice per day. The damage inflicted by the spell is 5d6. The effects are identical to a Fireball spell.

Spell Adder

Allows a magic-user or elf to cast 1 extra spell per day. The extra spell must be one that the character knows and can cast.

Spell Storing Staff

A magic-user or elf may use this staff to store 1d4+2 spell level worth of spells. The spells stored in the staff stiff count against the characters maximum spells per day limit. The magic-user or elf need not speak any incantation, and is not required to perform any magical manual gestures to cast stored spells. The character need only be able to touch the staff. Thus, a manacled and gaged magic-user that can touch his Spell Storing Staff will still be able to cast the spells stored within.

STAVES

Additional Random Staffs Table

Die Roll d100	Staff
1-8	Battle Staff
9-13	Fireball Staff
14-19	Spell Adder
20-26	Spell Storing Staff
27-31	Spell Storing Staff, 10 ft Radius
32-36	Staff of Disintegration
37-39	Staff of Dragon Calling
40-41	Staff of Dragon Control
42-49	Staff of Levitation
50-57	Staff of Light & Darkness
58-64	Staff of Sluggishness
65-68	Staff of Treant Summoning
69-71	Staff of Wondrous Walls
72-76	Staff of Wondrous Walls, Fire & Ice
77-81	Stone Staff of Statue Semblance
82-86	Teleportation Staff
87-91	Transformation Staff
92-94	Water Calling Staff, Major
95-100	Water Calling Staff, Minor

Spell Storing Staff, 10 ft Radius

Identical to a Spell Storing Staff, this version does not require the magic-user or elf to touch the staff in order to cast a spell stored within. As long as the staff is within 10 ft of the elf or magic-user, he may cast the spells stored within.

Staff of Disintegration

Twice per day, this staff may discharge a blast at a target up to 159 ft away. The blast will disintegrate all non-living, non-magical matter within an area of 10 ft X 10 ft.

Staff of Dragon Calling

This staff will call 1 type of dragon to the staff bearer type determined when the staff is acquired). The type is determined randomly by a d10 roll (1-2=Black, 3-4= Blue, 5-6= Green, 7-8= Red, 9-10= White). This staff only calls the dragon to the staff bearer, it does not control the dragon. The GM may allow the staff to call a previously called dragon if certain conditions are met (for example: knowing the dragon's True Name). A dragon call may be performed once per day.

Staff of Dragon Control

This powerful staff allows the bearer to control 1 dragon (effects similar to a Geas spell). The dragon must be within 240 ft of the staff, and is afforded a save to resist the effect (with a -1 penalty due to the effectiveness and specific nature of the staff). Following a successful save, the dragon will be so enraged at the attempted control that all his attacks will gain a +1 bonus if directed at the staff bearer. The control lasts for 4d6 turns. This staff may be used once

Battle Staff

Adds -1[+1] to the bearers Armor Class when used in

per day.

Staff of Levitation

Twice per day, allows the staff's bearer to levitate as if under the effect of a Levitation spell with a range of 60 ft and a maximum duration of 3 turns.

Staff of Light & Darkness

Allows the staff bearer to cast 2 Light spells and 1 Darkness 15ft Radius spell per day.

Staff of Sluggishness

Three times per day, this staff may target 1 victim (up to 60 ft away). If the victim fails his saving throw, his movement will be reduced by half and any actions taken will be performed last in the initiative order. These effects will last for 1d4 turns. A successful save negates these effects.

Staff of Treant Summoning

When in a wooded or forest setting, this staff allows the bearer to summon 1d3+1 treants (7HD). Although the staff allows the bearer to call the treants, it does not allow him to control them. Any aid or tasks desired from the treants must be asked or bargained for through role-playing. This staff may be used once per day, and it will take the treants 1d3 turns to reach the staff bearer.

Staff of Wondrous Walls

A more versatile version of the Staff of Wondrous Walls, Fire & Ice, this staff allows the bearer to erect a magical wall by casting not only a Wall of Fire and/or Wall of Ice spell, but the staff bearer may also choose from the Wall of Iron and Wall of Stone spells. The staff's power may be used 3 times per day.

Staff of Wondrous Walls, Fire & Ice

This staff allows the bearer to erect a magical wall of fire or ice. Twice per day, the staff bearer may cast, through the staff, a Wall of Fire and/or Wall of Ice spell.

Stone Staff of Statue Semblance

Once per day, this staff may transform a living being, up to 120 ft away, into a stone statue. A saving throw is permitted to avoid being turned into stone. The only way to reverse this effect is with a Stone to Flesh spell.

Teleportation Staff

This staff transports the bearer to a destination that the staff bearer knows. Teleporting via this staff is similar to an arcane Teleport spell (including chance of error). The staff' teleportation power may be used 1 to 3 times per day (1d3), determined when the staff is found/bought.

Transformation Staff

The Transformation Staff allows the bearer to assume

the form of any object or creature, gaining the new form's attributes but not its hit points or combat abilities. The maximum duration of this shape change is 1d4 + 2 turns. This staff may be used 1d2 times per day, determined when the staff is acquired.

Water Calling Staff, Major

A major Water Calling Staff possess all the abilities and powers of the minor version. In addition it may, once per day, call down lightning to attack the character's foes. The effects are identical to a Lightning Bolt spell, with a fixed damage of 3d6. Elves or magic-users may inflict damage (in d6s) equal to their character level.

Water Calling Staff, Minor

This staff allows the one holding it to breath underwater (this ability remains in effect for as long as the staff is held). Once per day, this staff also allows the staff bearer to create a one day supply of drinking water for 24 men. A Water Calling Staff may also be used offensively (3 times per day) by discharging a watery bolt up to 120 ft away. The water bolt does 1d6 points of damage (half with a successful saving throw). Magic-users or elves who employ the staff add their level to the damage inflicted by the bolt.

POTIONS

Additional Random Potions Table

Die Roll d100	Potion
1-5	Anti-Poison
6-10	Elixir of Corps Raising
11-13	Healing Potion, Attribute
14-16	Healing Potion, Level
17-22	Healing Potion, Minor
23-27	Healing Tonic
28-32	Liquid Haste
33-37	Lock Tight Goo
38-42	Potion of Diminishing
43-48	Potion of Elvin Sight
49-53	Potion of Flesh to Stone
54-58	Potion of Flight, Greater
59-63	Potion of Greater Arcana
64-67	Potion of <insert attribute> Augmentation
68-72	Potion of Invisibility, Erratic
73-77	Potion of Shape-Change
78-82	Potion of Stone to Flesh
83-86	Restorative Brew

87-89	Reviving Brew
90-94	Sleeping Potion
95-00	Tardy Tonic

Anti-Poison

If taken within 1d3 rounds of being poisoned, this potion will negate any effects caused by being poisoned. If any damage was taken, the hit points lost to the poison are restored. Drinking this potion without being poisoned first grants the character automatic immunity versus the next poison inflicted upon the potion's imbiber within the next 1d3 turns.

Elixir of Corps Raising

This necromantic brew infuses a corps with new life, creating a zombie from dead remains. The zombie created by this potion will be under the control of the character who revived it until destroyed.

Healing Potion, Attribute

(This potion restores 1 point of to a previously lost attribute score. It can not be used to increase an attribute above its original score.



Healing Potion, Level

This potion restores 1 experience level that was previously lost by way of magic, a wight's touch, or any other level draining causes. It can not be used to increase a character's level above what it should normally be.

Healing Potion, Minor

This lesser healing potion restores but 1d3 hit points of damage.

Healing Tonic

A minor healing potion that restores but 1d2 hit points. In addition, it will automatically cure the drinker of any non-magical disease, including everything from a common cold to the dreaded Black Plague.

Liquid Haste

Doubles the drinker's speed (Move X 2). In addition, the potion allows the the character to attack first in the round, acting before the initiative phase. The effects of this potion last 2d6 rounds.

Lock Tight Goo

When applied to a door, this viscous goo creates a magical lock which lasts 2d6 combat turn. The affected door may only be opened via a Knock spell for the duration of the goo.

Potion of Diminishing

Drinking this potion allows the character to shrink his

size to 1d6 inches. This size change lasts 2d6 rounds (rolled by the GM), during which the shrunken player's hp are reduced to 1d2. Objects carried by the potion's drinker are not shrunk.

Potion of Elvin Sight

This potion grants the imbiber the ability to see in darkness as if adequate illumination was present. There is a 40% chance that this effect may also apply to magical darkness (rolled when the potion is drunk). The effects of this potion last for 1d6 turns.



Potion of Flesh to Stone

This potion transforms the victim's flesh to stone (save permitted to negate the effects). The transformation is permanent, or until reversed via a Stone to Flesh spell or potion. The effects are identical to a Stone to Flesh arcane spell.

Potion of Flight, Greater

This potion acts in a similar manner to a Fly spell, but with an increased duration of 2d6 turns, and an increased movement rate of 150ft.

Potion of Greater Arcana

This potion is taken by a magic-user or elf while committing his spells to memory. The potion allows the arcane spell-caster to commit one extra spell per spell level he can cast to memory (for example, a 3rd level magic-user under the effect of a Potion of Greater Arcana may commit to memory 3 first level sells, and 2 second level spells). The extra spells are usable any time until the next study period (24 hours).

Potion of <insert attribute> Augmentation

This potion grants the drinker a +1 to one attribute's bonus for 1d3 turns. For example, a fighter with a 17 of strength would have a +2 bonus to Hit and Damage for 1d3 turns after drinking this potion. After the duration of the potion has elapsed, the drinker will suffer a -1 bonus to the same attribute for a like number of turns.

Potion of Invisibility, Erratic

This potion grants the wearer all the benefits and limitations that are bestowed by an invisibility spell. Unfortunately, this erratic potion of invisibility is faulty and has trouble maintaining its invisibility granting powers. Every 1d6 rounds, the ring wearer using this ring will unexpectedly become visible for 1d3 rounds, after which, he'll return to his invisible state.

Potion of Shape-Change

This potion allows the user to assume the shape of one specific race or creature (determined by the GM). Like the Polymorph Self spell, the transformed character may gain the new form's special attributes (such as

flight) but not its hit points or combat abilities. The transformed character may acquire the new form's AC if its AC is derived from its physical make-up (such as thick skin). The potion's effects last 3d6 turns.

Potion of Stone to Flesh

This potion, when pored over an appropriate target, negates the effect of a Stone to Flesh spell or potion.

Restorative Brew

This powerful healing potion immediately restores 1/2 the drinker's maximum hit points. Hit points gained may not exceed the character's maximum hit points.

Reviving Brew

A more powerful version of the Restorative Brew (see above), the Reviving Brew not only heals a number of hit points equal to half the imbiber's maximum hit points, but also negates any lingering negative magical effects, poisons, and/or diseases.

Sleeping Potion

The victim of this potion falls into a deep magical slumber (identical to a Sleep spell). This magical sleep lasts for 1 hour. The victim is afforded a save to negate the effects of this potion.

Tardy Tonic

This potion reduces the victim's movement rate by half. In addition, the potion's recipient will attack last during the round. The effects of this potion last 1d6 rounds.

ARMOR & SHIELDS

Note: If a magic armor's description does not state what type of armor it refers to, the GM is free to choose from leather, ring, chain, or plate armor. GMs who wish to determine armor type randomly may do so by rolling a d6: 1 = leather armor, 2-3 = ring armor, 4-5 = chain, and 6 = plate armor.

Additional Random Armor & Shields Table

Die Roll d100	Armor or Shields
1-2	Armor of Animalistic Transformation
3-6	Armor of Arcane Damage Reduction
7-12	Armor of Concussion Resistance
13-16	Arrow Warding Shield
17-20	Banishing Shield
21-24	Breastplate of Toughness
25-28	Cloak of Defense
29-31	Cloak of Defense and Concealment

32-37	Cursed Leggings of Lethargy
38-41	Defensive Shield, Draconic Attacks
42-45	Dexterous Leather
46-49	Enchantment Resisting Armor
50-53	Gauntlets of Uncanny Strength
54-59	Helm of Knowing
60-63	Helm of Mental Shielding
64-67	Magic Negating Shield
68-71	Magic Reflecting Shield
72-75	Magic Resisting Armor
76-82	Magical Defensive Armor
83-85	Polymorphing Armor
86-91	Shield of Confusion
92-94	Shield of Confusion, Ultimate
95-98	Shield of Divine Might
99-100	Shield, Holy

Armor of Animalistic Transformation

This magical armor allows the wearer to assume the shape of a specific animal for 1d4+1 turns. The type of animal the armor allows the wearer to turn into is determined randomly, or chosen by the GM (each creature's Challenge Level is noted in the table below for GMs who wish to gauge the relative power of an animal).

When in the assumed form, the armor's wearer possess all the stats associated with the animal (HD, hit points, special abilities) except intelligence, which the shape changed character retains. With regards to AC, the character may use the best of the armor's AC or the animal/creature's natural AC. Any damage inflicted upon the character in animal form will be passed on to his human form's hit points after reverting back.

Roll	Creatures CL A	Creatures CL 1 (d3)
1	Rat, Giant	Beetle, Giant Fire
2		Centipede, Giant: Small (Non-lethal)
3		Stirge
Roll	Creatures CL 2 (d3)	Creatures CL 3 (d4)
1	Ant, Giant: Worker	Badger, Giant
2	Centipede, Giant: Small (Lethal)	Bat, Giant: Giant Vampire Bat
3	Wolf	Tick, Giant
4		Spider, Giant: Smaller
Roll	Creatures CL 4 (d6)	Creatures CL 5 (d6)

1	Ant, Giant: Warrior	Bat, Giant: Greater Bat
2	Blink Dog	Hell Hound
3	Boar, Wild	Lion
4	Centipede, Giant: Man-sized	Owlbear
5	Pegasus	Spider, Giant: Man-sized
6	Rat, Giant: Monstrously Huge	Unicorn
Roll	Creatures CL 6 (d3)	Creatures CL 7 (d4)
1	Centipede, Giant: Large	Cockatrice
2	Hell Hound (5HD)	Hell Hound (6HD)
3	Spider, Giant: Phase Spider	Hydra (5HD)
4		Spider, Giant: Greater
Roll	Creatures CL 8 (d6)	Creatures CL 9 (d3)
1	Ant, Giant: Queen	Bat, Giant: Bat Monster
2	Basilisk	Hydra (7HD)
3	Griffon	Wyvern
4	Hell Hound (7HD)	
5	Hydra (6HD)	
6	Manticore	
Roll	Creatures CL 10	
	Gorgon	
	Hydra (8HD)	
	Will-O-The-Wisp	

Armor of Arcane Damage Reduction

This armor reduced any magically inflicted damage (from spells, magic items, or spell-like abilities) by half.

Armor of Concussion Resistance

This armor adds a -1 [+1] bonus to AC when suffering attacks from blunt weapons (maces, hammers, sling stones, clubs).

Arrow Warding Shield

When activated, this shield grants its bearer immunity from any missile attacks. This power may be activated twice per day, with each activation lasting 1d4 + 1 rounds.

Banishing Shield

This shield may banish up to 8 hit dice worth of summoned beings per day. The exact number of creatures banished per day may not exceed 8 HD. This means the shield bearer may use the shield's power multiple times per day, as long as the total HD of creatures banished doesn't exceed 8 HD. Creatures affected by the banishing Shield's powers are limited to

those summoned by arcane means. The creature(s) so banished are afforded a save to negate the shield's banishment.

Breastplate of Toughness

When worn, this piece of armor adds 1d3 hit points to the wearer. When removed, the character's maximum hit points are reduced by an amount equal to the additional hit points previously granted by the armor. The duration of this decrease to the character's maximum hit points lasts for as long as the additional HP bonus was in effect. Re-wearing the armor before this time of reduced max HP has elapsed will not grant the wearer a bonus to hit points. Only after the duration of reduced maximum hit points has elapsed will the armor grant 1d3 bonus hit points again. Note, this armor, like any other armor, can't be worn while sleeping.

Cloak of Defense

This magical cloak acts as armor (-2[+2] to AC). If fighting with a one-handed weapon, the free hand may use the billowing cloak as a shield, granting the wearer a further -1[+1] to AC.

Cloak of Defense and Concealment

This magical cloak acts as armor (-1[+1] to AC). If fighting with a one-handed weapon, the free hand may use the billowing cloak as a shield, granting the wearer a further -1[+1] to AC. In addition, the cloak possesses the ability to blend in with its surroundings, concealing the wearer (40% chance of concealment). The wearer needs to be standing still in order to use this power.

Cursed Leggings of Lethargy

When added to a suit of armor, these leggings increase the character's Armor Class by 1, but reduce movement rate by half.

Defensive Shield, Draconic Attacks

This shield grants the bearer a +1 bonus to all saves versus dragon breath attacks, and a +2 bonus from attacks by one specific type of dragon (determined randomly: 1d10, 1-2=Black, 3-4= Blue, 5-6= Green, 7-8= Red, 9-10= White).

Dexterous Leather

This suit of leather armor adds +1 to the wearer's DEX bonus.

Enchantment Resisting Armor

In addition to a -1 [+1] bonus to AC, this armor adds a +2 bonus to any saves versus magic spells. It does not grant the bonus if the offending spell is clerical in nature, or if the spell originates from a magic item.

Gauntlets of Uncanny Strength

When worn, these gauntlets add +1 to the wearer's

STR attribute bonus, thus affecting Hit and Damage bonuses. At the GM's discretion, this bonus may also affect any roll associated with feats of strength.

Helm of Knowing

3 times per day, this helm allows the wearer to gauge the relative strength of one target (level, Hit Dice or Hit Points).

Helm of Mental Shielding

This helm grants the wearer a +2 bonus to saves versus any mind affecting spells (like Charm Person). Spells affected may be clerical or arcane in nature.

Magic Negating Shield

Each day, this shield can negate the effects of 1d4+1 spell levels worth of arcane spells cast at the shield bearer. The exact number of spell levels the shield negates is determined when the shield is first found or acquired and remain unchanged. For example, a PC finds a Magic Negating Shield in a dragon's treasure horde. The GM roll 1d4+1 which results in a 3. The shield may negater 3 spell levels worth of arcane spells (3 first level spells, or 1 second and 1 first level spell, or 1 third level spell) per day.

Magic Reflecting Shield

Each day, this shield can reflect the effects of 1d4+1 spell levels worth of arcane spells cast at the shield bearer back at the caster. The exact number of spell levels the shield can reflect in one day is determined when the shield is first found or acquired and remain unchanged. For example, a PC finds a Magic Reflecting Shield in a dragon's treasure horde. The GM roll 1d4+1 which results in a 3. The shield may reflect 3 spell levels worth of arcane spells (3 first level spells, or 1 second and 1 first level spell, or 1 third level spell) per day back at a caster.

Magic Resisting Armor

Grants the wearer a magic resistance percentage of 20% to 50% (1d4+1 X 10). Similar to a monster's magic resistance special ability.

Magical Defensive Armor

This armor grants the wearer a +1 bonus to saves versus any negative magical effects.

Polymorphing Armor

Once per day this armor allows the wearer to assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The effects last for 1d4+1 turns.

Shield of Confusion

Twice per day this shield confuses an onlooker making him act randomly. On a roll of 2d6, the target will:

Die Roll (2d6)	Reaction
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack allies (if any) or flee

The effects of the confusion last 1d6+1 turns, and affects 1 person or creature (a save negates the effects of the confusion).

Shield of Confusion, Ultimate

Similar to a Shield of Confusion (see above), a Shield of Ultimate Confusion affects a group of up to 2d6 creatures. Each individual potentially affected by the confusion is afforded a save.

Die Roll (2d6)	Reaction
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

Shield of Divine Might

This shield grants a cleric a +1 bonus to his Turning Roll. This bonus also affects the length of time (3d6 rounds) that the undead flee or cower for.

Shield, Holy

This shield offers a -2[+2] bonus to AC as opposed to the standard -1[+1]. In addition, twice per day, the shield may activate a clerical Protection From Evil, 10 ft Radius spell (with the shield as its center point). The effects are identical to the clerical spell of the same name.

SWORDS

Additional Random Swords Table

Die Roll d100	Swords
1-5	Armor Piercing Blade
6-10	Defender +3
11-13	Dragon Slayer
14-18	Ice-Blade
19-23	Keen Edged Blade
24	Keen Edged Vorpal Blade
25-31	Magic Blade
32-36	Magic Siphoning Blade

37-41	Magic-User's Bane
42-46	Mighty Enchantment Resisting Blade
47-53	Shatter-Sword
54-58	Spell-Sword
59-63	Spell-Sword, Random
64-68	Sword of Grievous Wounding
69-73	Necromantic Blade
74-81	Quick Draw Blade
82-88	Returning Blade
89-93	Sword of Fortunateness
94	Vorpal Blade, Beheading
95-96	Vorpal Blade, Dismemberment
97-100	Winter-Blade

Armor Piercing Blade

This +1 to Hit bladed weapon becomes a +3 to Hit weapon when attacking a foe wearing a specific type of armor. The armor type against which this weapon gains the increased bonus is determined by rolling a d6: 1 = leather armor, 2-3 = ring armor, 4-5 = chain, and 6 = plate armor.



Defender +3

Allows the wielder to distribute the +3 bonus between to Hit and AC. Each round, the wielder must decide how the bonus will be distributed. Any part of the bonus distributed to AC will only be effective versus melee attacks.

Dragon Slayer

This is a +2 bladed weapon, but when used versus dragons, the bonus is increased to +3. It also affords the wielder a +3 bonus to saving throws versus dragon breath.

Ice-Blade

In addition to its mundane use, this blade possesses the ability to discharge shards of magical ice at a foe. The damage inflicted by this icy blast is 2d6, and has a range of 20 ft. May be used 3 times per day.

Keen Edged Blade

A keen edged blade does an extra +2 to damage. In addition, it will effortlessly cut through appropriate, non-ferrous objects such as rope or wood. Exactly what this blade may cut through is left to the GM's discretion.

Keen Edged Vorpal Blade

Combines the properties of a Vorpal Blade of Dismemberment with the Keen Edged Blade's ability to

effortlessly cut through appropriate, non-ferrous objects such as rope or wood. Exactly what this blade may cut through is left to the GM's discretion.

Magic Blade

Although this minor magical weapon does not benefit from any bonuses to Hit or Damage, it is considered a magic weapon with regards to foes who may only be damaged by magic or enchanted weapons.

Magic Siphoning Blade

On a successful hit, the wielder may forgo inflicting damage in exchange for siphoning 1d4 spell levels worth of memorized spells from an arcane caster.

Magic-User's Bane

A +1 weapon, when used against an arcane spell-caster (magic-user or elf) or enchanted creatures it is treated as a +2 weapon and doubles any damage inflicted.

Mighty Enchantment Resisting Blade

Offers the wielder a 20% to 40% chance of resisting magic (1d3+1 X 10%).



Shatter-Sword

On an attack roll result of 19 or 20 (unmodified), the attacker may forgo inflicting damage and may choose to shatter or break his opponent's weapon or shield instead. The choice to either inflict damage or destroy the opponent's weapon must be made before and damage rolls.

Spell-Sword

This bladed weapon possesses the ability to cast 1 specific arcane spell. Roll on the table below to determine the level of the spell bound to the sword, then make a random roll on the spell list (found in the rule-book), under the appropriate level.

Roll	Spell Level (Arcane)
1-5	1
6-9	2
10-13	3
14-16	4
17-19	5
20	6

The wielder may activate the bound spell twice per day if the spell is of first to third level, or once per day if the spell is of fourth to sixth level.

Spell-Sword, Random

Identical to a Spell-Sword in all regards but one. Unlike the Spell-Sword, which always manifests the same

spell-like power, the random version makes a roll to determine the sword's bound spell daily. Each day, roll on the table below to determine the level of the spell bound to the sword, then make a random roll on the spell list (found in the rule-book), under the appropriate level.

Roll	Spell Level (Arcane)
1-5	1
6-9	2
10-13	3
14-16	4
17-19	5
20	6

Like the common Spell-Sword, the wielder may activate the bound spell twice per day if the spell is of first to third level, or once per day if the spell is of fourth to sixth level.

Sword of Grievous Wounding

Damage inflicted by this +1 weapon cannot be healed by any magical means, be it clerical, arcane, or through magic items. Only natural healing will restore such lost hit points.

Necromantic Blade

This blade holds the power to temporarily revive a foe and subsequently dominate the revived foe's will. Once per day, a victim slain by this blade will be automatically raised as a zombie under the blade wielder's control. The zombie remains animated for 2d6 turns, following the blade wielders command. At the end of the 2d6 turns, the zombie will, on a failed saving throw, return to its dead state. On a successful save, the zombie will break free of the blade wielder's control (after the 2d6 turns have elapsed) and may act independently.

Quick Draw Blade

Allows the wielder to sheath or unsheathe the blade instantaneously.

Returning Blade

If separated from its owner, this +2 weapon will return back to its owner within 1d4 hours.

Sword of Fortunateness

Adds +2 to Hit rolls and grants a +2 bonus to saving throws. Twice per day, may allow the character to re-roll an attack roll.

Vorpal Blade, Beheading

This bladed weapon is treated as a +3 weapon. If a to Hit roll, including only the weapon's +3 bonus, falls

within the range given below, the blow will sever the head of the opponent.

Opponent	Modified Score to Sever*
normal/armored	21+
Larger than man-sized	22+
Metal or stone	23

*Add only the blade's +3 bonus to determine if the location was severed.

Vorpal Blade, Dismemberment

Similar to the Vorpal Blade of Beheading, this lesser version is treated as a +1 weapon. If a to Hit roll, including only the weapon's +1 bonus, falls within the range given below, the blow will sever an opponents extremity (arm, leg, tentacle). The severed extremity will cause the victim 1d6+1 points of damage per round.

Opponent	Modified Score to Sever*
normal/armored	19+
Larger than man-sized	20+
Metal or stone	21

*Add only the blade's +1 bonus to determine if the location was severed.

Winter-Blade

A more powerful version of the Ice-Blade, this blade also possesses the ability to discharge shards of magical ice at a foe (3 times per day) but the damage inflicted by this icy blast 3d6.

MISCELLANEOUS WEAPONS



Additional Random Miscellaneous Weapons Table

Die Roll d100	Miscellaneous Weapons
1-5	Blast Bow
6	Blast Bow, Ultimate
7-13	Daggers of Protection From Evil
14-18	Deadly Blowgun

19-23	Energy Bow
24-31	Energy Bow, Minor
32-33	Energy Bow, Ultimate
34-38	Explosive Sling Stones
39-45	Extended Range
46-50	Flash Darts
51-56	Hafted Weapon of Breaking
57-63	Mace of Opening
64-68	Mace of Righteousness
69-73	Mighty Battle Axe
74-75	Obliterating Hammer
76-80	Plate Rending Battle Axe
81-85	Quake Hammer
86-90	Rapid Fire Missile Weapon
91-95	Returning Dagger
96-100	Returning Hand Axe

Blast Bow

A more powerful version of the Energy Bow. Possesses all the abilities of the Energy Bow. In addition, a successful hit upon a target will be followed by a brilliant blast affecting all those within a 10 ft radius of the victim. Those caught in the blast area suffer 1d6 points of damage.

Blast Bow, Ultimate

A more powerful version of the Ultimate Energy Bow. Possesses all the abilities of the Ultimate Energy Bow. In addition, a successful hit upon a target will be followed by a brilliant blast affecting all those within a 15 ft radius of the victim. Those caught in the blast area suffer 1d6+1 points of damage.

Crossbow of Plentiful Bolts

Every time a bolt is fired from this heavy crossbow, another bolt magically appears, cocked and ready. This increases the weapon's Rate of Fire from 1/2 to 1.

Daggers of Protection From Evil

These +1 daggers come in a set of 4. Once per day, if planted in the ground at a 10 ft radius from the character, they will create a magical field of protection identical to an arcane Protection From Evil, 10 ft Radius spell.

Deadly Blowgun

This blowgun can be used to bellow forth a deadly, poisonous gas twice per day. The gas may hit a target up to 10 ft away, affecting an area of 10 ft X 10 ft X 10 ft. All those caught within the gas' area of effect will suffer 3d6 points of damage. Victims are afforded a

save to reduce or negate the effects of the poison. Victims of 3 HD or lower who succeed in their save will suffer 1/2 damage. Victims of 4 or more HD who successfully pass their save roll won't suffer any damage.

Energy Bow

This +2 longbow fires an energy blast targeting one foe. The target of the blast takes 2d6 points of damage. The range of the weapon is 100 ft. There is a 25% chance that any flammable objects suffering a hit from an Energy Bow will catch fire.

Energy Bow, Minor

This +1 longbow fires an energy blast targeting one foe. The target of the blast takes 2d4 points of damage. The range of the weapon is 100 ft. There is a 30% chance that any flammable objects suffering a hit from an Energy Bow will catch fire.

Energy Bow, Ultimate

This +3 longbow fires an energy blast targeting one foe. The target of the blast takes 3d4 points of damage. The range of the weapon is 120 ft. There is a 20% chance that any flammable objects suffering a hit from an Energy Bow will catch fire.

Explosive Sling Stones

As their name implies, Explosive Sling Stones explode on impact. These sling stones usually come in a case containing 6 stones. The victim of a successful hit from an Explosive Sling Stone will suffer 2d6 points of damage. All those within 10 ft of the victim will suffer 1d6 points of damage (save halves the damage).

Extended Range

Missile weapons possessing this power see their range magically increased by 1.5.

Weapon	Extended Range
Bow, long	105 ft
Bow, Short	75 ft
Crossbow, heavy	120 ft
Crossbow, light	90 ft
Dart	22 ft
Hand Axe	15 ft
Javelin	30 ft

Flash Darts

Usually found in sets of 6, these darts burst into a blinding flash upon impact. All those caught within 10 ft of the dart when it bursts into a flash of brilliant light must successfully save or become blinded for 1d6 rounds (save halves the duration of the blindness).

Hafted Weapon of Breaking

On an attack roll result of 18 to 20 (unmodified), the attacker may forgo inflicting damage and may choose to shatter or break his opponent's weapon or shield instead. The choice to either inflict damage or destroy the opponent's weapon must be made before any damage rolls.

Mace of Opening

A +1 weapon that, in addition to battering down doors the old fashion way, may unlock one magical/mechanical lock per day by gently tapping the lock with the mace.

Mace of Righteousness

In the hands of a cleric, this +2 mace grants a +1 bonus to turning undead and saving throws.

Mighty Battle Axe

This +2 battle axe allows the wielder to immediately follow up an attack with a second attack aimed at a secondary foe stationed within 10 ft of the first. In order to perform a second attack, the axe wielder's to hit roll for the first attack must have been a natural (unmodified) 20.



Obliterating Hammer

Once per day, this +3 war hammer may disintegrate a specific target. This effect is identical to an arcane Disintegration spell.

Plate Rending Battle Axe

Normally a +1 battle axe, when used against foes wearing plate armor, it becomes +3 to Hit (yet remains +1 with regards to damage bonus).

Quake Hammer

By striking the ground at his feet, his +3 war hammer allows the wielder, once per day, to summon a tiny earthquake affecting all within a 60 ft X 60 ft area (excluding the hammer's bearer). The effects are identical to a 7th level clerical Earthquake spell.

Rapid Fire Missile Weapon

Missile weapons possessing this power see their rate of fire (per round) magically increased.

Weapon	Rate of Fire Increase
Bow, long	3

Bow, Short	3
Crossbow, heavy	1
Crossbow, light	2

Returning Dagger

A +1 weapon that, after being thrown, will fly back to the thrower (after either hitting a foe or failing to hit). A successful roll under the character's DEX score is required to catch the returning weapon. On a failed roll, the character suffers damage from the dagger he failed to catch, and the dagger will land 2d10 ft away from the character. This magical dagger's range is 30 ft.

Returning Hand Axe

A +1 weapon that, after being thrown, will fly back to the thrower (after either hitting a foe or failing to hit). A successful roll (on a d20) under the character's DEX score is required to catch the returning weapon. On a failed roll, the character suffers damage from the axe he failed to catch, and the axe will land 2d6 ft away from the character. This magical hand axe's range is 20 ft.

MISCELLANEOUS ITEMS

Additional Lesser Misc. Magical Items Table

Die Roll d100	Lesser Misc. Magic Items
1-4	All Knowing Spectacles
5-8	Amulet of Acumen
9-12	Amulet of Bewildering Charisma
13-16	Dice of Uncanny Luck
17-20	Dwarven Boots
21-24	Dwarven Gourd of Ever-Filling Ale
25-28	Glasses of Linguistic Knowledge
29-32	Glasses of Magic Seeing
33-36	Gloves of Nimble Movement
37-40	Headband of Mind Reading
41-44	Lucky Rabbit's Foot
45-52	Monocle of Worth
53-56	Multi-Purpose Key
57-60	Night Vision Goggles
61-68	Night Vision Spectacles
69-72	Portable Protective Pentagram
73-76	Protective Pouch
77-80	Rune Protected Scroll Case, Pain

81-84	Rune Protected Scroll Case, Sleep
85-88	Second Sight Spectacles
89-92	Torc of Tongues
93-100	Trinket of Dispelling

Additional Medium Misc. Magical Items Table

Die Roll d100	Medium Misc. Magic Items
1-4	Amulet of Arcana
5-8	Amulet of Dispelling
9-12	Belt of Fortitude
13-16	Boots of Speed, Blinding
17-20	Cap of Wisdom
21-24	Cape of Dispelling
25-28	Cursed Coin
29-30	Dread Book of the Lower Planes
31-34	Flying Carpet
35-38	Glittering Dust
39-42	Holy Symbol of Banishing
43-47	Horn of Wolf Calling
48-51	Horseshoes of Blinding Speed
52-53	Hypnotic Cloak of Ever Swirling Patterns
54-57	Melodic Instrument
58-63	Necromantic Dust
64-67	Polymorphing Robes, Minor
68-71	Polymorphing Robes, Minor, Erratic
72-77	Sleeping Dust
78-81	Sparkly Acorns
82-85	Spell Book of Revulsion
86-89	Supernatural Lock-Picks
90-94	Telescope of Far Seeing
95-100	Torc of True Seeing

Additional Greater Misc. Magical Items Table

Die Roll d100	Greater Misc. Magic Items
1-5	Amulet of Altered State
6-10	Amulet of Resurrection
11-20	Anti-Poison Trinket
21-25	Belt of Trollish Regeneration

26-32	Boots of Speed, Elvin
33-37	Brazier of Spirit Summoning
38-42	Crown of Command
43-50	Divine Symbol of Righteous Might
51-55	Dread Tome of the Abyssal Realms
56-60	Gloves of Vanishing
61-65	Horn, Dragon's Breath
66-70	Mask of Massive Appeal
71-75	Omnipotent Jewel
76-80	Omniscient Jewel
81-85	Polymorphing Robes
86-90	Snake-Heads Skull Cap
91-95	Talisman of Power
96-100	Teleportation Cloak

All Knowing Spectacles

Twice per day, these glasses allow the wearer to gauge the relative strength of one target (level, Hit Dice or Hit Points). Usable by: all classes.

Amulet of Acumen

This amulet increases a magic-user's intelligence score by +1. This increase may affect the number of additional languages the mage may know, as well as the maximum spell level and bonus spell. Usable by: magic-users.

Amulet of Altered State

Once per day, this powerful amulet will allow the wearer to alter his physical and mental aptitudes. This amulet allows the character to re-arrange his attribute scores as he wishes. This new distribution of ability scores may grant new bonuses due to high ability scores. The effects last for 1d4 turns. At the end of the duration, the character's attributes revert back to normal. Due to the massive shock to the character's system brought on by this transformation, the character will lose 1/2 his current (not maximum) hit points. These lost hit points will not heal naturally (through rest) for 1d4+1 days, although magical healing will affect them. Usable by: all classes.

Amulet of Arcana

This amulet grants a magic-user or elf an additional 1st level spell per day, in addition to any bonus spell due to high intelligence. Usable by: magic-users and elves.

Amulet of Bewildering Charisma

Doubles the number of special hirelings a wearer's CHA allows. Usable by: all classes.

Amulet of Dispelling

Negates the effects of all 1st level arcane spells and bestows upon the wearer a +2 bonus to save versus 2nd level spells, and a +1 bonus versus 3rd level spells. Usable by: all classes.

Amulet of Resurrection

This amulet may be used but once, after which it loses its mystical reviving power. If a character dies while wearing this amulet, the amulet will immediately resurrect the character (see the clerical Resurrection spell). Usable by: all classes.

Anti-Poison Trinket

Renders the bearer immune to all common poisons. Special poisons or particularly powerful poisons (those that come with a penalty to save) may not be affected by this item, at the GM's discretion. Usable by: all classes.

Belt of Fortitude

A Belt of Fortitude adds +4 to the wearer's saving throws versus disease or illness, and +2 versus poison.

Belt of Trollish Regeneration

Usable once per day. Then this belt's power is activated, the wearer will regenerate 1 hp per round for the next 1d6+2 rounds. Usable by: all classes.

Boots of Speed, Blinding

Similar to the Boots of Speed presented in the Core Rules, Boots of Blinding Speed triple the wearer's movement rate, but require complete rest for a period of time equivalent to double the amount of time they were used. Usable by: all classes.

Boots of Speed, Elvin

These elvin boots double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. In addition, they allow the wearer to move with complete silence. Usable by: all classes.

Brazier of Spirit Summoning

Through this brazier a magic-user may summon the aid of an Invisible Stalker. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of dispel magic and it must be killed in order to deter it from its mission. No more than 1 stalker summoned from the brazier may be performing a mission at any one time. The brazier may not be used more than once per week to summon an Invisible Stalker. Stats for the Invisible Stalker may be found in the rule book. Usable by: magic-users.

Cap of Wisdom

This cap allows a cleric to cast 1 extra first level spell

per day, in addition to any extra spells afforded due to a high WIS score. Usable by: clerics.

Cape of Dispelling

Negates the effects of all 1st and 2nd level arcane spells and bestows upon the wearer a +2 bonus to save versus 3rd level spells, and a +1 bonus versus 4th level spells. Usable by: all classes.

Crown of Command

This powerful item allows the wearer to control a group of people. In order for this item to work, the wearer must have a CHA score of at least 15. The effects of the crown operate in the same manner and with the same restrictions as a Charm Person spell. However, it affects a total of 20HD of creatures, in any combination. All saving throws are made with a penalty of -2. The crown's power is usable once per week. Usable by: all classes.



Cursed Coin

This cursed coin causes disharmony and strife wherever it goes. If displayed before a crowd of up to 1d6+1 people, the coin will instill within each member of the crowd a violent obsession to possess the coin (a successful save negates this effect). Those within the crowd who fail their saving throw will begin to fight amongst themselves. Although the owner of the coin is immune to this effect, it is unwise to be in possession of the coin while the crowd is fanatically fighting each other to possess it, lest they turn their attention to the coin-bearer. It is also unwise for a character to display such a coin when near his party. Usable once per day. Usable by: all classes.

Dice of Uncanny Luck

These magical dice allow the possessor to automatically win 1d4-1 dice games per day. The GM secretly rolls each day to determine how many games the dice will win for the user. Usable by: all classes.

Divine Symbol of Righteous Might

This religious symbol doubles the duration of all 1st, 2nd, and 3rd level spells cast by a cleric. Usable by: clerics.

Dread Book of the Lower Planes

With the help of this dark, forbidden book, one may call upon the infernal powers of the lower planes, summoning forth a fiend to do the reader's bidding. The fiend is a low level demon or devil (see stats below). This fiend will perform one task as commanded by the book's reader, regardless of how long the task may take or how far the demon or devil may have to travel. The fiend cannot be banished by means of dispel magic; it must be killed in order to deter it from

its mission. Only 1 fiend may be summoned at a time. Once the demon or devil has completed its task, it will return to the Lower Planes. Every 1d6 days, the fiend is afforded a chance to break free (on a successful save) from the summoner's control, and no longer be bound to the task set forth for it. Should such occur, the unbound demon or devil will hunt down the one who summoned it and attempt to slay him. Usable by: magic-users.

FIEND

Armor Class: 7 [12]
Hit Dice: 4
Attacks: 1 claw (1d6)
Saving Throw: 13
Special: Fly, Immune to non-magic weapons
Move: 12 (15 fly)
Challenge Level/XP: 6/ 400XP

Dread Tome of the Abyssal Realms

Similar to the Dread Book of the Lower Planes, the Dread Tome of the Abyssal Realms summons an even more powerful demon or devil (see stats below). As opposed to getting a save every 1d6 days to break free from the summoner's control, and no longer be bound to the task set forth for it, a fiend summoned through a Dread Tome of the Abyssal Realms gets a chance to save every day. Usable by: magic-users.

FIEND

Armor Class: 3 [16]
Hit Dice: 8
Attacks: 2 claws (1d6/1d6)
Saving Throw: 8
Special: Fly, Immune to non-magic weapons, Regenerate (1hp/round)
Move: 12 (24 fly)
Challenge Level/XP: 11/ 1700XP

Dwarven Boots

These iron-shod boots render a dwarven wearer immovable. They will negate any effects (physical or magical) which would result in the dwarven wearer falling, becoming unbalanced, or getting knocked back. Usable by: dwarves.

Dwarven Gourd of Ever-Filling Ale

A stoppered gourd that magically replenishes itself with potent dwarven ale. Usable by: all classes.

Flying Carpet

Flying Carpets come in 3 sizes; small (allowing 1 rider), medium (allowing 2), or large (capable of carrying 3 riders). A d10 roll will determine the type of carpet. A result of 1 to 6 = small, 7 to 9 = medium, and a roll of 10 = large. A small flying carpet possesses a Move of 36, a medium carpet has a Move of 30, and a large flying carpet has a Move of 24. Usable by: all classes.

Glasses of Linguistic Knowledge

When worn, allows the wearer to read any non-magic language. Usable by: all classes.

Glasses of Magic Seeing

A pair of silver framed glasses that allow the wearer, 3 times per day, to see magic (either being used or inherent within objects). Usable by: all classes.

Glittering Dust

When tossed, the glittering dust's hypnotic properties will not allow targets to attack or defend for 1d4 rounds. A successful save will negate the dust's hypnotic effect. Affects 1d6 targets standing within 20 ft of each other. Usable by: all classes.

Gloves of Nimble Movement

Grant the wearer a +1 bonus to hit when using small melee weapons (weight of 5 or less). Usable by: all classes.

Gloves of Vanishing

When touched by someone wearing these gloves, the victim is teleported to another location. The area teleported to must be one the glove wearer is intimately familiar with. The victim is afforded a saving throw to avoid this effect. May be used once per day. Usable by: all classes.

Headband of Mind Reading

The effects of wearing this headband are identical to the arcane spell ESP. The wearer can detect the thoughts of other beings at a distance of 60ft. May be used once per day for a duration of 2 hours. Usable by: all classes.

Holy Symbol of Banishing

When in the hands of a cleric, this holy symbol allows the cleric to banish one devil or demon. May be used once per day. The devil or demon targeted for banishment is afforded a chance to save (resolve any magic resistance before rolling to save). On a failed saving throw, the infernal creature is immediately banished back to the Abyss. Usable by: clerics.

Horn, Dragon's Breath

Crafted from an actual dragon's horn, this item allows the horn-blower to produce a dragon-like breath attack. The type of breath attack is determined by the type of dragon the horn came from (for example, a horn from a

blue dragon would spew forth a lightning breath attack). The shape of the breath is identical to that of the horn's dragon, but the dimensions and range are halved (a blue dragon horn would spit an electrical blast in a line shape 2 1/2 ft wide by 50 ft long). The horn's breath attack deals damage equal to 1d6 points for every 2 character levels the horn-blower possesses (a 3rd level character would inflict 2d6 points of damage). A successful save halves the damage. This horn may be used once or twice per day. If used twice per day, a % roll is made. If the result is less than the damage inflicted by the second breath attack, a nearby dragon of the same type as the horn will have been alerted to the horn's use. The dragon will seek out and attempt to kill the horn-blower. Usable by: all classes.

Horn of Wolf Calling

This magical horn is usable only in an outdoor/wilderness setting. Once per day, blowing this horn will summon 1d4 wolves to the horn-blower. The summoned wolves arrive in an amount of time deemed appropriate by the GM based on terrain, environment, and setting. The summoned wolves will follow very basic commands and remain under the horn-blower's influence for 1 hour, after which they will return back to where they came. Usable by: all classes.

Horseshoes of Blinding Speed

These magical horseshoes triple a horse's movement rate. Usable by: horses.

Hypnotic Cloak of Ever Swirling Patterns

The cloak's ever swirling patterns hypnotize the wearer's targets (up to 1d4 targets) preventing them from attacking or defending for 1d4 combat rounds. A successful save will negate this effect. Usable twice per day. Usable by: all classes.

Lucky Rabbit's Foot

This charm adds +1 to all the bearer's saving throw rolls. In addition, Once per day, the bearer of the charm may re-roll 1 roll, taking the best results of the two. Usable by: all classes.

Mask of Massive Appeal

When worn a Mask of Massive Appeal produces effects similar to a suggestion spell, but may affect 1d4+1 targets of 4 HD or less. Each of the targets is afforded a chance to save. The suggestion will be followed by the group. May be used once per day. Usable by: all classes.

Melodic Instrument

Once per day, while playing this instrument, the musician may insert within the music a subliminal suggestion (similar to a Suggestion spell) affecting 1 target. If the victim fails a saving throw, he will carry out the melodic suggestion (as long as it can be performed

within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed. Usable by: all classes.

Monocle of Worth

A favorite of the Thieve's and Merchant's Guild, this item discerns the true value of any object. May be used three times per day. Usable by: all classes.

Multi-Purpose Key

This magical key allows the user to unlock 1 non-magical lock. May be used three times per day. Usable by: all classes.

Necromantic Dust

A small cloth pouch containing a tiny amount of dirt (1d3+1 applications). Sprinkling the dirt in an adequate location (where skeletons and corpses are plentiful) will raise 1d4+1 skeletons or zombies from the ground. The skeleton and/or zombies will obey the summoner for 1d3 turns, after which they will revert back to their "dead" state. See Swords & Wizardry: Core Rules for skeleton and zombie statistics. Usable by: all classes.

Night Vision Goggles

Allows the wearer to see in total darkness for as long as the goggles are worn. Usable by: all humans.

Night Vision Spectacles

Three times per day, allows the wearer to see in total darkness for 1d3 turns. Usable by: all humans.

Omniscient Jewel

This magical jewelry raises the wearers INT, WIS, and CHA scores by +2. This may affect any bonuses granted by high attribute scores. Usable by: all classes.

Omnipotent Jewel

This magical jewelry raises the wearers STR or CON score by +2. This may affect any bonuses granted by high attribute scores. Usable by: all classes.

Polymorphing Robes

This robes will grant the wearer the ability to assume the form of any creature (much like a Polymorph Self spell), gaining the new form's special attributes, but not its hit points or combat abilities. The GM might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of this magic item's effect is left to the Game Master to decide. May be used once per day for a duration of up to 7 turns - 1 turn per HD of the creature polymorphed into (the wearer may revert back to his original form at any time). Usable by: all classes.

Polymorphing Robes, Minor

Much like the Polymorphing Robes, the minor version

of these magical vestments also allow the wearer to assume the form of a creature (much like a Polymorph Self spell), but unlike Polymorphing Robes, Minor Polymorphing Robes allow the wearer to assume the shape of 1 creature. The exact creature the robes allow the wearer to turn into is determined by a roll (1d20) on the table below. Usable twice per day. Duration is identical to that of the Polymorphing Robes. Usable by: all classes.

D20 roll	Assumed form
1	Owlbear
2	Ogre
3	Harpy
4-5	Dryad
6-7	Bugbear
8-9	Gnoll
10-11	Lizardman
12-14	Wolf
15-17	Orc
18-20	Goblin

Polymorphing Robes, Minor, Erratic

Identical to Minor Polymorphing Robes, Erratic Minor Polymorphing Robes require a d20 roll to determine what form the robe allows the wearer to assume, and this every time the robe's power is used. The roll is made on the same table used for the Minor Polymorphing Robes. Duration is identical to that of the Polymorphing Robes, yet unlike both the Polymorphing Robes and the Minor Polymorphing Robes, the wearer of Erratic Minor Polymorphing Robes may not revert back to their original form upon command and must wait for the duration to elapse. Usable by: all classes.

Portable Protective Pentagram

Essentially a carpet upon which a protective pentagram is displayed. When activated, the pentagram produces results identical to a Protection From Evil, 10 ft Radius spell. The pentagram's activator must be standing within the pentagram in order to enjoy the bonuses afforded. Unlike the spell upon which this item is modeled, the duration of the effect is 1d6+1 rounds, as opposed to 2 hours. The pentagram may be activated three times per day. Usable by: clerics, magic-users, and elves.

Protective Pouch

A small pouch for carrying coins with draw-strings to fasten it closed. When anyone but the pouch's owner opens the pouch and inserts his hand within, the draw-strings magically close around the persons wrist, drawing tighter and tighter, inflicting 1d4 points of

damage, with a further 1 point of damage for each additional turn. The only way to remove the pouch is via a Dispel Magic spell. Usable by: all classes.

Rune Protected Scroll Case, Pain

This rune encrusted scroll case may hold 1d6 scrolls. Anyone other than the scroll case's owner attempting to open the scroll case must successfully save or suffer a jolt of intense pain inflicting 1d6+1 points of damage. Usable by: magic-users and elves.

Rune Protected Scroll Case, Sleep

This rune encrusted scroll case may hold 1d4 scrolls. Anyone other than the scroll case's owner attempting to open the scroll case must successfully save or succumb to a magically induced slumber. This magical sleep lasts for 2d6 turns. Usable by: magic-users and elves.

Second Sight Spectacles

Any spells or items which create illusions and visual subterfuge are more easily seen through by the spectacles' wearer. Grant the wearer a +3 bonus to "see through" any such illusions. Usable by: all classes.



Sleeping Dust

Comes in a small pouch containing 3 doses. Blowing the dust towards a victim requires a successful to-Hit versus an AC of 9 [10]. The dust may be blown up to 5 ft away with no penalty to the roll, and up to 10 ft away with a -2 penalty to-Hit. A victim struck by the blown dust must make a successful saving throw or immediately fall into a magically induced slumber lasting 2d6 turns. Creatures over 5 HD gain a +2 bonus to their saving throw. Usable by: all classes.

Snake-Heads Skull Cap

Until activated, this item resembles a simple skull cap. Once activated the skull cap sprouts a mass of writhing snakes. When it does so, the wearer choose 1 target with whom he has visual contact. The target is afforded a saving throw. If the saving throw fails, the victim is transformed into a statue until a stone-to-flesh arcane spell is cast. The skull cap may be activated once per day. It will remain activated for a duration of up to 1d4+1 rounds (or until the effects affect a target), during which 1 living creature may be turned to stone. When activated, the wearer needs to be careful of reflective surfaces, least he meets his own gaze and turns the skull cap's power upon himself. Usable by: all classes.

Sparkly Acorns

Forcefully thrusting this acorn upon the ground summons a sparkling, a minor elemental from the plan of fire. The summoned sparkling will follow any command given by its summoner for 3d6 turns, after

which, it will return to its home plane. Usable by: all characters.

SPARKLING

Armor Class: 7 [12]
Hit Dice: 3
Attacks: Burning touch (1d6)
Saving Throw: 14
Special: Fly, Quick (+1 initiative)
Move: 12/24 (when flying)
Challenge Level/XP: 5/240

Spell Book of Revulsion

This is a blank spell-book used by magic-users and elves to write down and study their spells. In the hands of the spell-book's scribe, this book acts as a normal spell-book. Should anyone other than the book's owner pick up the spell-book they must immediately make a saving throw. A failed save means the foreign handler of the Spell Book of Revulsion immediately drops the book, overcome by an overbearing sense of disgust and revulsion. Subsequent saves must be made for every 1d4 rounds the book is handled by someone who isn't the book's scribe. Usable by: magic-users and elves.

Supernatural Lock-Picks

This magical set of lock-picks allows the user to unlock 1 magical or mechanical lock. May be used three times per day. Usable by: all classes.

Talisman of Power

This talisman allows an arcane spell-caster to cast 1

extra spell per day. The extra spell must be studied during the normal studying period and may be any spell the magic-user or elf knows. Usable by: magic-users and elves.

Teleportation Cloak

Twice per day, this cloak grants the wearer the ability to teleport in an identical manner to a Teleport spell. See the Teleport spell's description for information on teleportation errors. Usable by: all classes.

Telescope of Far Seeing

Acts as a normal, hand held telescope until activated. Once activated, this portable telescope allows the viewer to see what is happening anywhere, regardless of distance, as long as the telescope's owner has physically been there at a previous time. Usable by: all classes.

Torc of True Seeing

This neck ornament not only allows the wearer to gauge the relative strength of a target (HD or Level, and Hit Points), but also allows the torc's wearer to detect magic, either in use or stored in an object. May be used 3 times per day. Usable by: all classes.



Torc of Tongues

A neck ornament that allows the wearer to speak and understand all non-magical languages.

Trinket of Dispelling

A Trinket of Dispelling is a one time use magic item. When a 3rd level or lower level spell is cast upon the trinket's owner, the trinket's trigger takes effect nullifying the incoming spell (after which, the item becomes a mundane trinket). Usable by: all classes.

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