



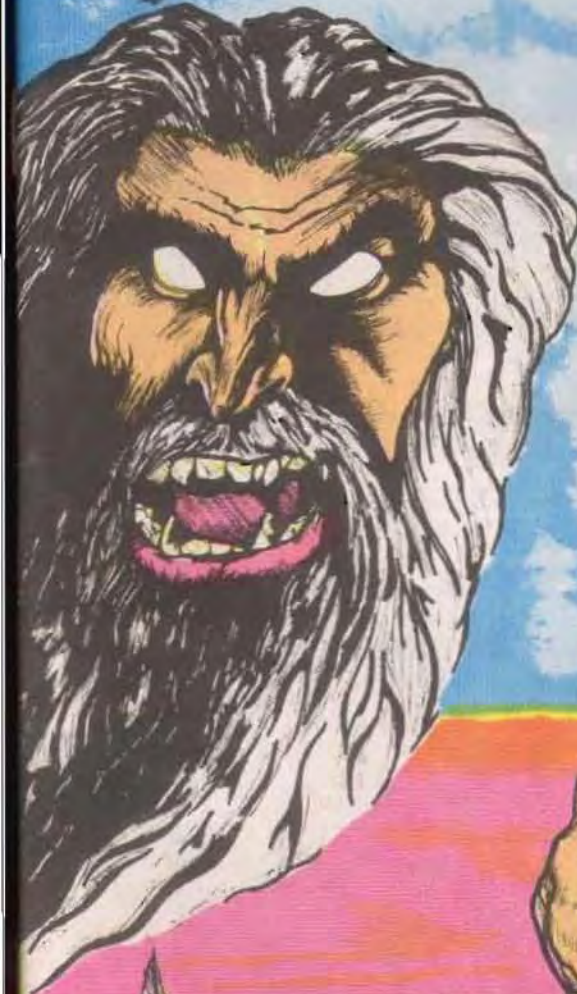
WONDROUS RELICS

Judges Guild

by RUDY KRAFT



A Judges Guild
UNIVERSAL
FANTASY SUPPLEMENT



THIS 32-PAGE BOOK CONTAINS
NEW AND EXCITING MAGICAL
ITEMS AND MYSTICAL ARTI-
FACTS FOR USE WITH ANY
ADVENTURE OR CAMPAIGN.
DESIGNED TO BRING AWE TO
THE FACES OF YOUR
PLAYER CHARACTERS.



920
\$3.95

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This Book

Belongs To :

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Introduction

Wondrous Relics contains descriptions of magical items suitable for use with nearly any fantasy role playing system. Although the individual items are pretty much self-explanatory, a few general comments concerning the product as a whole are in order.

Most of the items in **Wondrous Relics** are what I call "campaign magic items." They are intended for use in a fantasy role playing **campaign** where the important events usually occur outside of the dungeon. A Judge whose primary emphasis is on dungeon delving will find few of these items to his or her taste.

Although the magic items were designed to fit as many game systems as possible, there will be times when an item's applicability to a particular system will be unclear. When this occurs, the Judge will have to deal with the situation as best as he or she can. Of course, the best solution would be to not use those items deemed inappropriate.

With a few exceptions, the magic items in this booklet were enchanted by gods, ultrapowerful wizards, or natural processes. As a result, they cannot easily be duplicated, especially by player-characters. There are a few exceptions, and they are clearly specified in the text. Should a player-character ever want to enchant one of these items, it is left to the Judge to determine the procedure and the ingredients.

I welcome any questions, comments, or suggestions concerning this product. Send them to:

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Dedication:
To Bonnie

Destroying Magic Items

Although powerful and exotic magic items have a tendency to survive through the ages, it is possible for them to be destroyed, particularly if a deliberate effort is made. The items described in this product are no exception.

As a rule of thumb, a magic item can only be destroyed by a physical or magic force significantly more powerful than what would be needed to destroy a non-magical item of the same material.

An exception to this rule is an item especially made to resist a particular type of attack. Such an item can never be destroyed by that type of force. For example, a "Veil of Protection" is quite fragile and easily destroyed by almost anything. However, it is totally immune to any attempt to turn it to stone, no matter what its source. "Uhyl's Jousting Helm," on the other hand, could be destroyed in any number of ways, including smashing it with a hammer or melting it with a very hot fire, but it will never be destroyed accidentally in a joust.

Magical items can also be destroyed by natural forces or the effects of time, but, even here, they are more likely to survive than normal items. A magical Sword left in a damp cellar will remain unruined and in good condition for as much as 10 times as long as a normal Sword.

Aside from the general guidelines provided here, it is left to the individual Judge to determine when a magic item will be destroyed. Such a determination is mostly a matter of taste, anyway. Some Judges delight in the destruction of their characters' hard-won treasures, while others are more sympathetic and generous.

Format Description

Each of the magic items included in this product is described in the same general format. This format is here explained:

Description: This section provides a brief, physical description of the item including any particularly noteworthy or outstanding features.

Characteristics: This section lists one or more phrases or words which have a specific meaning relating to the functioning of the magic item in question. These words and phrases are:

Unique: There is only one of these items in existence.

Rare: There are only a limited number of these items in existence.

Famous: This item is very well-known as are (at least in a general way) some of its powers.

Easy: This item can be enchanted by anyone with enchanting ability and the special knowledge of how to enchant this item.

Secret: The powers, uses, and enchantment procedures of this item are a secret known only to a few.

Automatic: This item will function properly if used in the obvious and natural way. For example, the Alliance Bands will work for anyone who wears them on the wrists.

Creator Only: This item can only be used by its original owner, who is usually also its creator.

Likes/Dislikes: This section deals with the likes or dislikes caused by owning the item. The users of some items are automatically considered enemies or friends by some groups while other items force their owners to be friendly or hostile to certain creatures, persons, or groups.

History: This section deals with the first creation of an item and its subsequent history. In some cases, the history section also details how easily the item can be manufactured. The primary purpose of the history section is to provide the Judge with a brief bit of historical color upon which to expand if the player-characters decide to research an item thoroughly.

Powers: This section details an item's powers and abilities.

Value: This section gives the typical value of the item on the open market. The value is intended to be the resale value for the characters, not the price at which they can buy the item. Sometimes, a player will be unable to get anywhere near the item's full value simply because there is no one in the area rich enough to afford it. The value is given in terms of "G." "G" is intended to stand for the typical monetary unit for a particular game system. In most systems, this will be gold pieces, but, in some, it will be something else.

Carrion Powder

Description: A dry, dusty, brownish-grey powder

Characteristics: Famous, Automatic, Rare

Likes/Dislikes: None

History: At some distant time in the past, it was discovered that feeding the ground-up bones of ancient heroes to soldiers before a battle greatly improved their morale. However, there are not many bones of ancient heroes lying around any more, so, many times, fake Carrion Powder is used.

Powers: Real Carrion Powder, when eaten no more than five hours before the beginning of a battle, prevents the morale of the eater from breaking no matter what goes wrong. Fake Carrion Powder may also have some minor beneficial effects on morale if the eaters believe it to be real.

Value: Real Carrion Powder is worth 100 G per quarter ounce (roughly one dose). Fake Carrion Powder is worth nothing but is sometimes sold to the unwary for up to 100 G per quarter ounce.



Throwing Knives of Jakkalla the Great

Description: Very sharp, shiny, steel Knives

Characteristics: Famous, Rare

Likes/Dislikes: None

History: Jakkalla the Great had a reputation many years ago as being the best Knife-thrower of all time. This reputation lasted until someone stole a couple of his Knives and discovered that it was the Knives which gave him his great skill. After his death, the Knives changed hands frequently. It is doubtful that any one person knows where all 10 are today, and it is very unlikely that any one person owns more than two of them.

Powers: When thrown by someone with at least a little bit of skill at Knife throwing, these Knives never miss their target. When the Knives are used in hand-to-hand combat, they have no special powers and, in fact, are 5% less likely to hit. The Knives do normal Dagger damage.

Value: 20,000 G each.



Great King Polag's Fabulous Throne

Description: A large, white marble throne weighing six tons.

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: None

History: This throne was enchanted for King Polag by a huge staff of Wizards and Sorcerors. The throne remained in the hands (so to speak) of Polag's descendants.

Powers: While sitting in this throne, a person is totally immune to all magical effects unless they are directly caused by gods. In addition, the occupant will heal all damage at the rate of one point per combat turn. The occupant will also be totally immune to all poisons.

Value: Unknown, as the item is very unlikely ever to be sold.



Ring of Ancestral Questioning

Description: A gold ring with a large, yellow gem

Characteristics: Unique, Famous

Likes/Dislikes: People who believe that the dead should be left undisturbed will dislike the wearer of this ring.

History: This ring was made long ago for the royal family of an ancient kingdom. When the kingdom was destroyed in a war with a bizarre alliance of demons and devils, the ring was lost. It has since reappeared on the hands of numerous Wizards, Sages, and Seers who used it briefly to gain power and knowledge. It is said that the ring has a curse on it which penalizes any users who are not descendants of its rightful owners (the ancient royal family).

Powers: The wearer of the ring is able to summon the spirit of any of his or her deceased ancestors. The actual summoning requires an half hour of intense meditation as well as knowledge of the ancestor's name or relationship to the summoner. Once the spirit has arrived, a reaction roll is required to determine how it will behave: (roll 2D6)

2 or under	The spirit is hostile and will attack if possible.
3 to 5	The spirit is neutral. It will answer one question truthfully and depart in peace.
6 or higher	The spirit is friendly. It will remain for 15 minutes and be as much help as possible.

It should be noted that it is not necessary to roll on this chart if it is already known how a particular spirit feels about its descendant. Also, for each generation the spirit is removed from its summoner, one is subtracted from the reaction roll. The ring grants summoned ancestors no special abilities. If they are to do anything besides answering questions, they must do so with their own powers and abilities. Each time the ring is used by a non-rightful owner, there is a 1% chance (cumulative) that the user will be struck by an incurable and horrible form of insanity. (It is the Judge's option how this insanity will manifest itself, but it should be dangerous, if not fatal.)

Value: 200,000 G



JM



JM

The Neck Brace of Protection

Description: A stretchable steel mesh band about 3 inches high and 4 inches in diameter.

Characteristics: Rare, Easy

Likes/Dislikes: None

History: None of any interest

Powers: Anyone wearing one of these braces about his or her neck cannot have his or her head chopped off under any circumstances. The item can be created by almost anyone with enchantment capabilities, but the procedure is not generally known, so there are only a few currently in existence.

Value: 30,000 G

Big Gorak's Iron Club

Description: A solid iron club weighing 20 or 30 tons

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: None

History: Big Gorak was some legendary, huge (very huge) Giant from the dawn of time. His normal combat procedure was to wade into battle, swing his Club, and smash 3 or 4 opponents at a time. Eventually, Big Gorak died or was killed or got lost (or something), and now only his Club remains.

Powers: The Club is far too big to be used (except, perhaps, by some very strong gods) as a weapon. However, any battles or melees fought within 30 feet of the Club do come under its influence. All attacks by Maces, Clubs, or other smashing weapons are +4 (+20%) to hit, and all attacks by Swords and other slashing weapons or Spears and other thrusting weapons are -4 (-20%) to hit.

Value: The Club is not really portable enough to be sold easily, but it could probably bring in 30,000 G if it is sold to someone who knows its powers and can arrange to have it moved to a convenient location.



Beeman's Fist

Description: A fist-shaped lump of black steel about twice the size of a normal human fist. One section has a hole which is large enough to permit the entrance of a human fist.

Characteristics: Unique, Automatic

Likes/Dislikes: None

History: Beeman is said to have been a weak demi-god (or a powerful mortal) with extraordinary strength. According to the legend, he once attempted to bash in a solid steel wall with his bare fist. He failed, but he did succeed in encasing his fist in steel. Although he first thought to remove the metal, he soon discovered that it actually aided him in combat. As the years went by, the metal gained power directly from Beeman until the time came, after the final death of Beeman, that the steel lump was, in itself, an item of power.

Powers: Anyone wearing the fist will have strength increased by five (on the 1D20 or 3D6 scale). The person will also be able to fight in hand-to-hand combat with greatly increased effectiveness. The fist will do triple damage and will have a +5 (+25%) to hit. The major disadvantage of the fist is that it takes two or three minutes to remove, and, while it is worn, the wearer is rather awkward due not only to the inability to use one hand but also to the weight of the fist.

Value: 45,000 G



Dry Water Spring



Description: Appears as a normal spring with normal water

Characteristics: Rare, Automatic

Likes/Dislikes: None

History: These springs were once perfectly normal, but, during the god wars at the beginning of time, an unknown god polluted them.

Powers: The water from these springs, although appearing perfectly normal, actually acts to increase thirst. The more a creature drinks, the more it wants to drink. If a being drinks enough of this water, it will die of dehydration. The water will maintain its power even if it is taken away from the area of the spring.

Value: The springs have little value because they are located in out-of-the-way places. A map to the nearest Dry Water Spring might sell for 1,500 G. A couple of gallons of the water (enough to completely dehydrate a normal person) would sell for 3,000 G.

Crizil's Amulet of Location



Description: A shiny, small, silver skull hung on a finely-wrought, gold chain

Characteristics: Automatic, Unique, Famous

Likes/Dislikes: None

History: This amulet was made by a powerful god for reasons unknown. The amulet was given to the high priest of that god, who passed it on to his successor and so on through many centuries. Eventually, however, the amulet was taken by a Thief and has since been lost.

Powers: This amulet detects holy places. Whenever it is brought within 100 feet of a holy place, the skull glows with a bright, silvery light. For the purposes of this amulet, holy places include but are not limited to temples, shrines, altars, and other sites of frequent worship as well as magical portals, relics, spirit meeting places, ancient battlefields, mass graves, and very old tombs. The amulet does not reveal which of the many possible types a particular holy place is unless its user can speak with inanimate objects.

Value: 100,00 G

The Clenching Jaw



Description: A large, human skull

Characteristics: Unique, Secret

Likes/Dislikes: None

History: This is the remains of the head of a rather feeble-minded but strong prehuman. Sometime in the distant past, it was enchanted by an ancient Wizard. How and why he did this is not known.

Powers: When given the command, "Bite," the jaw of this skull will bite down with great force. It will hold the bite until given the command, "Release." Both the commands must be given in an obscure and otherwise forgotten language.

Value: Perhaps as much as 4,000 G as a curiosity

Fingernail of Saint Vrenna

Description: An old-looking, but otherwise normal, human fingernail.

Characteristics: Rare, Automatic, Secret

Likes/Dislikes: Saint Vrenna disliked those who would control the minds and bodies of others. Her relics share this feeling.

History: Saint Vrenna believed in the freedom of the individual. She spent her entire life preaching this philosophy. As might be expected, she was not too popular among the leadership of her day, but they tolerated her. Eventually, she built up quite a following among the common people as well as some adventurer types. Late in her life, Saint Vrenna announced that it was morally reprehensible for anyone to use magic to control another being. This announcement came as quite a shock to some of her Wizard followers. A few went along with her, but several didn't, and the resulting furor tore her cult apart. A couple of years later, she died, nearly forgotten, with only a small group of peasants still loyal to her. They buried her, but they kept her fingernails as relics. The nails were passed on from generation to generation until they came into the hands of someone who accidentally discovered their powers.

Powers: Anyone who possesses one of these fingernails is totally and completely immune to any form of magical involuntary control.

Value: 50,000 G



Alliance Bands

Description: A wrist band made of a strange, flexible, metallic substance. The outer surface of the band is engraved with the image of 5 interlocking rings.

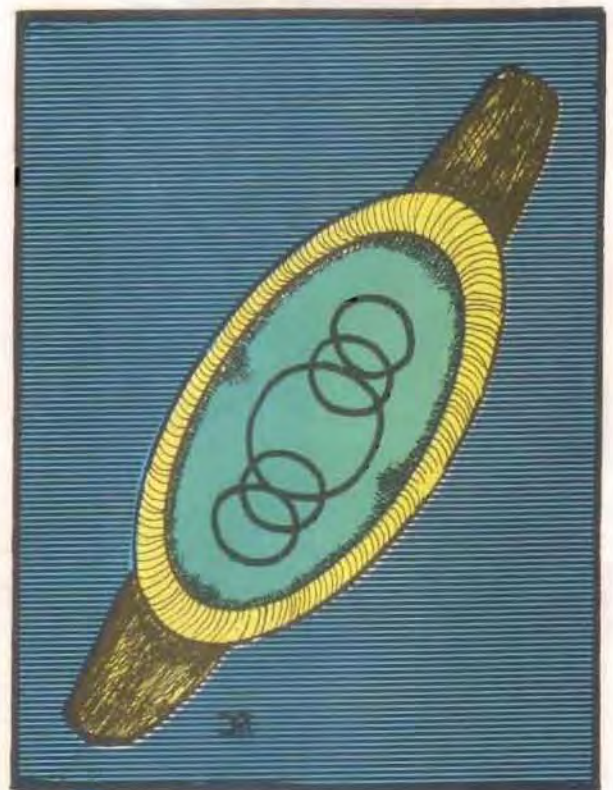
Characteristics: Rare, Automatic

Likes/Dislikes: Wearers of these armbands will usually like other wearers of the armbands.

History: The armbands were enchanted by Nilymus the Wizard for use by the "Friends and Allies," a group which was dedicated to fighting evil wherever they found it. A total of 97 of the bands were made, but some have, undoubtedly been destroyed in the thousand years since the "Friends and Allies" broke up.

Powers: Whenever a wearer of one of these bands believes his or her life to be in great danger, he or she is able to contact all other band wearers and ask for help. This contact takes the form of a gentle, mental tug which reveals only the direction and distance of the endangered band wearer. When such a contact is received, every band wearer must make a reasonable effort to go to the aid of their fellow. Failure to do so results in the band squeezing through the wrist and severing the hand from the arm on which it is worn. The bands are not unreasonable. They will not require their wearers to attempt the impossible. For example, if the endangered band wearer is a million miles away, and the wearer has no teleport ability, the band will not punish inaction. If a band wearer ever knowingly attacks another band wearer, it will cause the immediate loss of a hand, and the wearer may never again put on any Alliance Band.

Value: 5,000 G





Cloak of Disguise

Description: A non-descript, grey cloak

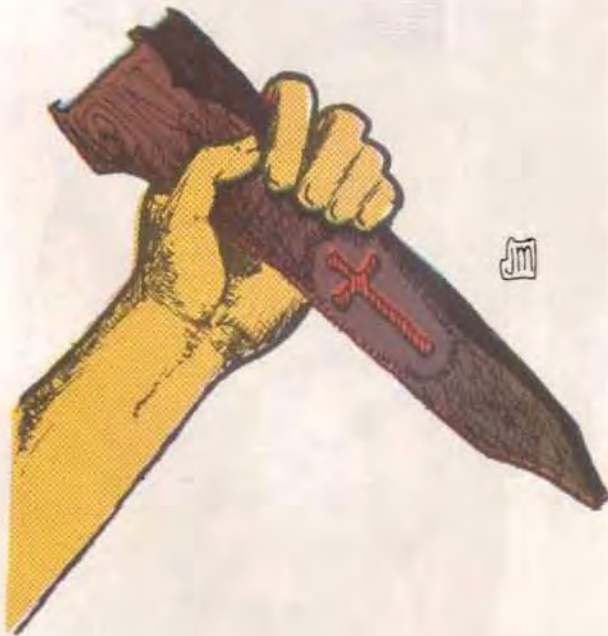
Characteristics: Unique, Secret, Automatic

Likes/Dislikes: None

History: The cloak was made several hundred years ago for a high-ranking spy of a major, but now defunct, empire. Since that time, the cloak has become something of a legend among spies and Assassins, who will rarely discuss it with outsiders. The cloak is currently believed to be in the hands of a master Assassin residing in a major city.

Powers: Anyone wearing this cloak will automatically be disguised as someone else. If the wearer knows the secret word of command, he or she can control the disguise to some extent; otherwise, the wearer's appearance will be different each time the cloak is put on. Even someone who knows the word of command cannot use the cloak to disguise himself or herself as a particular person but can only control the general characteristics of the disguise (size, sex, hair color, complexion, etc.) and insure that a particular disguise will be repeated, if so desired, from one use of the cloak to the next.

Value: 150,000 G



Petrified Wooden Stake

Description: A typical-looking wooden stake made of petrified wood

Characteristics: Automatic, Unique, Famous

Likes/Dislikes: Vampires hate the owner of this item.

History: Back at the beginning of time, there was a powerful god whose worshipers lived peacefully and happily in a small valley. After many years of happiness, the valley was infiltrated by a group of Vampires who began to prey on the defenseless inhabitants. As the god was not permitted to directly interfere in mortal affairs, he could do nothing to protect his people as they slowly became slaves and blood sources for the Vampires. Finally, the god could take no more, and he summoned a hero to save his people, equipping him with a special magic item of his own devising - the Petrified Wooden Stake.

Powers: This wooden stake is used against Vampires in the same fashion as any other wooden stake except that, once it penetrates the Vampire, it totally and permanently annihilates that Vampire's spirit. Thus, the stake can be used again and again on any number of Vampires. The stake is very nearly indestructible.

Value: 140,000 G

Trap Stick

Description: An eight-inch long, brown stick

Characteristics: Automatic, Unique

Likes/Dislikes: The stick dislikes traps.

History: A fairly stupid priest of some forgotten religion had, at long last, become fed up with Thieves. He recognized their importance in the disarming of traps, but he could not tolerate their constant stealing. He called upon his god to give him a means to disarm traps without the aid of Thieves and pledged to return half of everything he owned and half of everything he gained through the use of the new ability. The god, being in a good mood, responded by presenting the priest with the Trap Stick.

Powers: All traps, both magical and mechanical, are automatically set off when the Trap Stick is brought within 30 feet of it. If the trap is some sort of continuously functioning magical thing, such as a stream of poison gas which has an unlimited supply, it will function for a full minute, and then it will stop permanently. Remember that it is not always an advantage for a trap to go off when you come within 30 feet of it.

Value: 50,000 G



White Light Stone

Description: A lump of white rock which glows with a bright, white light.

Characteristics: Automatic

Likes/Dislikes: None

History: These stones are naturally occurring items. They are usually found in silver mines.

Powers: A White Light Stone glows with a light about twice as bright as that of a normal torch. The light cannot be put out except by pulverizing the stone.

Value: 500 G



Uhyl's Jousting Helm

Description: A typical, steel Full Helm

Characteristics: Famous, Unique, Automatic

Likes/Dislikes: The wearer of this Helm is disliked by honest jousters if he or she is caught wearing the Helm during the joust.

History: Uhyl was one of the greatest jousters of all time. When he died, he called upon his god to allow him to continue to live so that he could continue his jousting. The god only granted a part of Uhyl's request. He placed Uhyl's spirit inside his Helm where he could continue jousting but only when the Helm is worn by someone else.

Powers: Because of Uhyl's great jousting skill, the wearer of the Helm can never be unhorsed. The wearer must use his or her own ability to defeat an opponent because the Helm will not aid in the unhorsing of an enemy. If characteristics are needed for Uhyl's spirit, it will have an INT of 14, and the other characteristics must be rolled as dictated by the appropriate game system. The Helm is totally nondescript and will not be easily recognized.

Value: 45,000 G



The Talking Skull of Saint Broka



Description: A shiny white skull made of old but sturdy bone

Characteristics: Unique

Likes/Dislikes: The skull likes humans who behave in a good and moral fashion, and it dislikes non-humans and humans who behave in an evil and chaotic fashion.

History: Saint Broka was a very holy priest who lived a long time ago. He was always advising others on the morality of their actions. Some people greatly appreciated his advice, but most didn't. Eventually, Broka was killed by someone who was very annoyed with him. The man, Dorbon the Wracker, chopped off Broka's head and carried it off to display as a trophy. Unfortunately for poor Dorbon, the head wouldn't stop talking. It kept offering him unwanted advice. The problem was compounded by the fact that he couldn't destroy or get rid of the head. Eventually, Dorbon's mind snapped, and he committed suicide. Since that time, the head, which, in time, lost all its flesh and became a skull, has passed from person to person down through the ages.

Powers: This skull, once picked up by a human being, can never be discarded unless the skull itself is willing. The skull will advise its "owner" on the morality of any action that owner contemplates taking. The skull is highly telepathic and will know what the owner plans as soon as he or she plans it. Usually, the skull will offer its advice out loud, but, sometimes, in an emergency, the skull will communicate telepathically. The skull will remain with any human unless that human constantly behaves in a totally immoral fashion. Although most people find the skull a nuisance, some, such as those with a very strict religion similar to Broka's, will find its advice quite useful because it is always accurate.

Value: None; it cannot be sold.

Sezon's Fabulous Bridle

Description: A normal-looking bridle made of some strange, exotic, silvery metal

Characteristics: Famous, Unique

Likes/Dislikes: None

History: The bridle was made thousands of years ago by an unknown Wizard for Sezon Allrider, the best rider in the history of the world. Sezon was in the habit of riding any creature he came across, whether it be a wild Horse, a Sabre Toothed Tiger, an Alligator, or a Dragon. He looked upon these activities as a challenge where he was constantly proving himself to be the best. As he got older, he began to slow down. Rather than face the embarrassment and danger this would entail, he decided to arrange for the enchantment of a magical item which would assist him.

Powers: This bridle can be used to automatically control and tame any horse or horselike creature (including Pegasi and Sea Horses, for example). There is no Saving Throw of any sort. Merely by touching the bridle to the creature, the control is established, and it lasts until the bridle is removed. (When used by Sezon, the bridle was more powerful. It worked on any creature.)

Value: 250,000 G



Wooden Ring

Description: An unadorned, wooden ring

Characteristics: Unique, Secret

Likes/Dislikes: The wearer of this ring will dislike anyone or anything which hurts or destroys trees or forests.

History: The ring was made by a mighty Elf hero several thousand years ago. He created it as a gift for a friend who had been a lot of help to him in the defense of a forest. The friend wore the ring for the rest of his life, and, upon his death, the ring was returned to the Elves. Since that time, the ring has remained in the possession of Elves, who have, upon occasion, given it to non-Elves who have performed a great service for all Elves and Elfkin. The ring is always considered a loan, however, and must, eventually, be returned.

Powers: The ring only works for non-Elves who have been granted the use of the ring by Elves. It will never work for the killer of a former owner. The wearer of the ring is always respected and treated well by Elves and other intelligent forest creatures. He or she can give brief commands to unintelligent forest creatures, who will understand and obey the commands. The wearer of the ring can, at will, enter a tree and remain safely inside for up to 49 hours. While inside the tree, the wearer is able to observe outside events without being detected.

Value: 45,000 G but it is difficult to sell because it is of value only to Elves, who consider it their rightful property and will only buy it under extraordinary circumstances.



Message Scroll

Description: A leather parchment scroll usually sealed with bright red wax

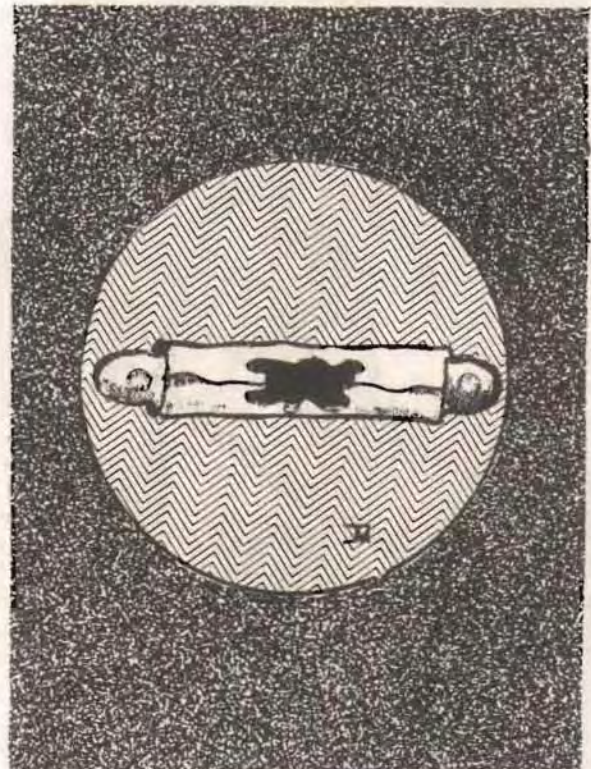
Characteristics: Automatic, Secret, Few

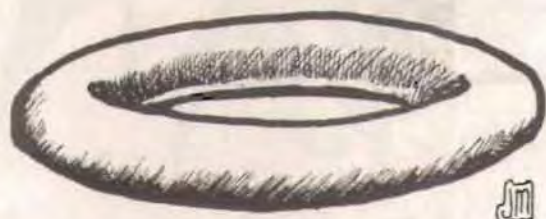
Likes/Dislikes: None

History: All fifteen of these scrolls were made by the Wizard, Matruk, for use by King Alsweio the Conqueror in his communications with his subordinates. After Alsweio's death, Matruk gathered 14 of the scrolls together and sold them at a great profit (the fifteenth scroll was accidentally destroyed, he was told).

Powers: When one of these scrolls is sealed with red wax, it can only be opened by the single individual for whom it was intended. Furthermore, any writing on the scroll will fade within ten minutes after the scroll is opened. The scrolls are reusable an unlimited number of times, but they are easily destroyed by the physical force of fire.

Value: 25,000 G each





Dry Dust

Description: Ordinary dust

Characteristics: Rare, Secret

Likes/Dislikes: None

History: Dry Dust is manufactured in small quantities by evil alchemists. Samples of it are usually found in small, leather packets. Dry Dust is not easy or cheap to make, however.

Powers: When 2 ounces (or more) of Dry Dust are dropped into a small spring or well, it will completely and permanently dry up the water source. Dry Dust will temporarily slow the flow of small streams and creeks, but it will have no noticeable effect on rivers, lakes, and oceans.

Value: 20,000 G per dose (2 ounces)

Green Ring

Description: A dimly-glowing, plain green ring band

Characteristics: Automatic, Rare

Likes/Dislikes: None

History: These rings are believed to be of natural origin, created by some fluke of geology. It is also possible that they were made by some prehistoric god.

Powers: These rings are highly radioactive. Anyone touching them will contract radiation sickness and die in 1D6 + 2 days. However, if the ring is put on, it cures all current radiation sickness and grants total immunity to any future radiation damage so long as the ring is worn. When the ring is removed, the wearer must be careful not to touch the ring or else he or she will once again contract radiation sickness. (Two methods of avoiding this problem that spring to mind are by chopping off the ring finger or by allowing the ring to be removed by someone else - of course, that person will then get radiation sickness.)

Value: Perhaps 3,000 G if the ring's powers are known, but most people will consider the ring a liability.

Hoary Wool Cloak

Description: A cloak made of fine, soft, high quality, white wool. However, many of them are old and dirty and so appear of lower quality.

Characteristics: Rare, Easy, Secret

Likes/Dislikes: None

History: The wool of the sheep of the Hoary Mountains is known around the world as the finest quality wool in existence. Eventually, it occurred to someone that wool of this high quality might be easily enchanted. Exactly who first thought of this idea is not known, but several Wizards are believed to have discovered the process independently, so it really doesn't matter.

Powers: Anyone wearing one of these cloaks will always be warm no matter what the temperature. However, the power of these cloaks is fragile, and dyeing or even washing them will remove it. That is why many of the cloaks are dirty and old-looking.

Value: 25,000 G if both parties know of the cloak's powers.

Spy Bird

Description: From a distance, Spy Birds look like normal Hawks. Up close, they seem to be strangely plastic and unreal.

Characteristics: Creator Only, Secret

Likes/Dislikes: None

History: Spy Birds are half-alive devices which are enchanted by priests and Wizards for their own uses. It is not known who made the first one. The enchantment process is difficult and complex. It requires the flesh and feathers of a dozen different birds as well as some other exotic ingredients. All of the ingredients must be very fresh at the time the enchantment is begun.

Powers: Spy Birds have all the capabilities of normal Hawks, plus they are able to become invisible once a day for 15 minutes. The birds are under the control of their makers who are able to, at will, see out of the bird's eyes instead of their own.

Value: Because the birds only work for their makers, they are not worth too much to others. The owner would probably be willing to pay 40,000 G ransom for the return of a captured bird. Those who know the secret of the enchantment of Spy Birds will sell their secrets for 60,000 G.



Stone From Castle Immortal

Description: A hunk of greyish, highly magical stone usually three feet by three feet by five feet

Characteristics: Rare

Likes/Dislikes: None

History: In the dawning of time, there was a mighty castle built by some of the most powerful beings in history. This castle was said to be invulnerable to outside attack. It was also said that, as long as one defender remained alive, the castle could not be conquered. After many years of living in peace, the castle's residents began to feud among themselves. Some residents were killed by former friends, some fled for their lives, and others, realizing the true nature of their evil deeds, committed suicide. Eventually, the castle was left unoccupied. Many years later, the castle was rediscovered, and people began to remove pieces of the castle for use in their own buildings. Now, the stones of Castle Immortal are scattered throughout the multiverse.

Powers: Any stone from Castle Immortal, when used in the construction of a castle, will make that castle more resistant to attacks. The castle's defenders will receive a favorable modification of 2 (10%) on die rolls (both defensive and offensive). Their morale will never break, and they will never suffer from the diseases which frequently run wild in a castle under siege. Up to four stones can be used in the construction of any one castle. The fifth and any subsequent stones add no further benefits.

Value: 75,000 G, but some can be found lying around, unused



The Amulet of Volcanis



Description: A hunk of dried, black lava on a very tarnished silver chain. The tarnish cannot be polished away.

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: The wearer of this amulet will tend to dislike oceans, rivers, and other large bodies of water, and he or she will like volcanos.

History: This amulet was gifted by Volcanis, the volcano god, to one of his most powerful early followers. Volcanis, being a violent and unpredictable god, told his follower that he could only keep the amulet as long as he was strong enough to hold onto it. Since that time, the amulet has changed hands a number of times, almost always after the violent death of its previous owner.

Powers: The wearer of the amulet is totally immune to all fire and heat damage, whether magical or non-magical. The wearer is also immune to ill effects caused by gasses, hot ash, or lava emitted by volcanos. The wearer will always know the location of the nearest volcano. Furthermore, if the wearer of the amulet sacrifices a living, intelligent being to Volcanis, he or she will gain the ability to start or stop a volcanic eruption upon command. The command must be given within seven days of the sacrifice, and an additional sacrifice must be performed each time this power is to be used. Anyone wearing this amulet will automatically know how to use all its powers.

Value: The item is unlikely to be found for sale, but, in regions with active volcanos, it could be sold for as much as 250,000 G



Danza's Fine Quality Clay

Description: A naturally-occurring clay of very high quality

Characteristics: Rare, Famous, Easy

Likes/Dislikes: None

History: About thirty years ago, a slightly above average potter named Danza Owlfitter, stumbled onto a bed of very high-quality, natural clay. He, naturally enough, began to use the clay in his pottery and, much to his surprise, began turning out works of art. He kept his secret for as long as he could and became rich on his profits, but, eventually, the secret leaked out, and the clay bed was taken over by the local overlord. Now, only highly qualified potters with lots of money are permitted access to the clay.

Powers: Anything made with this clay, if the maker has at least an average amount of skill, will be a work of art. The clay is also very easy to enchant.

Value: Varies depending upon the amount of the clay needed. Enough to make a typical bowl will cost 3,000 G.

Dead Head Amulet

Description: A small, white, humanoid skull hung on a silver chain

Characteristics: Unique, Automatic

Likes/Dislikes: The item and its wearers hate Undead.

History: This amulet was made approximately 500 years ago by the famous Wizard, Delitten. Delitten hated Undead since his childhood when he saw his entire family turned into Zombies by a very nasty priest of a death cult. He vowed to spend his life combatting Undead, and the creation of this amulet was one of his most significant efforts.

Powers: The skull glows with a bright, white light whenever any Undead are within 50 feet. Furthermore, the wearer will never fear Undead no matter how dangerous the situation, and, in combat, his or her edged weapons will glow and do double damage to Undead.

Value: 45,000 G



Wizard McFee's Hourglass

Description: A small, ornate, solid gold hourglass. The sand inside the glass is finely-ground silver dust. The hourglass is attached to a gold chain and worn around the neck.

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: None

History: The Wizard McFee enchanted this item personally about 30 years ago, and he now wears it constantly. He has not revealed any of the details about the item's enchantment.

Powers: All that has been revealed concerning the item's powers is that it greatly increases the duration of the Wizard McFee's spells. In actual fact, the hourglass is capable of doubling the duration of any spell. As the spell is cast, the wearer simply flips the hourglass over, and the sand begins timing the spell's (doubled) duration. The Wizard McFee has spread the word that the hourglass will only work for him, but this is not true.

Value: 75,000 G



Water Crystal

Description: A fragile-looking, clear crystal seemingly filled with water

Characteristics: Automatic, Rare

Likes/Dislikes: The crystal dislikes fire and fire-using creatures.

History: These crystals were created via natural processes in the early days of the world. They contain pure, primeval water encased in an exotic glass crystal. It is now impossible to make any more of these or to repair one which is broken.

Powers: No fire, either magical or natural, can exist within 100 yards of one of these crystals. This prohibition applies even to the fires generated by such creatures as Dragons or Salamanders. The crystals are not as fragile as they appear, but they can be broken by a hard smash or a drop onto a hard surface.

Value: There are only 9 of these items still in existence, and they each bring a price of about 400,000 G. If one is broken, and if word of that gets around, the value of the rest will rise.



Phobia Charms



Description: Necklaces made of plain, unadorned, copper chain

Characteristics: Automatic, Rare

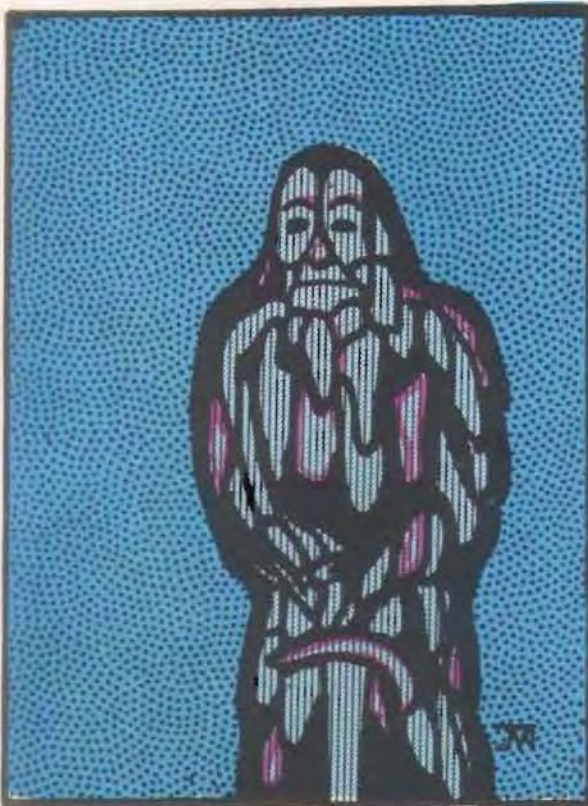
Likes/Dislikes: None

History: These charms were first made for a Wizard/psychiatrist who used them to temporarily cure some of her patients' more common fears. In the years since her death, the charms have been scattered throughout the world.

Powers: All of the 34 charms have the ability to grant complete immunity to any sort of magical or supernatural fear. In addition, each charm grants total immunity to a particular phobia (such as a fear of heights). The exact nature of the phobia an individual charm protects against is left for the Judge to determine.

Value: 15,000 G, but one might be worth a bit more if the buyer suffered from the appropriate phobia.

The Wax Figures of Galvena



Description: A six-inch tall, vaguely humanoid figure made of white wax

Characteristics: Secret

Likes/Dislikes: None

History: These figures were first invented by the Sorceress, Galvena, who used them in a complicated scheme to gain great power and wealth. Her scheme failed (just barely), and the secret of the enchantment of the Wax Figures was suppressed by her enemies. A few of the figures themselves were unaccounted for, and it is always possible for someone to reinvent the enchantment procedure.

Powers: The figures can be found in one of two states: inert or ready. Inert figures are those which have not yet been targeted on any individual. Ready figures are those which have been targeted. The targeting procedure consists of obtaining a piece of the proposed target's body, usually a fingernail clipping or a lock of hair, and imbedding it in the wax figure. Once this is done, the figure is ready to use. Any one weapon strike which hits the wax figure will affect its target. Thus, if the wax figure is struck by a normal Sword, the target will take normal Sword damage. If the Sword's wielder has a strength damage bonus, then the target will also take this extra damage. If the Sword automatically kills any Giant it hits, and the target is a Giant, then the Sword will kill the target. There is no way to avoid this attack, and there is no range limitation on it.

Value: 30,000 G for an inert figure. The value of a ready figure varies depending on the target.

Graykilsk's Dish

Description: An expensive-looking piece of china with a flowery red rose pattern

Characteristics: Automatic, Unique, Secret

Likes/Dislikes: None

History: Graykilsk's Dish was originally made as part of a forty piece set of expensive china. However, it was the only one imbued with magical powers. The dish was made by an unknown Wizard at the command of Graykilsk, a rather sinister, legendary king best known for his assassination of honored guests. When Graykilsk died, his possessions, including the dish, were passed on to his descendants, but knowledge of the dish's unique properties was not. Eventually, the china was sold and entered general circulation. Its current location is not known.

Powers: Anyone who eats from this dish will immediately suffer the effects of a massive dose of very toxic but slow-acting poison. This poison has no known antidote and will usually begin to take effect in 2D4 hours with death occurring another 4D6 hours later. No normal, and few magical, techniques will detect, much less cure, this poison. The dish itself is completely indistinguishable from the other dishes in the china set except for the fact that it is nearly impossible to break.

Value: The dish itself is worth around 25,000 G, but it is worth even more if it is included as part of the larger set. Note that, of the original 40 dishes, at least twelve have been broken.



Arver's Pet Collar

Description: A very fine, silver collar. It can be adjusted to fit any sized creature from a cat to a cow.

Characteristics: Automatic, Unique, Famous

Likes/Dislikes: None

History: Arver was a famous Wizard of the last century who was known for his exotic pets. At different times, he owned a Dragon, a huge Bear, and even, rumor has it, a demon. After his death, it was revealed that Arver was able to control these creatures only through the use of this collar. No one knows whether Arver made the collar himself (although that seems unlikely) or whether he found it somewhere.

Powers: This collar places its wearer completely under the control of the collar's owner. Once the collar has been placed on a being, it can only be removed by the owner or after the death of its wearer. The collar will work on humans and other intelligent races, but neither Arver nor any of his successors have thought to try the collar on other people, so this power is presently unknown.

Value: 100,000 G



Forgetfulness Potion

Description: A clear liquid

Characteristics: Secret, Automatic

Likes/Dislikes: None

History: There is no special history to this potion. It is one of a number of potions whose secrets are known to alchemists but are not revealed to the public. The potion cannot be made by Wizards or priests. The potion is very rare, not just because its ingredients are hard to find but because, if the creator inhales some of the potion's fumes, he or she will forget how to make it.

Powers: One dose (four fluid ounces) of this potion will cause the drinker to forget everything that has happened in the last 24 hours. Smaller amounts will eliminate shorter periods of time from the memory.

Value: 2,500 G per dose



Weapon Breaking Shield

Description: A shiny, large, steel Shield

Characteristics: Automatic, Famous, Rare

Likes/Dislikes: None

History: These Shields can be made by any powerful priest or Wizard if he or she has the appropriate knowledge and the assistance of a very good warrior.

Powers: Any non-magical weapon which strikes the Shield has a 35% chance of breaking. Magical weapons are destroyed only if they fail to make the appropriate resistance roll or Saving Throw. Aside from its weapon-breaking ability, the Shield provides no magical defense against attack.

Value: 20,000 G



Living Lock

Description: A perfectly normal, oversized, iron or steel padlock

Characteristics: Rare, Secret, Automatic

Likes/Dislikes: Thieves are disliked.

History: 12 of these locks were made by a great Wizard several hundred years ago. The Wizard died without revealing the secret, so no one has been able to duplicate his feat.

Powers: These locks are impossible to pick and nearly impossible to destroy. Any attempt to do either results in the lock emitting a loud, continuous scream and shifting around to evade any attempts to touch or hit it. The destruction of one of these locks requires the application of a very powerful destructive or anti-magical force. Each of these locks can only be opened with one of two keys built especially for that lock. In the years since the locks' creation, they have become scattered and lost, so it is very rare to find a complete set (one lock and two keys).

Value: A complete set is worth as much as 50,000 G. A lock with one of its two keys is worth around 40,000 G, but it might be worth less if the second key is known to be in the hands of a potential enemy. Keys without locks and locks without keys are not worth very much at all.



Third Hand

Description: A disembodied hand and wrist

Characteristics: Rare, Secret, Creator Only

Likes/Dislikes: None

History: It is not known who made the first third hand, and it really doesn't matter. Now, the secret of the enchantment is known only to a small group of Wizards, some of whom will sell the secrets for a large sum of money or magic. The enchantment can only be performed by very powerful Wizards, and it requires lots of exotic and rare ingredients (including the hand of another Wizard of equal or greater power).

Powers: A third hand is just what it sounds like: a third hand. The hand is equal in strength to the weaker of the Wizard's other two hands. It is not attached to the owner's body but, instead, is able to fly free upon command to anywhere within 10 yards. The hand is able to go invisible upon command and remain that way indefinitely, so long as it does not attack, and it can be used to assist in the casting of spells. A third hand is able to take as many points of damage as its owner's normal hands. Note that it is not possible to make a "fourth hand," and any attempt to do so will drive the one attempting it insane.

Value: Holders of the secret of the enchantment of third hands will sell the secret for whatever they can get but never for less than 300,000 G. The hands themselves are not worth much of anything except to their owners, who will probably pay handsomely to ransom them.



Potion of Truth

Description: A pink, watery liquid

Characteristics: Secret, Automatic

Likes/Dislikes: None

History: There is no special history to this potion. It is one of a number of potions whose secrets are known to alchemists but are not revealed to the public. The potion cannot be made by Wizards or priests. The potion is not easy to make because it requires a number of rare ingredients, including the blood of a Sphinx.

Powers: Anyone drinking a full dose of this potion (about 4 fluid ounces) will be unable to speak anything but the truth for a full hour. The drinker may choose to remain silent, however.

Value: 5,000 G per dose.





The Mask of Horror

Description: An extremely ugly and scary mask

Characteristics: Automatic, Unique, Secret

Likes/Dislikes: No one really likes the wearer of this mask.

History: Long ago, a mighty warrior by the name of Qitlali fought and destroyed a horrid beast of Chaos. After destroying the beast, Qitlali cut off its head and took it home as a souvenir. A number of years later, after Qitlali's death, one of her heirs decided that the horribly ugly face on the head would make an interesting mask to wear to a costume ball. When he arrived at the ball, the response was more than interesting; a large number of the guests fled in panic upon sighting the mask. Since that time, the mask has changed hands a number of times, but its owners have always done their best to keep the mask and its powers a secret.

Power: When the mask is worn, anyone viewing it must roll less than the INT x 5% on percentile dice or flee from it in a blind panic. Creatures with an intelligence of less than 5 or greater than 16 are completely immune to its effects.

Value: 40,000 G

Perzing's Dynamic Staff Tree

Description: A normal-looking oak tree with sturdy limbs

Characteristics: Unique, Famous, Automatic

Likes/Dislikes: None

History: Perzing is a famous and very old Wizard of Plant Magic. About 40 years ago, he succeeded in developing a tree which grew magical staves. In recent years, he has begun selling some of these staves in order to fund his research. He is said to be working on a bush which grows magical Arrows.

Powers: Each year, 1D6 branches can be trimmed from this tree and made (very easily) into magical staves. The harvest procedure is thought to be fairly simple, but, if it is done by someone ignorant of the proper procedure, the tree will probably be killed. The staves from the tree are usually fairly weak: +1 (or 5%) to hit and +1 on damage; sometimes, (5%) they are quite good: +5 (or 25%) to hit and +10 on damage. Perzing is said to be working on a procedure for imbuing the staves with Wizardly powers, but no such staves have been sold yet.

Value: The tree is very valuable but cannot be sold because Perzing would never sell it, and, even if he would, it cannot be moved. The weaker staves from the tree are worth whatever staves are normally worth in a campaign. The more powerful staves are worth up to 50,000 G.



Eizen's Wands of Purity

Description: Six-inch long metal wands: one each of gold, silver, and copper

Characteristics: Unique, Famous

Likes/Dislikes: None

History: These wands were made by the priest, "Eizen, the Coinchanger." He enchanted them to assist him in combating the influx of cheap coinage into his city.

Powers: Each of the three wands works only on its own type of metal. If the wand is touched to a coin which is less than 93% of the appropriate metal, it glows with a bright green light. If the coin is at least 93% pure, then the wand does not glow.

Value: The copper, silver, and gold wands are worth 5,000 G, 15,000 G, and 35,000 G, respectively, but they could only be sold for their full value in a city which cares about the quality of its money.



The Fabulous Patches of Grash the Fixer

Description: White leather patches approximately 4 inches by 4 inches

Characteristics: Famous, Easy, Automatic, Secret

Likes/Dislikes: None

History: These patches were first invented by the recently-deceased Wizard, Grash. He was known to have enchanted several hundred of these patches during his lifetime. He also taught the secret of the enchantment to at least five of his apprentices.

Powers: When one of these patches is placed over a hole, it automatically covers and repairs the hole. The repair job is flawless. The patch adopts the strength, texture, and powers of the original completely. Thus, for example, a hole in a magical Shield could be repaired. The only noticeable difference is that the patch remains visible as a white square. Once a patch is used, it cannot be removed and used again, and it can be damaged and destroyed in the same fashion as the rest of the item of which it is now a part.

Value: 5,000 G each



Stone Feather

Description: A grey stone feather

Characteristics: Automatic, Rare, Secret

Likes/Dislikes: None

History: ARTYMABRUC, a rather foolish Wizard of the past century, fell for the old "Gargoyle posing as a statue" trick on three different occasions. This angered him so much that he spent the next year enchanting five of these feathers. He also shared his enchantment procedure with a number of other Wizards (some of whom made feathers of their own). For the record, ARTYMABRUC was killed by a Gargoyle. It hit him in the back while he was sneaking up on the wrong statue.

Powers: Whenever one of these feathers is brought within 25 feet of a Gargoyle, it glows with a bright, grey light.

Value: 1,000 G





Veil of Protection

Description: A light grey veil which is transparent to the wearer but opaque to others

Characteristics: Automatic, Easy

Likes/Dislikes: None

History: There is no special history to these items because they can be made by any Wizard or priest with access to the necessary knowledge and ingredients (the blood and skins of the various creatures it protects against).

Powers: Anyone looking through a Veil of Protection is immune to any ill effects caused by the gaze or meeting the gaze of a hostile creature (i.e. Vampires, Medusae, Basilisks, etc.). These veils are quite fragile and, while worn, can be destroyed by any blow to the head.

Value: 10,000 G



Thieves' Gold

Description: Perfectly ordinary gold coins

Characteristics: Automatic

Likes/Dislikes: The coins are liked by dishonest folks and hated by merchants and shopkeepers.

History: 25,000 of these coins were enchanted by an unknown Wizard several hundred years ago. Since that time, they have spread throughout the world, creating problems wherever they go.

Powers: Whenever one of these coins is spent in a normal business transaction, it will return to the spender exactly 24 hours later. The coins usually perform this feat by teleporting into the purse or pocket of their spender, but some of them, for inexplicable reasons, have been known to fly through the air. One possible explanation is that those which do not teleport were part of an earlier attempt, and those which do teleport are the new and improved version. Although the coins are clearly magical, they do not reveal themselves as magical on any sort of detection spell or device. When the coins themselves are sold or traded (as opposed to when they are used in payment for other items), they will not return to their former owner, nor will they return if they, themselves, are stolen or if the owner dies before the 24 hour period expires.

Value: Something more than 1 G each: how much more depends greatly on the circumstances.

Oxxmox's Perfect Candelabrum

Description: A heavily-ornamented, solid gold candlestick suitable for holding up to three candles

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: None

History: Several hundred years ago, this candelabrum was made for Oxxmox, a wealthy merchant. It is not known why he felt the need to go to such expense to obtain so little.

Powers: No candle left in this candelabrum will ever burn out. Thus, the owner of this item will never need to replace its three candles. The candelabrum is all but indestructible, and, in fact, many attempts to melt it down for gold have failed.

Value: The item is worth perhaps 2,000 G as a rare item of "art." Its value as a magic item is less than that. The expression "as useful as Oxxmox's Candlestick" gives some idea of the contempt knowledgeable people hold for this item.



Queen Hildga's Misbegotten Friend

Description: A twelve-inch tall, brown statuette of a very cute monkey

Characteristics: Secret, Unique

Likes/Dislikes: The statuette dislikes anyone its current owner dislikes.

History: This statuette was made for Queen Hildga by a powerful but foolish Wizard. Hildga had led the Wizard to believe that she would make him her king if he built the statuette, but, instead, once it was completed, she made him its first victim. Throughout the rest of her reign, Queen Hildga used the statuette to eliminate her enemies. Finally, Hildga grew old and slow, and the statuette was stolen from her by the daughter of an old enemy who, in turn, used it to kill Hildga. Since that time, the statuette has been used by many women who desired inconspicuous but effective methods of eliminating enemies. Its current location is unknown.

Powers: This item can only be used by women who know its secret attunement procedure. The exact details of the procedure are left to the individual Judge, but its final stage requires the woman to allow the statuette to drink blood from her wrist. When this is done, the statuette becomes a "living" monkey who will immediately seek out its intended victim, lull him or her into a false sense of security by its playful antics and cute appearance and, when the time is right, strike. The monkey has a set of very sharp teeth, which are concealed most of the time, and a poisonous bite. Its poison is extremely potent. There is no known antidote, and few people have ever managed to survive even the smallest dose. Once the monkey has bitten its victim, it will return to its owner and resume its statuette form.

Value: The item has never been sold, but it would probably be worth 150,000 G



Neutralization Powder



Description: A fine, brown powder

Characteristics: Secret

Likes/Dislikes: None

History: The original procedure for the creation of this powder was discovered several hundred years ago by the Alchemists' Guild of Xarin. They kept the technique secret for as long as they could, but, eventually, it leaked out, and now the powder can be made by most knowledgeable alchemists.

Powers: When a pinch of this powder is placed into any liquid, it neutralizes it completely. The exact definition of neutralize varies depending on the liquid. (Acids lose their acidic nature and become salt water. Soup loses all its food value and taste.) This is generally left to the Judge to determine. Each pinch of the powder will neutralize up to one of liquid.

Value: 400 G per pinch

Brown Unicorn Horn

Description: A shiny, brown horn suitable for blowing

Characteristics: Rare, Secret

Likes/Dislikes: Unicorns hate possessors of this item.

History: These items are constructed from normal Unicorn horns which, through the powers of Chaos, are polluted and discolored. The exact process is a secret known only to a few of the nastiest and most evil of Wizards.

Powers: These horns have two distinct powers: (1) When touched by the horn, the victim is immediately infected by a horrible, wasting disease. The exact symptoms are left to the individual Judge, but the disease should be fatal within a short number of days. The owner of the horn is immune to this disease. (2) When the horn is blown, all dead bodies within a 100-yard radius rise to life (either as Zombies or as Skeletons, whichever is appropriate) and attack any living creatures in the area except for the blower of the horn.

Value: These horns are worth up to 100,000 G but only to those who know their powers.

Sash of Illusionary Wealth

Description: A bright red sash made of very fine cloth

Characteristics: Automatic, Unique

Likes/Dislikes: None

History: This item was created for a rich merchant who wanted to look well-dressed without having to spend the time and money necessary to achieve this. Of course, he spent more money arranging for the enchantment of the sash than he ever would have spent on clothing, but he did save a great deal of time by avoiding fitting sessions with his tailor, who never forgave him.

Powers: The wearer of this sash always looks very well-dressed. The sash never repeats the same outfit twice, and the clothes are always tasteful and in keeping with the current local styles.

Value: 50,000 G



The Dread Armor of Death Refused

Description: A complete set of bright stainless steel Plate armor (including Helmet and Shield). The Shield and the front and back of the breastplate are all engraved with a glowing cross.

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: The armor (and its wearer) hate all forms of Undead as well as all those who would cause death through direct magic (i.e. death spells).

History: This armor was made for a great hero/warrior of the dawn times. The enchanter of the armor is long-since forgotten, but most experts believe that it was a god. The hero, Darnel the Long, devoted her life to the destruction of Undead of all types. When, after several hundred years, she died, her spirit was placed into the Helmet where it could continue to fight Undead. In the many years since then, the armor has reappeared a number of times, always in the possession of an Undead hater and always as a complete set.

Powers: Anyone wearing this suit of armor is completely immune to any of the supernatural powers of Undead (power or energy drain, disease, hypnosis, etc.). Furthermore, any damage done by the wearer of the armor will automatically be the maximum possible for that weapon. The spirit of Darnel has the ability to detect Undead at a range of up to one-half mile, and it can communicate this knowledge (but only this knowledge) to the armor's wearer. These powers are the powers of the suit of armor as a whole. However, it is impossible to separate the component parts of this armor from one another for very long. Events just seem to conspire to prevent this. The Judge should take whatever actions seem necessary to insure this.

Value: 150,000 G



Message Arrows

Description: Normal wooden Arrows with bronze tips and a red feather fletching

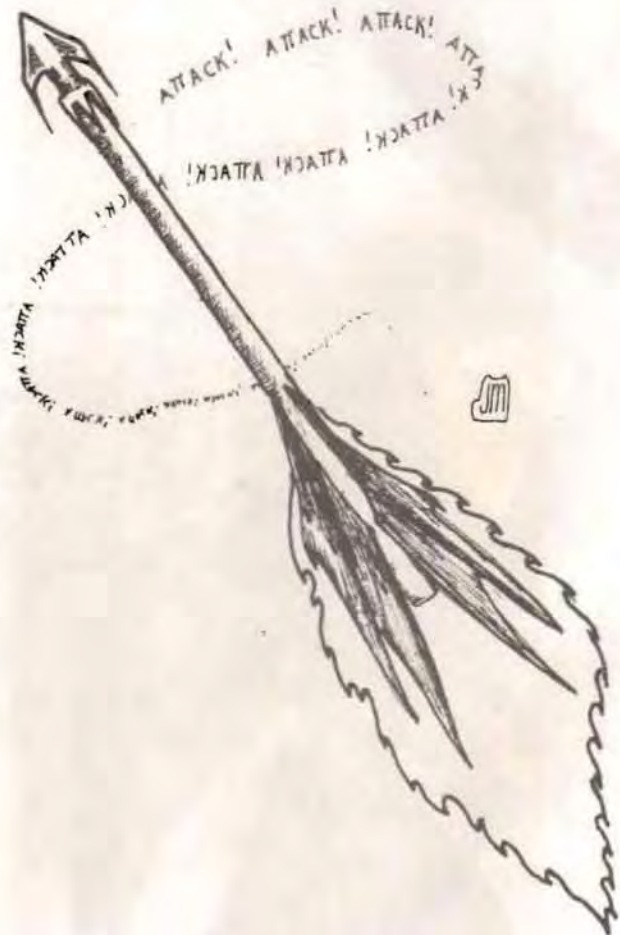
Characteristics: Famous, Easy

Likes/Dislikes: None

History: These Arrows can be made by almost any priest or Wizard, but, due to the difficulty in obtaining the red Phoenix feathers necessary for the fletching, they will not be very common. Usually, they are only made when a potential buyer is available and able to provide the feathers.

Powers: The Arrow is used in the following fashion: It is held in the hand and told, "Arrow, listen." Then a message is spoken, and the Arrow is shot. While in flight, its fletching bursts into flame, and it begins repeating the message over and over. It will continue to do this for a full half-hour. At the end of the half-hour, the fire will spread from the fletching and consume the rest of the Arrow. The red Phoenix feathers will be undamaged and reusable, but the rest of the Arrow will be totally destroyed.

Value: The red Phoenix feathers are worth about 2,500 G, and a complete Arrow is worth 3,500 G. However, it is not easy to find the feathers.





Song of Safe Passage

Description: A cheerful, happy song with nonsensical lyrics

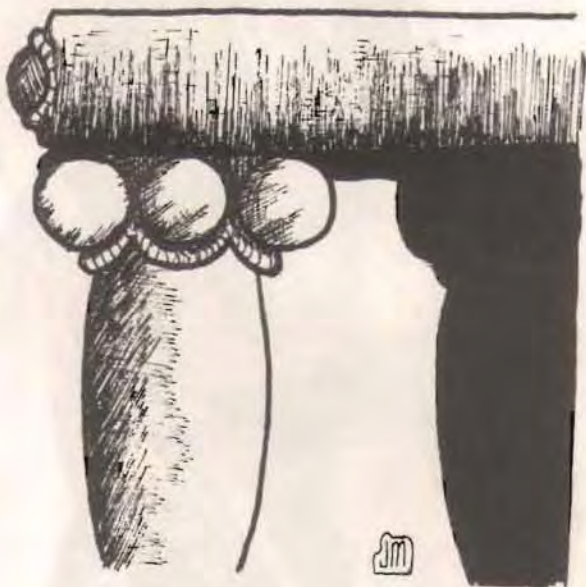
Characteristics: Automatic, Secret, Famous

Likes/Dislikes: None

History: The song was written by Nika Miha, a powerful Bard. She constructed the song to protect herself when she traveled among potential enemies, and the song saved her life a number of times. During the course of her life, Nika wrote down the words and music of the song three times, and it is from those writings that our present knowledge of the song comes.

Powers: The singer of this song will be immune to all deliberate forms of attack. Even in the midst of 15 hostile and hungry Tigers, the singer will not be harmed. Intelligent creatures may realize that they are suffering from some sort of magical compulsion, but they will be unable to do anything about it so long as the song lasts. The song is quite easy to sing once the music and lyrics are memorized, but, if the song is known incompletely or incorrectly, it will not provide complete protection. Creatures which are totally deaf are immune to the effects of the song, but creatures with normal hearing cannot avoid the effects of the song merely by blocking their ears.

Value: A completely accurate piece of sheet music with the song is worth 50,000 G. There are also some inaccurate examples of the song floating about. As there is no way to tell the right from the wrong without testing it in actual use, the phony songs may sell for as much as the real ones.



Turfon's Treaty Table

Description: A solid oak, circular table large enough to seat thirty

Characteristics: Automatic, Unique, Secret

Likes/Dislikes: None

History: The table was originally built for King Turfon who wished to have a more civil environment during negotiations with the various barons under his rule. The current location of the table is not known, but, considering its great weight, it is unlikely to have been moved very far from its original location.

Powers: No food served on this table can ever be poisonous or contaminated. Anyone sitting at the table will be much more friendly and agreeable towards others sitting at the table. This effect is very subtle and will absolutely not be noticed unless the victim is aware in advance of the table's powers.

Value: Combining its magical value and its value as an antique, the table is worth 200,000 G. However, its size will make it difficult to find a buyer unless one is in the immediate neighborhood.

Glass Scabbard

Description: A glass sheath suitable for the typical Broad-sword

Characteristics: Automatic, Secret

Likes/Dislikes: None

History: Not long ago, this rather straight-forward and obvious enchantment first occurred to a Wizard named Vixil. She has since proceeded to churn out glass scabbards at a very good profit. It is only a matter of time, however, before other Wizards steal her secrets or develop them independently.

Powers: Swords kept in these scabbards are able to use all of their detection abilities or other spell powers without being drawn. This will permit, for example, the use of a Sword to Detect Enemies without the necessity of drawing the weapon and possibly antagonizing potential friends. The scabbards are extremely fragile and must be handled with care.

Value: Currently, they cost 1,500 G direct from Vixil. When others discover the secret of the enchantment, the price will drop somewhat.



Josos' Branding Iron

Description: A stainless steel branding iron which imprints a capital "J."

Characteristics: Unique, Secret, Automatic

Likes/Dislikes: None

History: The branding iron was made by the Wizard, Josos, approximately 150 years ago. He used it to improve the defenses of his tower. Upon his death, the iron was inherited by his son and, after him, by his granddaughter. Sometime in the last decade, however, the tower was destroyed and the granddaughter killed; the branding iron disappeared completely.

Powers: The holder of the branding iron is able to command (with 100% effectiveness) any unintelligent creature which has been branded with the iron.

Value: At least 100,000 G



Fenermin's Belt of Massive Support

Description: A large, grey leather belt with a shiny steel buckle. The buckle is engraved with a capital "F."

Characteristics: Automatic, Famous, Unique

Likes/Dislikes: None

History: Fenermin is a legendary warrior who, it is said, suffered from hemophilia. Throughout the early stages of his career, Fenermin's life was constantly in danger because of his profuse bleeding. In fact, he died three times because he was unable to get magical or medical assistance in time. Eventually, Fenermin was able to save enough money to commission a Wizard to enchant this belt. From that time on, Fenermin was almost unbeatable.

Powers: The wearer of this belt will have his or her constitution raised to 18 or by 8, whichever is greater. Furthermore, the wearer will never bleed, either internally or externally, unless he or she so desires. Finally, the wearer is totally immune to all poisons.

Value: 100,000 G



The Pale White Hand



Description: A pale white, stone hand attached to a leather rope suitable for wearing around the neck

Characteristics: Unique, Automatic, Famous

Likes/Dislikes: The hand likes those beings with the capability to turn stone to flesh and dislikes those who can turn flesh to stone.

History: Long ago, during the dawn of time, there was a demi-god named Dwarlu. He was not all that powerful, as demi-gods go, but he did have a fair-sized following as an opponent of evil. Unfortunately, he eventually came face to face with a great primeval Cockatrice and was defeated and turned to stone. His statue form was found shortly thereafter by some of his enemies who proceeded to demolish it. Only his left hand was overlooked and survived to the present day.

Powers: The index finger of the hand will always point to the nearest being capable of turning stone to living flesh. The thumb will always point to the nearest being capable of turning flesh to stone. The wearer or bearer of the hand will find himself or herself forced to attack any creatures capable of turning flesh to stone.

Value: 100,000 G

Marching Dwarf



Description: A six-inch tall, brass Dwarf statuette

Characteristics: Rare, Famous

Likes/Dislikes: Dwarves hate these statuettes and anyone who uses them.

History: Originally, seven of these statuettes were constructed by Xianns, a greedy and evil Wizard. Xianns hated Dwarves. He thought they were silly, ugly, and pathetic creatures. However, he did admire their ability to find gold. He decided to steal some of this ability and build himself a set of magic items which would find gold. The result was these statuettes. When the Dwarves found out about the statuettes, they were very angry and responded by hiring Assassins to kill Xianns. None of the Assassins were successful, but Xianns eventually died anyway. In the years since then, the Dwarves have managed to obtain and destroy three of the statuettes, so there are only four left in existence.

Powers: When one of these statuettes is placed on a flat surface, and the word, "gold," is spoken (in any language), the "Marching Dwarf" will immediately head toward the nearest concentration of 1,000 or more gold pieces (by weight). The Dwarf will not necessarily head straight towards the gold but will attempt to find the best path with the fewest obstacles. While one of the Dwarves is functioning, it will have a look of unspeakable greed on its face. This, as much as anything else, offends the real Dwarves.

Value: Dwarves will pay as much as 40,000 G for one in order to destroy it. Others will pay varying amounts depending upon how much they want to find gold and how much they fear the attacks of hostile Dwarves.

Hot Rock

Description: A fiery red gem

Characteristics: Rare

Likes/Dislikes: The user of the gem will have a strong tendency to dislike water and will avoid it as much as possible.

History: These rocks are made of pure, crystalized, primeval fire. They cannot be manufactured, and the conditions necessary to create new ones are no longer possible, although an occasional Hot Rock might still be found buried deep within the earth.

Powers: Although no special skills or powers are required to use a Hot Rock, a potential user must know enough to stare deep into the heart of the rock and concentrate in order to gain the rock's powers. The rock can be used to cause a highly flammable substance (e.g. oil) to burst instantly into flame and any other combustible substances to start to burn after a full melee round of concentration. While concentrating, the user is unable to move (except at a slow walk) or to defend himself or herself without breaking concentration.

Value: 25,000 G as a gem and another 75,000 G if its powers are known.



Jeshin's Heart Shield

Description: A small, brass Shield, five inches in diameter with leather straps attached

Characteristics: Unique, Famous

Likes/Dislikes: The Shield dislikes love and friendship.

History: Long ago, a king named Jeshin fell in love with a beautiful woman and married her. Shortly after the marriage, the woman died. A few years later, the king fell in love again with the same result. This continued to happen. After his fifth wife died, the king vowed never to fall in love again, and he instructed his court Wizard to insure this. The Shield is the result of two years of research and enchantment (during which time, the king fell in love with yet another woman who, oddly enough, didn't die until long after Jeshin).

Powers: The Shield is designed to be worn over the heart using the leather straps to hold it in place. When worn, the wearer is totally unable to fall in love and will find it difficult to make new friends. It has no effect on pre-existing loves or friendships.

Value: 150,000 G



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