

Magic Item Type Table

Table 1: Magic Item Type

% Roll	Item Type
01-25	Potion
26-37	Scroll
38-41	Wand
42-44	Staff
45-46	Rod
47-52	Rings and Wearables
53-62	Miscellaneous Item
63-72	Armour or Shield
73-100	Weapon

Table 2: Potions

% Roll	Potion
01-02	Agility
03-04	Animal Control
05-06	Antidote
07	Blarney*
08	Blending
09	Bouncing*
10-11	Bug Repellent
12-13	Clairaudience
14-15	Clairvoyance
16-17	Climbing
18-19	Defence
20	Delusion
21-22	Diminution
23	Dragon Control
24	Dreamspeech
25-26	Elasticity
27-28	Elemental Form
29-30	ESP
31-32	Ethereality
33	Feign Death*
34-35	Ferocity*
36-37	Fire Resistance
38-39	Flying
40-41	Fortitude
42-43	Freedom
44-45	Gaseous Form
46	Giant Control
47-48	Giant Strength
49-50	Growth
51	Hair Growth*
52	Hair Removal*
53-57	Healing
58	Heroism
59	Howling*
60-61	Human Control
62-63	Invisibility
64-65	Invulnerability
66	Jesting*
67	Jumping*
68	Levitation
69	Limbs*
70-71	Longevity
72-73	Love*
74	Luck
75	Merging
76-77	Plant Control
78-81	Poison
82-83	Polymorph Self
84	Recollecting*
85	Sight
86-87	Speech
88-89	Speed
90-91	Strength
92-93	Super-Healing
94-95	Swimming
96	Treasure Finding
97-98	Undead Control
99-00	Water Breathing

Table 3a: Scrolls

% Roll	Scroll
01	Announcing*
02-03	Communication
04-05	Creation
03-10	Curse
11	Delay (s)
12-13	Dictation*
14-15	Equipment
16	Illumination
17-18	Listing*
19	Mages (s)
20-26	Map
27	Mapping
28-30	Musical Notation*
31-32	Ordering*
33-34	Oration*
35-36	Origami*
37-38	Portals
39-42	Protection from Constructs*
43-47	Protection from Elementals
48-52	Protection from Lycanthropes
53-57	Protection from Magic
58-61	Protection from Undead
62	Questioning
63	Repetition (s)
64-65	Seeing
66-67	Shelter
68-69	Spell Catching
70-94	Spell
95-96	Trapping
97-98	Truth
99-00	Tubing*

Table 3b: Spell Scrolls - type and number of spells

%	Type	%	Number
01-	Magic	01-	1
65	User	40	
66-	Cleric	41-	2
80		70	
81-	Druid	71-	3
90		90	
91-	Merchant	91-	4
95		98	
96-	Fey	99-	5
00		00	

Table 3d: Spell Scrolls – spell levels

% Magic User/Merc hant	% Cleric/Druid /Fey	Spel 1 el
01-28	01-34	1
29-49	35-58	2
50-64	59-76	3
65-75	77-88	4
76-84	89-95	5
85-91	96-99	6
92-96	00	7
97-99		8
00		9

Table 4: Wands

Roll 3d10 for charges

%	Type
01-02	Acid Arrows*
03-07	Cold
08	Disintegration*
09-13	Enemy Detection
14-20	Fear
21-24	Flame Arrows*
25-31	Fireballs

32-37	Firebolt*
38-42	Frostbite*
43-47	Illusion
48-52	Lightning Bolts
53-57	Magic Detection
58-62	Metal Detection
63-67	Negation
68-73	Paralysis
74-78	Polymorphing
79-84	Secret Door Detection
85-91	Sleeping*
92-97	Sparking*
98	Stoneform*
99-00	Woodform*

Table 5: Staffs

For charges, roll 4d10

%	Staff Type
01-05	Staff of Cold* (MU)
06-12	Staff of Commanding
13-15	Staff of Constructing* (MU)
16-19	Staff of Creating* (MU)
20-25	Staff of Dispelling
26-30	Staff of the Druids
31-37	Staff of an Element
38-41	Staff of Electrifying* (MU)
42-45	Staff of Fire* (MU)
46-48	Staff of Harming
49-54	Staff of Healing
55-60	Staff of Power (MU)
61-66	Staff of The Ocean* (MER. MU)
69-71	Staff of Trade* (MER, MU)
72-76	Staff of the War Priest* (Cl)
77-79	Staff of the Woodland Defender* (D)
80-88	Snake Staff
89-95	Staff of Striking
96-00	Staff of Wizardry (MU)

Table 6: Rods

%	Rod Type
01-08	Rod of Bating* (N)
09-18	Rod of Cancellation
19-27	Rod of Chaos* (N)
26-39	Rod of Conducting* (N)
40-45	Rod of Deception* (N)
46-47	Rod of Dominion
48-52	Rod of Health (C)
53-57	Rod of Inertia (N)
58-61	Rod of Momentum (N)*
62-65	Rod of Opening* (N)
66-71	Rod of Parrying
72-77	Rod of Shocking*(N)
78-84	Rod of The Stallions*(N)
85	Rod of Transforming*
86-87	Rod of Victory
88-95	Rod of Weaponry (N)
96-00	Rod of The Wyrn

Table 7a: Rings and Wearables

Roll for power, then roll for item

%	Ring Type
01-03	Animal Control
04-05	Artillery*
06-07	Blades*
08-09	Caravans*
10-11	Deathwatch*
12-13	Delusion
14-16	Dimensional*
17	Djinni Summoning
18-19	Ear ring
20-22	Elemental Adaptation
23-24	Ethereality*
25-28	Fire Resistance

29-30	Glamour*
31-32	Holiness (C)
33-34	Human Control
35	Infantry*
36-38	Invisibility
39	Jesters*
40-41	Languages*
42	Life Protection
43-44	Memory (S)
45	Navy*
46	Olfaction*
47	Planar Address*
48-49	Plant Control
50-55	Protection +1
56-59	Protection +2
60-61	Protection +3
62-63	Protection +4
64	Protection +5*
65-66	Quickness
67	Random Conjunction*
68	Regeneration
69-70	Remedies
71-72	Safety
73-74	Seeing
75	Spell Eating
76	Spell Storing
77-78	Spell Turning
79	Survival
80-81	Telekinesis
82-83	Truth
84-85	Truthfulness
86-87	Truthlessness
88-89	Vexing*
90-91	Water Breathing
92-93	Water Walking*
94	Weakness
95	Wishes
96-97	Wrestling*
98-99	X-Ray Vision
00	Zeal*

Table 7b: Item Type

%	Type
01-80	Ring
81-95	Other Jewellery
96-00	Clothing

Table 7c: Ring Type

50% of magical rings are set with a gem. Roll on random gem determination table (level 15+) to determine

%	Type
01	Adamantine
02-03	Aluminium
04	Arachnium
05-10	Bronze
11-19	Copper
20-21	Cinnabryl (depleted)
22-26	Eisenmond Steel
27-36	Electrum
46-70	Gold
71	Mithril
72-73	Pewter
74-81	Platinum
82	Rhodium
83-98	Silver
99-00	Steel

Table 7d: Other Jewellery

%	Type
01-02	Amulet
03-08	Anklet
09-11	Armband
12-16	Beads
17-19	Belt

20-24	Bracelet
25-29	Brooch
30-34	Buckle
35-39	Cameo
40-44	Chain
45-19	Clasp
50-52	Collar
53-55	Crown
56-57	Diadem
58-60	Earring
61-63	Four Leaf Clover
64-66	Heart
67-69	Leaf
70-74	Locket
75-77	Medallion
78-80	Necklace
81-82	Orb
83-85	Pendant
86-90	Pin
91-93	Rabbits Foot
94-95	Scarab
96-97	Scepter
98-99	Talisman
00	Tiara

Table 7e: Clothing

Roll any results for protection +1 to +5

%	Type
01-03	Boots
04	Bra
05-09	Cape
10-14	Cloak
15-17	Cravat/Tie
18	Dress, plain
19-22	Dress, fancy
23	Dress, very fancy
24-27	Gloves
28	Hat, plain
29-31	Hat, fancy
32-33	Hat, very fancy
34	Hood
35	Jacket, plain
36-38	Jacket, fancy
39	Mask
40	Outfit – Artisan
41	Outfit – Farmer
42	Outfit – Jester
43	Outfit – Harlot
44	Outfit – Merchant
45	Outfit – Pirate
46	Outfit – Priest
47	Outfit – Sailors
49	Outfit – Soldier
49-51	Robes, plain
52-58	Robes, fancy
59-78	Robes, very fancy
79-80	Scarf/Tippet/Stoll
81	Sandals
82	Shawl
83-84	Shirt/Blouse
85	Shoes
86-87	Skirt/Kilt
88-89	Trousers, plain
90-92	Trousers, exotic
93-95	Tunic, plain
96-97	Tunic, fancy
98	Underpants/knickers
99	Vest
00	Vestments

Table 8a: Miscellaneous Items

%	Subtable	Category
01-04	B	Amusements
05-07	C	Animal Related Items
		Apparel

08-11	d i	Head, Face and Neck
12-14	d ii	Foot and Leg
15-16	d iii	Hand and Arm Items
17-19	d iv	Other Items Worn
20-21	d v	Items Carried
22-26	E	Cloth and Related Items
27-33	F	Containers
34-35	G	Foodstuffs
36-40	H	Furniture
		Household Items
41-43	i i	Utensils
44-47	i ii	Burnables
48-50	i iii	Other Items
51-59	J	Jewellery and Valuables
		Musical Instruments
60-61	k i	Horns
62-65	k ii	Percussion
66-67	k iii	Strings
68-70	k iv	Winds
71-82	L	Oddities
83-86	M	Paper and Related Items
87-93	n	Tools and Hardware
		Travel Items
94-96	o i	Land and Air
97-00	o ii	Water

Table 8b: Amusements

%	Type
01-34	Cube (8 types)
65-68	Kite of Lightning
69-72	Kite of Reconnaissance
73-76	Kite of Signalling
77-80	Marble, Cats Eye
81-84	Marble, Granite
85-88	Marble of Quarry
89-00	Rattle (3 types)

Table 8c: Animal Related Items

%	Type
01-05	Barding of Deceptive Travel
07-11	Barding of Easy Travel
12-50	Bridle (6 types)
51-56	Horseshoe of Fleetness
57-63	Horseshoe of Flying
64-69	Horseshoe of Petrification
70-73	Muzzle of Lycanthrope Control (PC4)
74-79	Muzzle of Mauling
80-86	Muzzle of Training
87-93	Yoke of Irritation
94-00	Yoke of Obedience

Table 8d Clothing, i: Head, Face and Neck Items

%	Type
01-15	Collar (4 types)
16-30	Hat (4 types)
31-49	Helm (4 types)
50-84	Mask (8 types)
85-88	Nightcap of Sleep
89-92	Nightcap of Vision
93-00	Toppenribb's Goggles (PC2)

8d Clothing, ii: Foot and Leg Items

%	Type
01-26	Anklet (5 types)
27-80	Boots (10 pairs)

81-85	Cleats of Gripping
86-90	Slippers of Drinking
91-95	Slippers, Glass
96-00	Slippers, Ruby

8d Clothing, iii: Hand and Arm Items

%	Type
01-43	Armband (6 types)
44-51	Claws of Raking
52-57	Climbing Claws (TRS6)
58-00	Gauntlets (6 pairs)

8d Clothing, iv: Other Items Worn

%	Type
01	Armour of Blackflame (Gaz8)
02-32	Buckle (6 types)
33-59	Cape (6 types)
60	Cloak, Blackflame (Gaz8)
61-65	Cloak, Displacer
66-70	Cloak, Elven
71-73	Girdle of Freshness (PC2)
74-78	Girdle of Giant Strength
79-81	Shadow Suit (TRS6)
82-85	Vest of Missile Attraction
86-90	Vest of Missile Protection
91-95	Zoster of Zeal
96-00	Zoster of Zoophobia

8d Clothing, v: Items Carried

%	Type
01-10	Bumber Chute (PC2)
11-50	Cane (5 types)
51-79	Fan (4 types)
80-86	Handkerchief of Flirting
87-93	Handkerchief of Length
94-00	Handkerchief of Sneezing

8e: Cloth and Related Items

%	Type
01-25	Banner (7 types)
26-28	Blanket of Devouring
29-32	Blanket of Protecting
33-36	Blanket of Sleeping
37-40	Button of Blasting
41-44	Button of Confusion
45-48	Button of Fastening
49-51	Curtain of Death
52-55	Curtain of Scenery
56-59	Curtains of Spying
60-63	Needle of Death
64-67	Needle of Repair
68-89	String (6 types)
90-92	Thread of Aging
93-96	Thread of Commands
97-00	Thread of Embroidery

8f: Containers

%	Type
01	Bag of Devouring
02-05	Bag of Holding
06-13	Barrel (4 types)
14-20	Bottle (4 types)
21-22	Cage, Batting
23-24	Cage of Carrying
25-25	Cage of Entrapment
27-28	Cauldron of Heating
29-36	Can (3 types)
37-45	Chalice (4 types)
46-47	Decanter of Endless Water (HWA2)
48	Durance Vial (HWA2)
49-51	Efreeti Bottle

52-53	Flask of Vapour (GAZ9)
54-55	Jug of Jade
56-57	Jug of Jestng
58-59	Kettle of Drumming
60-61	Kettle of Fish
62-64	Oil of Stillness (GAZ9)
65-78	Pouch (6 types)
79-80	Pouch of Winds (GAZ9)
81-89	Tub (4 types)
90-92	Tun of Ale
93-94	Tun of Cursed Ale
95-96	Urn of Ashes
97-98	Urn of Awakening
99-00	Urn of Curses

8g: Foodstuffs

%	Type
01-17	Egg, Hard-Boiled
18-33	Egg, Rotten
34-50	Egg, Soft-Boiled
51-57	Eggs of Wonder
68-84	Seeds of Growth
85-88	Zweiback of Zymurgy

8h: Furniture

%	Type
01-09	Armchair (6 types)
10-11	Bench of Encumbrance
12-13	Bench of Levitation
14-15	Bench of Ramming
16-17	Cabinet of Ministering
18-19	Cabinet of Security
20-21	Chest of Drawers
22-23	Chest if Sieges
24-25	Cot of Entrapment
26-27	Cot of Restlessness
28-29	Cot of Suspension
30-31	Desk of Restudying
32-33	Desk of Studying
34-47	Door (8 types)
48-49	Hammock of Entrapment
50-51	Hammock of Protection
52-65	Mirror (8 types)
66-75	Stair (6 types)
76-84	Table (5 types)
85-90	Throne (4 types)
91-00	Window (6 types)

8i: Household Items, i: Utensils

%	Item
01-05	Fork of Jabbing
06-10	Fork of Travel
11-30	Ladle (4 types)
31-50	Poker (4 types)
51-75	Snuffer (5 types)
76-00	Spoon (5 types)

8i: Household Items, ii: Burnables

%	Type
01-05	Candle of Protection
06-10	Candle of Powerlessness
11-40	Lamp (6 types)
41-70	Log (6 types)
71-00	Pipe (6 types)

8i: Household Items, iii: Other Items

%	Type
01-04	Broom of Blindness
06-10	Broom of Flying
12-16	Broom of Serving
17-19	Carving of Restful Sleep (TRS3)
20-25	Key of Opening
26-31	Key of Unlocking

32-37	Plate, Book
38-42	Plate of Counterfeiting
43-48	Plate, Dinner
49-54	Rope of Climbing
55-59	Soap of Abrasion
60-64	Soap of Washing
65-69	Spinning Wheel
70-00	Wax (6 types)

8j: Jewellery and Valuables

%	Type
01-02	Amulet of Emotions (AC8)*
03-04	Amulet of Immunity to Charm (PC2)*
05-06	Amulet of Magic Resistance (PC2)*
07-08	Amulet of Protection vs. Crystal Balls and ESP
09	Amulet of Timekeeping
10-17	Bead (6 types)
18-19	Brooch of Bones
21-21	Brooch, Lunar
22	Cameo of Appearance
23-24	Cameo of Incompetence
25-26	Cameo of Leadership
27-28	Crown of Rulership
29-30	Diadem of Disenchantment (CM9)*
31-36	Earring (4 types)
37-38	Four-Leaf Clover
39-44	Gem (4 types)
45-55	Heart (6 types)
56-66	Leaf (6 types)
67-77	Medallion (7 types)*
78-86	Necklace (6 types)
87-88	Penny of Luck
89-90	Rabbits Foot
91-92	Scarab of Protection
93-95	Sceptre (3 types)*
96-97	Talisman of Elemental Travel
98-00	Talisman (6 types)*

8k: Musical Instruments, i: Horn

Section	%	Type
	01-11	Bugle of Reviving
	12-22	Bugle of Sleeping
	23-33	Bugle of Waking
	34-00	Horn (6 types)

8k: Musical Instruments, ii: Percussion

Section	%	Type
	01-35	Bell (8 types)
	36-39	Chime of Time
	40-43	Chime of Visitors
	44-47	Cymbal of Crashing
	48-51	Cymbal of Symbols
	52-65	Drum (3 types)
	66-00	Gong (8 types)

8k: Musical Instruments, iii: String

Section	%	Type
	01-57	Harp (8 types)
	58-86	Lute (4 types)
	87-93	Zither of Zombie Control
	94-00	Zither of Zombie Protection

8k: Musical Instruments iv: Wind

Section	%	Type
	01-06	Bagpipes

07-41	Flute (6 types)
42-76	Pipes, Musical (6 types)
77-00	Whistle (4 types)

8l: Oddities

%	Type
01-19	Ball (5 types)
20-29	Balloon (9 types)
30	Blacksling (GAZ8)*
31-36	Bone (5 types)
37	Bowl of Commanding Water Elementals
38	Brazier of Commanding Fire Elementals
39	Censer of Controlling Air Elementals
40	Dagger of Blackflame (GAZ8)*
41-53	Dust (8 types)
54	Gavel of Auctions
55	Gavel of Authority
56	Gavel of Order
57	Gremlin Wand (PC2)
58-65	Lens (5 types)
66-74	Net (7 types)
75-84	Ointment (6 types)
85-94	Pole (6 types)
95	Stone of Controlling Water Elementals
96	Staff of Recording (AC8)*
97-98	Sundial of Timekeeping
99	Sword of Blackflame (GAZ8)*
00	Xantippe of Annoyance

8m: Paper and Related Items

%	Type
01-14	Inkwell (3 types)
15-37	Libram (5 types)
38-42	Parchment of Looping
43-47	Parchment, Self-Protection
48-80	Quill
81-85	Slate of Identification
86-90	Tome of Translation
91-95	Treatise of Tedium
96-00	Xylograph

8n: Tools and Hardware

%	Type
01-08	Awl (3 types)

09-11	Balance of Conversion
12-14	Balance of Judgement
15-17	Balance of Power
18-20	Bellows of Breath
21-23	Bellows of Breezes
24-26	Bellows of Roaring
27-29	Hasp of Locking
30-32	Hasp of Reloading
33-35	Hinge of Opening
36-38	Hinge of Shrieking
49-58	Irons (5 sets)
59-68	Nail (6 types)
69-71	Pitchfork of Penetration
72-84	Rake (5 types)
85-87	Saw of Cutting
88-90	Saw of Snoring
91-00	Shovel (4 types)

8o: Travel Items i: Land and Air

%	Type
01-06	Carpet, Flying
07-11	Cart of Convenience
12-16	Cart of Decks
17-58	Tent (8 Types)
59-00	Wheel (8 Types)

8o: Travel Items ii: Water Travel

%	Type
01-23	Anchor (5 Types)
24-50	Boat (6 Types)
51-54	Canoe of Portage
55-58	Canoe of Travel
59-62	Figurehead of Protection
63-66	Figurehead, Cursed
67-70	Gaff of Docking
71-74	Gaff of Gaffes
75-78	Mast, Half
79-82	Mast, Portable
83-87	Oar, Ether
88-91	Oar of Rowing
92-95	Rudder of Guidance
96-00	Xiphoid Xebec

Table 9a: Armour Type Table

% roll	Armour Type
01-03	Shield Weapon (Roll on Table 8b)

04-20	Shield
21-31	Leather Armour
32-42	Scale Male Armour
43-53	Chain Mail Armour
54-58	Chain Mail Armour and Shield
59-69	Banded Mail Armor
70-74	Banded Mail Armour and Shield
75-88	Plate Mail Armour
89-93	Plate Mail Armour and Shield
94-97	Suit Armour
98-99	Suit Armour and Shield
00	Barding (Roll on Table 8c)

Table 9b: Shield Weapon Type Table

% Roll	Shield Weapon Type
01-30	Horned Shield
31-55	Knife Shield
65-90	Sword Shield
91-00	Tusked Shield

Table 9c: Barding Table

%	Size	%	Type
Ro		Ro	
11		11	2
01-15	Pony	01-10	Leather
16-95	Horse/Mule	11-20	Scale
91-98	Camel	21-40	Chain
99	Elephant/Mammoth	41-59	Band
00	Roll on random encounter table	60-89	Plate
		90-00	Joust

Table 9d: Armour Size Table

% Roll	Size
01-02	Pixie/Sprite
03-10	Halfling/Gnome
11-29	Gnome/Dwarf
30-99	Elf/Human
00	Giant

Table 9e: Armour Bonus Table

If a shield weapon is determined to have a talent roll 1d6. On a 1-3, determine talent on the weapon table, on a 4-6 roll on the armour talent table.

Shield	Leather	Scale	Chain	Banded	Plate	Suit	Bonus	Chance of Talent
01-40	01-45	01-50	01-55	01-58	01-60	01-60	+1	40%
41-67	46-70	51-74	56-78	59-79	61-80	61-81	+2	35%
68-84	71-86	75-88	79-89	80-90	81-91	82-93	+3	30%
85-94	87-95	89-96	90-97	91-98	92-98	94-99	+4	20%
95-00	96-00	97-00	98-00	99-00	99-00	00	+5	10%

Table 9f: Armour Talents

A * denotes a new power described below. + denotes a power that a shield cannot possess, re-roll ignoring similar results

% roll	Talent
01-05	Absorption
06-10	Animating*+
11-14	Arrow Attracting*
15-17	Barricading*+
18-20	Camping*+
21-24	Charm
25-28	Cooling*
29-33	Cure Wounds
34-38	Delousing*
39-40	Dimensional*
41-42	Dosing*+

43-46	Dressing*
47-49	Electricity
50	Energy Drain
51-53	Ethereality
54-56	Fly
57-60	Gaseous Form
61-66	Haste
67-70	Heating*
71-74	Invisibility
75-80	Infravision*
78-81	Juggling*+
82	Mechanising*+
83-86	Reflection
87-93	Remove Curse
94-98	Scenting*
99-00	Steeding*

Table 10a: Weapon Type Table

A * denotes that the weapon may be returning (25% chance)

% roll	% roll	Weapons	Weapon Bon Table
1	2		
01-10	01-25	Axe, Battle	C
	26-60	Axe, Hand*	B
	61-90	Axe, Broad	C
	91-00	Axe, Francesca*	B
11-14	01-20	Billy Club	B
	21-60	Blackjack	B
	61-00	Club	C

15-21	01-10	Hammer, Throwing	B
	11-30	Hammer, War	C
	31-50	Mace	C
	51-70	Staff	C
	71-75	Tetsubo (pole mace)	E
	76-88	Flail, light	C
	89-00	Flail, heavy	D
22-43	01-10	Javelin	B
	06-25	Spear	C
	26-40	Lance	E
	41-45	Trident	C
	46-55	Poleaxe	E
	56-65	Pike	E
	66-75	Halberd	E
	76-77	Bardiche	E
	78-80	Bill	E
	81-82	Gisarme	E
	82-83	Glaive	E
	84-85	Lochaber Axe	E
	86-87	Partizan	E
	88-89	Ranseur	E
	90-91	Spetum	E
	92-96	Spontoon	D
	97-98	Voulge	E

	99-00	Holy Water Sprinkler	E
42-68	01-20	Dagger*	B
	21-22	Haladie	B
	23-42	Sword, short	C
	43-77	Sword, normal	C
	78-80	Rapier	C
	81-90	Sword, bastard	D
	91-00	Sword, two handed	E
69-73	01-15	Cestus	B
	16-25	Blowgun up to 2'	C
	26-30	Blowgun 2' plus	C
	31-50	Bola	B
	51-75	Net	B
	76-00	Whip	B
74-78	01-35	Morningstar	D
	35-55	Maul, Heavy	D
	65-85	Maul, Light	C
	86-92	Kumade	D
	93-00	Scythe	D

79	01-40	Shuriken	A
	41-80	Chackram	B
	81-00	Plumbata	B
80-00	01-13	Bow, Short	C
	14-30	Bow, Long	D
	31-46	Crossbow, Light	D
	47-55	Crossbow, Heavy	D
	56-66	Sling	C
	67	Crossbow, hand	C
	68-74	Prodd (pellet crossbow)	D
	75-78	Pellet bow	D
	79-84	Arrows	A
	85-90	Crossbow Bolts	A
	91-96	Sling/Pellet Bow Stones	A
	97-98	Prodd Bullets	A
	99	Hand Crossbow Bolts	A
	00	Blowgun Darts	A

Table 10b: Weapon Bonus Table

A	B	C	D	E	Bonus	%Chance of Extra
01-40	01-50	01-55	01-60	01-70	+1	40
41-67	51-74	56-77	61-81	71-78	+2	30
68-84	75-88	78-90	82-92	89-96	+3	20
85-94	89-96	91-97	93-98	97-99	+4	15
95-00	97-00	98-00	99-00	00	+5	10

Table 10c: Ammunition Bonus and Number Table

Bonus	Number Found
+1	2d10
+2	2d8
+3	2d6
+4	2d4
+5	1d4+1

Table 10d: Additional Weapon Modifiers Table

A	B	C	D	E	Additional Modifier
01-30	01-20	01-35	01-45	01-55	+1 extra
31-35	21-35	36-49	46-59	56-69	+2 extra
36-42	36-48	50-61	60-71	70-81	+3 extra
43-48	49-58	62-68	72-78	82-88	+4 extra
49	59	69	79	89	+5 extra
50-00	60-00	70-00	80-00	90-00	Talent

Table 9e: Weapon Bonus Opponents Table

Opponent	% roll
Birds	01-04
Bugs	05-09
Constructs	10-15
Demi-Humans	16-19
Dragons	20-24
Enchanted Monsters	25-29
Extraplanar Monsters	30-34
Fae	35
Giants	36-40
Goblinoids	41-45
Humans	46-49
Lycanthropes	50-54
Oozes, slimes and moulds	55-59
Plants	60-64
Regenerating Monsters	65-68
Reptiles/Dinosaurs	69-72
Spell Immune Monsters	73-77
Spellcasters	78-82
Undead	82-87

Water Breathers	88-92
Weapon Using Monsters	93-97
Use Random Encounter Table – (Current habitat)	98
Use Random Encounter Table – (city)	99
Random nationality	00

Table 10f: Ammunition Talents Table

A * denotes a new talent described below.

%	Talent
01-02	Anchoring*
03-04	Animating*
05-06	Biting
07-08	Blinking
09-10	Bludgeoning*/Stabbing*
11-12	Carrying*
13-14	Charming
15-16	Climbing
17-18	Curing

19-20	Dirtying*
21-22	Darkening
23-24	Disarming
25-26	Dispelling
27-28	Ejecting*
29-30	Encaging*
31-32	Fishing*
33-34	Flying
35-36	Flaring*
37-38	Guarding*
39-40	Homing*
41-42	Infecting*
43-44	Jumping*
45-46	Lighting
47-48	Locking*
49-50	Looting*
51-52	Misting*
53-54	Noting*
55-56	Opening*
57-58	Penetrating
59-60	Quelling*
61-62	Refilling
63-64	Refracting*
65-66	Screaming

67-68	Seeking
69-70	Signalling*
71-72	Silencing*
73-74	Sinking
75-76	Slaying
77-78	Speaking
79-80	Sticking*
81-82	Stunning
83-84	Swamping*
85-86	Teleporting
87-88	Transporting
89-90	Transposing*
91-92	Trapping
93-94	Unbuckling*
95-96	Vomiting*
97-98	Weakening*
99-00	Wounding

Table 10g: Weapon Talents Table

*A * denotes a new talent, described below*

%	Talent
01-04	Armouring*
05	Banishing*
06-09	Blurring*
10-12	Breathing
13-15	Charming
16-17	Cleaning*
18-19	Crackling*
20-23	Darkening*
24-25	Deceiving
26-30	Defending
31-32	Deflecting
33-34	Digging*
35-36	Dissecting*
37-38	Disengaging*
39	Draining
40-44	Extinguishing
45-47	Finding

48-51	Flaming
52-55	Flying
55-57	Gleaning*
58-60	Goading*
61-63	Guiding*
64-66	Healing
67-68	Hiding
69-71	Holding
72-75	Imitating*
76-79	Lighting
80-83	Silencing
84-85	Skill*
86	Slicing
87-88	Slowing
89-90	Speeding
91-94	Translating
95-97	Waking*
97-99	Watching
00	Wishing

Novel Potion Descriptions

Blarney: A *blarney* potion gives the imbiber the gift of the gab. For the duration of the spell, any creature that understands what the drinker of the potion says must make a save vs. wands or treat him as if under the effect of a *trust* spell, and as if the drinker has a charisma score of 18.

Bouncing: This unusual potion imbues the drinker and all carried possessions with the quality of hard, resilient rubber. They are unable to make any attacks, any weapons or blows merely bouncing off foes, but they are also essentially immune to most forms of physical damage. Blunt weapons make do no harm to them at all, and bladed or piercing weapons must be magical to hit them and inflict only half damage. All physical attacks do still impact the imbiber, who is effectively armour class 9 (minus any dexterity bonus) for the duration, and for each point of damage rolled, whether inflicted or not, the imbiber is propelled away by 1d4'. If a hard surface is struck, it is bounced off and the imbiber continues. If the imbiber leaps or falls onto a hard surface they bounce back to a third of that height, continuing to bounce until they would bounce under 1'. No immunity to magical, fire, cold or electrical damage is conferred.

Feign Death: This potion confers the effects of the *feign death* spell.

Ferocity: The imbiber of this potion gains (if appropriate) a morale of 11 (if they do not already have a morale score of 12), and a +2 to hit and damage with melee or natural weapons for the duration of the spell.

Hair Growth: A sampling of this potion causes the imbibers hair to grow by a small amount. But taking the whole potion causes the imbibers hair to immediately grow 1d6'. No saving throw can prevent this.

Hair Removal: A potion of hair removal causes all hair to be lost from the head and body of the imbiber. Hair falls off immediately, in clumps. No saving throw against this effect is possible.

Howling: The imbiber of this spell gains the ability to emit one piercing, loud howl. All enemies within 180' must make a save vs. spells or flee in terror for 3d6 rounds.

Jesting: After drinking this potion the imbiber may tell a single joke. All creatures within 20' and understanding the language the joke is told in must make a saving throw vs. spells or be wracked with fits of laughter, suffering effects as if under the magic user spell *dance* for the full duration of the potion.

Jumping: For the duration of the potion, the imbiber may make long jumps, pole vaults and high jumps as if a 20th level acrobat. If drunk by an acrobat, that character may make leaps as a level 20 + their own level acrobat (up to a maximum of 36th level).

Limbs: This spell causes the drinker to grow an extra limb. The choice is up to the imbiber. If they choose an arm, they may wield a second melee weapon or use a second shield at no disadvantage. If they choose a leg, they may move at up to 60' extra per turn (20' per round) for the duration of the potion. Note that armour or clothing are not modified, and if not removed may be destroyed (clothes) or thrown off (armour) if the imbiber is not fully prepared before drinking the potion.

Love: The drinker of this potion makes the first person who might be attracted to them fall wildly in love with them (should they fail a saving throw vs. spells with a -2 penalty), for the duration of the spell. This does not transcend the possibilities of gender and/or species preference or the bounds of what they may choose to do within their own moral codes, but otherwise a victim will fall fully in love with the drinker. After the duration of the potion ends, the victim may remain well disposed towards the drinker, depending on treatment and any previous underlying feelings, or may respond further with derision, hostility or violence.

15% of love potions are cursed, making the drinker fall in love with the first intelligent creature seen whether that is appropriate or not. The duration of such cursed love

potions is double normal for potions. And 1% of love potions are dangerously cursed such that all those who might fall for the drinker do so if they fail a normal saving throw vs. spells. These extremely dangerous potions can create severe public disturbances, with fighting between suitors and even those attracted to the potion drinker attempting to kill them to prevent others having them being recorded outcomes. This form of cursed love potion has a duration of 1d6+6 days, unless dispelled.

Recollecting: This handy potion allows a spellcaster to immediately recall a spell cast in the previous round. Magic User and Merchant spells up to Level 5 can be recalled, while Cleric and Druid spells p to level 4 can be recalled. The spell is immediately available for use the next round, and remains until cast or replaced.

Novel Scroll Descriptions

Announcing: Once per day any message of up to 50 words may be inscribed on this scroll. The words remain on the scroll for up to 4 hours or until recited, when they will disappear. The volume of the announcement is magically enhanced, all creatures within 500 yards can hear every word (although they can not necessarily understand the words).

Dictation: This handy scroll can function up to 3 times per day. Reciting a command word causes the first 500 spoke words within 20' to be inscribed on the scroll. A second command word will cause those words to be erased again. The scroll does not have to be held or unrolled to be used, merely carried. Any inscribed words remain until erased by used of the second command word.

Listing: If this blank scroll is held up in front of a mixed selection of goods (treasures, coins, trade goods, etc.) and the command word spoken, a fully itemised list is immediately inscribed. A second command word erases the list. This scroll can be used up to 3 times per day.

Musical Notation: This scroll appears to be lined for the transcription of musical notation. When a command word is spoken, it will record the notation of any music, of up to 20 minutes in length, including lyrics. This can be played by any character competent in music, or copied. A second command word erases the music. This scroll can be used up to 3 times per day.

Ordering: This scroll has up to 8 different foods listed on it, typically complex meals, often of high value. Once per day, any one of the meals can be named and it appears ready for ingestion. While the meal is delicious, is also fashionably small, and far from sufficient nutrition for a day (being around ¼ of the food a character needs for a whole day).

Oration: Once per day a message of up to 50 words can be inscribed on this scroll. The scroll may then be placed in any location, with instructions for conditions causing the message to be spoken. The conditions may be general (“When the sun rises, recite the message”) or specific (“When Haldo the halfling walks past, recite the message”). If a specific creature is named, that creature must be known to the scrolls owner. A second command will re-set the scroll, removing the message. The event must be observable from the where the scroll is placed, or if not the event must occur within 10’. The scroll can be left for an indefinite time – years may pass before the message is recited.

Origami: This square scroll has numerous lines marked on it. Once per day, the wielder may use those guidelines to fold the scroll up in to one of numerous shapes, the scroll then expanding to produce a real version of that shape. The shapes included are a horse, an eagle, a stork, a swan, a rabbit or a seal. The scroll enlarges and becomes a magically created form of that animal, which will do the best it can to obey its summoner for up to 1 hour. If killed, or after 1 hour, the animal returns to scroll form. This scroll may be used up to once per day.

Protection from Constructs: When read, this scroll creates a 10’ radius circle of protection that excludes magical constructs. 5d4 HD of constructs are affected (on a first come, first excluded basis), and at least 1 construct, at minimum, will be excluded. The zone of protection moves with the scrolls reader, lasts for 6 turns, and is subject to the same conditions for negation as other scrolls of protection.

Tubing: This peculiar scroll appears to be a normal piece of parchment, however once per day it can be curled up into a tube shape, at which point it takes on one of several forms, chosen by its wielder. It may become a 2’ long *blowgun* +1, a telescope, a speaking trumpet, a straw up to 6’ long that a submerged character may breath through, a flute or a whistle. The scroll remains in that form for up to 1 hour and can be used as if a normal item of that type. At DM’s

discretion other vaguely tube shapes may be produced.

Novel Wands Description

Each of the novel wands replicates a magical spell, at sixth level, for 1 charge per use.

Novel Staff Descriptions

Staff of Cold: This staff +1 can be used to create numerous cold effects, each as if cast by an 8th level caster and at the cost of once charge. *Ice storm, Wall of Ice, Frosting, Frostbite, Ice Shard.* A *cone of cold* similar to that from a *wand of cold* but inflicting 8d6 damage can also be created. Also at the cost of a single charge the wielder (and only the wielder) can benefit from the effect of a *resist fire* effect, again as if cast by an 8th level caster.

Staff of Constructing: This handy item can create, at the cost of a single charge, each of the spells *fabricate, clothform, woodform, stoneform, move earth*, each as if cast by an 8th level character.

Staff of Creating: A charge of this potent magical item can be used for creating any creature with up to four special abilities (asterisks after the monster name) that of up to 8HD that the wielder has seen. The creature will remain for up to 3 turns or until killed, and will obey its summoner to the best of its ability. The wielder may also expend a charge to create any single non-magical and non-siege weapon, piece of equipment of up to 150cn weight and 100gp value – that item is permanent and cannot be dispelled.

Staff of Electrifying: A single charge of this staff *staff +1* may be discharged to cast any of the following effects, as if cast by an 8th level spellcaster: *lightning bolt, spark, ball lightning* or *wall of lightning*. A charge may also be expended to use the staff as a *lightning staff* (with a +3 bonus) for up to 1 turn.

Staff of Fire: A charge from this staff +1 can be expended to produce *fireball, wall of fire, fire bolt, or flame bolts* as if cast by an 8th level caster. A charge can also be expended to make the ends of the staff burn for 1 turn (without damaging the staff), inflicting an extra 1d4 fire damage per blow. Also, at the cost of a single charge, the wielder (and only the wielder) of this staff may benefit from a *resist cold* effect.

Staff of the Ocean: A charge from this staff can produce any of the following effects, *weather control, lower water, calm wind, calm water, dispel fog* or *watery form*, all as if cast by an 8th level caster. In addition, a charge may be expended to communicate with any sea creature by a modified form of *Speak with animals* for up to 3 turns.

Staff of Trade: This highly prized (among merchants) staff confers a bonus broker point (to a maximum of 5) to its wielder. It can also, at the cost of one charge, create any of the effects *ignore road, clearsight, nightwatch, raise merchants, savoir faire, inventory* or *smuggling*.

Staff of the War Priest: This *staff +2 of defending* can produce, at the cost of a single charge, any of the following effects, *hold person, striking, holy crusader, geyser, sacrifice* or *insect plague*, all as if cast by an 8th level caster. Any retainer or troops following the wielder also have a +1 bonus to morale

Staff of the Woodland Defender: This *staff +1* can, at the cost of one charge, produce any of the effects *heat metal, call lightning, protection from normal missiles, confusion, wall of fire* or *enchanted weapon*. Reaction rolls with woodland creatures are made with a +1 if the staff is visible.

Novel Rods Description

Rod of Batting: This rod is rather wider at one end than the other, and has a distinct handle with which it can be held in either hand to be used, and can be handled alongside a normal melee weapon. Up to two ranged weapons up to the size of a spear per point of dexterity bonus the character has, can be batted away by the wielder per round, as an extra action in addition to any actions taken. To bat away a projectile the wielder must make a hit roll, successful vs. the armour class the attack was made. In addition, they wielder may choose to attack using the rod, by tossing a rock in the air and batting up to 150’. Rocks thus propelled must weigh at least 5cn each, and inflict 1d8 damage.

Rod of Chaos: This rod is invariably bright coloured, with ribbons and bells hanging from one end. When activated, which is possible once per day, the rod creates a chaos affect as if created by gremlins, with a radius of 30’ from the user. This lasts for up to 6 turns, or cancelled by the wielder (who is not immune to the effects of the rod). Note that if the chaos effect causes the wielder to drop the rod, they may not be in a position to deactivate the chaos effect.

Rod of Conducting: This rod has two functions. Firstly, when wielded and waved to a particular tempo, music of a sort chosen by the wielder is audible to all within 60’ of the wielder. By changing the way it is waved, different kinds of music (slow, dramatic, exciting, calming) can be created, but unless the wielder has particular skill it is unlikely to have any particular artistic worth. Secondly, if held in hand when any form of lightning is passes within 10’ of the wielder, a successful save vs. spells will allow the wielder to channel the lightning solely at them. This does not protect the wielder from damage (who takes full damage, without any further saving throw), but it does protect others nearby.

Rod of Deception: Once per day the carrier of this rod may produce any one of the following spell effects; *flim-flam, all that glisters, smuggling* or *trust*. The spell is cast as if by a 15th level character. In addition, the wielder gains the general skill *deception*, if it is not already possessed.

Rod of Momentum: This rod allows is in some ways the opposite of a *rod of inertia*. If activated with a command word, a character wielding it is far more difficult to stop. For

every 10' run in a straight line, a +1 bonus to any strength check involving pushing a foe back, opening a door, breaking an item *etc.* is gained up to a maximum of +6. If thrown, a *rod of momentum* will continue on in a straight line up to 800 yards, inflicting 3d6 damage to any living target hit (with range modifiers 400/600/800). Also, as part of the act of throwing a *rod of momentum* a character may hold on to the back of the rod and hop on top, travelling thereby up to 800 yards in a round. A rod of momentum can be activated once per hour, at most. If a *rod of momentum* comes into physical contact with a *rod of inertia* both are instantly destroyed in an explosion causing 20d6 fire damage (save vs. spells for half) to all within 20'.

Rod of Opening: A rod of opening can be touched to any single door, window, portcullis or similar, once per day, activating a *knock* effect as if cast by a 25th level magic user.

Rod of Shocking: A black rod with two metal prongs protruding from one end, this rod needs to be charged with electricity (such as *lightning bolt*) effects being cast directly into it. It can hold up to 20 dice of electrical damage. When wielded as a weapon, a single strike from it (needing a normal hit roll) may discharge up to 4 dice of damage (4d6) per strike. When empty of charge, it is essentially useless as a weapon (being a simple cudgel at that point, inflicting 1d4 damage as a club).

Rod of the Stallions: This rod can, once per day, be used to summon up to 6 horses. Any kind of normal horses can be summoned, riding horses, ponies, war horses, draft horses *etc.* The horses appear with tack and saddle, require no sustenance, and remain for up to 8 hours. If killed, a horse is permanently lost, and one fewer horses can be produced by the rod. The horses will obey the wielder of the rod or others who the wielder instructs them to obey.

Rod of Transforming: This extraordinarily powerful item can be used by any character, and its effect cannot be reversed, even by a *wish*. A character holding it must say "I want to be..." and can name any character class, race, nationality and gender combination they choose. They will immediately become that character, retaining their ability scores (but rearranged in any order they choose), experience points, alignment and carried possessions. They do not gain relevant equipment (e.g. weapons and armour, a spell book, *etc.*) nor any new memories, but they gain the ability to perform as a member of a different race and class. Note that any character becoming a cleric, paladin or avenger may struggle to convince their chosen immortal patron of their value, and it will not immediately be apparent even to the characters closest friends and family that they are the same person. A *rod of transforming* disintegrates after use.

Novel Ring Types:

Artillery: Once per day the wearer of this ring may call into being a specific form of

artillery. There are 6 types of this ring, determined by rolling d6 on the following chart:

Die Roll	Artillery Piece
1	Ballista
2	Heavy Catapult
3	Light Catapult
4	Scorpio
5	Springal
6	Trebuchet

The artillery piece remains in place for up to 2 hours and comes with 20 pieces of appropriate ammunition. After 1 hour, or at the command of the rings wearer, the artillery piece disappears again. It can be used in a normal fashion, if a crew is available to man it. If the artillery piece is destroyed, the ring immediately becomes non-magical.

Blades: A ring of *blades* can, once per day, produce a single bladed weapon in the hand of the wearer of the ring. A dagger can be produced for up to 1 hour, a short sword for 3 turns, and a normal sword, bastard sword or two handed sword for 1 turn. The weapon remains until the end of the duration or dismissed by the rings wearer.

Caravans: This ring can be used to create one of a range of spell effects per day, namely *ignore roads*, *quicken pace*, *orientation* or *predict weather*. The effects are created as if by a 15th level caster.

Deathwatch: A ring of *deathwatch* is a protection against death. When found, a ring of deathwatch contains 1d6 charges. In the event of its wearer being exposed to anything that kills them outright or otherwise reduces them to 0hp or less, it creates a *cureall* effect to restore them to full health (minus 1d6hp).

Dimensional: A *dimensional* ring can, upon command, sequester up to 6 palm sized items in an extradimensional space. They may be anything that can be held in the hand up to the size of a dagger (e.g. a gemstone, a coin, another ring, a potion bottle, *etc.*), and any can be summoned in a round by stating a command word. If the ring is removed while items are still sequestered, the items are scattered on the ground around the wearer.

Ethereality: Once per day the wearer of this ring may enter the ethereal plane, and, if they choose to do so, return again.

Glamour: Once per day the wearer of this ring may produce each of the following effects; *savoir-faire*, *trust*, *flattery* and *crowd summoning*.

Infantry: This potent ring can, when first found, summon 2d4 second level fighters per day. Each has 10hp, a strength bonus of 1, and is equipped with a normal sword, a spear, chain mail armour, a shield and a dagger, and has basic weapon mastery in the weapons possessed. They will do as bid by the summoner, fighting as instructed, fetching and carrying, *etc.* They will remain for up to 3 turns or dismissed with a

command word, after which they disappear. If any of them are killed while summoned, they cannot be replaced, but all that survive are at full health the next time they are summoned.

Jesters: The *ring of the jesters* gives the character wearing it various skills. They can juggle up to 4 balls or 3 clubs, they gain the acrobatics skill, and all charisma modifiers when telling jokes or playing instruments comically gain a +2 bonus. In adventuring terms, this ring also confers a +2 to hit with thrown daggers and axes, and the acrobatics skill can be used in any appropriate situation.

Languages: Three times per day, the wearer of this ring may activate a *languages* spell, for 3 turns at a time.

Navy: The wearer of this ring can summon, for up to 2 hours, 6 sailors. The sailors will not fight and are unarmed and unarmoured, and have 8hp each, and can row, sail, work with ropes, carry things, tell off-colour jokes and salty dog stories and in the broadest sense perform the work typically expected of sailors. A second command word will make the sailors disappear again. Any sailors killed cannot be replaced.

Olfaction: This ring gives its wearer the capacity to track by scent, as if a lupin of medium senses. If the character already has such capability, this ring gives them the capability to do so as a lupin of high sense capability (i.e. with a +3 bonus to the tracking check).

Planar Address: The wearer of this ring is always aware of their full planar address, i.e. the name and bias of the plane of existence they are on, and the names and biases of all planes that must be traversed, from the Astral, to reach it.

Random conjuration: This curious ring can function once a day to conjure a random creature appropriate to where it is used. Use the terrain/dungeon level appropriate wandering monster table. A single creature appears, and will remain for up to 2 turns. It will faithfully do its best to do the bidding of its summoner.

Vexing: Three times per day the wearer of this ring may insult any creature within 60' who can understand him. If already in combat, that creature must make a save vs. spells or attack the wearer of the *ring of vexing* to the exclusion of all others for the next three rounds, ignoring opportunities to attack anyone else during that time. If not already in combat, the victim must make a save vs. spells or immediately attack the character insulting them.

Water Walking: The wearer of a ring of water walking cannot be pushed through the surface of water or other fluid. Note that this means that if the character falls on water they take damage as if they had hit a hard surface. No protection from harmful liquids (e.g. strong acids, lava, *etc.*) is conferred.

Wrestling: This ring gives its wearer a +4 bonus to wrestling rating.

Zeal: Once per day the wearer of this ring may attempt a task (an attack, a skill check, etc.) with particular gusto and enthusiasm. That check, and only that check, is made with a +5 bonus to the roll (if on a d20) or a 25% bonus otherwise. Note that the ring must be worn constantly to be used – it cannot be removed and replaced with another ring after use to be replaced the next morning. It must be worn for 24 hours to be used.

Miscellaneous Items

Amulet of Charm Resistance: These small amulets of brass or bronze allow the wearer to save against *charm* effects with a +4 bonus

Amulet of Emotions This amulet appears identical to any other magical amulet. When worn or carried, the user does not notice any effect. However, the amulet magically alters the person's appearance to match his emotions of the moment, but greatly exaggerates them. Thus, rage and anger make the person appear horrific and hideous, fear makes him appear weak and snivelling with mousy features, etc. Once the amulet is put on, it can only be removed by a remove curse spell.

Amulet of Immunity to Charm: These rare amulets appear identical to *amulets of charm resistance* but offer complete resistance to charms, other than those produced by a *wish*.

Bumper-Chute: This looks like a large parasol, and can be carried or slung on the back. If the wielder is falling for more than a round, they may push a button on the bumper-chute whereby it opens and slows their rate of descent, and all the character must do to survive is hold on and hope. When nearing the ground, on a roll of 1 on 1d20 the landing is hard and the character suffers 2d6 damage. Otherwise no damage is incurred.

Carving of Restful Sleep: This cursed woodcarving depicts peaceful pastoral scene with a number of sheep grazing in a field, while a pair of shepherds doze under a tree. The item's curse is activated when the carving is hung on a wall. Anyone in the room where the carving hangs falls asleep instantly, with no saving throw. The item may be broken or burned easily.

Cats Eye Ring: This looks like a simple golden ring set with a gem similar to a cat's eye. When worn, it gives the human infravision to a distance of 60'. It has no further effect for a character that already possesses infravision.

Climbing Claws: This is a special kind of rakasta claw covering that has been modified to be useful for climbing. Any thief wearing the claws when attempting to climb walls gains a 10% bonus, and non-thieves gain a 10% climb walls ability (as if a thief). They may be used by any rakasta character to fight with, in the same way as any other war claws (known as toratsume)

Decanter of Endless Water: This stoppered flask, almost always of fine workmanship, contains a portable wormhole to the Elemental Plane

of Water. The user removes the stopper and speaks a word of command, and a stream of fresh water pours out. Some decanters have variable rates of flow, but others simply pour forth at a constant rate until the command word stops them. These items tend to be rare, for the elementals who inhabit the Plane of Water dislike these drains on their resources. Rumours speak of elemental patrols who scour the Prime Plane and buy or steal every such flask they find. Once transported to the Plane of Water, the flask's magic is permanently dispelled.

Diadem of Disenchantment: This golden headband is adorned with a single gem, worth 100gp or more. If this gem is shattered or removed, the Diadem becomes non-magical. While worn, the Diadem confers upon the wearer immunity to charm, sleep, hold, and confusion spells (as well as monster abilities and magical item effects that cause charm, sleep, hold, and confusion). Each such defence of the wearer drains the Diadem of one charge (such Diadems normally have 2-20 charges, and such items are not rechargeable) when discharged, their gems shatter and are ruined. The wearer of a diadem of disenchantment gains two additional protections from the device that do not drain charges (but are lost when the Diadem's charges are drained): a +1 bonus on saving throws vs. paralysis (from whatever source), polymorph magics, and ESP; and a +4 bonus on any saves vs. spells when faced with feeblemindedness (thus the wearer saves at par, not at -4).

Durance Vial: This small iron vial, three inches long and a finger's breadth in diameter, can confine one or more magical creatures indefinitely. The tube contains no opening, but the silver runes engraved on it often include the words of command necessary to trap and release a captive. It often appears as an ornament on a necklace, bracer, or other item. When the user holds the vial within six feet of a magical creature(s) and speaks the command word of trapping, all magical creatures in the vicinity receive a saving throw vs. Spells. A failed roll means the creature is absorbed into the vial. The user and all non-magical creatures are immune to the effect. Using the vial is a chaotic act. When empty of captives, the durance vial can be destroyed easily. While the vial holds its captive(s), it has an AC equal to the captives' best AC, and hit points equal to the combined total of all captives. Damage to it damages all the captives as well. If the vial is destroyed, all captives reappear, dead. Captivity lasts until the user holds the vial and speaks the command word of release. At once all creatures held in the vial are released (unless they desire otherwise). They reappear in the nearest open space large enough to hold them, and they have immunity against subsequent captivity in that vial. The former captives have no obligation to their captor or those who freed them. Durance vials are intrinsically evil and therefore quite rare. Lawful heroes often feel honour-bound to free their captives and destroy the vials. If sold intact, the vial is worth about 1,500gp.

Girdle of Freshness: This embroidered silk covered leather girdle protects the wearer against all radiant stench effects from creatures, such as the smell of troglodytes and the tabi rotting blight, for example. It gives no protection against spells created by natural

processes such as marsh gas, stagnant water, etc. A final benefit is that the wearer gains a +4 bonus to saving throws against the corruption ability of Nagpas.

Gremlin Wand: This wand is often a stout shaft of mahogany or ebony, some 18 inches long, tipped with a wooden claw into which is set a sphere of quartz. It has 3 uses. Firstly, it can detect gremlins, the sphere glowing blue if within 120' of gremlins (the closer the gremlin, the brighter the glow). This does not use charges. Secondly, the wand provides protection against the chaotic aura of gremlins, conferring a +4 bonus to the saving throw. Again, this charge uses no charges. Lastly, if a charge is used (the wand is typically found with 3d10 charges) all gremlins in a 30' radius must make a save vs. wands or run in fear for 1d5 turns. They will be reluctant to approach within 300' of the spot the wand was used for 5-8 weeks.

Medallion of the Mirror: This magical medallion appears as a small silver mirror set in a frame of cheap gemstones. When worn, it reverses the result of any detection spell cast upon the wearer or it. Thus, if worn by an evil creature, a *detect evil* shows the creature to be good; when worn by an invisible character, that character is undetectable to a *detect invisible* spell. The medallion uses a charge each time a detection spell is cast against it. When found it has from 2-7 charges. When all the charges are spent and another detection spell is cast against it or the wearer, the medallion shatters. This medallion is an extremely rare item since it is almost impossible to identify as a magical item; if detect magic is cast upon it, it reads as a non-magical item.

Muzzle of Lycanthrope Control: This item, like a *muzzle of training*, is a device of leather straps with metal buckles that may be fastened over the mouth of any lycanthrope in were-form. It locks in place with a command word (treat as a *wizard lock* cast at 15th level) and it unlocks and falls off with a second command word. While wearing the muzzle, a were creature cannot bite, talk or transform.

Sceptre of Truth: This well carved wooden rod with gold and silver inlays causes all who touch it to speak the truth. The effect lasts only so long as the individual touches the rod, and uses no charges.

Shadow Suit: This suit of black clothing is similar to that worn by ninja assassins. It is not magical, but so well designed that it gives a thief character a 25% bonus to hide in shadows, and any other character wearing it gains a 25% hide in shadows ability as if a thief. It cannot be worn with armour.

Staff of Recording: This is an ornamented staff topped with a single crystal orb. When placed upright in the earth, it can record or show. When the command word is spoken to record, the staff records all events within a 30-foot radius for up to 24 hours. Likewise, when it shows, it plays back everything that it has recorded. The staff can only have one scene recorded at any given time. If a new scene is recorded, any previous scene is lost.

Talisman of the Chimera: Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunken to the size of a walnut through magical and alchemical

procedures. The talisman enables the wearer to breathe fire like a chimera—a cone 50' long and 10' wide at the end that inflicts 3d6 points of damage. This can be done three times per day.

Talisman of the Cockatrice: It is made from a cockatrice's chicken-like foot, and usually worn at the wrist, dangling from a bracelet. If the wearer touches a creature with the hand adorned by the talisman, the creature must roll a successful at a saving throw vs. turn to stone or he petrified. This talisman can be used one time per day.

Talisman of the Faerie: This talisman is a small, hollow piece of yellow glass or crystal. It is usually worn from a headband of woven vines, dangling at the wearer's brow. The owner can use each of these powers once per day: *assume gaseous* form (like the potion), return to normal form (from gaseous), and *create fog* (a 100' square, 10' high, around the caster).

Talisman of the Golem: There are many varieties of this talisman, each corresponding to a different kind of golem. Each talisman looks like a 1" tall golem, and is made of the same material as the type of golem it affects (a bone talisman affects bone golems, etc.). The wearer of the talisman can try to control one golem of the matching type within 60'. The golem is allowed a one-time saving throw vs. spells. If successful that golem can never be controlled by that talisman. If failed, the golem must obey the commands of the wearer. It can be commanded to walk, attack, guard, etc. Once given a command, the wearer need not remain within 60' for the golem to fulfil its tasks. Once a talisman is 'attuned' to a golem, it cannot be used to control another golem unless the original golem is taken back under control of its maker or destroyed.

Talisman of the Griffon: This item consists of a griffon's feather and claw. It is worn around the neck by a leather thing. The wearer gains a +2 bonus on all saving throws vs. fear effects. Additionally, all retainers of the

Talisman of the Statue: There are three varieties of this talisman, each corresponding to a different kind of living statue (crystal, iron, or rock). Each talisman looks like a 1" tall statue, and is made of the same material as the type of living statue it affects (an iron talisman affects iron living statues, etc.). The wearer of the talisman can attempt to control one living statue of the appropriate type within 60'. The living statue is allowed a one-time saving throw versus spells. If successful, that living statue can never be controlled by that talisman. If the save is failed, the living statue must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60' for the living statue to fulfil its duties. Once a talisman is "attuned" to a living statue (meaning the statue failed its saving throw), it cannot be used to control other living statues until the original statue is destroyed.

Toppenribb's Goggles: These flying goggles enable the wearer to see up to 2,400' away regardless of clouds, mist, rain, hail, spells such as *obscure*, indeed anything that is not solid. Beyond that point, normal vision takes over.

Novel Armour Talents

Animating: Armour of animating can be used to dress a human, demi-human or humanoid corpse or worn as normal armour. If used to dress a corpse, it becomes a zombie under the control of the creature who dressed it. The zombie can be turned or killed as normal, and removing the armour also restores the body back to usual. The animation ability can be used up to once per day.

Arrow Attracting: This unusual ability attracts arrows to the wearer of the armour. Anyone targeted with an arrow, crossbow bolt, sling stone or any other missile fire weapon (including a ballista bolts, spirngals etc. but not catapults or trebuchets) within 10' of the wearer may choose to make a save vs. death ray, and if they are successful then a hit roll is instead applied against the wearer of the armour.

Barricading: Once per day the wearer of this armour can command it to create a barricade. The armour seems to step away from the wearer, unfold, and creates a 10' wide, 5' high barrier made of the same material as the armour, conferring cover for the wearer and any other creatures that can make use of it. The armour is considered 'hard' cover for most purposes, regardless of the material from which it is made. The barricade will last for up to 3 turns, after which it will return to armour form and fall to the ground. A second command during that duration causes the armour to reform, and if the wearer is standing next to it they can simply step back into it. A successful open doors roll from a creature pushing the barricade will topple it.

Camping: Once per day the wearer of this armour may speak a command word that causes the armour to remove itself and turn into a tent. The tent is tall (8' high), round (15' diameter) and contains two camp beds, a small table, with furs and bedding for warmth. It is secured to the ground, and is resistant to wind and weather shy of hurricane strength winds. A second command spoken by a creature within the tent causes it to reassemble into armour around them. Camping armour can be activated once per day, and the tent will remain for up to 10 hours before returning to armour form.

Cooling: Armour of cooling renders the wearer immune to normal heat, and confers a bonus of +2 to all saves vs. fire based attacks, and reduces fire damage by 1 per dice of damage. However, all saves vs. cold are at -2, and cold based attacks do +1 damage per dice.

Delousing: This ability can be used once per day. Upon activation, all normal, non-giant insects, arachnids, crustaceans, and other arthropods within 30' of the armour (including any infesting the armour wearer) are immediately killed.

Dimensional: This handy armour contains a small (1000cu) extradimensional space.

This can be used to store weapons, treasure, etc. No other extradimensional item (e.g. a *bag of holding*) can be put inside this space.

Dosing: This armour contains a small, heavily protected magical space in which a single potion can be stored. Upon recitation of a command word, that potion is injected via a tiny needle into the wearer of the armour, activating that effect. This counts as activating a magic item, and as per all magic item activations the user cannot attack in the same round. Once the potion has been used (or discarded), another potion can be dispensed.

Dressing: Armour of dressing can be activated once per day. The armour becomes buffed and polished, and a range of appropriate accoutrements (tabard, feathers, flags, charms, etc. The wearer of the armour looks fit to join any joust or contest.

Heating: Armour of heating renders the wearer immune to normal cold, and confers a bonus of +2 to all saves vs. cold based attacks, and reduces cold damage by 1 per dice of damage. However, all saves vs. heat or fire are at -2, and heat based attacks do +1 damage per dice.

Infravision: Once per day the wearer of this armour may activate an *infravision* effect, gaining infravision to a distance of 60'. The effect lasts for 8 hours.

Juggling: Juggling armour gives its wearer a surprising degree of manual dexterity. The wearer can easily juggle up to 4 balls or clubs, and receives a +2 to hit with thrown weapons. The wearer may also, in place of making an attack, make a save vs. death ray to try to catch any weapon thrown at them or at any other target within 5'. In the event of a failed save, that weapon hits the wearer and damage is determined normally.

Mechanising: This peculiar armour seems to be covered in interlocking cogs and wheels. Essentially this confers a degree of mechanisation to the armour, boosting the wearer in numerous ways. Firstly, this confers a +1 to strength. Secondly, by supporting the character wearing the armour that character may rest or sleep standing up. And, lastly, the armour can be commanded to identify a particular location or person, such as a cleric or position behind a fight, and in the event of the wearer being rendered unconscious, dead or otherwise incapacitated the armour will walk the helpless character to them. If the character is tripped it will crawl, it must be physically restrained if this is to be prevented.

Scenting: This armour can be commanded to create any smell, centred on the wielder, once per day. From that point and for 4 hours that smell will be detectable by any character within 10'. This scent completely replaces their own aroma, and will throw any creature hunting by scent off a characters track. Any (non-harmful) smell

can be created – perfume, rotting eggs, fresh bread, coffee, etc.

Steeding: Once per day this armour creates single steed. The steed is a perfectly normal creature with tack and saddle, that will do the bidding of the summoner, and disappears after 8 hours, if killed, or the armour removed. If this ability is found in barding, invariably a matching steed will be summoned. If it is found in armour, roll on the barding table to determine the kind of steed summoned.

Additional Missile Talents

Anchoring: A victim struck by this ammunition must make a saving throw vs. spells or be unable to teleport, dimension door or use any other form of magical transport for 1d6 turns.

Animating: This ammunition appears to be made of bone. When used on a living target it works as if normal ammunition. When it is used to target a dead human, demi-human or humanoid that body becomes animated as a zombie, under the control of the archer.

Bludgeoning/Stabbing: This ammunition appears quite ordinary until used. In flight, it changes form. Arrows, quarrels etc. becoming blunt, prodd bullets, sling stones etc. growing sharp spikes. Essentially this changes the damage inflicted from piercing to bludgeoning, or *vice versa*.

Carrying: This handy ammunition appears to have a small door (either on the shaft, side of the stone, etc.). When a command word is spoken this door opens, and any item up to 100cn in weight can be placed therein. The item will remain up to 1 turn or the arrow is used, being released either at the end of the turn or when the ammunition strikes a target (whether the correct target is hit or not).

Dirtying: This ammunition appears blunt, dirty and is quite unpleasant to handle. No damage is inflicted by this ammunition, but any foe hit by it must make a save vs. spells or become covered in mud, excreta, dust, dirt etc. While this has little practical effect, any creature struck must bathe for at least 2 turns subsequent to being struck or be subject to a -3 charisma penalty until they have done so.

Ejecting: When used against creatures on the ground or on foot, this ammunition inflicts normal damage. If it strikes a creature on horseback, a ship, in a cart or using any such means of transport, they must make a saving throw vs. spells or be immediately expelled therefrom (suffering any falling damage appropriate).

Encaging: This ammunition appears to have thin strands of steel wire running along its length. Any creature struck must make a saving throw vs. spells or be caught inside a steel cage that is conjured upon impact. The cage disappears after 6 turns, or can be opened with an adjusted open doors roll of 6.

Fishing: This ammunition feels slightly waxy to the touch, as if waterproofed. When aimed at any creature on the land it inflicts normal damage. However when aimed at any creature in the water, up to a depth of 10', it also inflicts normal damage, with no penalty to hit.

Flaring: An ammunition type completely consumed in use, ammunition of flaring creates a bright glare of light illuminating everything within 360' for 3 rounds, as it slowly arcs through the air.

Guarding: While having no extra value used in a weapon, if placed by a door or other opening and a specific creature type named (orc, dragon, human, etc.) it will fly through that opening (hitting and damaging as if used by the character that placed it) if such a creature attempts to pass through the opening within 4 hours. A character can have only a single piece of ammunition of guarding at any one time.

Homing: This handy ammunition homes in on a target. If a hit roll misses, it continues flying for 20' before turning and coming back for another go. Thus if there is not a wall or other cover behind a target, and 40' or more range is left, another hit roll is made if the first failed. Each time it misses, it turns and has another go until either it hits or the entire range is used up.

Infecting: This ammunition seems as if covered in dried ichor. Any creature hit by it must make a save vs. poison or be infected as if by a *cause disease* spell.

Jumping: Any creature struck by this ammunition must make a saving throw vs. spells or immediately leap 5' in a random direction. This may cause a victim to break cover, leap into allies, down a hole, etc.

Locking: This ammunition is useless as a weapon, apparently being tipped with a tiny padlock. If it strikes a door, window, portcullis etc. it becomes locked as if by a *wizard lock* spell cast by a 15th level magic user.

Looting: When used to inflict damage, this ammunition functions as normal. When used to hit any item up to 100cn in weight, that item (if hit) is immediately teleported to the ground next to the archer. If the item is held or carried by another creature, a saving throw vs. spells is allowed to retain it.

Misting: Small holes are visible in this ammunition. If used offensively it has no extra abilities, however if aimed to land on the ground, it creates the effect of an *obscure* spell as if cast by a 15th level Druid.

Noting: When found, this ammunition is always wrapped in a sheet of parchment or paper, bound with string. Used as a weapon it works as normal, however when loosed into an area it will begin recording every word said within 30' of where it lands for 1 turn, the words being written as stated on the parchment. The missile works once, and the writing is permanent. It is written as

stated, and no ability to read the language is conferred (a thief may decipher it if the archer cannot read it, or a *read languages* spell may be used).

Opening: While of no value as a weapon, ammunition of opening is an invaluable tool for opening doors, windows, etc. When loosed at such, if it hits a *knock* spell as if cast by a 15th level magic user is activated. The ammunition appears to be adorned with a tiny key.

Quelling: Anyone struck by ammunition of quelling must make a saving throw vs. spells or take no action for the remainder of that combat round and the entire next round, as if somehow pacified and incapable of taking any action (except to defend oneself).

Refracting: This ammunition appears to be completely dysfunctional, being bent at 90 degrees in the centre. It loads and works well, however, the magic overcoming obvious physical problems. If used to hit an enemy in sight it does nothing unusual, however if used to shoot at an enemy around a corner it bends and strikes as if the target was merely hard to see (-4 to hit) rather than actually entirely impossible to attack.

Signalling: The user of this ammunition may recite a simple message of up to 10 words before using it. That message is then written in tall (5' high) glowing writing, in the air between the archer and the target, and remains visible to all within line of sight for 12 turns.

Silencing: Upon hitting a target, this ammunition creates a *silence 15' radius* effect as if cast by a 15th level cleric. Any target struck must make a saving throw vs. spells or the effect will move with them for the duration of the spell.

Sticking: A target struck with this ammunition must make a saving throw vs. spells or be affected or be coated in a strange glue like substance. They can move at most half speed, and all attacks are made at -4 to hit. Any items held at the time of gluing are stuck in the characters hands, and any time the character makes contact with another character both must make a save vs. spells to avoid becoming stuck. The effect lasts for 1 turn.

Swamping: This ammunition causes no damage if it strikes a target, the tip (or stone) being made of soft, friable clay. When loosed, the ground a circle with a 10' radius around its impact site is immediately turned in to quicksand, and all standing therein must make a save vs. spells or start sinking at a rate of 2' per round until only their heads stick out. Each round they may make a saving throw to escape, lying prone at an exit point of their choice if they succeed. The effect lasts for 1 turn, at which point all victims are deposited (clean and dry) on the ground.

Transposing: This strange looking ammunition appears to have an arrow mark

pointing back towards the wielder. Any target creature hit by it must make a save vs. spells or be teleported back to where the archer was, while the archer is teleported to where the creature was.

Unbuckling: This ammunition does no damage to a target, having a head that resembles a can opener. When it hits a non-armoured target, nothing happens at all, however any armoured target struck must make a saving throw vs. spells or their armour immediately falls off – buckles are undone, straps loosened, *etc.*

Vomiting: This unpleasant ammunition is strangely coloured, with stripes of green and purple. Any victim struck must make a saving throw vs. spells or be overcome with a need to vomit for 2d4 rounds. A vomiting character cannot attack or cast spells, can move at only half speed, and is at a -4 penalty to armour class.

Weakening: Ammunition of weakening is black, almost shadow like in appearance. Any character struck by it must make a save vs. spells or suffer 1d4 strength points of damage. Any character reduced to 0 strength dies, rising again as a shadow. Strength damage is not permanent, and all strength is recovered in 2d6 turns.

Additional Weapon Talents

Armouring: This weapon can, once per day on command, clad the wielder in armour. Roll separately on the magic item armour determination table to determine which type. The armour is non-magical and appears in the same round that it is summoned, fitting the wielder snugly. It remains until removed, or 18 turns (3 hours) have passed. If the armour is destroyed while worn (such as by a rust monster) then the weapon permanently loses this talent.

Banishing: This powerful ability allows the wielder to attempt to dismiss an extraplanar foe. If a normal attack hits an extraplanar creature, the wielder may choose to try to banish that creature back to its home plane. It may resist the attempt only if it makes a saving throw vs. death ray at a -4 penalty to the roll. The successful banishment of a creature permanently reduces the magical bonus of the weapon by 1, becoming non-magical when it loses its last bonus. An unsuccessful attempt causes no loss of magical bonus

Blurring: A weapon of blurring is always difficult to see when in use. This has multiple effects. Firstly, attempts to deflect a weapon of blurring are made at a -2 penalty. Secondly, a wielder of a weapon of *blurring* makes any disarm attempt with a +2 bonus, and attempts to disarm the user are made with a -2 penalty. And lastly a weapon of *blurring* when used to fight defensively (using the parry combat option) confers an extra bonus of -2 to the wielders armour class.

Cleaning: A weapon of cleaning can, once per day, summon two small, invisible air elementals, one water and one air, that will clean, polish, scrub and sanitise the character and everything they hold. The process is rapid (6 rounds) and leaves the character entirely clean and dry, and presentable even to a royal court.

Crackling: This talent confers the capacity for a weapon to inflict electrical damage. Once per day, for 1 turn, an extra 1d4 damage per blow of electrical damage may be inflicted with each blow if a foe is not immune to electrical damage.

Darkening: This weapon can be used to create one *darkness* effect, as per the reverse of the first level magic user spell *light*, per day, up to a range of 120'.

Digging: Once per day, and for up to 2 minutes, this weapon may be used to dig through earth or stone. The wielder can use it to dig through earth at 5' per round, and stone at 6" per round.

Disengaging: If wielding this weapon, once per day a user may recite a command word that creates an identical illusion of himself still fighting against the foe, allowing them to disengage from combat for a single round (to run away, to reposition, to step out and drink a potion, *etc.*) The illusion lasts for a single round, and any magic short of a *truesight* cannot see through it. Note that creatures 'seeing' by scent, sonar *etc.* cannot be fooled by this.

Dissecting: The special effect of this weapon only becomes apparent when it is used to deliver the final, killing blow to an enemy. The body falls, as if killed, but immediately disassembles into its component parts (organs, skin, bones *etc.*) which are neatly labelled and sorted. This has no impact upon whether the foe may later be raised.

Gleaning: Once per day the wielder may, instead of inflicting damage upon a successful attack, choose to steal a single item held by a target. The victim may attempt to make a save vs. spells to avoid the effect, if the save is unsuccessful then the chosen item carried by the target is transferred to the off-hand of the wielder (if that hand is free), otherwise the wielder may choose to drop what they're holding in that hand to receive the item, or have it placed on the floor immediately behind them.

Goading: Once per day this weapon may be activated by a character wielding it, to magnify and amplify the impact of an insult hurled by the wielder. The victim, if it understands the insult, must make a save vs. spells. If they fail, they are compelled to attack the wielder to the exclusion of all others for the duration of the combat or until either the wielder or they themselves are eliminated or incapacitated.

Guiding: A weapon of guiding can be activated once per day, and functions for 1 hour. The weapon is held out in front of the wielder, and while held will point in the direction of the way out of the building, dungeon, forest or other location where the character is.

Imitating: Once per day, for up to 6 rounds, the wielder may copy the combat style of an opponent. In practical terms this means that if an opponent is using the same kind of weapon, the wielder may attack using the same weapon mastery, hit rolls, *etc.*

Skill: This unusual talent confers a general skill upon the wielder. Unlike other weapon talents this is useable for as long as the weapon is carried. However, personality traits of an earlier owner of the weapon are also conferred. This might be trivial (always speaking in rhyme, with a particular accent, *etc.*) or severe (takes on a hatred of a particular monster species, becomes outrageously greedy, *etc.*). The personality trait is lost when the weapon is discarded or lost, but cannot be removed by any other means. 1-2 skills are gained, determined by the DM.

Waking: Once per day the wielder of this weapon may cause all creatures within 180' to become fully awake. This immediately causes all sleeping (but not held or paralysed) creatures to wake up, whether their sleep is magical or natural

