

# **DR. SKULL'S RAMPAGE AMID THE RUINS**

## **BOOK 3: THE TOME OF MIGHTY JUDGMENT**

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# PART ONE: CAMPAIGNING

## 1.1—GENERAL SYSTEM METHODS

When mortals or monsters, controlled by the players or the judge, need to determine the outcome of an event which is in doubt, there are 4 systems to use.

**Attack Roll:** This type of roll is used only to make missile and melee attacks in combat. Look at the opponent's Armor Class—AC—this is number or higher to score a hit and inflict damage. The attacker rolls 1d20 and adds applicable modifiers, usually the Attack Bonus derived from the Class Progression Tables (Book 1) or the Monster Hit Die attack table (Book 2), sometimes an Ability Score Bonus, Bonuses from Weapon Features, Tactical Situations, Magic Weaponry bonus and/or help from Spells. If he equals or exceeds the AC on the total, he scores a hit and inflicts damage. A "20" rolled on the die, not including bonuses, always hits, a "1" rolled on the die, regardless of bonuses, always is a miss.

**Saving Throw:** This type of roll is used to avoid a magic spell effect, dragon breath, energy drain or similar devastating attack like poison or being knocked off a horse by a pole-arm, In other words, if something other than damage from a fighting attack harms a target, it may get a chance to roll a Saving Throw (or Save) to save himself from it. Find the character's Saving Throw number from the Class Progression Tables (Book 1) or a monster's number from its description in Book 2. Roll 1d20 and add any bonuses that apply (usually class or species related or from magic items or spells), if the roll equals or exceeds the Saving Throw number, the effect is either avoided or halved (see effect description). If a saving throw is successful, but the victim still takes half damage (like from a fireball spell or dragon breath), he will never fall below 1 hit point as a result of that damage. Natural roll of 19 or 20 always succeeds at a saving throw and a natural 1 or 2 always fails a save.

**Adventuring Skill:** if you have a particular skill that most people do not, you will roll 1 die, determined by your experience level, and roll a 3 or better to succeed. The chance for non-skilled people to detect secret doors and hear noise is a gimped version of this method, requiring a "4" on 1d4 instead of a 3+.

**Ability Check:** When a player character attempts a task that is not covered in the rules and that most people would have some chance to overcome, regardless of training or experience, the Judge will pick one of the Ability Scores that is appropriate and instructs him to roll 1d20. If he gets his Stat in that Ability Score or Less on a d20, he has succeed. If the circumstances are very difficult, the Judge may call for a roll on 1d100 instead of 1d20 to succeed. Morale follows this system, with NPC's having a Morale Score, sort of a 7th ability score.

Example: Frank wants to lift the heavy iron cover off a stone box. STR is most germane to lifting, so the Judge tells him to roll a STR check. Since Frank has a STR of 13, he must roll 13 or less to lift the cover. Later he wants to push a wagon out of the way of a charging rhino. The Judge thinks "Well, it's got wheels, so he might move it, but seems very difficult." So, he says "Roll STR on 1d100." Frank has to roll 13 or less on 1d100 to succeed.

Since most Monsters and Mortals controlled by the Judge do not have Ability Scores listed or rolled, if it becomes absolutely necessary for the creature in question to make such a roll, the Judge either sets the Ability Score as he likes, or rolls it on the spot with either 3d6 or best 3 of 4d6, depending on the importance of the creature.

## 1.2—DUNGEONEERING

### 1.2.1—EXPLORATION TURNS

exploring the dungeons is managed in 10-minute periods known as exploration turns, or simply turns. Since in combat each combat round lasts 6-seconds, there are 100 rounds in an exploration turn. In each Exploration Turn, each person or party decides if it is Moving Rapidly or Exploring.

**Moving Rapidly:** the party can move about 1000 feet while underground in a dungeon in 10 minutes, because of the poor visibility and the stops and turns. Outdoors in good light or in a large, well-lit and straight passage underground the party can conceivably move about 2500 feet in 10 minutes (about a half mile). However, while Moving Rapidly, the party cannot search, look for traps or secret doors, be stealthy, or gain surprise on any enemies. If there is a trap or ambush and the party moves rapidly, it will automatically trigger the trap or be surprised by the ambush.

**Exploring:** the party can move about 100 feet during a 10-minute turn while exploring. However, each party member can make 1 search roll or 1 breaking/entering check during this time (see 1.2.2, Searching and 1.2.3 Breaking and Entering below) and the party makes standard surprise rolls for itself and others. Characters with Move Silently skill can use this skill as they are moving.

**Wandering Monsters:** one of the hazards of spending time completing tasks in a dungeon is the risk that a wandering creature or a patrol might find you. Each and Every Turn spent requires the Judge to roll 1d10. If the result is a "1", then some sort of Monster has stumbled upon the party. The chance increases if the party makes noise, for example, if anyone attempts to break down a door, break open a chest or smashes a pottery vessel of some kind. Whatever the noise that is made, the Judge immediately rolls 1d10 and a monster appears on a 1-3 on the die. Each dungeon level should have its own wandering monster chart to determine what monsters appear, or the Dungeon Encounter tables from Book 2 can be used.

### 1.2.2—SEARCHING

One of the activities that characters do during Exploration Turns is to Search. Broadly, this is divided into Check for Poison, Hear Noise, Search for Pits, Search for Secret Doors, Search for Tracks, Search for Traps, Search for Worms, Search through Garbage, and Sniff the Air. Any one character can attempt one of these searches per turn.

**Check for Poison:** this is an attempt to discover whether contact poison is present on a chest, door or other feature, or whether a trap is poisoned, or whether food or beverage is poisoned. Only those who have taken the adventurer skill Detect and Treat Poison can attempt this and it is a regular skill check.

**Hear Noise:** A character can place his ear on a door to hear what is on the other side, or creep to a corner and try to hear what is around it. He rolls 1d4 and hears something on a result of 4. However, Thieves, Hobgoblins and any character with Hear Noise Skill rolls the Skill Check Die for his level and succeeds on a 3+.

**Search for Pits:** this is an attempt to find pit traps, deadfalls, rolling boulders or sliding panels in walls, ceilings or floors. A character with a 10' pole can search one 20' section of

wall or hallway per turn for traps by rolling 1d4 and getting a 4+. Those with Stonework skill, including Dwarves, Gnomes and those who chose the skill, do not need a pole, instead use the Skill Check die for their level, getting a 3+. Discovering or not discovering the pit etc., does not activate the it

**Search for Secret Doors:** A character can search for a secret door or a hidden compartment in a wall, floor or piece of furniture. Any character can search a 20' section of wall or floor, or 1 desk, bookcase or chest, during 1 turn rolling 1d4 and finding the hidden door or compartment on a 4+. Thieves, Elves and Half-Elves and anyone with the Secret Door Expert Skill instead of rolling 1d4, rolls whatever Skill Check Die his level indicates and finds the door/compartment on a 3+ (a 7<sup>th</sup> level elf, for example, would find one on a 3+ rolled on 1d8). Elves and Half-elves have an additional benefit. Anytime they pass near a Secret Door, even if they aren't searching for one, roll 1d4 and they will sense its presence on a 4.

**Search for Tracks:** this is an attempt to find the traces of someone who has come before you, whether deliberately fleeing you or not. Only those who have chosen Tracking Skill or those from a species that Tracks by Scent (Doggers, Badgermon) can attempt this. The attempt uses the Skill Check die for the level of the tracker, getting a 3+.

**Search for Traps:** this is the attempt to find mechanical and magical traps on doors and chests. A character can search one chest or door per turn for traps by rolling 1d4 and getting a 4+. Those with Trap Work skill (Thieves and some Lackeys) instead use the Skill Check die for their level, getting a 3+. Searching for Traps will also reveal whether the chest or door is stuck or locked without a separate roll or more time. Discovering or not discovering the trap does not activate the trap.

**Search for Worms:** one insidious hazard in dungeons are the difficult to detect Book Worms, Ear Worms, and Rot Worms (see Book 2). A Bibliophile Skill check or INT d100 will detect book worms if a search is made. A Searcher Skill check is the only way to detect Ear Worms on a door or Rot Worms in dungeon garbage.

**Search Through Garbage:** this is an attempt to search through a pile of dungeon garbage or gauge what might be in a cloth or leather bag without risking danger. Most characters just have to paw through the garbage or open the bag and take what comes. Those with the Searcher Skill (kobolds, orcs and those who chose the adventurer skill) instead roll a standard skill check and if successful they avoid any negative consequences of the garbage (say, poison or disease) or any surprises in the sack (say, bugs).

**Sniff the Air:** this is an attempt to sniff a door or creep to a corner and sniff to determine what might be around the corner or on the other side of the door. Only those from a species that Tracks by Scent (Doggers, Badgermon) can attempt this. The attempt uses the Skill Check die for the level of the tracker, getting a 3+.

### 1.2.3—BREAKING AND ENTERING

Oftentimes doors and chests in dungeons are locked, stuck or barred. Each exploration turn each character can attempt to open one such locked/stuck door or chest. Multiple characters cannot attempt searching or breaking/entering tasks on the same chest or door on the same turn.

**Stuck Dungeon Door or Chest:** dungeon doors and treasure chests are often stuck, if you want to open them and still have a chance for surprise, one character can try to force it open. Roll 1d20 and get STR or less to succeed. If the first attempt fails, you may try more times, but there is no chance to surprise an enemy behind the door.

**Open a Lock or Barred Door:** if a door, chest, or other container is fastened by a lock. There are two non-magical methods of attempting to overcome the lock: lock picking and acid.

**Lock Picking:** A thief can open a lock on a successful Open Locks skill check, provided he has thief's tools (or a selection of wires can be improvised). Barred or Latched doors are easier Thieves get the better of 2 Open Locks checks to lift a bar or latch from the other side using thieves' tools.

**Acid:** To open a lock using acid, 1 dose of acid is used (see Book 4). The character attempting the acid rolls 1d20 and must get his DEX score or less to burn the lock open. If he fails, the lock is jammed permanently and no further attempts to use acid or thief skills will ever open it. Acid is ineffective against barred or latched doors.

**Magical Lock:** some doors and chests are locked by a Magical Lock (using a spell such as Hold Portal or Wizard Lock, or some other arcane means). A thief's open lock skill and acid are useless against such locks. They can be opened with a Knock Spell, or Dispel Magic, or by physical breaking of the chest or door (see below).

**Physical Breaking:** if a thief isn't there to get the job done, characters can attempt to PRY or BREAK a door or container. Each requires a certain number of successful attempts, as detailed in the chart below. Each attempt is a check against the character's STR ability score on a d20. To pry a container, one must have a Crowbar or one cannot try it at all (with exception of a Clay urn, for which a dagger or knife is actually preferable). To break an item requires the use of an Axe, Pick or Sledge Hammer and if one is not to hand and some sort of makeshift instrument like a Sword or Shovel is used instead, apply a -4 to each STR check. Each attempt takes 1 exploration turn (10 minutes) and only 1 attempt per item can be made during the same turn.

Container	a.k.a.	Pry successes	Break Successes
Clay Urn	Jar	3	automatic on first try
Wooden Crate	Chest 1	1	1
Wooden Chest	Chest 2	1	2
Iron Bound Chest	Chest 3	3	4
Strong Box	Chest 4	5	5
Stone Coffor or Trunk	Chest 5	2	5
Iron Strong Chest	Chest 6	5	5
Wooden Door	Door-1	1	2
Reinforced Door	Door-2	2	3
Metal Door	Door-3	4	6
Stone Door	Door-4	6	4

**Consequences:** if a prying attempt fails, or if a breaking attempt succeeds, any fragile contents of a container, such as a potion bottle, or delicate jewelry will break. Each turn attempting to break or pry requires a Wandering Monster check, at the "Noisy" level (1-3 on d10).

**Buster Skill:** a character with the BUSTER skill will succeed in breaking or prying open an object in a single skill roll, rather than needing multiple attempts.

### 1.2.4—Common Traps

If a trap is needed, roll 1d8 and use one of these.

1—Pit: there is a pit trap in front of the door or chest. Each turn spent dealing with opening it has a 1-2 out of 6 chance of the pit opening, causing character to fall for 2d6 damage, roll a save to take only half damage.

2—Sleep Gas: when the door or chest is opened, roll 1d6, that's the radius of effect of the gas in Inches (multiply by 5 for feet in game) of a cloud of gas that erupts, make a save or fall asleep for 1d6 turns in which you can only be awakened by neutralizing the poison.

3—Poison Needle: whoever opened the door or chest is stabbed with a poison needle, save vs. poison or die.

4—Darts: when the door or chest is disturbed in any way, 1d6 darts are launched from hidden devices in a nearby wall, they attack random targets, rolling to hit as 5th level thieves. Damage is 1d6 per dart.

5—Blade: a cutting blade swings from the door frame or across the chest, doing 2d6 damage, unless a Save is made, which avoids the damage altogether.

6—Acid Spray: a random target within 10' of the trap is sprayed with acid for 1d6 points of damage. Roll a save and if it fails, your armor, shield and 1 non-magical weapon is destroyed as well.

7—Poison Spike Pit: the same procedure as a regular pit, only it's filled with spikes, so the base damage is 3d6. If you fail your save for half damage you must then make a second poison save or be killed by the poison on the spikes.

8—Poison Gas: same procedure as the Sleep Gas, only the effects are lethal.

## 1.3—EXPERIENCE POINTS AWARDS

On the various class progression tables in Book 1 it shows how many experience points are needed for a character to advance in a level in his class. Characters get experience points for each significant encounter in a session and then get more experience based on the amount of treasure acquired. There are 2 options offered to the Judge for how Experience Points are awarded for treasure.

1.3.1—Encounter Experience: each time the players complete a significant encounter during a session, each player gets a number of experience points equal to 50 times the HD or level of the highest monster in the encounter. Players and independent NPC allies get the full award but henchmen and other underlings get half value. It is up to the Judge to determine whether an encounter is significant or not. As a guideline, Wandering Monster encounters in dungeons do not provide encounter experience, since they are the result of the players wasting time.

Examples: (#1) Sir Frank and Titus Thunder and their henchmen defeat 10 orc soldiers (F1) and their Ogre (F4) boss in a chamber. The battle is tense, with many wounds on the players and henchmen, so it is certainly a significant encounter. Since the Ogre is a 4<sup>th</sup> level fighter, Frank and Titus get 200xp each (4x5), but the henchmen get only 100 each. (#2) Frank and the crew then spot a single goblin guard in front of a door. Frank orders his henchman Crossbow Joe to shoot the guard, which he does in a single shot. Since there was no real danger to the party, it does not count as a significant encounter and no encounter experience is awarded.

1.3.2—Treasure Experience Option-1: if the campaign is focused on the action, then experience is awarded for treasure each person gets as his share at a rate of 1 experience point per gold

piece value of treasure recovered for the session and successfully returned to their home or headquarters.

Example: Frank, Titus and the henchmen retrieve 1200gp and a magic scroll in a session. Since Titus gets the scroll, it is decided that the cash will be divided with Frank getting 700gp and Titus 500gp. Frank keeps 500gp and so gets 500xp. He distributes the other 200gp to his henchman Crossbow Joe who gets 200xp. Titus keeps 400gp and so gets 400xp and splits the remaining 100gp between his 2 new henchmen Bill and Steve, each of them gets 50gp and 50xp. If Bill, who is a thief, had stolen 100gp from Frank before they all got home, then Frank wouldn't have gotten experience for that 100gp, but Bill would have.

**1.3.2—Treasure Experience Option-2:** Instead of receiving experience for acquiring treasure, if the campaign is focused on integrating the players into the local world, it is awarded for spending treasure. With this option all players get 1 experience point for each 2gp they spend for most purchases. However, they can get 1 experience point for each 1gp spent on certain purchases based on their class. All characters get 1xp per 1gp spent on a house and/or a barn or stable to use as a home.

Cleric: 1xp per 1gp spent on building a temple, clerical trappings, creating potions.

Fighter 1xp per 1gp spent on building a castle/fort, buying arms or horses, livery and maintenance for soldiers.

Magic-Users: 1xp per 1gp spent on books, research materials, laboratory materials, and creating scrolls

Thieves: 1xp per 1gp spent on luxury goods, furniture. Livery and maintenance on henchmen who are thieves.

## 1.4—LIVING EXPENSES

In the time between expeditions, adventurers will spend a portion of their treasure on living expenses for themselves, their henchmen and their animals.

**Living Expense Cost:** For each experience level for the player character and any henchman or other employee, the player character must spend 1gp per day. Likewise, for each Hit Die of any animals or monster he keeps and feeds, he must spend 1gp per day.

**What is included:** the living expenses for each person includes renting rooms, stabling, daily food expenses, minor taxes and tolls, replacing any of the starting equipment such as clothes, packs, belts, etc. that have worn out or been damaged, repair and maintenance of ordinary weapons, armor and tools, and replenishing iron rations from starting kit

**What happens if I don't pay?** If you can't pay, you're just broke. If you object to paying, too bad, the money is spent by the character not the player. Underlings for whom Living Expenses are not paid will leave your service. Animals for whom living expenses are not paid will die.

**Property Expense Reduction:** if you own a building (see Book 4, chapter 8) each person or animal that is housed within it has his living expenses reduced by half.

**Payment Schedule:** the Judge can either have the living expenses paid at the beginning of each session, counting back the number of in-game days since the expenses were last paid, or he can have expenses due at the beginning of each in-game month.



Example: Sir Frank is a level-6 fighter, he has a squire F1, 3 lackeys L1 and squad of 10 soldiers to guard his manor (F-2 each). He has 2 Heavy warhorses (3-HD each), and 4 light riding horses (2-HD each). That's a total of 40 levels/HD, so his living expenses would be 40gp per day. But, he owns a stone house (up to 12 occupants), wooden bunkhouse (up to 30 occupants), and a wooden barn (up to 8 horses). Since he has far more occupancy space than he has men and horses, his living expenses for each day are cut in half to 20gp per day.

## 1.5—RUNNING A BUSINESS

Sometimes players will want to spend treasure on setting up a legitimate business. The player must describe the business, spend the initial capital investment and then make a success or failure roll each in-game month to see if he makes a profit.

### Setting Up a Business

To begin a business, one must shell out an initial capital investment depending on the size of the business. You must also submit a written description of the business.

- Small: 250gp (includes renting a storefront or purchase of a handcart) Employees: 0-5, 1 month of preparation.
- Medium: 1500gp (includes renting a wooden building) Employees 5-20, 3 months of preparation.
- Large: 20,000gp (includes purchasing 4 wooden buildings) Employees 20-200, six months of preparation.

### Success or Failure Roll

Each month you must check to see if your business succeeds or fails. Roll 1d6, if you get a 5-6 the business succeeds for the month, your employee salaries are covered and you gain the profit indicated in section 3. If you fail the roll, you must pay out 5gp per employee in the business. There are several modifiers to the roll:

- If the PC personally oversees operation for more than half the month +1
- If the PC personally oversees operation for more than half the month and has either INT or CHA of 15+, additional +1
- If PC has notable "good press" for the month in question +1
- If the PC has notable "bad press" for the month in question -1
- If the PC spends less than 5 days overseeing the business in person -1
- If the PC spends no time overseeing the business in person -2.

In person/personally supervising the business means spending the entire day on the business, no research, shopping, recruiting etc.

If a business fails 3 months in a row, it goes under and can only be saved by spending the initial capital investment again immediately (though no new prep time is needed).

### Potential Monthly Profit

Small: 3d6 gp plus 1gp per employee

Medium: 2d6x10gp plus 1gp per employee

Large: 2d8x100gp plus 1gp per employee

## 1.6—POST COMBAT DAMAGE ASSESSMENT (optional rule)

After each significant combat is over (Judge's Call), roll once on the following table.

1d20 Roll	Effect
1	Broken Bone
2-3	Bleeder
4-5	Broken Armor
6-7	String
8-9	Arrows
10-13	Broken Weapon
14	Lost Item
15-16	Bonus
17-19	Just a Scratch
20	Victor's Vitality

**Broken Bone:** one character has a broken Arm (50%) or a Broken Leg (50%).

**Bleeder:** one character's wound is steadily bleeding, losing 1 Hp per turn until death or staunch. Such a wound can be staunched by Magic Healing of any kind, a successful First Aid skill roll, or a Hard (1d100) Wisdom check. Only one attempt may be made per turn

**Broken Armor:** each character rolls 1d6, if he rolls 5+, his suit of armor is degraded by 2 AC until it is repaired (Repairman Skill or visit to an armorer). Magic armor immune.

**String:** each character rolls 1d6, if he rolls 5+, he has his bow string, crossbow string or sling snapped.

**Arrows:** each character realizes somehow his ammunition supply is down 10 arrows.

**Broken Weapon:** each character rolls 1d6 for each weapon used in the fight. The weapon will be damaged if sword, dagger, great sword or mace on a 6, any other weapon on a 4+. Magic weapons immune. A Repairman Skill roll will fix it.

**Lost Item:** one character realizes he has lost one item at random. It won't be armor worn, shield or weapon used in the fight.

**Bonus:** roll one extra level-appropriate treasure, found in unexpected place

**Just a Scratch:** one character has taken half as much damage as he thought.

**Victor's Vitality:** all characters and henchmen in the party healed 1d6 from exhilaration

## 1.7—INJURY AND HEALING

### 1.7.1—REACHING 0 HIT POINTS:

When a mortal or monster is reduced to 0 hit points or below, it indicates that the combatant is Critically Injured or dead. Most monsters and NPCs are considered to be dead at this point, but player characters, henchmen and important enemies (at Judge's discretion) are considered Critically Injured. Critically injured combatants will lose 1 hit point per round through blood loss until cured by a First Aid skill check, a Treat Critical Injury skill check, or magical healing. They can stay alive, but critically injured if they do not fall below their CON scores in negative hit points. For example, Fighting Frank, who has a CON of 13, is still alive at -13 hit points, but dead at -14. A critically injured character must make a CON check on 1d20, or will lose 1 point permanently from 1 Ability Score, rolled at random. Some magic spells (see descriptions) can return a Critically Injured target to 1 hit point, as can the Treat Critical Injury Skill, in either case, the injured person still needs to check for ability loss. For monsters and NPCs without a CON score, most of the time,

just consider them dead at 0 hit points. If the Judge determines that it might be saved, make a saving throw for the creature, if it passes, roll 2d6, that's how many rounds remain to attempt to stabilize the critical injury.

### 1.7.2—HEALING HIT POINTS

Magic spells (Book 1) and potions (Book 3) and Magic Items (Book 3) heal hit points as indicated in their descriptions.. Spells, potions and magic items are the only way to heal a character when a battle is still underway. The other means, listed below (rest, food, skills, herbs, foods and beverages) all require too much time and attention.

Healing by Rest: Resting without traveling or fighting, with some food and shelter, heals 1 hit point of damage per day. Each day a resting character is treated with a dose of Woundwart (herbals, Book 4), he heals an additional 1 hp.

First Aid: A character with the First Aid Skill (Adventuring Skills, Book 1) can heal 1d4 hit points of damage. This must take place within 1 hour of the damage being taken and only one attempt can be made per person per battle.

Beer or Wine: Immediately after a battle, drinking 1 pint of beer or wine (one half a skin) will heal 1 hit point of damage (Book 4).

Special Foods there are a series of Special Foods (Awesome Pie, Gnome Cakes, Graped Nuts, Mighty Haggis, Ogre Sammich and Porridge Supreme) in Book 4 each of which can heal a certain amount of damage under certain circumstances, however, an individual can only be healed by 1 of those foods once per day (so if you eat an Ogre Sammich, having another or having an Awesome Pie later that day will not heal hit points).

Comfrey Root (Book 4) applies to a wound immediately after battle can heal 1d4 hit points as well (once per day).

Healing Salve (Book 4) cures 5 hit points of damage, but puts the patient into a deep sleep for 1 hour. Only 1 dose of Salve will work at one time.

Hercu-Beer: (Book 4) Those who have fallen under the effects of Hercu-beer regain 10 hit points over the 8 hours they are unconscious.

Herring Divine (Book 4) heals all lost hit points.

Owlbear Punch (Book 4): heals 1d6 hit points, but there is a risk of blindness.

Orc Liquor (Book 4): heals some hit points with other side effects.

### 1.7.3—FALLING:

If a character falls, he suffers 1d6 points of damage for each 10' fallen. If he falls 20' or more he must make a saving throw or suffer a broken bone (50% arm 50% leg). If he falls 50' or more, he must make 4 saving throws, 1 for each limb, to avoid up to 4 breaks.

### 1.7.4—BROKEN BONES:

Broken bones can result from the Post Combat Damage Assessment, or from specific traps designed by the Judge, or as a result of Falling.

Broken Leg: means leg must be securely bandaged and he can move only with a crutch (movement 10')

Broken Arm: A broken arm means no 2-handed weapons, no shield, no lock picking, and no spell casting.

Healing: A broken bone is healed by any magic healing or 4 weeks of rest.

### 1.7.5—LIMB LOSS, ABILITY SCORE LOSS AND LEVEL LOSS

The loss of a limb, the loss of an Ability Score point or points, and the loss of a level due to energy drain are permanent unless noted (Shadows and Lamiae, for example, note that the ability score loss they inflict returns in time).

Regaining a Lost Limb: a regeneration spell (Cl-6) will regrow a lost limb. Wearing a Regeneration Ring for 1 week will likewise regrow a lost limb.

Regaining Ability Score Loss: a Regeneration spell will return a lost point of STR, CON or DEX and a Restoration Spell will return a lost point of INT, WIS or CHA.. A limited wish spell can also restore one of these points, provided it was lost within the last 24 hours. A wish spell will restore a lost point beyond 24 hours.

Regaining a Lost Level: a level lost to energy drain can be restored by a Restoration Spell or a Wish Spell. A Limited Wish spell will also restore a lost level, but only if it were lost within the last 24 hours. Otherwise, a character can regain the lost level by means of earning sufficient experience.

## 1.8--DEALING WITH NPC'S

NPC's (Non-Player Characters) are those beings who are not out-and-out monsters and are under the control of the Judge. While most interactions with them belong to the Role-playing end of things, there are some interactions which require rules. These include negotiating with armed bands of creatures who may or may not be helpful or hostile, questioning prisoners, hiring Henchmen to join your party and hiring mercenaries as guards or soldiers or to support your adventuring.

### 1.8.1—Encounter Reactions

When players encounter other beings that can communicate, they can attempt to negotiate. First the Judge must determine whether the other party is Presumed Hostile (PH), Neutral (N), or Presumed Friendly (PF). Sometimes the alignments involved might be enough (Lawfuls and Chaotics would be PH to each other, Lawfuls and Lawfuls would be PF, many other mixes would be Neutral). So, a Lawful Cleric and his retinue, resplendent with the emblems of their Lawful God, encounter a band of Chaotic Trolls. The trolls would be Presumed Hostile. Likewise, a band of dwarves encountering a band of gnomes would be Presumed Friendly. The Judge has final say on what presumption to use.

Presumed Hostile (PH): unless the PC's initiate negotiations, these npc's will attack. If the PC's do initiate a negotiation, roll on the reaction table below.

Presumed Neutral (N): roll on the N reaction table below for what the NPC's are likely to do.

Presumed Friendly: these will be willing to talk, will not initiate violence, and are willing to do minor business. If you ask a big favor, roll on the reaction table below.

Make an Offer: the offer should be food or treasure worth at least 5gp per HD of the creatures involved. This requires the negotiator to speak the other side's language, and to roll a CHA d20 check.

Modifiers to the Reaction Charts: Characters with a 15+ CHA add 1 to the rolls below.

Dice roll 2d6	Attitude: PH	Attitude: N	Attitude: PF
2	Immediately Attack, +2 on their morale score	Turn violently hostile	Re-roll on N column
3-5	Immediately Attack	Begin attack, unless stopped	Will not do favor, part peacefully
6-8	Immediately Attack	Make an Offer and roll a CHA check to part ways peacefully	Make an Offer and roll CHA check to do favor
9-11	Make Offer and roll CHA check to part peaceably	Will be peaceable	Will do favor
12	Re-roll on N column	Re-roll on PF chart	Will join you and help all they can.

**Recruiting Skill:** those who have the Recruiting Adventurer Skill can attempt to recruit a band of mortals encountered in a dungeon to join with the party. The recruiter must be able to communicate, and the other side must not have begun an attack. The recruit must make a recruitment skill roll and the party must pay at least 10gp per HD of the band, at which point, treat them as mercenaries (see below).

### 1.8.2—Questioning Prisoners

In order to find information from captives, the character must pick one of three methods: Brutal, Persuasive or Cunning. In any case the questioner and the captive must share a common language, or have an interpreter.

**Brutal:** after 1-turn of brutal questioning, the questioner must roll a STR d20 check, and then the captive makes 2 Saving Throws. If he fails the first, he dies. If he fails the second, he reveals the desired information. However, roll 1d6, if it is 1-3, then the death check happens first, if it is 4-6, then the information check happens first.

**Persuasive:** after 1 turn of talk, the questioner makes a WIS d20 check to determine what would be an effective offer (good treatment, freedom, bribe etc). He then makes a CHA d20 check. If both of those succeed, the captive must make a saving throw or reveal the desired information.

**Cunning:** after 2 turns of in depth conversation, the questioner makes an INT d20 check and the captive makes a saving throw. If the INT succeeds and the save fails, the captive has been tricked into revealing the desired information.

### 1.8.3—Henchmen

Henchmen are low-level adventurers who have agreed to join a player character's retinue rather than adventuring on their own. Each character can have 1 henchman plus 1 for each point of CHA over 10. (So, if Ugly Stan has CHA of 7, he can only have 1 henchman at a time, but if Sir Frank has CHA 13, he could have 4 henchmen at a time.)

Henchmen advance in levels the same way player characters do. They get half the encounter experience as player characters do, and get experience points from whatever treasure the player decides to give them (henchmen treasure comes out of the boss player's

share). Henchmen must be of a lower level than the player character. A first level player, therefore, only can recruit XC henchmen. If they ever equal their boss in level, they will leave his employ and strike out on their own. A former henchmen might continue to adventure with the former boss, but will expect to be treated as an equal partner and full member of the party.

Henchmen will go into dungeons, fight dangerous monsters etc., just as a player adventurer does. However, henchmen do have a MOR score. When recruited, roll 3d6 for the henchman's MOR. Add 1 to the score after the first adventurer the henchman takes part in without being critically injured (but only the first one). Add 1 to the MOR score each time the henchman gains a level. Add 1 MOR the first time a henchman is given a magic weapon, armor or other permanent magic item. If the henchman and boss have the same alignment, add 1 MOR. If they henchmen and boss have opposite alignment (one Law, one Chaos) subtract 2 MOR. If the henchmen and boss are the same species add 1 MOR. If one is an elf, half-elf, gnome or dwarf and the other an orc, half-orc, goblin, hobgoblin, kobold or bugbear, subtract 3 MOR. If one is a Catter and the other a Dogger or Ratter, subtract 4 MOR. If the player ever sees to it that the henchman is raised from the dead or returned to flesh after being petrified, add 4 to MOR,

Henchmen must have their Living Expenses paid for by their boss. This is called "Livery and Maintenance", and is not considered as a share of the treasure or as some kind of bonus, rather the price paid for acting as a retainer and following the boss's orders. If Livery and Maintenance is not paid, the henchman will leave the boss's service.

To recruit henchmen, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d6 candidates will show up, to a maximum of 1d6 per 1000 people in the town or city. The offer of Livery and Maintenance, usually some additional upfront equipment and a treasure share is required and then the PC must make a CHA d20 check, which, if it passes means that the henchman joins up with the PC. Those with Recruiting Skill can take 1 week, spend no recruiting money, make a skill check and find a recruit with exactly the class, species and skills desired, instead of a general draw of candidates.

Henchmen expect a share of treasure taken. Generally, a PC is never expected to give up more than half his treasure share to his henchman, no matter how many he has. Apart from that limit, henchmen expect at least a 10% share of the boss's take.

### 1.8.4—Mercenaries

Mercenaries are professional soldiers hired either to complete a particular mission or as part of a lord or adventurer's retinue. They are often very useful for guarding the player's camp, home, or headquarters. Mercenaries can be XC, F1, F2, or F3, (the Judge sometimes can even create squads that are T1, T2, or T3. They generally come in a squad of 10, one of whom is their sergeant (1 level higher than the rest).

Mercenaries on guard or garrison duty are paid Livery and Maintenance (Living Expenses). However, if they are led into battle or into a dangerous wilderness, they receive and additional 5gp per level per day (Combat Pay). They are reluctant to go into dungeons or face supernatural foes, and so must be paid 10gp per level per day of such employment (Double Combat Pay). XC mercenaries are counted as first level for Livery, Combat and Double Combat pay. Take note that the Livery and Maintenance must also cover the expenses for the

soldiers' horses. While the Livery and Maintenance can be covered by owning a freehold, the employer must pay Combat and Double Combat Pay in cash.

To recruit mercenaries, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d4 squads of 10 will show up, to a maximum of 1d4 per 1000 people in the town or city. The offer of Livery and Maintenance is required and then the PC must make a CHA d20 check, which, if it passes means that the mercenaries join up with the PC. If the squad comes equipped with horses then an additional 100gp signing bonus is required. If the squad comes equipped with chain, scale or brigandine armor an additional 100gp signing bonus is required. A character with the Recruiting Skill can spend a week and find exactly the species and type of mercenary desired instead a wider draw.

### 1.8.5—Henchman and Mercenary Types

While it is probably best for the Judge to create a selection of Henchmen and mercenary squads on index cards to be dealt out when recruiting occurs, the following guidelines can also be used.

Species: roll 1d6. If the result is 1-5, then the henchmen or mercenary squad is of the same species as the dominant species of the town in question. If it is a 6, then the Judge picks any species he likes.

Henchmen Class: roll d8: if class not allowed for species, roll again      Mercenary Class and Level: 1d20

1: Cleric      1-5--XC  
2: Fighter      6--16--F1  
3: Magic-User      17-19--F2  
4: Thief      20--F3

5: Lackey  
6: Multi-class (roll again, twice, re-rolling 6-8)  
7-8: XC

Henchman Level: (1d20)

Mercenary Types (1d200)

1-5: XC  
6-17: Level 1  
18-19: Level 2  
20: Level 3

1-2--Light Foot:  
3-5--Heavy Foot:  
6-7--Pikemen:  
8--Slings:  
9--Archers:  
10--Longbow Archers:  
11-12--Crossbowmen:  
13-14 Heavy Crossbowmen:  
15-16 Light Horse: l  
17-18--Medium Horse:

Henchmen and Mercenary Alignment: (1d6)

1-2: Lawful  
3-5: Neutral  
6: Chaotic

19--Heavy Horse:  
20--Horse Archers: leather,

Elves, Dwarves, Halflings -1 to Alignment Roll  
Orcs, Ogres, Goblins, Kobolds. Hobgoblins, and  
Bugbears add +2 to the roll

### 1.8.6--Followers:

If a character reaches 8th level, he may be eligible for followers. The numbers and types depend on the class of the character and usually require some sort of building or buildings or other requirements.

Cleric: if a 8th level or greater cleric builds a temple (see Temples and Shrines, below) he will attract a group of 2d4 first level clerics and 1d6 second level clerics of his god and 2 squads of 2<sup>nd</sup> level fighters who will serve him and have all their Livery and Maintenance covered by temple operations. These will all be zealots with 5d6 morale. Any followers lost will be replaced in 1d6 months.

Fighters: if a 8th level or greater fighter has his own Freehold, he will attract a band of 50-first level fighters, 20-second level fighters, 30-XC recruits and 2 level-4 fighter captains, all eager to work for him. Livery and Maintenance will be covered by the Freehold, but Combat Pay and Double Combat pay must still be paid as for mercenaries. These will be high morale troops, rolling 4d6 dice for MOR. There will be 1d6 XC recruits joining the followers any month that the lord leads them in battle.

Magic-User: if a level 8 Magic-User or Specialist Mage (not natural sorcerers or witches who must make do with henchmen and mercenaries) acquires an Advanced Library and a stone Inn building to house it, he will attract 1d6 2nd-level magic-users, 2d4 1st-level magic-users, and 10 XC apprentices whose Livery and Maintenance will be covered by allowing other magicians to consult the library for a fee.

Thieves: if an 8th-level or higher thief acquires a freehold or an inn building in a town or city, he will attract a gang of 3d6 2nd-level thieves, 4d6 1st-level thieves, 2d6 first level fighters and 3d6 XC schmucks to work as his gang. Their Livery and Maintenance will be covered by normal thieving operations, but they can be used by the boss for missions (they have to get a cut).

## 1.9—MAGICAL RESEARCH

### Magic Research Materials

Item	Cost	Use
Basic Library	4000gp	To research level 1-3 spells; potion formulae
Intermediate Library	25,000gp	To research level 4-6 spells; permanent item formulae
Advanced Library	81,000gp	To research level 7-9 spells
Basic Dues	20gp/month	To access guild basic library
Intermediate Dues	100gp/month	To access guild intermediate library
Advanced Dues	500gp/month	To access guild advanced library
Spell Supplies	100gp/week	For making attempts to create new spell
Spell Laboratory	1000gp	Needed to create new spells



Magic-Users (including Specialist Mages) can use research in magical lore in order to achieve certain tasks:

**Learn a Canon Spell** that they don't have in their spell book: sometimes a magic-user desires to have a spell of a particular level in his book, but hasn't been able to find a copy on an adventure, and it will be a long time before he can gain a spell by advancement. He can research to figure out the specifics of the spell and add it to his book in a library. It will take 2 weeks per spell level to complete the research. After each week, roll INT d20 to see if the week is successful and the week "counts" counts toward the research total. When the entire research process is complete, he must roll 1 final INT d20 roll to see if he can "know" the spell or not. If he fails, he cannot try again until he advances an experience level. If the spell is level 1-3, he needs a basic library; level 4-6, an intermediate, level 7-9 an advanced.

**Create a New Spell:** to create a brand new spell takes a longer period of research and experimentation. The background research is the same as for learning a Canon spell in time and library requirements. When the background research is complete, the magic-user must then have a spell laboratory (1000gp) and then begins the experiment process. He must experiment in 1-week intervals which cost 100gp per week. At the end of each week he rolls an INT d20. When he has completed a number of successful weeks equal to the spell level, he makes an INT d100 check. If he passes the check, he adds the spell to his book, if he fails, he can keep trying by experimenting another week and spending 100gp. When he finally passes the INTd100 check, he adds the spell to his book, if he ever rolls a "00" on his roll, he gives up the process forever.

The exact nature of the new spell must be worked out with the Judge ahead of time and all the details settled and agreed upon before the process is begun.

**Find a Formula for a Special Potion**, while those potions which are created from a spell (e.g., Invisibility) do not require a specific formula, just the Brew Potions spell and the spell in question, the potions called "Special Potions" (e.g. Dust of Appearance) need a formula. It takes it takes two weeks per level of the potion (see Magic-Item section) in a basic level library to discover the formula. After each week, roll INT d20 to see if the week was successful and the week "counts" toward the research total.

**Find the Formula for a Permanent Magic Item:** while scrolls and wands do not need formulae to create, just the materials and the creation spells and the spells to be stored, other items, such as crystal balls, sweater vests of the Halflings, magic swords etc., do indeed require a formula. To work out the formula, it takes a number of weeks of research in an intermediate library equal to the number of months it takes to create the item (e.g., a Tier E magic item takes 3 months to create, so it would take 3 weeks of research to find the formula). Each week the researcher must make an INT d20 check to succeed and have that week "count" toward the research total.

## 1.10—TEMPLES AND SHRINES

A building of at least 700 square feet ground-foot print can be consecrated by a cleric of Level 7 or higher as a temple to the cleric's god. He must cast Commune Spell first, for permission from the god, then casts a Bless spell on the properly cleaned building.

- Any person can pray at the temple once per month for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 12 chance for the

god to allow the person to cast one appropriate spell of level 6 or less to help solve the problem.

- Any initiate of the god can pray at a temple once per week for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 6 chance for the god to allow the initiate to cast one appropriate spell to help solve the problem.
- A cleric of a god can pray at a temple once per day for the god to restore all used spell slots for the day. There is a 1 in 6 chance of the prayer being granted.
- Healing potions made at a temple gain a 10% reduction in ingredient costs and 1 day less in manufacture time.

A smaller building or even an outdoor altar, statue or cairn of stones may be consecrated as a shrine in a similar fashion by a 4th level cleric. The cleric casts Augury to see if there is some divine objection, and if not, casts a bless spell on the shrine.

- Any person can pray at the temple once per 2 months for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 20 chance for the god to allow the person to cast one appropriate spell of level 2 or less to help solve the problem.
- An initiate of the god can pray at the shrine once per month for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 6 chance for the god to allow the initiate to cast one appropriate spell of level 4 or lower to help solve the problem.
- A cleric of the god can pray at a shrine once per week for the god to restore all used spell slots for the day of level 4 or lower spells. There is a 1 in 8 chance of the prayer being granted.

## 1.11—CASTLES AND FREEHOLDS

**1.11.1—Buildings:** A character can build civilian buildings within an organized nation by purchasing the land and engaging a building company. The advantage of owning your own house and barn/stable is that the Living Expenses for those housed within them are cut in half (see Living Expenses section above).

**1.11.2—Castles:** a character with sufficient wealth might also want to build a true castle. This usually requires the permission of the rulers of the land if it is to be built in a settled nation. Without being made a noble with a grant of land, simply owning a castle inside settled area does not come with an automatic income. The acquisition of populated, tax-paying land must be handled by the Judge based on his campaign, but the income would be about 1gp per person of the fiefdom, with about 50 people per square mile, per month, less a cut sent up the ladder to the overlord. Details of Castle items are found in Book 4.

### 1.11.3—Siege Damage

In Book 4, each of the buildings available for purchase is rated with a number of Siege Points. These are building analogs for the Hit Points of creatures, operating at a different scale. Catapults, Rams and Ballistae are rated with Siege Damage effects for each hit (also found in Book 4). Since siege engines typically can only attack once per (exploration) Turn, or 10 minutes, it takes a long time to batter down stone fortifications with them. Also, certain spells in Book 1 also can do siege points of damage, as is indicated in their descriptions. When

a building is reduced to 0 or fewer Siege Points due to damage, it will collapse, generally requiring the occupants to make a saving throw to escape or else suffer some consequence decided upon by the Judge.

#### 1.11.4—Freeholds:

Establishing a lordship of one's own is an attractive option for some characters. After finding a location in the wilderness, the character must build a castle of some sort (at least a tower and house, surrounded by a palisade) and then get control of a 5-mile hex and the 6 hexes surrounding it (or if not using 5-miles hexes, an area between 120 and 200 square miles). The Judge will establish the lair of 1d4 monsters or mortal bands in each of those 7 hexes (or in each 20-25 square mile area if not using hexes). Once the monsters and mortals have been destroyed, driven off or convinced to swear allegiance, the character can claim the area as its lord, taking whatever title he desires (although Lord, Baron, Thane or Chief are more appropriate than King or Emperor for the size of the new realm).

Over the first year after the clearing of the land, settlers will arrive and swear allegiance to the new lord. 1d4 villages will be founded, each with 1d4x100 inhabitants. Each inhabitant will pay 1gp per month to the lord in rent, taxes, tolls, fees etc. The lord can double the taxes during any month, but must make a CHA d20 check or face a revolt by the settlers. The settlers will usually come from the same species as the character. Changelings, however, will get human settlers. Ogres will get only one fourth the usual number of settlers. Settlers on bugbear freeholds will be 50% goblins, 40% hobgoblins and 10% bugbears. Half-orcs and Half-ogres get a mixture of humans and half-orcs if they are lawful, or a mixture of half-orcs and orcs if they are neutral or chaotic.

Once the freehold is established, the player gets, in addition to the tax revenue, several other benefits. First, he, his henchmen and mercenaries and their horses will have their Living Expenses (livery and maintenance) paid from by the freehold, to a number of people and/or horses equal to a number equal to 5% of the total population of the freehold (any combat pay or double combat pay must still be paid in cash). Second, if he is human, half-elf or high elf, he can establish a number of knight-vassals equal to 1% of the total population of the freehold. Each knightly holding must provide 1 armored heavy-horseman to serve, payment-free for 2 months of military service per year. Other species replace the knights with armored infantry (except for Catters, Kobolds, and Ratters who do not get this benefit).

The freehold will naturally increase in population each month by a number of people equal to the highest of the player's CHA, WIS or INT. The player may allocate these new people among any of the villages of the hold.

The player may make improvements to the holding by spending additional money. You may have a maximum of 1 of each type of improvement in the freehold. The Investment is the upfront cost to create the improvement. Population Increase is the number of people added to one village's population each month. Monthly income is the amount of money the lord receives each month for having this improvement. Construction Time is the time between the paying of the investment and the beginning of the monthly income and population increase benefits beginning. The additional population can be placed in any of the villages of the hold.

Type	Investment	Population Incr.	Monthly Income	Construction Time
Iron Works	5000gp	1 per month	100gp	6 months
Agricultural Improvement	1000gp	1d6 per month	20gp	2 months
Mines	3000gp	1d4	60gp	6 months
Market	2000gp	1d6 per month	40gp	2 months
Roads/Bridges	3000gp	1d8 per month	60gp	6 months
Animal Herds	1000gp	--	20gp	1 month
Ship Building	4000gp	1d6 per month	80gp	6 months
Mill	1000gp	1d4 per month	20gp	3 months

The settlers in the villages will build their own homes and other normal businesses (Taverns, blacksmith shops, etc.) The player is responsible for building any defenses such as walls, towers or palisades around the villages. About 20% of the population make up the militia or posse of the settlement. Their presence is enough to keep monster lairs from being created inside the freehold. The lord can either require all such militia to keep arms (typically, a shield, spear and gambeson, but bows and other hand weapons could be required). He could, alternatively, forbid them from owning weaponry. The militia can be called out to put down outlaws and defend against raiders, monsters or invaders, but are not required to leave the freehold to attack others. A lord can raise bands of volunteers from the militia to raid outside the freehold, but has to make CHA checks as assigned by the Judge and give them mercenary combat or double combat pay as if they were mercenaries.

The Judge can adjust the freehold requirements to match certain species traits (dwarves, for example, might need to have their freeholds in hills or mountains, and their villages might be underground).

Population growth will stop when there are 50 people per square mile of the freehold. The lord can either increase the size of the freehold by clearing additional land of monsters, or can found a town, to hold more urbanized population. To upgrade a village to a town, the player needs to spend 10,000gp on general infrastructure, and may want to build a palisade or curtain wall to defend it. The town can house up to 5000 people beyond the 50 people per square mile limit.

## 1.12—REGIONAL MAPPING AND DEMOGRAPHICS

### 1.12.1—MAP SCALE

1 hex on a regional map will equal 5 miles, approximately 22 square miles (math is too hard for hexagons, so that's really a guess). Each 40×40 hex map will be approximately 40,000 square miles which equals about the size of Pennsylvania or Hungary.

### 1.12.2—POPULATION

Hamlets have a population of less than 200 people—will not appear on main map

Villages have a population of 200-900 people—will not appear on main map

Towns have a population of 1-9 thousand people (but mostly 1-6 thousand)—will appear on main map.

Cities have a population of 10-60 thousand people—will appear on main map

Castles: population is included in the countryside population—will appear on main map.

Countryside Population: each square mile of settled, farmed countryside contains 50 people. This population includes hamlets, villages and castle population, but not town or city population.

Wilderness Population: each square mile of Wilderness should have between 1 and 10 people (or elves, orcs etc).

### 1.12.3—FORCES

As a general rule the population breaks down as follows:

1% Knights—fighters of level 2-7 (half level 2, the rest random)

4% Soldiers—full time soldiers, usually garrison or guards of important places, majority are fighter class, most are level 1, but many could be higher.

20% Militia—the respectable adult men in the town, most are XC, some may be fighters, as area, traditions and conditions allow. In towns and cities they make up the Night Watch, and are trained to man the walls during attacks. In the country they are the posse called upon to defend villages and hunt down outlaws

4% Dirtbags—thieves, con-men, beggars, drunks, smugglers and the rest

1% Specials—wizards, priests, shape shifters and other powerful weirdos. This percentage is halved in the countryside.

70% Others—women, children old folks

### 1.12.4—FACILITIES

Inns: Village 0-1, Town 1d3, City 2d6

Tavern: Village 0-1, Town 1d, City 3d6

Temple: Village 0-1, Town 1d4-1 (at least 1), City 4+1d8

Blacksmith: Village 0-1, Town twice # of armorers, City twice # of armorers

Armorers: Village: 0, Town: 1 per 50 soldiers/knights, City 1 per 50 soldiers/knights plus 2d10

Alchemist: Village 0, Town 0-1, City 1d4

Herbalist: Village 0-1, Town 1d4-1, City 1d6

Building Company: Village 0, Town 1d4-2, City 1d6

Mage Guild: Village 0, Town 0-1, City 2

Gang: Village 0-1, Town 1-2, City 2d6

## 1.13—Overland Travel:

### 1.13.1—Travel Rates:

Foot: Loaded or Encumbered: 10 miles per day

Foot: Normal: 15 miles per day

Cart/Wagon: 10 miles per day

Horseback, no spare horse: 25 miles per day

Horseback, spare horse: 30 miles per day

#### Modifiers:

	Foot	Horse	Cart
Road	+5 miles	+5 miles	+10 miles
Forest	–	–5 miles	–5 miles
Desert	–5 miles	–5 miles	–5 miles
Hills	–	–5 miles	–5 miles
Mountains	–5 miles	–20 miles	–5 miles
Swamp	–5 miles	–10 miles	–5 miles
Tundra	–	–5 miles	–5 miles

Boat: 60 miles per day (half if weather bad)

Ship: 100 miles per day(half if weather bad)

### 1.13.2—Food and Water:

Each day spent without food requires a saving throw or the loss of 1 hit point. Each day without water automatically results in the loss of 1 hit point, 1d4 if in a hot desert. Any day without food or water makes any healing, except from clerical spell or potion, impossible (i.e., no natural healing, no special food or beverage healing, no herbal healing).

# PART TWO: TREASURE

## 2.1—IDENTIFYING AND APPRAISING TREASURE

While Detect Magic Spell is very useful for determining whether items are magical or mundane, finding out the full information usually requires some other magic (usually Read Magic Spell for Magic-users or Commune Spell for Clerics).

### 2.1.1—SCROLLS

- Cleric Scrolls: a cleric will immediately be able to read and use cleric scrolls, magic-users cannot use cleric scrolls.
- Magic-User Scrolls: a magic-user must cast Read Magic to decipher a magic-user scroll. Once he has done so, he can cast the spell from the scroll at any point in the future. Clerics may not use magic-user scrolls.
- Thieves "Read Scroll" Skill: A thief can use his use scroll skill to cast a spell off of a scroll without Read Magic. He must roll a skill check to identify the spell contained (if it is not known), and then make a skill check to cast the spell. If he fails the skill check, the spell is ruined.

### 2.1.2—POTIONS

Any character can identify a potion by tasting a small amount. However, if the potion is poison or some sort of curse, the effect falls full-power onto the taster. If a character uses the Alchemy Skill, he can identify the potion on a skill roll without risk.

### 2.1.3—ARMS AND ARMOR

- A character can deduce the basic +1 to hit, damage or AC of any magic weapon or armor by using it in combat, however, this will not reveal any special powers or effectiveness against specific creatures.
- A magic-user can use Read Magic to fully identify all the powers of magic weapons or armor.
- A cleric may use Commune to fully identify all the powers of magic weapons or armor.
- Captured non-magic arms and armor can be sold for 1/3 list price.
- Captured silver, masterwork and magic arms and armor can be sold for full list price.

### 2.1.4—OTHER MAGIC ITEMS:

A magic-user can use Read Magic or a Cleric can use Commune to fully identify all the powers of other sorts of magic items including command words.

### 2.1.5—NON-MAGIC BOOKS

A successful skill roll with the Bibliophile skill will appraise the fair market value of a book discovered in the dungeon. If you do not possess that skill, a magic-user or cleric may roll INT or less on 1d100 to so appraise. If you can't appraise the book, it will be sold for a flat 50gp price.

### 2.1.6—APPRAISING GEMS, JEWELRY, ART OBJECTS ETC.

Thieves and Fighters are assumed to know their way around the valuation and disposal of loot and plunder. Therefore, if you have at least one character or henchman in the party of either class, the Judge will reveal the basic market value of all items such as gems, jewelry and art objects found.

2.1.7--SELLING THE LOOT When you have gathered treasure, various items such as gems, books etc., will have a cash value. You may sell them only at a Castle, Town or City. Selling them at a castle will only yield 50% of cash value, a town 75% and a city 100% of the price. The Judge can impose a period of 1d6 days to dispose of loot in a city, while in a town or castle it will only take single day. If you don't happen to have a Thief or Fighter to appraise things, you'll only yield 25% of the market price no matter where you sell things.

## 2.2—OUTDOOR ENCOUNTER TREASURE

### 2.2.1—IN TOWN AND ON THE FARM

When in civilized areas, the amount of wealth carried by individuals is determined by their social position.

Poor (landless worker, monk or hermit): 1d6 cp, Jewelry: 10% list A

Average (householder, craftsman, priest): 1d6 sp, Jewelry: 70% list A

Above Average (knight, successful craftsman) 4d6 gp, Jewelry: 100% list A, 20% list B

Prosperous (lord, successful merchant): 1d6 x10 gp: Jewelry: 100% list B x1d4 of them, 20% list C

Wealthy (great lord, wealthy merchant): 1d6x100gp: Jewelry: 100% list Bx1d6, 75% list C

#### PERSONAL JEWELRY

1d20	LIST A	LIST B	LIST C
1-3	Wooden Necklace 2cp	Silver Ring 10gp	Gold Ring 100gp
4-6	Shell Necklace 1sp	Silver Necklace 20gp	Gold Necklace 200gp
7-10	Lead Ring 1gp	Silver Amulet 25gp	Gold Amulet 250gp
11-14	Copper Ring 2gp	Gold Ring 100gp	Ruby Ring 500gp
15-18	Copper Necklace 4gp	Gold Necklace 200gp	Emerald Ring 800gp
19-20	Silver Charm 8gp	Gold Amulet 250gp	Platinum Amulet 1000gp

### 2.2.2—ARMED BANDS OF MORTALS

When armed bands of mortals are encountered, each member will have his own amount of money, based on their type and level (XC count as 1 level).

Bandits: 1d4gp per level.

Berserkers: 2d6gp per level.

Knights: 100gp per level.

Pirates or Raiders: 1d10gp per level.

Savages: 1 copper ring or necklace each

Scouts/Rangers: 1d10gp per level.

Soldiers: 10gp per level.

If the armed band is encountered at their camp or lair (and there are at least 50 in the band), there will also be a central treasury, with approximately 1000gp times the level of the highest level character in the band. If they are Savages, the treasury will not be actual coins, but a mixture of goods, animals and cheap jewelry items. For other bands, about half the treasury will be coins, the rest an equivalent amount of useful supplies.

If a patrol or small group's campsite or hideout is discovered, place 1 barrel or crate for each 5 members and 1 sack for every three members there. (see below).

### 2.2.3—NPC ADVENTURERS

Magic Items:

Fighters have a 5% chance per level that their weapon is magic, and a 5% chance per level that their shield or armor is magic.

Clerics have a 1% chance per level of having a magic Staff, 3% chance per level of having a magic weapon, and a 10% chance per level of having 1d4 potions.



Magic-Users have a 5% chance per level of having 1d6 scrolls of level 1-3, and a 5% chance per level of having a magic wand.

Thieves have a 3% chance per level, each, of having a magic sword, 1d3 scrolls, a magic wand and magic armor.

Guards and Lackeys don't have magic items.

Coin: have each Principal Member have 50gp per experience level in coin/jewelry value. Have each henchman have 10gp per experience level.

## 2.2.4—MONSTERS

Animals, Bugs, Constructs, Elementals, Extra-Worldly Beings, Oozes, Plant Monsters and most Undead do not spend treasure or have any particular need for it, so any treasure they possess is an accident from where they lair.

Dragons are notoriously lustful after treasure, so gold must have some sort of positive magical effect on them. Each dragon lair should have 1000gp per HD of the dragon, plus 1 gem or jewelry per HD and 1 magic item per HD of the dragon.

Giants and Trolls: each giant or troll will be carrying a sack with 50gp per HD worth of valuable goods. In their lair, there is likely twice that total amount, with 1-2 random magic items.

Fantastic Monsters, Magical Humanoids, Sylvan Creatures and Lycanthropes: some other monsters will collect treasure at their lair, in which case figure there is 1d6x50gp per HD of the highest HD creature located there. There should also be 1-2 random magic items.

## 2.3—DUNGEON TREASURE PLACEMENT

### The Principal of Containers

Dungeons are different from the lairs of creatures encountered in the wilderness; rather they are abandoned underground complexes in which monsters have come to live or haunt. As a result, they may be filled with objects that are decades, centuries or millennia old. Inside dungeons, therefore, treasure oftentimes depends on the containers discovered rather than monsters guarding them.

There are three sorts of containers: supply containers, loose treasure and relic containers. Supply containers are those brought by intelligent creatures into the dungeon to hold material they might need if they are mounting an expedition. The supply container information can be used to flesh out lairs of bandits, raiders, giants and the like in the wilderness, in addition to their use in a dungeon. There are three sorts of loose treasure: treasure piles which are simply piles of loose treasure lying around (like in a dragon's hoard), arms racks with openly hold weaponry and dungeon garbage, which are the ubiquitous leavings of ages of monster and creature activity. Relic containers, on the other hand, are those that have been in the dungeon for quite some time, independent of the current occupants of the level or room of the dungeon.

The Judge has final decision as to what containers are placed where in a dungeon. The choice should be based on the original purpose of the room in question or its current use. As a guideline, place 1 sack for every 5 mortals and 1 crate or barrel for each 10 mortals in their campsite or hideout in a dungeon, liberally spread piles of dungeon garbage all around the dungeon, and limit treasure piles to the lairs of dragons or other similar beasts.

### 2.3.1—Supply Containers

**Crates:** crates are simple wooden boxes that have to be pried open and nailed shut (chest-1). They are used to hold all sorts of dry supplies for an expedition or band. They are never trapped or locked. Count as “big” for encumbrance. Each crate gets 1 roll on the crate table below for contents.

**Sacks:** a leather or canvas bag used to carry manageable amounts of supplies. They are never locked or trapped, although they might contain hazardous materials. Their encumbrance is usually 1 item. Each gets 1 roll on the sacks contents table below.

**Barrels/Casks:** 50 or 10 gallon containers that are used to hold liquid and bulk items like flour or food for an expedition. They can be simply pried open with no check made. They are never trapped or locked. Barrels count as “too big” and casks as “big” for encumbrance. Each gets 1 roll on the Barrel table below for contents.

1d20	Crate Contents	1d20	Sack Contents	1d20	Barrel Contents
1-5	Ordinary Food (1d4)	1-2	Metal Bits	1-4	Bilge, barrel 50 gallons
6-8	Gear	3-4	150cp per level	5-7	Oil , lamp, cask 80 pints
9-10	Gear (1d4)	5-6	150sp per level	8-10	Water, barrel 50 gallons
11-12	Arms	7-8	100ep per level	11-13	Ordinary Food
13	Special Food (1d4)	9-10	75gp per level	14-17	Ordinary Beverages
14	Herbals (1d4)	11-12	Ordinary Food	18	Special Beverages
15	Alchemy (1d4)	13-14	Gear	19	Re-roll on “Chest”
16	Canvas Tent	15	Buggy food	20	Guy
17	Re-roll “Chest”	16	Special Foods		
18	Re-roll “bookcase”	17	Papers/map		
19	Arrows (250)	18	Jewelry		
20	Healing Potion (1d4)	19	Potion		
		20	Herbals		

### 2.32—Loose Treasure

**Dungeon Garbage:** this is a pile of dirt, droppings, rotted lumber, bones, scraps etc., left by the dungeon inhabitants. Roll 1d4-1 to determine how many rolls are made on the garbage contents chart below.

**Treasure Piles:** this is just a pile of treasure lying on the floor. It is never locked, but there might be some dangerous creature hiding inside. Roll 4 times on the list, and if no coins are discovered, add 1000cp.

**Arms Rack:** this is an open rack with its contents visible, it contains 1d4 items from the Arms chart (see the Non-magical Random Treasure Lists)

1d20	Garbage Contents	1d20	Treasure Pile Contents
1-3	Poisonous vermin	1-2	1000 cp per level
4	50cp per level	3-4	200 sp per level
5	50sp per level	5-6	100 ep per level
6	50gp per level	7-8	100 gp per level
7-10	Disease	9-10	50 pp per level
11	Arms	11-12	Arms
12-13	Gear	13-14	Gear
14	Book, normal	15	Poisonous vermin
15-16	Wormy Book	16	1 Gem
17	Poison	17	1 Jewelry
18	Potion	18	1 Magic Item
19	Scroll	19	1 Magic Item
20	Magic Item	20	1 Magic Item

### 2.3.3—Relic Containers

**Jars:** these are clay jars, amphora or double amphora which are sealed shut and must be pried open or broken. They aren't "locked" but may be trapped (6+ on 1d6). Each jar gets 1 roll on the jar contents. A jar is 1 item, an amphora or double amphora are "big".

**Bookcases:** these are old shelves filled with papers and books in various states of decay. They aren't locked, but may be trapped (6+ on 1d6). Each bookcases will get 1d4 rolls on the bookcases content chart. These are "too big" for encumbrance.

**Coffers:** these are small metal boxes (chest-4), they are always locked. They might have a trap (5+ on 1d6). Each coffer gets 1 roll on the coffer content table,

**Chests:** these are wooden, bound, metal or stone chests (chests 2,3,4,5,6). They might be locked (3+ on 1d6) and might be trapped (5+ on 1d6). Each contains 1d4 rolls on the chest content table. They are either big or too big for encumbrance (see Book 4)

**Sarcophagi:** these are large stone coffins (chest 5). They might be locked (5+ on 1d6), they might be trapped (5+ on 1d6). Each has 1d6-1 rolls on the Sarcophagi content table. They are considered "too big" for encumbrance.

**Secret Compartments:** these are hidden spaces in walls, floors or ceilings. Use Searching For Secret Doors procedures to find one. They might be locked (5+ on 1d6) or trapped (6+ on 1d6). Each has 1d4-1 rolls on the content table).

1d20 Roll	Jar Contents	1d20	Bookcases	1d20 Roll	Coffer Contents
1	Bilge	1-3	Wormy Book	1-2	50sp per level
2-3	Water	4-5	Map	3-4	50ep per level
4	Ordinary Beverage	6	Alchemy	6-7	50gp per level
5	Special Food/Bev	7-10	Book, normal	8-9	50pp per level
6-7	Ordinary Beverage	11	Potion	10-12	1 book, normal
8-9	Oil, lamp (8 pints)	12-17	Scroll	13-15	1 jewelry
10-11	Alchemy (1d4)	18-19	Scrolls (1d4)	16	1 potion
12	Herbs (1d4)	20	Magic book	17	1 scroll
13-14	100cp/level			18-19	1d6 gems
15-16	100sp/level			20	Magic item
17-18	100gp/level				
19	Potion				
20	Scroll				

1d20 Roll	Chest Contents	1d20	Sarcophagus Content	1d20 Roll	Secret Compartment Contents
1	100cp per level	1-5	Gem	1-3	100gp per level
2-3	100sp per level	6-8	Gems 1d4	4	50pp per level
4-5	100ep per level	9-13	Jewelry	5-8	Gem
6-7	100gp per level	14-16	Arms	9-12	Jewelry
8	100pp per level	17-18	Scroll	13-15	Potion
9-10	Gem	19-20	Magic Item	16-18	Scroll
11-12	Jewelry			19-20	Magic Item
13-14	Arms				
15	Alchemy				
16-17	Potion				
18-19	Scroll				
20	Magic Item				

#### Content Explanations:

Coins: the “per level” means the level of character that the dungeon was designed for.  
Ordinary Food, Ordinary Beverages, Special Food, Arms, Gear, Gems, Jewelry, Alchemy, Herbals refer to the series of charts in the Non-magical treasure charts in a section below.  
Bilge: nasty, spoiled liquid of no good to anyone.  
Canvas Tent: one folded ordinary tent.  
Arrows: 250 ordinary arrows.  
Healing Potions 1d4: 1d4 level-1 Heal Wounded potions.  
Metal Bits: valueless metal chunks.  
Buggy Food: ordinary looking food that possess some pest that might destroy the player’s rations, or cause them to suffer -1 from a rash or the like.

Paper/map: a set of important papers that may be of use or a map of a dungeon level or to a buried treasure somewhere.

Oil, lamp: a given quantity of oil for use in lamps or lanterns.

Guy: a person is hiding or imprisoned in the barrel.

Poisonous Vermin: a poisonous snake, spider or scorpion with AC10, Hp-1, +0 to hit will attack by surprise whoever is searching.

Disease: searcher must make a save or contract a standard disease (see Book 2).

Poison: searcher is poisoned by some substance, save or die.

Potion: one randomly rolled potion (from Magic Item section)

Scroll: one randomly rolled scroll (from Magic Item section)

Magic Item: one randomly rolled magic item of any sort (from Magic Item section)

Magic Book (roll 1d20, on a 20 it is a Great Book, otherwise a common magic book)

Wormy Book: a book infested with Book Worms (see Book 2).

Book, normal: a book from the random normal book table (see below)

## 2.4—MINOR AND NON-MAGICAL TREASURES

### 2.4.1—ALCHEMY and HERBALS

Each time “Alchemy” or “Herbals” results in a treasure, roll 1d20 (descriptions are in the Equipment Book). Those marked with a # count as 1 item for encumbrance, the rest can be kept in an Alchemist Kit or Herbalist Bag with up to 20 counting as a single item.

D20 ROLL	Alchemy Type	D20 Roll	Herbal Type
1-2	Alchemist Kit with 1d6 products	1-2	Herbalist Bag plus a second roll
3	Assassin's Smoke	3	Belladonna
4	Cigar, Mighty	4	Birthwort
5-6	Cling Fire #	5	Black Lotus
7	Crystal of True Thought	6	Chaulmoogra Oil
8	Death Sand	7-8	Comfrey
9-10	Devil Grease#	9	Felwort
11	Distilled Orc Dust	10	Fly agaric Mushrooms
12-13	Essence of Krangor	11	Garlic
14-15	Flash Powder	12	Goldenrod
16	Seer Stone	13	Healing Salve
17	Sleep Sand	14	Pipe Weed
18	Spirit Candle	15	Tamarind
19	Tangler#	16	Vermifuge
20	Wonder Dust	17	White byrony
		18	White Lotus
		19	Wolfsbane
		20	Woundwart

**2.4.2—SPECIAL FOODS AND BEVERAGES** Special Foods and Beverages are rolled on a treasure, roll 1d20 on the following chart. The descriptions are in the Equipment Book. Each counts as 1 item for encumbrance, except Walker Crackers which count as 0. There are several foods that appear in the Equipment Book but do not appear on this list, because of their short shelf-life.

D20 Roll	Type
1-3	Doom Jerky
4-5	Forest Wine
6	The Herring Divine
7-8	Hercu-Beer
9-10	Mountain Man Breakfast
11-14	Orc Liquor
15-16	Owlbear Punch
17-18	Spirit Brew
19-20	Walker Crackers

### 2.4.3—ARMS:

When Weapon Racks or Other treasure containers contain Arms, roll of these tables. Checking which column by cross-referencing the dungeon level with a 1d10 roll.

Dungeon level	Column A	Column B	Column C
1-3	1-7	8-9	10
4-6	1-4	5-8	9-10
7-9	1-2	3-7	8-10
10+	1	2-6	7-10

D20 Roll	Column A	Column B	Column C
1	20 arrows	Longbow	Rowan Shield
2	30 crossbow bolts	Composite Bow	MP Spear
3	Knife	Iron Wood Mace	Broad-Blade Spear
4	Dagger	Brigandine Armor	Silk-Lined Gambeson
5	Mace	Plate Armor	Dragon Scale
6	Short sword	Two-Handed Sword	Light Mail
7	Sword	Silver Dagger	Quench Plate
8	Spear	5 Silver Arrows	Spider Silk Shirt
9	Battle Ax	5 Silver Quarrels	DP Mace
10	Bill	20 MP arrows	Sharp Blade Sword
11	Halberd	Silver War-hammer	Heavy War Bow
12	Great Ax	Silver-Head Spear	DP War-hammer
13	Flail	Silver Short Sword	S.B. Short Sword
14	Quiver of 6 javelins	4 vials of acid	10 +1 Arrows
15	Shield	3 vials of Holy Water	10 +1 Quarrels
16	Lamellar Armor	Shining Shield	Magic Sword
17	Scale Armor	Shining Helmet	Magic Missile Wpn
18	Light Crossbow	Sturdy Shield	Magic Armor/Shield
19	Heavy Crossbow	Stink Leather	Magic Weapon
20	Roll Column B	Roll Column C	Roll Twice

#### 2.4.4—GEMS TABLE: gems do no count as items for encumbrance

1d20	Level 1-3	Level 4-6	Level 7+
1	Shiny Rock 1gp	Roll Level 1-3	Roll Level 4-6
2-4	Small Obsidian 10gp	Small Crystal 75gp	Rare Dogstone 500gp
5-7	Cool Geode 20gp	Med. Bloodstone 100gp	Huge Geode 800gp
8-10	Large Obsidian 35gp	Med. Moonstone 150gp	Large Bloodstone 900gp
11-12	Small Amber 50gp	Large Amber 200gp	Large Moonstone 1000gp
13-14	Pearl 60gp	Large Pearl 250gp	Huge Amber 1500gp
15	Medium Amber 100gp	Large Crystal 300gp	Huge Crystal 2000gp
16	Small Sapphire 150gp	Med. Sapphire 350gp	Large Sapphire 2500gp
17	Small Ruby 200gp	Medium Ruby 400gp	Large Ruby 3000gp
18	Small Emerald 250gp	Medium Emerald 500gp	Large Emerald 4000gp
19	Small Diamond 300gp	Med. Diamond 1000gp	Large Diamond 5000gp
20	Roll Level 4-6	Roll Level 7+	Roll Twice

#### 2.4.5—JEWELRY TABLE: jewelry do not count as items for encumbrance, unless marked with #, in which case they count as 1 item.

1d20	Level 1-3	Level 4-6	Level 7+
1	Shell necklace 1sp	Roll Level 1-3	Roll Level 4-6
2-4	Copper Ring 2gp	Gold Ring 100gp	Emerald Ring 600gp
5-7	Copper Necklace 4gp	Gold Necklace 200gp	Diamond Ring 1100gp
8-10	Silver Charm 8gp	Gold Amulet 250gp	Ruby Necklace 3800gp
11-12	Silver Ring 10gp	Gold Wand 500gp#	Emerald Necklace 4000gp
13-14	Silver Necklace 20gp	Platinum Ring 400gp	Emerald Belt 4500gp#
15	Silver Wand 50gp	Platinum Necklace 800gp	Diamond Belt 5000gp#
16	Gold Charm 80gp	Platinum Amulet 1000gp	Diamond Tiara 5500gp
17	Gold Ring 100gp	Ruby Ring 500gp	Jeweled Necklace 6000gp
18	Gold Necklace 200gp	Emerald Ring 600gp	Jeweled Crown 7,500gp
19	Gold Amulet 250gp	Diamond Ring 1100gp	Jeweled Scepter 10,000 gp#
20	Roll Level 4-6	Roll Level 7+	Roll Twice

#### 2.4.6—Normal Books as Treasure: Books count as 1 item for encumbrance

1 in 10 chance per dungeon level to roll on Column B.

1d12	Column A	Column B
1	Journal, blank (10gp)	Lore Book, useful (250gp)
2	Book, blank (50gp)	Poetry Book, rare (300gp)
3	Journal, filled, rambling (5gp)	Lore Book, obscure (400gp)
4	Lawful Prayer Book (50gp)	Neutral Book of Wisdom (500gp)
5	Chaotic Prayer Book (50gp)	Chaotic Book of Blasphemy (500gp)
6	Neutral Prayer Book (50gp)	Lawful Holy Book, illuminated (500gp)
7	Lore Book, nonsense (25gp)	Book of Trade Secrets (600gp)
8	Lore Book, modern (50gp)	Guide to a particular Ruin (700gp)
9	Poetry Book (50gp)	Translation Dictionary, rare (800gp)
10	Lore Book, ancient (100g)	Book of Rare Maps (900gp)
11	Journal, with mystery (200gp)	Lore Book useful, rare (1000gp)
12	Lore Book, useful (250gp)	Book unique, precious (2500gp)

### 2.5.7—USEFUL GEAR AS TREASURE (50% chance of either column)

1d20 Roll	Column A	1d20 Roll	Column B
1	Backpack	1	Holy Water
2	Crowbar	2	Thief's Tools
3	Flint and Steel	3	Healer's Bag
4	Lantern and 2 pints oil	4	Tool Kit
5	Sledgehammer	5	Potion Making Set
6	12 iron spikes	6	Spell Component Bag
7	Lumber Ax	7	Hand Mirror
8	12 wax candles	8	10' Ladder
9	6 torches	9	Mallet and 6 wooden stakes
10	10' Pole, collapsing	10	Mining Pick
11	5' iron rod	11	Branding Iron
12	50' hemp rope	12	Manacles
13	50' silk rope	13	10' chain
14	Grappling Hook	14	Shackles
15	100' spool of wire	15	4 spare bow strings
16	Porter's Pack	16	Knight's belt
17	Shovel	17	Baldrick
18	1-gallon jug of tar	18	Bandoleer
19	Drill	19	Alchemist Kit
20	Hacksaw	20	Herbalist Bag

### 2.4.8—ORDINARY FOOD AND BEVERAGES

1d10	Beverages	Price	Ordinary Food	Price
1	Gallon Jug of Cheap Ale	6gp	7-days of iron rations (jerky)	15gp
2	Gallon Jug of Superior Ale	8gp	7-days of iron rations (biscuit)	15gp
3	Pint Bottle of Brandy	2gp	7-days of standard rations (sammiches)	5gp
4	1d6 pint bottles of good wine	1gp each	7-days of standard rations (corndodgers)	5gp
5	Gallon Jug of Superior Mead	40gp	Cask of uncooked rations (oatmeal)	20gp
6	Amphora of Good Wine	90gp	Cask of uncooked rations (bacon)	20gp
7	Cask of Superior Ale	77gp	Cask of uncooked rations (flour)	20gp
8	Cask of Brandy	148gp	Cask of fresh foods (vegetables)	50gp
9	Cask of Superior Wine	508gp	Cask of fresh foods (cake)	50gp
10	Cask of Superior Mead	364gp	Cask of fresh foods (meat)	50gp

Casks and Amphora count as “big”, all others 1 item each.



# PART THREE: MAGIC ITEMS

## 3.1—CREATION OF MAGIC ITEMS

**Creation of Scrolls:** magic-users (including specialist mages, but not including natural sorcerers and witches) can create a scroll by using the Read Magic Spell. It takes for each spell level it takes 1 week and 100gp, and the creator must have the spell in his spell book. So, if Amazing Steve knows the Invisibility Spell, he could create a single-use scroll of invisibility spell in 2 weeks for 200gp. Clerics can also create scrolls of any spell they can cast by using the Scripture spell, but it takes 200gp and 1 week per spell level. For both Magic-Users and Clerics, the costs include the ink, paper and special ingredients needed.

**Creation of Potions:** magic-users (including specialist mages, but not including natural sorcerers and witches) can create a potion by using the Brew Potions spell. For each spell level it takes 1 week and 200gp, and the creator must have the spell in his spell book for a spell marked “P”, or must have a formula for a Special Potion (special potions are marked with a level number for creation time and cost purposes) or can create a duplicate of a Special Potion for which he has a sample. An NPC alchemist can duplicate a potion from a sample at the same rate as a magic-user. They can also break a sample down (destroying it in the process) to make a written formula. Special Potion formulae can also be created by magical research (see relevant section of this book). Magic-users and Alchemists must have Potion Making Gear and place to work in order to create potions.

Clerics can also create potions from certain, marked with a P clerical spells, using the Sanctify Potions spell, but it only costs 100gp and 1week per spell level. Clerics do not need potion gear, apart from some wine or water a vial to put it in (included in the price) and their temple to do the prayers needed.

**Creation of Wands/Staves:** Spending 1 month and 1000gp per level of the spell (maximum of 5<sup>th</sup> level spells), the cleric can sanctify a staff or a magic-user can enchant a wand that contains multiple charges of that spell. When the initial preparation is complete, there is, however a chance the creation will fail. A cleric must roll his WIS ability score or a magic-user his INT, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. Once the initial preparation has succeeded, he has a window to add charges to the staff or wand. He can add charges for a number of days equal to his WIS or INT score. Each day he can add a number of charges equal to the number of times he can prepare the level of spell contained in the staff or wand. At the end of the charging window, the staff or wand is complete and no more charges can be added. When all the charges in a staff or wand are used up, the staff becomes an ordinary staff, but can be remade by the same process, at a 10% discount in time and money.

**Preparing a Spell Book:** when a magic-user casts Prepare Spell Book onto a sturdy book of at least 100 pages (costing 50gp) over the course of 2 weeks of meditation and incantation, the book becomes a functional spell-book. The magic-user then scribes Read Magic and Circle of Protection into the book as well and it is ready for an apprentice to use, or an experienced magic-user to use as a replacement book. Magical Guilds and wizards-for-hire typically charge 2000gp for a fully ready book since it takes them a minimum of 4 weeks (2 for the book

1 each for Read Magic and Circle of Protection scrolls needed to scribe into the book) and 250gp to create. A magic-user who is a good friend or owes you a favor might go as low as 1000gp. The well-prepared magician would prepare a spare book for himself with a few spells in it, just in case.

**PERMANENT ITEMS:** all other magic items, not listed above are created using either the magic-user spell Create Permanent Magic Items (5<sup>th</sup> level) or the cleric spell Sanctify Permanent Magic Items (6<sup>th</sup> level). The caster must give himself over entirely to the task of enchanting the object for the entire time period necessary. Each magic item in the magic item section is assigned a Tier for creation purposes. The tier rating tells you the cost in materials to enchant the item, the time it takes to complete the enchantment, and the minimum experience level necessary to do the enchantment. It is within the Judge's discretion to limit magic-users or clerics to certain items or to forbid any particular item from being made by mortal hands at all. The gods and certain secret guilds of mortals might have completely different means of making magic items, but they are not available for player use.

TIER	COST	TIME	MINIMUM LEVEL
A	500gp	1 month	9
B	1000gp	2 months	9
C	1500gp	2 months	9
D	2000gp	3 months	9
E	3000gp	3 months	10
F	4000gp	4 months	11
G	5000gp	4 months	12
H	7500gp	5 months	12
I	10,000gp	5 months	13
J	15,000gp	6 months	13
K	20,000gp	6 months	14
L	25,000gp	7 months	14
M	30,000gp	7 months	15
N	50,000gp	12 months	18

The tier price can be used as a guide for the market price of the item. If a player wants to sell an item, he can get the preparation cost for the sale. If he wants to buy such an item, it will cost at least twice the preparation cost, if it is available at all.

### 3.2—Magic Item Master List:

Roll d100 when a “Magic Item” appears on a treasure list. Scrolls and Potions may seem underrepresented, but they often appear as separate result in containers or carried by NPCs.

01-18	Magic Swords and Daggers
19-24	Magic Weapons
25-34	Magic Missile Weapons
35-50	Magic Armor and Shields
51-52	Accessories 1--Clothing
53-55	Accessories 2—Species Related Clothing
56-57	Accessories 3—Mystic Devices
58-59	Accessories 4—Tools of Battle
60	Great Books
61-67	Common Books
68	Rings
69	Rods
70-75	Staffs
76-84	Wands
85-89	Standard Potions
90-92	Special Potions
93-97	Magic-User Scroll
98-00	Cleric Scroll

## 3.2—MAGIC ACCESSORIES

Table 1 Clothing

- 1 Bandoleer of Many Flasks
- 2 Belt of Resistance
- 3 Belt of Strength
- 4 Boots of Leaping
- 5 Boots of Mighty Kicking
- 6 Britches of Endless Junk
- 7 Britches of the Rider
- 8 Cloak of Defense
- 9 Cloak of Shadows
- 10 Cloak of Wings
- 11 Mantle of Disguise
- 12 Mantle of Terror
- 13 Robe of Refraction
- 14 Robe of Foolery
- 15 Shirt of Hardiness
- 16 Shirt of Survival
- 17 Shoes of Levitation
- 18 Shoes of Speed
- 19 Vest of the Nimble
- 20 Cursed Cloak of the Strangler

Table 3 Mystical Devices

- 1 Amulet of the Mind
- 2 Animated Rope
- 3-5 Bag of Holding
- 6 Book Box of Security
- 7 Cauldron of Potions
- 8 Chests of Transfer
- 9 Circlet of Serenity
- 10-11 Crystal Ball
- 12 Door Bell
- 13 Flying Broom
- 14 Flying Carpet
- 15 Gong of the Four Elements
- 16 Lyre of Enchantment
- 17 Medallion of Mind Reading
- 18 Pipes of the Rats
- 19 Tiara of the Summoner
- 20 Cursed: All Consuming Container

Table 2 Species Related Clothing

- 1 Boots of the Elves
- 2 Boots of the Orcs
- 3 Britches of the Ratters
- 4 Cloak of the Elves
- 5 Coat of the Trollsons
- 6 Collar of the Doggers
- 7 Gown of the Changelings
- 8 Hat of the Cat
- 9 Hat of the Gnomes
- 10 Pouch of Lizardo
- 11 Sandals of the Kobolds
- 12 Sash of the Goblin Jerks
- 13 Shirt of Ogre Kind
- 14 Sweater of the Halflings
- 15 Tabard of the Lords of Men
- 16 Trousers of the Badger
- 17 Trousers of the Dwarves
- 18 Umbrella of the Sprites
- 19 Vest of the Ape
- 20 Cursed Boots of Lead Foot

Table 4 Tools of Battle

- 1 Banner of Glory
- 2-3 Drums of Doom
- 4-5 Drums of Victory
- 6 Flag of Terror
- 7-8 Horn of Blasting
- 9-10 Horn of the War Gods
- 11 Medallion of Leadership
- 12 Portable Ram
- 13 Scabbard of Wound Closing
- 14 Scepter of the Battle Master
- 15-16 Surcoat of Glory
- 17 Tent of Healing
- 18-19 Trumpet of the Mighty Charge
- 20 Cursed: Flag or Horn of Cowardice

## ACCESSORIES LIST 1: CLOTHING

Magic Clothing can be worn and used by any character regardless of class or level. Any one character can only wear 1 belt, bandoleer or sash; 1 pair of boots, sandals or shoes; 1 cloak or mantle; 1 coat, tabard or surcoat; 1 hat; 1 robe, gown or shirt; and 1 pair of britches or trousers at a time. From this list, large-sized characters can only use the Bandoleer, Belts, Cloaks and Mantles.

Bandoleer of Many Flasks: the bandoleer holds up to 20 flasks of any sort: potions, holy water, oil, alchemist fire, devil grease, etc. and whichever flask the caster desires rotates to a convenient location. All 20 flasks in the bandoleer count as a single item for encumbrance.

Tier C.

Belt of Resistance: while wearing this belt, the user takes half damage from any Earth, Air, Fire or Water realm spell, or attack by an elemental. Tier K.

Belt of Strength: while wearing the belt, the user's STR score is increased by 2 points. Tier J.

Boots of Leaping: the wearer can, as a move action, leap up to 30' in distance, to a height of 10'.

Tier D.

Boots of Mighty Kicking: if the wearer is standing behind an enemy, he, as his attack, use these boots to give a sound kick to the posterior of the target. If he hits, the boots do 1d6 damage plus any STR or class bonus and propel the target 4d6' forward to land prone on the ground.

Tier E.

Britches of Endless Junk: this pair of pants has 2 huge side pockets. If in combat, the wearer can stick his hands in the pockets and pull out a random item as follows (1d10):

1=handful of sand 2=pot of cling fire 3=some metal bits 4=pot of devil grease 5=a ham sandwich 6=a tangler 7=giant wad of lint 8=flaming torch 9=dog treats 10=silver dagger.

The item only works in combat or other dangerous situations, but can be used a limitless number of times per day. Tier D.

Britches of the Rider: while wearing these britches while on horseback, the wearer and his horse get a +1 AC, the horse gets an additional +10' movement, and any Ability Score check or Saving Throw made by horse or rider involving fancy maneuvers, jumps, or weapon effects are made at +2. Tier G.

Cloak of Defense: wearing this cloak gives a base AC of 12, which does not stack with armor. But, it also negates the +2 attack bonus for rear attack and the +4 back-stab attack bonus for thieves attacking the wearer. Tier F.

Cloak of Shadows: the wearer can automatically hide in shadows, without a skill check, no matter what class the wearer is or what other gear he wears. Tier H.

Cloak of Wings: the wearer stretches out his arms, speaks the command word and the cloak becomes a great set of wings (he can choose bird-like or bat-like). He can fly with the wings at twice his normal movement allowance. He does need both hands to keep flying however.

Tier K.

Mantle of Disguise: the wearer wraps himself in the mantle and his outward appearance becomes transformed by illusion into any visage he desires, his size must remain roughly the same, however. The disguise lasts as long as he desires, and the mantle can be used at will.

Tier F.

Mantle of Terror: the wearer grabs the edges of the mantle and lifts them up menacingly.

This causes any living being in front of him to make a saving throw or flee in fear for 10 rounds.

He can use this at will, but it requires both hands to execute. Tier E.

Robe of Refraction: light is refracted around the wearer of this robe, making him appear several feet away from his actual location. In melee combat, this improves his AC by 3 points, and it causes all missile weapons targeted against him to miss, unless a natural 20 is rolled.

Tier H.

Robe of Foolery: any ridiculous lie that the wearer tells while wearing this robe is automatically believed. If the lie will likely cause direct harm to the listener, he gets a saving throw to avoid the effect, if it won't likely cause harm, he doesn't get a saving throw. So, if Frank the Gnome is trying to get into the closed town gates after they are locked for the night, and he says that he's the king's cousin on important business, the guards will just let him pass. If he tells a Frost Giant that a pool of lava is an ice bath, the giant gets a saving throw.

Obviously, once serious fighting has started, it is unlikely enemies will stop and listen. Tier I.

Shirt of Hardiness: while wearing this shirt, the user's CON score is increased by 2. Tier J.

Shirt of Survival: the wearer will not die of starvation, thirst, drowning or disease while wearing this shirt. He may suffer, be weakened, lose hit points or ability scores, but will never actually die from those causes directly. Tier F.

Shoes of Levitation: while wearing these shoes the user can move vertically 10' per round as his move action (up or down) and can hover in place as long as he is conscious. Tier K.

Shoes of Speed: while wearing these shoes, the user's movement allowance is increased by 15'. Tier G.

Vest of the Nimble: while wearing this vest, the user's DEX score is increased by 2. Tier J.

Cursed Cloak of the Strangler: the cloak appears to be one of the other cloaks or mantles, but once it is put on, it wraps around the wearer's throat doing 1d6 damage per round. Any attempts to attack the cloak do damage to the victim instead. When the victim dies (the cloak will hang on until he is dead, not just critically injured) the cloak will teleport away. A remove curse, limited wish or wish spell will immediately remove the cloak. A dispel magic will give the victim a chance to make a saving throw. Other solutions like polymorphing the victim into something that can't be strangled might work at Judge's option.

## ACCESSORIES LIST 2: SPECIES RELATED CLOTHING

Magic Clothing can be worn and used by any character regardless of class or level. However, some species get additional benefits from wearing items on this list related to their species.

Any one character can only wear 1 belt, bandoleer or sash, 1 pair of boots, sandals or shoes, 1 cloak or mantle, 1 coat, tabard or surcoat, 1 hat, 1 robe, gown or shirt, and 1 pair of britches or trousers at a time. From this list, large-sized characters can only use the Coat of the Trollsons, the Hats, the Pouch, the Sash, and the Shirt of Ogre Kind.

Boots of the Elves: any character wearing these boots gain the Move Silently skill. But, Elves and Half-elves will Move Silently as if 20<sup>th</sup> level (roll d20, only failing on 1-2). Tier E.

Boots of the Orcs: the wearer can use his attack to stomp a prone enemy with these boots at an additional +4 to hit, doing 1d6 damage plus any melee damage bonuses. Orcs and Half-orcs do 2d4 damage instead, with any "4" rolled on either die inflicting an extra 1d4 damage. Tier F.

Britches of the Ratters: wearers add 20' to their total distance moved if they RUN or CHARGE while underground. Ratters, additionally, gain +2 AC while running or charging underground.

Tier E.

Cloak of the Elves: any character wearing these boots gain the Hide in Forest skill. But, Elves and Half-elves will Hide in Forest as if 20<sup>th</sup> level (roll d20, only failing on 1-2). Tier E.

Coat of the Trollsons: this heavy, walrus-skin coat causes any attack by a non-magic missile or melee weapon, or attack by a natural beasts to be reduced by 1 damage point for each hit. The coat can even be worn over armor. Trollsons see the damage reduced by 2 points instead. Small characters cannot wear this coat. Tier E.

Collar of the Doggers: the wearer is able to describe the number and species of creatures on the far side of a door, by taking a turn sniffing at it. Doggers in such a collar can pinpoint all creatures within 240' in all directions. Tier E.

Gown of the Changelings: the wearer is able to make a bitchy comment to anyone not currently fighting who can understand them. The victim makes a Saving Throw, or flees from the room in tears. The effect lasts 2d6 rounds. If a changeling wears the gown, there is no saving throw. Tier D.

Hat of the Cat: the user can put 5 objects of up to 100 pounds each into the hat and then at a later time reach into the hat and pull out one object (saying "ta-da"). Catters can hide up to 10 objects in the hat. Anyone other than the owner who examines the hat will see nothing but an empty hat. Tier G.

Hat of the Gnomes: if the wearer takes off the hat (having worn it for at least an hour) he can then step into the hat, grab the brim and disappear. He becomes invisible and remains invisible as long as the hat stays on the ground, no one touches it, and he remains within 40' of the hat. Gnomes can use it every half hour and can move up to 80' away. Tier H.

Pouch of Lizardo: while this looks like a simple pouch that a hunter might keep his lunch, it's actually a magic bag that produces weaponry on demand. Anyone knowing the command word can pull out a javelin from the pouch as a move action. The javelin counts as a normal weapon and disappears after an hour. Lizardo have the option of pulling either a javelin, 2 darts or a spear from the pouch. Tier F.

Sandals of the Kobolds: wearers of these sandals can walk along a wall as if it were a floor, seemingly defying gravity. Kobolds in these sandals can also walk along the ceiling. Tier D.

Sash of the Goblin Jerks: whenever the wearer is hit with a maximal hit (natural 20) in melee combat, he rolls a saving throw, and if he passes, the attack damages the attacker instead of the wearer. A hobgoblin, goblin or bugbear wearing the sash is additionally protected against missile weapon maximals. Tier E.

Shirt of Ogre Kind: these greasy, poorly woven, sleeveless shirts are made by hags for their ogre pals. Anyone who wears one and hits an opponent, who has 2 or fewer HD than he, with his fist causes that person to make a saving throw or cower in terror for 1d6 rounds. Cowering enemies can only make a standard move action each round. Ogres and Half-ogres can cower an enemy up to equal level/HD and it lasts 2d4 rounds. Small characters cannot wear this shirt. Tier G.

Sweater of the Halflings: this comfortable sweater makes the wearer (who must be small size) completely immune to Air and Water Realm spells and elementals, and any damage from cold or water. Halflings wearing it are completely immune to hunger or starvation, since there is always a fresh, nicely-wrapped, magic ham sammich in the pocket for halfling consumption. It keeps hunger away and once per day heals 1d4 hit points of damage. Tier H.

Tabard of the Lords of Men: this heraldic overcoat is impressive to look at, changing its

appearance to match the coat of arms (real or imagined) of its wearer. All henchmen and soldiers of the wearer within line of sight have their MOR increased by 2. If a human wears the tabard, he and his underlings also get a +1 bonus damage when they charge. Tier F.

Trousers of the Badger: anyone wearing these trousers can burrow a hole in dirt or sand big enough to hide himself in only 1 round and can make a 5'x5'x5' tunnel segment in 1 round. A badgermon wearing them can make double the output. Tier F.

Trousers of the Dwarves: the wearer gains a Saving Throw, if one is not allowed, or a chance to re-roll a failed Saving Throw against any normal or magical effect that would knock him prone. Dwarves wearing these trousers are completely immune to being knocked prone. Tier D.

Umbrella of the Sprites: if someone holds the umbrella open in one hand, he is immune to all Water or Air Realm spells. A sprite can also use it as sure-fire parachute, lowering himself down 10' per round from any height. Tier K.

Vest of the Ape: anyone wearing this vest can leap from one tree to another, up to 30' away as his move without the risk of falling. An ape can increase that to 45'. Tier D.

Cursed Boots of Lead Foot: these boots appear to be one of the other types of magic boots on a Read Magic examination, but are cursed. Anyone who puts them on believes them to be boots of leaping, but they actually reduce the wearer's movement allowance to a mere 5' per round. It takes a remove curse, limited wish or wish spell to release the boots.

### ACCESSORIES LIST 3: MYSTIC DEVICES

Amulet of the Mind: while wearing this amulet, character's INT improves by 2. Tier J.

Animated Rope: this light-weight 100' coil of rope can move on its own, climb up a wall and tie itself off at the top. It can move across the ground at 20' per round going wherever the owner orders. Tier E.

Bag of Holding: while counting as only a single item for encumbrance, this magic bag can hold up to 35 items within it at seemingly no weight. Tier H.

Book Box of Security: any book or papers (up to 2 books or 20 scrolls or maps) placed in this box are immune to potentially damaging attacks from fire, book worms or any other source. Tier D.

Cauldron of Potions: this cauldron is found empty, but when gotten home it will begin to function when filled with 7 different potions and a good bucket or two of wine or ale. It will then dispense 1 potion each day, in the order they were added, so each one is dispensed once per week. Once a month, the owner must make a Saving Throw, if he fails, the cauldron runs dry and must be refilled with 7 new potions (ones not drawn from the cauldron). If the cauldron runs dry 2 months in a row, it vanishes to some other land. Tier M.

Chests of Transfer: this is a pair of 2 identical chests. One can only be open at night, the other only during the day. An object placed in either chest exists in both simultaneously, no matter how far apart they are. So if a sword is placed in one of them in the Ice Wilds during the day, at night it could be taken out of the other in the Dry Desert thousands of miles away. Tier M.

Circlet of Serenity: wearing this platinum circle around your head increases WIS by 2. Tier J.

Crystal Ball: the user (must be a magic-user or cleric) picks a location or person anywhere in the world, and may view it through the ball. It takes 10 minutes to achieve the vision and he may look for up to an hour. If he has been to the place or met the person before, he needs to roll his WIS or less on 1d20 to see it. If he has never been to the place or met the person, he must roll both his WIS and his INT or less on 1d20 each to see. The 3<sup>rd</sup> level magic-user spell



Scry can be cast through the crystal ball, which allows the user to hear as well as see what is happening at the location. Normally, the user must wait 1 hour before using the ball again, and may only use it three times per day. But, if he violates either rule, he must make a saving throw or become overwhelmed with mystic exhaustion, falling unconscious for 3d6 hours. Tier L.

Door Bell: ringing this hand bell opens all stuck and locked doors in a 30' radius, but will attract a wandering monster or patrol on a roll of 5+ on 1d10. Tier G.

Flying Broom: this allows 1 sized M or 2 sized S characters to fly at a movement of 60'. Tier H.

Flying Carpet: this carpet flies with a movement rate of 70' and can carry 1 size L, 2 size M, or 4 sized S people. Tier I.

Gong of the Four Elements: this mighty gong can be sounded 4 times per day, when it is, it summons up a Medium Elemental of one of the 4 types chosen by the caster, one each per day. It takes 2 people to carry the gong, and it takes 1 round to set it up before it can be used. Apart from the size of the creature, the summoning works exactly as the 5<sup>th</sup> level magic-user spell Conjure Elemental. Tier N.

Lyre of Enchantment: if the user rolls his CHA or less on a d20 after playing the lyre for 1 round he can cast a Charm Person spell (as the magic-user spell). He can instead try to cast a Mass Charm, but needs to roll CHA or less on 1d100. Tier K.

Medallion of Mind Reading: the user can read the thoughts of anyone within 60' as an attack action whenever he wishes. All the details of the 2<sup>nd</sup> level magic-user spell Mind Reading apply. Tier H.

Pipes of the Rats: playing the pipes causes 1d6x10 giant rats to travel to the player, if they are present within a half mile. As long as he keeps playing, the rats will obey his every whim. When he stops playing, roll 1d20, if the result is a "1" the rats turn on the piper, any other result means they flee as fast as possible. The pipes may call rats only 1 time per day. Tier G.

Tiara of the Summoner: when wearing this headpiece, the wearer doubles the numbers of creatures summoned and the duration of their stay when he casts any Summoning Spell or uses any device that summons creatures of any sort. Tier L.

Cursed: All Consuming Container: this appears to be either a bag of holding, pouch of Lizardo, Chest of Transference or Book Box of Security, and will act as one for 24 hours after it is first used. However, after 24 hours it will destroy all the things placed inside of it, and will stand open as if jimmied by some thief.

#### ACCESSORIES LIST 4: TOOLS OF BATTLE

Banner of Glory: being within 50' of this banner while it is in friendly hands, gives all a +1 to hit and +1 on saving throws. Tier G.

Drums of Doom: this large pair of kettle drums cause enemies to make a morale check each round they hear them, but are not actually fighting. Tier E.

Drums of Victory: this large pair of kettle drums cause allies to get +3 to all morale checks as long as they are heard playing. Tier F.

Flag of Terror: When this flag is carried on a charge or advance into contact with a group of enemies, they must make a morale check before contact is made or flee. They must make a further morale check any round of battle where they take more casualties than they inflict. Tier G.

Horn of Blasting: when the horn is blown all creatures in a 100'x20' cone take must make a Save or take 2d6 points of damage, be knocked prone, and be deafened for 1d6 hours.

Buildings in the area must make a saving throw or be wrecked (wooden 15+, fortress gates 13+, stone 11+, stone fortifications 8+, earthworks 4+). After the first time blown each day, the user must roll CON or less on a d20 or be stunned for 1-3 rounds each time he blows it thereafter

that day. Tier M.

Horn of the War Gods: once per week this horn can be blown to summon a small band of warriors from the realms of the gods. These will be 3d6 Berserkers of Valhalla (see Book 2). When rolling the number appearing, any time a 6 appears, add 1 additional d6 to the total appearing. Tier H.

Medallion of Leadership: the wearer of this medal gains +2 to his CHA score. Tier J.

Portable Ram: on command the ram shrinks down to the size of a knife or back to the size of a stout 6' log. It can be wielded by 2 men, or by 1 who has a STR of 18. The magic power of the ram will knock down any gate, door, etc with a single swing on a standard skill check (1d6, 3+). Tier G.

Scabbard of Wound Closing: wearing this scabbard reduces each hit by non-magical melee or missile attack to be reduced by 1 point, and makes the wearer immune to the bleeding wound effects of any magical weapon. Tier L.

Scepter of the Battle Master: as an attack action, the holder of this scepter can have allies in a 40'x40' area either re-roll failed saves, re-roll a failed morale check, add 15' to the round's movement, or get +1 to hit and damage to their next attack. Tier M.

Surcoat of Glory: this over-armor coat gives the wearer's subordinates a feeling of confidence in him. If he stands within 40' of his own men, they get a +2 to their MOR stat and if they break morale, he can attempt a Rally without spending a move or attack. Tier H.

Tent of Healing: up to 20 size M, 10 sized L or 40 size S people, horses etc who spend the night in this large pavilion will have all their lost hit points restored over night. Tier L.

Trumpet of the Mighty Charge when this trumpet is sounded, all members of the same band, army, retinue as the trumpeter be able to make a charge that round, but at +2 to hit (instead of +1), and +3 damage (instead of +1), with lance charges doing 3x damage (instead of x2), and with the chargers gaining an additional +15' to their movement. Tier H.

Cursed: Flag or Horn of Cowardice: this appears to be one of the other horns, trumpets, banners or flags above, but it lowers the morale of the troops for whom it flies to MOR 4, and causes them to check morale any round that they take any casualties. The curse makes it so that all members of the army involve blame the unit commander, not the flag for the bad results. Remove Curse, Limited Wish, or Wish spell are the only way that the unit, army, company, retinue or band involved will be relieved of the item.

### 3.4—MAGIC ARMOR

TABLE 1: Size (1d12)

1-3: Small  
4-11: Medium  
12: Large

TABLE 2: Armor Type

1-5: Shield  
6-7: Leather Armor  
8-9: Gambeson  
10: Lamellar  
11: Scale Armor  
12-15: Chain Mail  
16-17: Brigandine  
18-20: Plate Armor

TABLE 3: Enchantment

1-10: +1—Tier D  
11-12: +2—Tier G  
13-17: +0 Special Feature—Tier D  
18-19: +1 Special Feature—Tier F  
20: +2 Special Feature—Tier J

TABLE 4: Special Features (if indicated in Table 3 result)

If it is a shield, roll 1d8, if it is other armor, roll 1d20

1: Cursed: Missile Attraction  
2: Fire Resistance  
3: Acid Resistance  
4: Cold Resistance  
5: Lightning Resistance  
6: Missile Protection  
7: Saving  
8: Protection from Energy Drain  
9-10: Quickness  
11-12: Power  
13: Protection from Chaos  
14: Protection from Law  
15: Shining  
16: Water Walking  
17-18: See in the Dark  
19: Cursed -2  
20: Cursed Magic Vulnerability

#### ARMOR PROPERTIES AND SPECIAL FEATURE EXPLANATIONS

The enchantment number (+0, +1 or +2) increases the AC of the wearer in addition to the armor value of the armor normally. Note there are some items that just have a special feature, and do not give an AC bonus. The enchantment bonus of a shield stacks with that of armor, but AC 22 is the highest armor class that can be reached by any combination of factors. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

**Quickness:** the character wearing this armor adds 5' to his movement allowance, and the armor itself does not make him "armored" for encumbrance purposes.

**Power:** the wearer adds +1 to all damage rolls with melee weapons while wearing the armor.

**Protection from Chaos:** the armor acts exactly like the spell of the same name, only Lawful clerics can make this armor and only Lawful characters can wear it.

**Protection from Law:** the armor acts exactly like the spell of the same name, only Chaotic clerics can make this armor and only Chaotic characters can wear it.

**Shining:** this suit of armor constantly radiates light to 60' radius.

**Missile Protection:** any non-magical missile weapon shot at the wearer will miss.

**Saving:** the armor's bonus (+1 or +2) applies to Saving throws as well.

**Fire/Acid/Cold/Lightning Resistance:** the wearer gains +2 on Saving Throws and Half Damage against all attacks of the stated form.

Protection from Energy Drain: energy drain attacks have no effect on the wearer.

Water Walking: wearer can walk on water just as if on land at same speed.

See in the Dark: any character who wears this armor can see as if in daylight at night or in an unlit underground place, and even under a Darkness spell.

Cursed -2: the AC of the wearer is lowered by 2. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

Cursed Missile Attraction: any missile weapon shot by the enemy in range has a 50% chance of being targeted on the wearer of this armor. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

Cursed Magic Vulnerability: the wearer of this armor suffers a -4 on all saving throws against any magical effect. Once the user has put on the armor he will refuse to wear any other until a Remove Curse, Limited Wish or Wish spell frees him

### 3.5—MAGIC BOOKS

The Great Books (1d20):	The Common Books
1--Book of Infinite Spells	1 Accursed Codex of the Damned
2--Book of Golems	2 Book of Air
3--Book of the Vacant Mind--Cursed	3 Book of Earth
4--Codex of Action	4 Book of Fire
5--Codex of Holy Faith	5 Book of Water
6--Codex of Summoning	6-8 Encyclopedia of Healing
7--Forbidden Scrolls of the Abyss	9 Library of Knowledge
8--Grimoire of Elevated Wizardry	10-11 Notebook of Potions
9--Grimoire of the Dark Secrets	12 Rituals Against the Dead
10--Grimoire of the True World	13-15 Spell Book: Apprentice
11--Guide to Potion Making	16-17 Spell Book: Journeyman
12--How to Win Friends and Influence People	18 Spell Book: Master
13--Library of the Worldly Mystic	19 Spirit Guide
14--Manual of Arms	20 Tome of Curses
15--Secrets of Creation	
16--Serenity Now!	
17--Treatise on Muscular Development	
18--Tome of Acquisition	
19--Tome of Logical Process	
20--True Account of a Healthy Life	

The Great Books are a set of Tomes that cannot be made by mortal hands but are discovered in various places in various versions. Each copy has considerable magic power and must be created by Divine or Infernal powers. They each look indistinguishable from the outside and the contents are revealed only when opened. A detect magic will show that the books have a very powerful magic force. No person can benefit from the same book more than once in his lifetime.

Book of Infinite Spells: there seems to be an infinite number of pages to this book, each of which has a magic-user spell at random on it; yet it can only be flipped through in one direction. A magic-user who has claimed and examined the first few pages, will discover that he can cast whatever spell is on the page to which the book is open, at will, no matter how far he is from the book, without having to prepare. Each time he casts the spell, roll 1d20. If a "1" appears, the book vanishes forever. If a 17-20 appears, the book flips to the next page. If you copy a spell from the book onto a scroll or into your book, it will be successful, but the page will automatically flip and you still have to roll to see if the book vanishes.

Book of Golems: the book has the formula to construct each form of the Golem monsters. It takes one week to read the book, after which it can be used to create golems in the manner discussed under the monster descriptions.

Book of the Vacant Mind—Cursed: whoever opens the book will think it is the sort of book which will raise his experience level, however, after a week of reading, he will discover that he's lost all power to cast spells. If a remove curse is placed on the book and then the book is burned, the power will return.

Codex of Action: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's DEX by 2 points.

Codex of Holy Faith: if a Lawful cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Codex of Summoning: any cleric or magic-user can use this book to cast any Summoning Realm spell directly from the book regardless of his level (or class for clerics).

Forbidden Scrolls of the Abyss: if a Chaotic cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of Elevated Wizardry: if a Lawful Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of the Dark Secrets: if a Chaotic Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Grimoire of the True World: if a Neutral Magic-User reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Guide to Potion Making: as long as a cleric or magic-user has this book at his work-table he can use the Brew/Sanctify Potion spell to create any potion, even the Special Potions, and even if it is a potion of a spell he doesn't know, or even one belonging to the other class' list.

How to Win Friends and Influence People: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of social exercises that over 2 months will increase the character's CHA by 2 points.

Library of the Worldly Mystic: if a Neutral cleric reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Manual of Arms: if a fighter reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Secrets of Creation: this book contains secret rituals and practices that allow a cleric or magic-user to create new hybrid monsters (like combining a rhinoceros and a giant eagle into a rhineagle). It takes about 1 month and 1000gp per HD of the final monster to create these new species.

Serenity Now! reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of mental exercises that over 2 months will increase the character's WIS by 2 points.

Treatise on Muscular Development: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's STR by 2 points.

Tome of Acquisition: if a thief reads this book, taking about a week, after which the book magically vanishes, he will gain enough experience points to put him mid-way through the next higher experience level.

Tome of Logical Process: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of mental exercises that over 2 months will increase the character's INT by 2 points.

True Account of a Healthy Life: reading this book, taking about a week, after which the book magically vanishes, will give the reader the knowledge to undergo a series of exercises that over 2 months will increase the character's CON by 2 points.

The Common Books: are books created and copied by ordinary magic-using and clerical mortals, most of them are spell books of some sort, which can be mined for spells when discovered. If it is a spell book, it is constructed using the standard procedure using Prepare Spell Book magic-user spell. If it is a clerical book, it will say Clerics Only and a Tier will be listed for creating the book using Sanctify Permanent Item spell.

Accursed Codex of the Damned: this is a regular spell book with all the "forbidden spells". It has all the standard Necromancy spells, plus Summon Demon, Grip of Death, Grip of Pain, and Protection from Law/Chaos.

Books of Air, Earth, Fire and Water: each of these is a regular spell book which has all of the canonical spells of its particular element copied into it.

Encyclopedia of Healing: a cleric reading aloud certain passages from this book can make a Cure Wounded, Neutralize Poison and Cure Disease spell he casts affect 2 people each instead of the usual 1. He must have 1 hand free to hold the book in order to read it. Clerics only, Tier E.

Library of Knowledge: this is a standard spell book that contains all of the Knowledge Realm spells.

Notebook of Potions: each one of these contains the formulae for 1d4 Special Potions.

Rituals Against the Dead: this contains certain rituals and liturgies that aid Lawful clerics against the undead. If a Lawful cleric reads a liturgy directly from this book when Turning Undead, he will turn as if 3 level higher than his actual level. Likewise, if he draws a Divine

Circle while reading directly from this book, undead have a -4 to their saves when trying to cross the circle. He must have 1 hand free to read from the book aloud. Clerics only, Tier G.

Spell Book: Apprentice: this is an ordinary spell book of a soon-to-be or just begun first level magic-user, it contains Read Magic, Circle of Protection and 1d4 randomly rolled first level magic-user spells.

Spell Book: Journeyman: this is an ordinary spell book of a level 3-4 magic-user. It has Read Magic, Circle of Protection, Mind-Reading, Brew Potions and 1d6 each random first and second level spells.

Spell Book: Master: this is an ordinary spell book of a level 5-6 magic-user. It has Read Magic, Circle of Protection, Brew Potions, Mind Reading, Dispel Magic, Prepare Spell Book, 3d4 first level spells, 2d4 second level spells, and 1d4 third level spells.

Spirit Guide: this is a standard spell book with all the Summoning Realm spells, but also contains the names and descriptions of many types of extra-worldly creatures such as demons and angels. Make a skill check to find useful information on this topic.

Tome of Curses: this is a favorite liturgical book of Chaotic clerics. If such a cleric reads certain passages out loud directly from the book while casting any Cursing Type spell it will double the range, area of effect and number of targets of the curse. He must have one free hand to hold the book while reading. Clerics Only, Tier H.

### 3.6—MAGIC MISSILE WEAPONS

TABLE 1: Weapon Type: (1d20)

1:	Hatchet*
2:	Dart*
3:	Javelin*
4:	Sling
5:	Short Bow
6:	Horse Bow
7-8:	Long Bow
9-10:	Composite Bow
11:	Light Crossbow
12:	Heavy Crossbow
13-17:	Arrows (3d6)
18-19:	Bolts (3d6)
20:	Sling Stones (3d6)

TABLE 2: Enchantment: (1d20)

1-10:	+1--- ammo Tier A, weapon Tier D
11-13:	+2—ammo Tier B, weapon Tier F
14:	+3—ammo Tier C, weapon Tier J
15-17:	+1, special feature—ammo Tier B, weapon Tier F
18-19:	+2, special feature—ammo Tier-C, weapon Tier J
20:	+3, special feature—ammo Tier D, weapon Tier M

Those marked with an \* all return to the user's hand if thrown

TABLE 3: Special Feature (if indicated on Table 2)

Weapon	Ammunition
1-5: Seeker	1-4: Caster Slayer
6-8: Fast Load	6-8: Exploding
10: Reflex Shot	9-11: Penetrating
11: Hide-a-way	12-13: Dragon Slayer
12-14: Friendly	14-15: Through Wood
15-18: Long Shot	16-17: Through Stone
19: Magic Load	18-19: Bleeder
20: Cursed: Back Shooter	20: Cursed: Back Shooter

#### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic weapons are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. However, if a magic arrow/bolt/stone is shot from a magic bow/crossbow/sling, only the higher of the two enchantments apply. Magic arrows and bolts are destroyed if they score a hit. Arrows and bolts that miss (and all sling stones) may be recovered, but it takes a full hour of searching to find all of them. If a hatchet, dart or javelin is received it will magically return to their owner at the end of the round it was



thrown. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

Seeker: this weapon can track and shoot any target ignoring invisibility, illusion, hiding, or any other means of obscuring location.

Fast Load: the weapon operates at 1 ROF faster than a normal weapon of the type. Bows and darts can shoot 3 times per round; javelins and hatchets twice, light crossbows 1 time, and heavy crossbows have a ROF of ½ instead of 1/3.

Reflex Shot: if the user is surprised, he can still shoot this weapon in the surprise round, although he cannot do anything else

Hide-A-Way: this weapon and its ammunition can be transformed to/from the shape of some pocket lint with a simple command word.

Friendly: this weapon can be shot into melee without any chance of hitting an ally.

Long Shot: this weapon has double the normal range of a weapon of its type, in all 3 range categories.

Magic Load: this weapon automatically creates a piece of ammunition when used, so the user never has to carry any. It does not increase ROF.

Caster-Slayer: this weapon gets an additional +1 to its “to hit” roll and rolls twice the number of damage dice when attacking a target who can cast spells.

Exploding: when the arrow/bolt/stone hits a target it explodes in a 20'x20' area doing 3d6 points of fire damage to all in the zone (save for half).

Penetrating: each time a hit with this weapon rolls maximum damage on its damage die, it gets to add a second damage die.

Dragon Slayer: this weapon gets an additional +1 to its “to hit” roll and rolls twice the number of damage dice when attacking a Dragon, Dinosaur, Hydra, Lizardo, or any sort of lizard.

Through Wood: this arrow/bolt/stone passes through wood as is it were not there. The target gets no cover bonus to AC for trees, bushes, doors corners of wooden buildings, etc. Shooter could shoot right through a wooden wall or door and hit a target behind it. A side benefit, the AC for a non-magical shield does not count against this attack.

Through Stone: this arrow/bolt/stone passes through stone as is it were not there. The target gets no cover bonus to AC for rocks, cliffs, doors corners of stone buildings, battlements etc. Shooter could shoot right through a stone wall or crenelation and hit a target behind it. A side effect, the weapon has no effect on Earth Elementals, Stone Golems, Stone Statues or Xorn.

Bleeder: when this arrow/bolt/stone hits it creates a bleeding wound which inflicts 1 hit point of damage every round until stopped by healing magic or a First Aid check (which however takes 10 rounds to attempt).

Cursed: Back Shooter: when first contacting this item, the user will be convinced that it is the best in the world and only a remove curse, limited wish or wish spell can free him from the compulsion. Each time it is used roll 1d6, on a “1” the missile will target the shooter himself (as if the shooter was making the attack) on any other roll, it will target one of the caster’s allies instead of an enemy.

### 3.7—MAGIC POTIONS

Table 1: Standard Potions		Table 2: Special Potions, Dusts and Powders (1d12)	
1-3	Heal Wounded (CL)	1	Heroism-2
4	Protection from Chaos (CL or MU)	2	Super-heroism-4
5	Protection from Law (CL or MU)	3	Invulnerability-4
6	Speak with Animals (CL)	4	Gaseous Form-2
7	Neutralize Poison (CL)	5	Shrinking-2
8	Cure Disease (CL)	6	Giant Strength-3
9	Locate Object (CL or MU)	7	Growth-2
10	Detect Magic (CL or MU)	8	Speak Language-1
11	Disguise (MU)	9	Regeneration-4
12	Mind Reading (MU)	10	Longevity-4
13	Protection from Normal Missiles (MU)	11	Poison-2
14	Detect Invisible (MU)	12	Delusion—curse
15	Invisibility (MU)	13	Dust of Appearance--3
16	See in Darkness (MU)	14	Dust of Disappearance--3
17	Water Breathing (MU)	15	Dust of Sneezing and Choking--3
18	Haste (MU)	16	Dust of the Mummy--4
19	Polymorph Self (MU)	17	Fairy Dust--4
20	Fly (MU)	18	Dissolving Powder--4
		19	Mighty Flash Powder--2
		20	Wound Powder--4

#### POTIONS EXPLANATIONS

A potion is a magic spell that has been put into liquid form. The advantages of this process is that any character can simply drink the potion and get the benefit without the spell caster needing to be anywhere near the recipient. Each potion comes in a 1 pint bottle and the whole potion is consumed to get the effect.

The standard potions are ones that are simply spells from the spell lists placed into potion form by using either Brew Potions or Sanctify Potions spells. All the details are exactly like the spell descriptions. The special potions are ones that exist solely as potions and can only be made by players or NPC alchemists if a sample is found and analyzed or a written formula discovered. They are each given a level here, listed after the potion name above, for potion brewing purposes. While standard potions each have their own duration, special potions have a 1-hour duration (unless they are immediate and permanent, like longevity or poison).

Heroism: a fighter or NC of 3<sup>rd</sup> level or lower is increased in hit dice, attack bonus, saving throws and rampages to 4<sup>th</sup> level fighter for the duration of the spell. A NC who takes the potion and defeats an enemy while under the influence rolls 1d6, and on a 5-6 he becomes a first level fighter when the potion wears off.

Super-heroism: a fighter or NC of 7<sup>th</sup> level or lower is increased in hit dice, attack bonus, saving throws and rampages to 8<sup>th</sup> level fighter for the duration of the spell. A NC who takes the potion and defeats an enemy while under the influence rolls 1d6, and on a 5-6 he becomes a first level fighter when the potion wears off.

Invulnerability: anyone who drinks this potion is immune to damage from non-magic weapons or ordinary beasts for the duration of the effect.

Gaseous Form: the drinker turns into a cloud of gas that can still see, hear and move as it wills, but can move through tiny cracks and is immune to most forms of attacks except for Air Realm spells. However, the cloud person cannot communicate with his fellows or make any sort of attack, cast any spell or use any magic or normal device until the spell wears off.

Shrinking: the character shrinks down to a height of 6" for the duration of the spell.

Giant Strength: the drinker takes on the same Attack Bonus and Damage rolls as a Stone Giant, and takes the better of 2 rolls, with an 18 rating, for any STR check (like opening a stuck door etc.).

Growth: the character and his gear grow to twice his normal height for the duration of the spell. His STR is rated as an 18 for any STR checks, he rolls double normal weapon damage and moves an additional 10' per move action.

Speak Language: the drinker can speak and understand the oral language of anyone he meets for the duration of the spell.

Regeneration: drinking this potion regrows a lost limb and cures blindness or deafness.

Longevity: the drinker's physical age decreases by 10 years (but not to less than 18). The effect is immediate and permanent, but each time he takes such a potion there is a 1% cumulative chance that all the decreases will be undone.

Poison: the potion is a deadly ingested poison, save or die at the merest taste.

Delusion—curse: the drinker believes the potion is some other useful potion, usually flying, speak languages, mind reading, invisibility or disguise, but it's not. It does just last an hour.

Dust of Appearance: throwing 1 dose of this dust in a 10'x10' area caused any object or creature that is invisible to become visible. There are usually 1d6 doses per vial found.

Dust of Disappearance: throwing 1 dose of this dust in a 10'x10' area turns all creatures within the area to become invisible, as the invisibility spell. There are usually 1d6 doses per vial.

Dust of Sneezing and Choking: throwing this dust in a 10'x10' area causes all within to make a save or become powerless with sneezing and choking for 1d6 rounds, taking 1d4 points of damage per round. There is only one dose per vial.

Dust of the Mummy: throwing this dust in a 10'x10' area causes anyone within to make a saving throw or become infected with Mummy Rot (see Mummy monster description) and to flee in fear for 1d6 rounds.

Fairy Dust: throwing this dust into a 10'x10' area gives all within the power to fly at their normal movement speed for 1 hour.

Dissolving Powder: pouring this powder on a 10'x10' section of wall or a door will dissolve it away in 1d4 rounds.

Mighty Flash Powder: throwing this powder in the air causes all creatures within 60' who are looking in the direction of the powder to make a saving throw or become blinded for 2d4 rounds.

Wound Powder: if this powder is rubbed on the skin of a living creature, that creatures will regenerate 1 hit point per combat round every round for the next hour (even regenerating wounds suffered after the powdered was applied).

### 3.8—MAGIC RINGS

- 1: Acid Resistance--H
- 2: Call Spirit--K
- 3: Charm--I
- 4: Cold Resistance--H
- 5: Elemental Domination--L
- 6: Feather Falling--E
- 7: Fire Resistance--H
- 8: Invisibility--J
- 9: Lightning Resistance--H
- 10: Meteor Swarm--N
- 11: Protection +1--G
- 12: Protection +2--H
- 13: Protection +3--J
- 14: Regeneration-M
- 15: Spell Deflection-M
- 16: Spell Storing-M
- 17: True Sight--L
- 18: Water Walking--I
- 19: Wishes--N
- 20: Cursed: Defenselessness

Rings, even those that cast magic-user or cleric spells, can be used by any class of character or even a monster or NC, as long as they have fingers to wear one. Any person can wear only 2 rings at a time. Rings do not count as an Item for encumbrance. The letter code following each ring is the Tier rating for creation of the item.

Acid/Cold/Fire/Lightning Resistance: the wearer of this ring gets +3 on Saving Throws against the named type of attack and takes one half the normal damage from it.

Call Spirit: once per day the caster can summon up a spirit to aid him in whatever manner he desires. The being will obey any commands it is given, will understand the summoner's language, and will stay for 30 minutes or until "slain". The type of spirit depends on the user's class, level and alignment. Most users summon a Soldier of the Heavenly Host, Berserker of Valhalla or Demonic Warrior. Lawful M-U or CL can summon an Angel if they are of a level equal or greater than the Angel's HD instead. Chaotic casters can summon a Demon if they are of a level equal or greater than the Demon's HD instead. Neutral casters can summon any Neutral spirit if they are of a level equal or greater than the Spirit's HD instead.

Charm: 3 times per day the ring can be used to cast a Charm Person spell and once per day a Hold Monster spell.

Elemental Domination: a wearer of this ring has full mind control of Elementals of one of the four elements within range of 360'. When the ring is found, roll 1d4, 1=Air, 2=Fire, 3=Earth, 4=Water. The ring also makes the wearer immune to any magic-user spell that comes from the Realm corresponding to the ring's Element. The ring does not grant any summoning powers.

Feather Falling: a wearer of this ring never takes any damage from falling, no matter what the height.

Invisibility: putting this ring on activates an Invisibility Spell on the wearer that works exactly like the 2<sup>nd</sup> level magic-user spell. The ring can be activated 3 times per day.

Meteor Swarm: once per day the wearer can launch a Meteor Swarm Spell (as the 9<sup>th</sup> level magic-user spell) with the fireballs doing 9d6 each.

Protection: wearing this ring gives the wearer a bonus to his AC and Saving Throws equal to its enchantment number (+1, +2, +3). This bonus does not stack with any enchantment bonus from a magic shield or magic armor.

Regeneration: the wearer of this ring quickly heals 1 hit point per combat round, except for damage caused by Fire or Acid. Wearing this ring for a week will also re-grow a lost or broken limb. The ring does not function when a character is critically injured.

Spell Deflection: if any spell is targeted on the wearer, or any spell's Area of Effect includes the wearer, the wearer makes a special saving throw, and if he succeeds, the spell is deflected harmlessly. Roll 1d6, on a 6 the spell is reflected back onto the original caster of the spell. The ring only works on the first spell cast at the wearer each round.

Spell Storing: this ring holds up to 5 spells within it at a time. As any spell is brought forth, it opens an empty slot in the ring. A magic-user or cleric can cast any spell desired to fill up an empty slot. Any character can use the ring to cast a stored spell regardless of class or level of the spell or the character.

True Sight: the wearer of this ring can see all invisible objects, people or creatures, can see right through any illusion, disguise or transformed shape.

Water Walking: the wearer can walk or run on water just as if it were dry land.

Wishes: this ring contains 3 wishes (as 9<sup>th</sup> level magic-user Wish Spell) which each can be used exactly once. The wisher must put on the ring and say "I wish.." to activate the wish.

Cursed: Defenselessness: the wearer of this ring is convinced that it is a +3 ring of protection and only a remove curse, limited wish or wish spell will convince him to take it off. While wearing this ring, the user drops to AC 10, and suffers a -5 to all Saving Throws.

### 3.9—MAGIC RODS

1—Absorption (m,c)

2—Air (m)—Tier M

3—Building (any)

4—Cancellation (any)

5—Control (m,c)

6—Curses (c)

7—Earth (m)

8—Fire, (m)

9—Lawful Triumph (cl)

10--Life Trapping (m, c)

11--Lordly Might (f)

12—Necromancy (m)

13—Restoration (cl)

14—Safe Guard (cl,m)

15—Shadows (m, t)

16—Summoning (m)

17--Ultimate Chaos (cl)

18—Water (m)

19—Wizardry (m)

20--Cursed: Despair (any)

### RODS: Explanations of Properties

Rods are special spell storage devices that are not simple 1-spell storage devices like wands or staffs, but must be made through the permanent item construction process (if they can be made by mortals at all, Judge's option) and all count as Tier M for cost and time. Rods usually appear as metallic cylinders about 18" long and 1" in diameter. The user of the rod often must be of a specific class, but he need not know a particular spell or even be of sufficient level to cast it to bring it forth from the rod (so a first level magic-user could use a Rod of Fire to cast a 3<sup>rd</sup> level fireball spell). Many rods begin with 100 or 200 charges when created, but likely will have fewer when discovered as treasure. Rods that expend all their charges are destroyed, losing any other benefits they might have.

Absorption: a magic-user or cleric can use a rod of absorption to absorb a spell that was aimed at him. Each rod can absorb a maximum of 100 spell levels. The user can expend the charges to cast a spell he has prepared without using up that prepared slot for the day. The owner needs to keep track of how many spell levels were ever absorbed (maximum 100) and how many are currently stored in the rod and how many have been expended. When the total absorbed reaches 100 it can absorb no more. When the total expended reaches 100, then the rod is finished and crumbles.

Air: the Rod of Air begins with 100 charges. It can be used by any magic-user (except an Earth Specialist) to call forth any of the Air Spells at the cost of 1 charge per spell level. The rod also grants the holder half damage against lightning attacks.

Building: this rod can be used by any character class. It begins with 100 charges. Expending a charge will protect a 240'x240' area from the effects of a Horn of Blasting for 1 hour. Expending a charge can also magically construct 1000gp worth of buildings in a single day. The buildings are real and can't be magically dispelled. For example, spending 8 charges would build an 8000gp large round tower.

Cancellation: the rod of cancellation can be used by any character but contains only a single charge. If the user makes a successful "to hit" roll with the rod against a target, he can declare that one particular magic item carried, worn or used by the target has been hit by the rod, which immediately permanently destroys both the rod and the targeted magic item.

Control: a magic-user or cleric can use this rod. It begins with 100 charges. Spending 1 charge per HD of any creature, living, dead, summoned or construct, within 60' brings that creature completely under the mental control of the user. The control lasts for 1 hour or until the rod is used again, whichever is sooner.

Curses (cl): only a cleric may use this rod, which begins with 100 charges. It can be used to bring forth any of the Cursing Type of clerical spell, at the cost of 1 charge per spell level of the spell.

Earth: the Rod of Earth begins with 100 charges. It can be used by any magic-user (except an Air Specialist) to call forth any of the Earth Spells at the cost of 1 charge per spell level. The rod also gives the user half damage against acid attacks.

Fire: the Rod of Fire begins with 100 charges. It can be used by any magic-user (except a Water Specialist) to call forth any of the Fire Spells at the cost of 1 charge per spell level. The rod also gives the user half damage against fire attacks.

Lawful Triumph: only a cleric of Lawful alignment may use this rod which has 7 charges. The cleric may spend one charge to have a flaming crack open under the feet of a chaotic cleric

within 60' and send him hurtling to the center of the earth forever without saving throw. If anyone other than a Lawful cleric even touches the rod, he takes 5d6 damage. The rod can also be used in combat as a +1 mace.

Life Trapping: a magic-user or cleric may use this rod, which has 20 charges. The user points it at an enemy who must make a saving throw or be sucked into the rod, trapped. This costs 1 charge, and when 20 lives have been so trapped the rod cannot trap more, even if some are released. The holder of the rod can release a trapped being at a command word. He can also communicate with all the beings trapped in the rod.

Lordly Might: only a fighter may use this rod, which does not expend charges. The rod can transform into a +2 sword, a +1 Flaming Sword, or a +3 Spear at the touch of a button. Anyone who attempts to engage the wielder of the rod must make a morale check first. Every time the wielder scores a 20 or above (not a natural, but adjusted 20) the target must make a save or become paralyzed for 1d6 rounds. Anytime the user of this rod is critically injured, he must make a saving throw or the rod abandons him, vanishing to some other place.

Necromancy: this mighty rod may be wielded by magic-users (except Enchantment Specialists) only and begins with 200 charges. The user can use the rod to cast any Necromancy spell at the cost of 1 charge per spell level. The rod can also extend to be used as a +2 magic quarterstaff. The caster can voluntarily break the rod which causes 5 points of damage times the number of charges left in the rod to be evenly distributed among every creature (including the user) within 30' of the user. The rod also grants a +5 on saves vs. energy drain.

Restoration: only clerics can use this rod, which begins with 100 charges. The rod can be used to cast any cleric spell of the healing type, at the cost of 1 charge per spell level. The rod also gives off light as a continual light spell.

Safe Guard: a magic-user (except a Summoning Specialist) or a cleric can use this same rod, which begins with 100 charges, to cast either any Protection Realm Spell (for magic-user casters) or any Protection Type spell (for a clerical caster) and the cost of 1 charge per spell level. The Rod also grants +2 to Saving Throws and AC (which does not stack with magic armor, shield or rings of protection).

Shadows: magic-users (except Perception specialists) and thieves may use this rod, which begins with 100 charges. The rod can be used to cast any illusion spell at the cost of 1 charge per spell level. The rod can also be used (by thieves) as a +1 mace.

Summoning: a magic-user (except a Protection Specialist) can use this rod, which begins with 100 charges, to cast any Summoning Realm spell at the cost of 1 charge per spell level. The rod can also be used as a +1 baton.

Ultimate Chaos: only a cleric of Chaotic alignment may use this rod which has 7 charges. The cleric may spend one charge to have a flaming crack open under the feet of a Lawful cleric within 60' and send him hurtling to the center of the earth forever, without a saving throw. If anyone other than a Chaotic cleric even touches the rod, he takes 5d6 damage.

Water: the Rod of Water begins with 100 charges. It can be used by any magic-user (except a Fire Specialist) to call forth any of the Water Spells at the cost of 1 charge per spell level. The rod also grants half damage against cold attacks.

Wizardry: this very mighty rod may be wielded by magic-users only and begins with 200 charges. Each charge allows the casting of any 3<sup>rd</sup> level magic-user spell. The use of 10 charges allows the casting of a Disintegrate Spell. The rod can also extend to be used as a +3

magic quarterstaff. The caster can voluntarily break the rod which causes 5 points of damage times the number of charges left in the rod to be evenly distributed among every creature (including the user) within 30' of the user.

Cursed: Despair: this rod appears to be another sort of useful rod, but whoever claims it is cursed to complete despair. He must roll his WIS or less on a d20 before taking each action or he won't complete it. Only remove curse, limited wish or wish spell will remove the curse.

### 3.10—SCROLLS, WANDS AND STAFFS

Scrolls, wands and staffs are spell storage devices created and used by clerics and magic-users. Each scroll, staff or wand contains a single spell. The scroll is a single-use item, with 1 use of a particular spell inscribed on parchment to be read out, releasing the spell. The scroll crumbles to dust after the single casting. A wand or staff is a device that can store multiple castings of a particular spell (each casting called a charge) which can be released one at a time by a caster of the correct class. Wands are made by magic-users. Staffs are made by clerics.

Magic-Users can use magic-user scrolls and wands. Clerics can use clerical scrolls and staffs. Even if a scroll/wand/staff contains a spell that is on both classes lists, magic-users and clerics cannot use the others' devices. Thieves can cast spells from Magic-User scrolls, and from Magic-User wands on a skill roll but cannot use clerical scrolls or staffs.

#### SCROLLS:

##### Type:

When a scroll is found, roll 1d6. If the result is 1-4, then the scroll contains a magic-user spell. If the result is a 5-6, then the scroll contains a cleric spell.

##### Spell Level 1d20

1-9 First Level Spell  
10-14 Level 1-4 random  
15-19 Level 1-6, random  
20: Level 7-9, chosen by Judge

#### WANDS AND STAFFS

##### Spell Level and Charges 1d20

1—8	First,	4d10 charges
9-13	Second,	3d10 charges
14-17	Third	2d10 charges
18-19	Fourth	2d6 charges
20	Fifth	2d4 charges

#### SPECIFIC SPELLS: WANDS, STAFFS AND SCROLLS

Once you know the spell level and class of a device, For cleric spells, go to the list for that spell level and roll 1d8, using the result corresponding to the number rolled. If a "1" occurs, roll 1d6, 1-2 Law, 3-4 Neutral, 5-6 Chaos.

For magic user spells, go the list for that spell level and roll 1d12, using the result corresponding to the number rolled.



### 3.11—MAGIC SWORDS, KNIVES AND DAGGERS

TABLE 1: Weapon Type: (1d20)

1:	Pair of throwing knives
2:	Knife
3-7:	Dagger
8-10:	Short Sword
11-18:	Sword
19-20:	Two-Handed Sword

TABLE 2: Enchantment: (1d20)

1-7:	+1—Tier D
8-10:	+2—Tier F
11:	+3—Tier J
12-17:	+1, special feature—Tier F
18-19:	+2, special feature—Tier J
20:	+3, special feature—Tier M

TABLE 3: Special Feature (if indicated on roll 2)

If the weapon is a knife, knives or dagger, roll 1d8

If the weapon is a short sword, sword or two-handed sword, roll 1d20

1--Wizard-Slayer	11--Sword of Chaos
2--Cleric-Slayer	12--Sword of Earth
3--Quick Blade	13--Demon-Slayer
4--Assassin's Blade	14--Giant-Slayer
5--Life-Drainer	15—Dragon Slayer
6—Defender	16—Bloodletter
7—Orc Slayer	17—Head Chopper
8—Vision Blade	18—Cursed -2
9--Flaming Sword	19—Cursed—Berserk +2
10 --Sword of Law	20—Cursed--Quest

#### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic swords, daggers and knives will give off a 30' radius of light when drawn (the light can be hidden if the weapon is placed back in its scabbard). All of them are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. If the pair of throwing knives is received, the knives will magically return to their owner at the end of the round that they were thrown.

Wizard-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking anyone with 1 or more levels of the Magic-User class.

Cleric-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking anyone with 1 or more levels of the Cleric class.

Quick Blade: this weapon allows the user to make 1 additional attack action per round, if he uses the quick blade to make a melee or missile attack as at least one of them.

Assassin's Blade: this weapon gets an additional +2 to hit and 1 additional die of damage when used to make a surprise attack, rear attack or back-stab.

Life-Drainer: when the user rolls a natural 20 on an attack roll, it drains 1 level or Hit Die from the target and heals 1d6 points of damage suffered by the user. This weapon cannot be used by Lawfully aligned characters.

Orc Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Orc, Half-orc, Goblin, Hobgoblin or Bugbear.

Vision Blade: the user of this weapon can use the Detect Magic, See Invisible and Locate Objects spells each once per day.

Flaming Sword: instead of giving off radiant light, this sword is surrounded by crackling flame when drawn from the scabbard. It does 1d6 extra damage against, plant-monsters, undead, trolls and cold-using monsters like Frost Giants and cold-breathing dragons. It can also be used to ignite flammable objects like oil, kindling, piles of garbage.

Sword of Law: this sword, which can only be used by Fighters of Lawful Alignment who have been initiated into the worship of a Lawful god, does 1 extra die of damage against anything of Chaotic alignment, automatically dispels any spell or magic effect in a 10' radius which had been created by a Chaotic caster, and prevents any demon or undead being from approaching closer than 10' of the caster.

Sword of Chaos: this sword, which can only be used by Fighters or Thieves of Chaotic Alignment who have been initiated into the worship of a Chaotic god, does 1 extra die of damage against anything of Lawful alignment, automatically dispels any spell or magic effect in a 10' radius which had been created by a Lawful caster, and prevents any angel or lawful extra-worldly being from approaching closer than 10' of the caster.

Sword of Earth: this sword, which can only be used by Fighters of Neutral Alignment who have been initiated into the worship of a Neutral god, does 1 extra die of damage against lycanthropes and anything of extra-earthly origin (demons, angels, elementals, djinni, efreeti etc.). It dispels any hostile clerical spell or Earth, Air, Fire or Water magic-user spell that comes within 10' of the user. If it scores a Natural 20 against a Lawful or Chaotic cleric, the target must make a Saving Throw or be transformed into Green Slime.

Demon-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Demon. 75% of these swords are restricted to Lawful wielders.

Giant-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Ogre, Half-Ogre, Trollson, Titan, Troll or any species of Giant.

Dragon Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Dragon, Dinosaur, Hydra, Lizardo, or any sort of Lizard.

Bloodletter: each time this sword scores a hit, it creates a bleeding wound, which inflicts 1 extra point of damage each round until stopped by First Aid or magical healing.

Head Chopper: each time this weapon scores a natural 20, it cuts the target's head clean off.

Cursed -2: when someone tries this weapon in battle, he will be convinced it is the greatest weapon ever made and will use no other, under any circumstance. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the sword is stolen, he won't fight without it). The sword has a -2 to hit and damage penalty.

Cursed—Berserk +2: the sword is +2 to hit and damage, but once the user starts fighting, he will keep fighting until everyone in view is dead. He will take a round to finish off critically wounded enemies, and each time he kills an enemy there is a 1 in 6 chance that he will attack an ally instead of an enemy. When all enemies are dead, he will turn on his friends. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the sword is stolen, he won't fight without it).

Cursed—Quest: this sword acts as a +1 to hit and damage sword, but after it is first used the wielder will fall under the effects of a Quest spell with no saving throw. He must carry out the mission of the quest in preference to all other tasks. Only a remove curse, limited wish or wish spell will remove the Quest from the victim. If the quest is completed, the curse is removed from the blade.

### 3.12—MAGIC WEAPONS

TABLE 1: Weapon Type: (1d20)

1:	Light Hammer*
2-4:	Mace
5:	Flail
6-7:	War-hammer
8:	Morning Star
9-10:	Hand Axe*
11-13:	Battle Axe
14:	Great Axe
15:	Halberd
16:	Bill
17-19:	Spear*
20:	Lance

TABLE 2: Enchantment: (1d20)

1-10:	+1—Tier D
11-13:	+2—Tier F
14:	+3—Tier J
15-17:	+1, special feature—Tier F
18-19:	+2, special feature—Tier J
20:	+3, special feature—Tier M

Those marked with an \* all return to the user's hand if thrown

TABLE 3: Special Feature (if indicated on Table 2)

1-2:	Parry	12:	Dwarf Slayer
3:	Penetrator	13:	Cat Slayer
4-5:	Paralyzer	14:	Rat Slayer
6:	Dog-Slayer	15:	Lycanthrope Slayer
7:	Bear-Slayer	16-17:	Hero's Sign
8-9:	Corpse Bane	18:	Cursed: -2
10:	Sweeper	19:	Cursed: Rot
11:	Elf Slayer	20:	Cursed: Mind Fog

#### PROPERTIES AND SPECIAL FEATURES EXPLANATIONS

All magic weapons are able to hit and damage *invulnerable* creatures. Each one has an enchantment bonus (table 2) from +1 to +3, the number is the bonus both for the "To Hit" roll and the Damage Roll every time the weapon is used. If a Light Hammer, Hand Axe or Spear is received it will magically return to their owner at the end of the round they were thrown. A Read Magic analysis will not reveal that a Curse is present, instead it will falsely claim that the item has some other non-cursed feature or enchantment.

Parry: this weapon adds its enchantment bonus to the user's armor class in melee combat (not against missile fire).

Penetrator: each time a hit with this weapon rolls maximum damage on its damage die, it gets to add a second damage die.

Paralyzer: any time the user rolls a natural 20 with this weapon, the target must make a saving throw or become paralyzed for 1d6 combat rounds.

Dog-Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a dog, Dogger, wolf, were-wolf, blink dog or any other partially dog monster.

Bear Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a bear, Owlbear, bugbear, were-bear or any other bear-like monster.

Corpse Bane: any time a natural 20 is scored with this weapon against an Undead Target that target is blasted out of existence without a saving throw.

Sweeper: any time a natural 20 is scored with this weapon, the user may make an Extra Attack against each and every target in melee contact.

Elf Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking an Elf or Half-elf.

Dwarf Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a Dwarf, Gnome or Halfling.

Cat Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a cat, tiger, lion, puma, Catter, were-tiger, or any cat-like monster.

Rat Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a rat, giant rat, Ratter, were-rat or any other rat-like monster.

Lycanthrope Slayer: this weapon gets an additional +1 to its "to hit" roll and rolls twice the number of damage dice when attacking a were-wolf or any other sort of lycanthrope.

Hero's Sign: if the wielder uses his attack action during a round, he can raise this weapon over his head and make a shout. All allies will get +1 to hit and saving throws for 1d6 rounds, and also all allies who have failed morale within 100' will immediately rally.

Cursed -2: when someone tries this weapon in battle, he will be convinced it is the greatest weapon ever made and will use no other, under any circumstance. A remove curse, limited wish or wish spell is the only way to get the victim to use any other weapon (even if the weapon is stolen, he won't fight without it). The sword has a -2 to hit and damage penalty.

Cursed: Rot: the user is infected with Mummy Rot, and will flee from the presence of any cleric and will resist any attempt to cure him.

Cursed: Mind Fog: the user of the weapon will consider it the best weapon in the world and will never use another until a remove curse, limited wish or wish spell is used to break the curse. As long as he has the weapon, he will always be surprised in every encounter, will never spot anyone trying to sneak up on him or hide from him, and will never find a secret door, trap or hidden object of any sort.