

The Complete Book of
Magical Items

V.1.11

- The core items -

AD&D 2nd Edition

English version
Compiled by Talivar

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12

Vorwort

(Version 1.11)

Herzlich willkommen

zur vermutlich letzten Version des „*Complete Book of Magical Items. V1.11.*“ Ähnlich wie alle anderen Complete Handbücher handelt es sich um eine private Spielhilfe, die ich für meine eigene SL-Tätigkeit zusammengestellt habe. AD&D und auch alle anderen Editionen hatten einen großen Zulauf und haben tausende von Spieler über Jahre hinweg inspiriert und ihnen Freude bereitet. Das Regelwerk wuchs natürlich im Laufe der Zeit an und bot immer mehr Optionen, so dass solche Compilations wie diese hier helfen können, die Arbeit als SL zu vereinfachen und den Spielfluss zu verbessern. Auch etablierten sich verschiedene Generationen von Spielern und Editionen, so dass für ältere Auflagen und Versionen manchmal nur wenig oder gar kein Support mehr angeboten wurde. Daher blieb Spielern älterer Editionen oft nur ein Weg: sich selber Utensilien zu erstellen (siehe u.a. auch das *Netprayer Book* im Internet). Spiele wie AD&D oder D&D sind eben lebendiger, schon alleine durch Spieler und Spielleiter bedingt und auch die herstellende Industrie ist auf einen Austausch mit den zahlreichen Spielern angewiesen. Vielleicht wird man neben den aktuellen Reprints der 1. und 2ten Edition von AD&D auch noch neue Werke in den Buchregalen der Geschäfte finden, aber das wird man noch sehen. Theoretisch bieten aber die Compilations auch jetzt schon privat die Möglichkeit, eigene Kampagnen auf Jahre oder Jahrzehnte hin interessant aufzubauen und abwechslungsreich zu gestalten. In dem Sinne also viel Spaß beim Schmökern und Spielen. Neben Errata und Editing finden sich in der Version 1.11 neue Tabellen zum Ermitteln von Edelsteinen und Juwelen in Schatzhorten, sowie zwei neue optionale magische Gegenstände.

Das Licht mit Euch !

Talivar, Darmstadt, den 12.10.2012

Vorwort (in deutsch, 25.12.2011)

Willkommen beim Complete Book of Magical Items!

Eine compilierte Fassung mit allen magischen Gegenständen zu AD&D? Braucht man das überhaupt? Es gab doch die „*Magic Encyclopedia Bände*“, was ist denn daran jetzt so neues ? Das ist eine gute Frage und hier ist die Antwort. Denn Spielleiter in AD&D oder anderen Regelsystem haben immer wieder das Problem, dass sie auf einer besonderen vorgegebenen oder selbst erschaffenen Welt spielen. Oft haben sie dann auch den Anspruch, so nahe wie möglich am System und seinen Regeln zu spielen und nur „offizielle“ Kampagnen-quellen zuzulassen (und natürlich selbst kreierte). So war es auch in AD&D, dass Dutzende magischer Gegenstände auf unterschiedliche Grundregelwerke verteilt waren und auch genau so viele Kommentare, Errata und Updateinformationen in Optionalen und Complete Handbücher verteilt existierten. Daher musste man oft mühsam alle Werke durchgehen, um zu sehen, ob es nicht auch Errata zu ungeklärten Fragen gab – eigentlich ein Fall für das, was hier nun vorliegt: Eine compilierte Fassung ALLER Gegenständen aus allen Grundregelwerken ohne Weltenabhängigkeit mit allen Errata und Update-Informationen auf einen Blick...und noch wichtiger als das: die überarbeiteten Tabellen zum Auswürfeln der magischen Gegenstände! Denn was machte denn das Abenteuern so spannend und beliebt ? Die Jagd auf Schätze und unbekannte, neue Erfahrungen. Das bedeutete aber auch, dass man hin und wieder etwas neues einbringen muss und nicht nur die Gegenstände aus dem Grundbuch, dem *Dungeon Masters Guide, 2nd Edition* einbringen kann.

Aber so eine compilierte Fassung gab es meines Wissens nach nie, außer den überwältigenden Magic Encyclopedias, die allerdings alles aufführten, was je veröffentlicht wurde, darunter auch Gegenstände, die man nicht so gerne einbauen konnte (aus dem Dragon Magazine und allen existierenden Welten – in vier Bänden). Die Geburtsstunde dieses Werkes: Mit einer Auflistung ALLER magischen „core“ Gegenstände aus den Grundregelwerken **in einem einzigen Werk**, ohne Gegenstände aus Modulen oder Welten (*World of Greyhawk, Forgotten Realms, Krynn, Ravenloft, Dark Sun*, etc.) und entsprechend überarbeitete Tabellen zum Auswürfeln! Sie sind also für alle Welten und Kampagnen gleichermaßen erlaubt und bringen neue Ideen und Spannung für Spieler und Spielleiter gleichermaßen. Denn nach über 20 Jahren Rollenspiel macht mir als Spielleiter nicht nur das Entwerfen von Modulen mit abwechslungsreichen Szenarien und Kämpfen Spaß, sondern auch das Einbringen von magischen Gegenständen und ihre Ermittlung. Wie spannend ist es, sich selber überraschen zu lassen, wenn man die Würfel wirft, um zu sehen, was sich im Schatzhort einer besiegten Kreatur verbirgt...

Daher, noch einmal willkommen bei diesem Complete Werk. Möge es Euch zahlreiche neue Stunden von Abenteuern und Spielspaß verschaffen. Mir hat die Testphase bereits jetzt schon manche Überraschung und viel Freude bereitet. Aber wie sonst auch, gilt natürlich: Der DM entscheidet und ein Würfelwurf ist nicht immer die 100%ige Lösung oder Antwort auf alle Fragen in diesem Universum ☺

In diesem Werk sind die magischen Gegenstände aus folgenden Büchern enthalten:

- **The Players Handbook 2nd Edition, The Tome of Magic, The DMs Guide, 2nd Edition, Monster Manual**
- **TcBarbH – The complete Barbarian Handbook, - TcBaH – The complete Bard Handbook, - TcDrH – The complete Druid Handbook, - TcFiH – The complete Fighters Handbook, - TcPaH – The complete Paladins Handbook, - TcPsiH – The complete Psionics Handbook, - TcPrH – The complete Priest Handbook, - TcRaH – The complete Ranger Handbook**
- **TcThiH – The complete Thieves Handbook, - TcWizH – The complete Wizard Handbook, - DwH – The complete Dwarves Handbook, - EH – The complete Elves Handbook, - Gn&HH – The complete Gnomes and Halflings Handbook, - HH – The complete Humanoids Handbook**
- **DMOHL – DMs Option – High Level Campaign, - DMO:C&T – DMs Option – Combat & Tactics, - PIO:S&P – Players Option – Skills & Powers, - PIO:S&M – Players Option – Spells & Magic**

Die Gegenstände sind vollständig in ihrem Originaltext enthalten und wurden mit allen Errata und Kommentaren ergänzt. Gegenstände und Kommentare aus dem „*The Complete Psionics Handbook*“, „*The Complete Ninja Handbook*“ und dem „*The Complete Book of Necromancers*“ wurden mit Absicht nicht einbezogen, um dem Spiel das Mysterium um die drei Klassen und ihre Kräfte zu erhalten. Weiterhin befinden sich im Anhang Zufallstabellen zum Auswürfeln von magischen Schriftrollen in gefundenen Schätzen. Diese entstammen dem „*The Complete Book of Spells*“. Den Abschluss bilden ein übersichtlicher Index zum Nachschlagen sowie ein paar neue Gegenstände aus privaten, laufenden Kampagnen, alle natürlich rein optional und als Anregung gedacht, sowie eine erweiterte Tabelle zur Ermittlung von magischen Gegenständen für NPCs aus dem *Monster Manual I*.

Alles Gute und das Licht mit Euch,

Talivar (bei Anregungen und Verbesserungsvorschlägen einfach Email an: Schaafalexander@yahoo.de)

Foreword

(version 1.11, 12/10/2012)

Welcome

to the final version of „*The Complete Book of Magical Items. V1.11.*“ Similar to all other Complete Manuals it is a privately made tool to help my work as a DM. AD&D and all other editions had thousands of gamers over the years and gave a lot of inspiration and fun to them. Of course, the rules grew over the time and offered more and more options, so that compilations like this manual can help a DM with his work and make the gameplay for all more fluently. Also different generations of gamers and editions established themselves and some of the older editions and versions of the game weren't supported any longer or only in a small way. Because of this, gamers of older editions had often only one way left open: to create some tools and helps for their game edition themselves (e.g. also see the *Netprayer book* in the internet).

Games like AD&D or D&D are full of life, which is based mainly on the interactions of gamers and DMs and on the gaming industry, which also is dependant on the exchange with all the gamers out there. Perhaps, you will find also some new booklets in the stores in the future, beside all the reprinted books of the 1st and 2nd edition of AD&D, but we will have to wait and see. But in theory, this compilation already offers you the possibility to build up your own private campaign and to design it diversified for years or even dozens of years to come.

So have a lot of fun studying this work and gaming. Beside errata and editing, this version 1.11 also offers new tables to determine the exact nature of gems and jewelry in treasures and two new, but optional magical items from private campaigns.

Light be with you!

Talivar, Darmstadt, 10/6/2012

Foreword (V 1.0, 12/24/2011)

Welcome to the Complete Book of Magical Items!

A compiled version including all magical items of AD&D? Is this necessary? There were the "Encyclopedias Magica" books, so where is the trick? This is a good question and here is the answer. Gamemasters in AD&D and other game systems often had the problem, that they either played in an official campaign world or in one of their own making. But DMs also tried often to play according to the rules and to use only "official"-campaign sources (and their self-created ones, of course). So the situation in AD&D was, that there were dozens of different items out there in as many different rule books with the same amount of errata in complete and optional handbooks. Therefore you often had to go through all the different supplements to check them for errata and new updated informations – the reason for this compiled version before you, which lists ALL magical items of the core books of AD&D without campaign related items but with errata and all available update informations at one glance...and what more important is: with reworked tables to determine the magic items themselves! Because, why was adventuring so exciting and popular? Because of the hunt for treasury and new experiences. But this meant, that you had to offer some new elements and items and not only those, known from the basic rule book, *the Dungeon Masters Guide, 2nd edition*.

As far as I know a compiled version like this has never been published before, except the huge collection of "Magic Encyclopedia" books, but they listed everything – items from the DRAGON Magazine and items from adventure modules of all known campaign settings, and this in four large books. This was the birth of this work: a collection of all magical "core" items from the basic rule books **in one book**, except the items from adventure modules or campaign settings (*World of Greyhawk, Forgotten Realms, Krynn, Ravenloft, Dark Sun*, etc.) but with reworked tables for magical item determination! The content therefore is allowed for all worlds and campaign settings and holds new ideas and excitement both for gamers and gamemasters. Because after 20 years of DMing and playing, not only the development of new scenarios and combat situations is fun for me but also the determination of magical items itself. How exciting is it to roll the dice and to get surprised by the result and see, what kind of treasure can be found in the treasury of a defeated creature ...

So, once again, be welcome to this complete book. May it bring to you lots of new hours of fun and adventures. I myself had already some testing it and it held some surprises and a lot of fun for me. But as always: the DM is the one who decides finally and a 100%-die is not always the answer to all the questions in this universe☺

In this work magical items from the following books are compiled

- The Players Handbook 2nd Edition, The Tome of Magic, The DMs Guide, 2nd Edition, Monster Manual
- TcBarbH – The complete Barbarian Handbook, TcBaH – The complete Bard Handbook, TcDrH – The complete Druid Handbook
- TcFiH – The complete Fighters Handbook, TcPaH – The complete Paladins Handbook, TcPsiH – The complete Psionics Handbook
- TcPrH – The complete Priest Handbook, TcRaH – The complete Ranger Handbook, TcThiH – The complete Thieves Handbook
- TcWizH – The complete Wizard Handbook
- DwH – The complete Dwarves Handbook, EH – The complete Elves Handbook, Gn&HH – The complete Gnomes and Halflings Handbook, HH – The complete Humanoids Handbook
- DMOHLC – DMs Option – High Level Campaign, DMO:C&T – DMs Option – Combat & Tactics, PIO:S&P – Players Option – Skills & Powers, PIO:S&M – Players Option – Spells & Magic

The items are listed with their original text and were expanded with all errata and comments. Items and updates from "*The Complete Psionics Handbook*", "*Complete Ninja Handbook*" and "*The Complete Book of Necromancers*" were left aside with purpose, to keep up the mystical aspects of these classes and their powers. Further, some tables for the determination of spell scrolls in treasury have been added in the appendix; originally coming from "*The Complete Book of Spells*". Also an index for quick reference was implemented and some new items from private campaigns, all optional and given for inspiration. At last, an expanded table from the *Monster Manual I* which concerns the determination of magical items for NPCs is presented.

Light be with you,

Talivar (when you have some critics or suggestions please write to: Schaafalexander@yahoo.de)

1. Treasure Tables

Table 84 : Treasure Types

LAIR TREASURES

Treasure Type	Copper	Silver	Gold	Platinum or Electrum*	Gems	Art Objects	Magical Item
A	1,000-3,000 25%	200-2,000 30%	1,000-6,000 40%	300-1,800 35%	10-40 60%	2-12 50%	Any 3 30%
B	1,000-6,000 50%	1,000-3,000 25%	200-2,000 25%	100-1,000 25%	1-8 30%	1-4 20%	Armor Weapon 10%
C	1,000-10,000 20%	1,000-6,000 30%	— —	100-600 10%	1-6 25%	1-3 20%	Any 2 10%
D	1,000-6,000 10%	1,000-10,000 15%	1,000-3,000 50%	100-600 15%	1-10 30%	1-6 25%	Any 2 + 1 potion 15%
E	1,000-6,000 5%	1,000-10,000 25%	1,000-4,000 25%	300-1,800 25%	1-12 15%	1-6 10%	Any 3 + 1 scroll 25%
F	—	3,000-18,000	1,000-6,000	1,000-4,000	2-20	1-8	Any 5 except weapons 30%
G	—	10%	40%	15%	20%	10%	Any 5 35%
H	3,000-18,000 25%	2,000-20,000 40%	2,000-20,000 55%	1,000-8,000 50%	3-30 50%	2-20 15%	Any 6
I	—	—	—	100-600 30%	2-12 55%	2-8 50%	Any 1 15%

INDIVIDUAL AND SMALL LAIR TREASURES

J	3-24	—	—	—	—	—	—
K	—	3-18	—	—	—	—	—
L	—	—	—	2-12	—	—	—
M	—	—	2-8	—	—	—	—
N	—	—	—	1-6	—	—	—
O	10-40	10-30	—	—	—	—	—
P	—	10-60	—	1-20	—	—	—
Q	—	—	—	—	1-4	—	—
R	—	—	2-20	10-60	2-8	1-3	—
S	—	—	—	—	—	—	1-8 potions
T	—	—	—	—	—	—	1-4 scrolls
U	—	—	—	—	2-16	1-6	Any 1
V	—	—	—	—	90%	80%	70%
W	—	—	5-30	1-8	2-16	1-8	Any 2
X	—	—	—	—	60%	50%	60%
Y	—	—	200-1,200	—	—	—	Any 2 potions
Z	100-300	100-400	100-600	100-400	1-6	2-12	Any 3
	—	—	—	—	55%	50%	50%

* DM's choice

To use Table 84, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans,

orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

Coins

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been gathered by unintelligent monsters. Coins (regardless of metal) normally weigh in at 50 to the pound.

Gem Types

When gems are found, determine the value of each gem (or each group of gems if there are many present) on Table 85. This table lists the base value for each gem and the general class of each stone for purposes of description. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

Table 85: Gem Table

D100 Roll	Base Value	Class
01-25	10 gp	Ornamental
26-50	50 gp	Semiprecious
51-70	100 gp	Fancy
71-90	500 gp	Precious
91-99	1,000 gp	Gems
00	5,000 gp	Jewels

Below, in subtables 85.1-85.6, you 'll find a way to determine the kind of gems found in a treasury. These tables are optional and not part of the official game rules. First the official table 86 from the DMG is listed, with Gem Variations, afterwards the new subtables 85.1-85.6 are presented.

In addition, there is a 10% chance that any given stone will be above or below its normal value. (Assume 10% of the stones present in a large horde are automatically unusual.) These gems can be modified according to Table 86.

Table 86: Gem Variations

D6 Roll	Result
1	Stone increases to the next higher base value. Roll again, ignoring all results but 1.*
2	Stone is double base value
3	Stone is 10-60% above the base value
4	Stone is 10-40% below the base value
5	Stone is half base value
6	Stone decreased to next lower base value. Roll again, ignoring all results but 6.**

* Above 5,000 gp, the base value of the stone doubles each time. No stone can be greater than 100,000 gp.

** Below 10 gp, values decrease to 5 gp, 1 gp, 5 sp, 1 sp. No stone can be worth less than 1 sp and no stone can decrease more than five places from its initial value. Although you can choose to describe gems solely by their values ("You found a 50 gp gem"), more flavor is gained by described stones by name and color. The lists below present stones of different categories and their descriptions.

Table 85.1 (new): Ornamental (base value 10 gp)

D100 Roll	Gem type	Description
01-08	Azurite	Opaque, mottled deep blue
09-16	Banded Agate	Brown, blue, red, and white stripes
17-24	Blue Quartz	Transparent pale blue
25-32	Eye Agate	Gray, white, brown, blue, and green circles
33-40	Hematite	Gray-black
41-48	Lapis Lazuli	Light or dark blue with yellow flecks
49-56	Malachite	Striated light and dark green
57-64	Moss Agate	Pink, yellow-white with gray-green moss-like markings
65-72	Obsidian	Jet black
73-80	Rhodochrosite	Light pink
81-88	Tiger Eye	Rich golden brown with dark striping
89-96	Turquoise	Aqua with darker mottling
97-100	DM's Choice	

Table 85.2 (new): Semi-Precious (base value 50 gp)

D100 Roll	Gem type	Description
01-07	Bloodstone	Dark gray with red flecks
08-14	Carnelian	Orange to red-brown
15-21	Chalcedony	White
22-28	Chrysoprase	Translucent apple to emerald green
29-35	Citrine	Pale yellow brown
36-42	Jasper	Blue, black to brown
43-49	Moonstone	White with pale blue hue
50-56	Onyx	Black, white, or bands of both
57-63	Rock Crystal	Clear, transparent
64-70	Sardonyx	Bands of red and white
71-77	Smoky Quartz	light gray, yellow, brown or blue
78-84	Star Rose Quartz	Smoky rose with white star center
85-92	Zircon	Clear pale aqua
93-100	DM's Choice	

Table 85.3 (new): Fancy (base 100 gp)

D100 Roll	Gem type	Description
01-09	Amber	Transparent golden
10-18	Alexandrite	Dark green
19-27	Amethyst	Purple crystal
28-36	Chrysoberyl	green or yellow green
37-45	Coral	Pink to crimson
46-54	Garnet	Deep red to violet crystal
55-63	Jade	Light to dark green or white
64-72	Jet	Deep black
73-81	Pearl	Pure white, rose, to black
82-90	Spinel	Red, red-brown, green, or deep blue
91-99	Tourmaline	Pale green, blue, brown, or red
100	DM's Choice	

* some gems also appear in table 87.4 because of variable values and costs (100-500gp)

Table 85.4 (new): Precious (base 500 gp)

D100 Roll	Gem type	Description
01-16	Aquamarine	Pale blue green
17-32	Garnet*	Deep red to violet crystal
33-48	Pearl*	Pure white, rose, to black
49-64	Peridot	Olive green
65-80	Spinel*	Red, red-brown, green, or deep blue
81-96	Topaz	Golden yellow
97-100	DM's Choice	

* some gems also appear in table 87.3 because of variable values and costs (100-500gp)

Table 85.5 (new): Gems (base 1.000 gp)

D100 Roll	Gem type	Description
01-16	Black Opal	Dark green with black mottling and golden flecks
17-32	Fire Opal	Fiery red
33-48	Opal	Pale blue with green and gold mottling
49-64	Oriental Amethyst	Deep purple
65-80	Oriental Topaz	Fiery yellow
81-96	Sapphire	Clear to medium blue
97-100	DM's Choice	

Table 85.6 (new): Jewels (base 5.000 gp)

D100 Roll	Gem type	Description
01-12	Black Sapphire	Rich black with highlights
13-24	Diamond	Clear blue-white, rich blue, yellow, or pink
25-36	Emerald	Brilliant green
37-48	Jacinth	Fiery orange
49-60	Oriental Emerald	Bright green
61-72	Ruby	Clear to deep crimson red
73-84	Star Ruby	Translucent ruby with white star highlights
85-96	Star Sapphire	Translucent blue with white star highlights
97-100	DM's Choice	

Objects of Art

This category includes jewelry, ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on Table 87.

Table 87: Objects of Art

D100 Roll	Value
01-10	10-100 gp
11-25	30-180 gp
26-40	100-600 gp
41-50	100-1,000 gp
51-60	200-1,200 gp
61-70	300-1,800 gp
71-80	400-2,400 gp
81-85	500-3,000 gp

86-90	1,000-4,000 gp
91-95	1,000-6,000 gp
96-99	2,000-8,000 gp
100	2,000-12,000 gp

The DM should name each item found by the player characters, since this helps them picture in their minds just what they have found.

(New) The value of an art object can be determined in table 87. Below, the new table 87.1 is given to help determine the general type of an art object which is found. More details regarding the colour, material and other aspects are up to the DM.

Table 87.1: Suggested art objects (new)

D20 Roll	Art object
1	Figurine (up to 20 inches)
2	Statue (up to life size)
3	Painting, 1d6: 1-2: small, 3-4= medium, 5-6= large; Age 1d6: 1= very old (101-600 years old), 2-4= old (21-100 years old), 5-6= within last 20 years
4	Containment: Chest, Box, Casket, etc.
5	Carpets, Curtain: D6: 1-5= Floor Carpet, 5= Wall carpet, tapestry (both: small, medium, large), 6= Flokati rug or Curtain
6	Personal Jewelry: D20: 1-6=Ring, 7-10=Necklace, 11-13=Earring, 14-15=Bracer, 16-17=Bracelet, 18=Girdle, 19=Needle, Pin (hair or other) 20= DM's Choice (other or above)
7	Trinkets: D6 : 1-2= cup, 3-4= glass, 5-6= decanter (stone, wood, silver, gold, etc.)
8	Seatings: Stool, chair, table, seat, armchair, desk, throne (wooden, stone, metal, etc.)
9	Ornamental weapons D8: 1=sword (short, medium, 2-handed, etc.), 2=saber, 3=dagger, knife, 4= rod, staff, wand, 5= mace, 6= pike, halberd, spear, standards, 7= bows, crossbows, slings, 8= other, 9= DM's Choice
10	Cloaks, Capes, Tabards
11	Crystals and glass containments (flasks, jugs)
12	Jewelry: Amulet, Brooch, Medallion, Necklace, Phylactery, Talisman
13	Personal containments: Bag, Pouch
14	Crown (small, medium, large), Sceptre, Orb
15	Ornamental Armor: Chainmail, Platemail (and other types of Armor), Helmets, Caps, Shields, etc.
16	Ornamented Musical Instruments: all different types (harps, pipes, cittern, lutes, bells, horns, etc.)
17	Scabbard, Sheath, Horse Barding
18	Service: Knife, Fork and Spoon (silver, golden, etc.), jugs, jars, decanter
19	Modern art: painted items (sticks, stones, parchments), sculpted /smithed objects (pottery or wooden items, metal)
20	DM's choice

2. Magical Item Tables

Magical Item Tables

When possible, the DM should select the magical items he gives out in his campaign. Sometimes, however, the DM has more pressing game matters on his mind. To determine randomly what magical item has been found, roll on Table 88. This table directs you to one of the specific categories in Tables 89-108.

Items followed by a class group name are usable only by characters of that group.

Note: The XP Value is the number of experience points a character gets for making an item.

Table 88 (original): Magical Items

D20Roll	Category
01-20	Potions and Oils
21-35	Scrolls
36-40	Rings
41	Rods
42	Staves
43-45	Wands
46	Miscellaneous Magic: Books and Tomes
47-48	Miscellaneous Magic: Jewels and Jewelry
49-50	Miscellaneous Magic: Cloaks and Robes
51-52	Miscellaneous Magic: Boots and Gloves
53	Miscellaneous Magic: Girdles and Helms
54-55	Miscellaneous Magic: Bags and Bottles
56	Miscellaneous Magic: Dusts and Stones
57	Miscellaneous Magic: Household Items and Tools
58	Miscellaneous Magic: Musical Instruments
59-60	Miscellaneous Magic: The Weird Stuff
61-75	Armor and Shields
76-100	Weapons

Once the general category is determined, the DM can choose a specific item from the tables below. (Each item on the tables is given a die roll number so that the DM can select items randomly, if he chooses.) Some tables have several subtables. Each subtable has a range of numbers in parentheses at the top. To select the appropriate subtable, check the die listed after the table's title. Roll the listed die and find the result in the number range at the top of one of the subtables. This is the subtable you read to determine which item in the list has been found.

For example, the Potions and Oils table has "(D6)" after the title. That means you roll a 6-sided die to determine which Subtable (A, B, or C) to read. If you roll a 2, for example, you check subtable A (which has "1-2" at the top); if you roll a 6, you read subtable C (which has "5-6" at the top). Roll 1d20 on the appropriate subtable to determine the specific item found. Then turn to the descriptions following the tables to find out what each item does.

New magical items from the Complete Books:

In the following tables all the magic items from the official core books of AD&D have been added. You will find the original tables from the DMG, 2nd Edition AD&D first and, following, the new subtables with items coming from the *Tome of*

Magic and the various other *Complete* books. Afterwards, the descriptions of the items are given in their original text, with additional comments from the *DMs Option: High level campaign* and all other *Complete* or *Optional* books which have errata or additional informations about them.

All new items which are not mentioned in the DMG are listed in separate subtables but within their respective category. E.g. the *Oil of Slickness* from the *Complete Thieves Handbook* will be found in subtable D (7-8) of table 89: Potions and Oils

XP entry: unknown

This means that the supplement of the item offered no xp value. It is suggested that the DM calculates a value himself using the xp values of similar powerful items.

DMs Option: Special:

This entry not only allows a DM to choose an item from the table. Of course, it offers an option to take a campaign setting item or to reroll the result.

Magical Item Tables

Table 89: Potions and Oils (D8)

Subtable A (1-2)

(Source: Original DMs Guide, 2nd Edition)

D20 Roll	Item	XP Value
1	Animal Control	250
2	Clairaudience	250
3	Clairvoyance	300
4	Climbing	300
5-6	Delusion	—
7	Diminution	300
8	Dragon Control	700
9	Elixir of Health	350
10-11	Elixir of Madness	—
12	Elixir of Youth	500
13	ESP	500
14-15	Extra-healing	400
16	Fire Breath	400
17	Fire Resistance	250
18	Flying	500
19	Gaseous Form	300
20	DM's Choice	—

Subtable B (3-4)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Giant Control	600
2	Giant Strength* (Warrior)	550
3	Growth	250
4-5	Healing	200
6	Heroism (Warrior)	300
7	Human Control	500
8	Invisibility	250
9	Invulnerability (Warrior)	350
10	Levitation	250
11	Longvity	500
12	Oil of Acid Resistance	500
13	Oil of Disenchantment	750
14	Oil of Elemental Invulnerability* (1000*)	
15	Oil of Etherealness	600
16	Oil of Fiery Burning	500
17	Oil of Fumbling	-
18	Oil of Impact	750
19	Oil of Slipperness	400
20	DM's Choice	-

Subtable C (5-6)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Oil of Timelessness	500
2	Philter of Glibness	500
3	Philter of Love	200
4	Philter of Persuasiveness	400
5	Philter of Stammering and Stuttering	-
6	Plant Control	250
7-8	Poison	-
9	Polymorph Self	200
10	Rainbow Hues	200
11	Speed	200
12-13	Super-heroism (Warrior)	450

14	Sweet Water	200
15	Treasure Finding	600
16	Undead Control	700
17	Ventriloquism	200
18	Vitality	300
19	Water Breathing	400
20	DM's Choice	-

Subtable D (7-8)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1-2	<i>Aroma of Dreams (ToM)</i>	300
3	Curdled Death (ToM)	750
4	Elasticity (WH)	300
5	Elemental Control (ToM)	600
6	Essence of Darkness (TH)	300
7	Master Thievery (TH)	500
8	Murdock's Insect Ward (ToM)	200
9	Oils of Elemental Plane Invulnerability (ToM)	5000
10	Oil of Preservation (ToM)	750
11	Oil of Slickness (TH)	350
12	Pebble Flesh (BarbH)	1500
13	Perception (TH)	300
14	Plant Health (DH)	400
15	Sap of the Eldest Tree (DH)	500
16	Sleep Breathing (TH)	250
17	Starella's Aphrodisiac (ToM)	250
18	Tempering (PaladinH)	unknown
19	Thievery (TH)	—
20	DM's Choice	—

(Editors Note: The potions and oils come from the TOME of MAGIC, the Complete Barbarian (BarbH), the Complete Thiefs (TH), The Complete Druids (DH) and The Complete Wizards Handbook (WH)

* The type of creature affected can be determined by die roll (see item description for more information). The xp costs are unknown (suggested: 1000), also see Oil of Elemental Plane Invulnerability (ToM)

Table 90: Scrolls (D6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20 Roll	Item*	Level Range	XP Value
1-3	1 spell	1-4	***
4-5	1 spell	1-6	***
6	1 spell	2-9 (2-7**)	***
7	2 spells	1-4	***
8	2 spells	2-9 (2-7**)	***
9	3 spells	1-4	***
10	3 spells	2-9 (2-7**)	***
11	4 spells	1-6	***
12	4 spells	1-8 (1-6**)	***
13	5 spells	1-6	***
14	5 spells	1-8 (1-6**)	***

15	6 spells	1-6	***
16	6 spells	3-8 (3-6**)	***
17	7 spells	1-8	***
18	7 spells	2-9 (2-7**)	***
19	7 spells	4-9 (4-7**)	***
20	DM's Choice	—	***

* See "Scrolls" in Appendix 3 to determine whether a priest scroll or a wizard scroll is found.

** Level Range lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine priest spells.

*** 100 xp per spell level

Subtable B (5-6)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Map	—
2	Protection—Acid	2,500
3	Protection—Cold	2,000
4	Protection—Dragon Breath	2,000
5	Protection—Electricity	1,500
6-7	Protection—Elementals	1,500
8	Protection—Fire	2,000
9	Protection—Gas	2,000
10-11	Protection—Lycanthropes	1,000
12	Protection—Magic	1,500
13	Protection—Petrification	2,000
14	Protection—Plants	1,000
15	Protection—Poison	1,000
16	Protection—Possession	2,000
17	Protection—Undead	1,500
18	Protection—Water	1,500
19	Curse	—
20	DM's Choice	—

The XP Value (experience point value) for spell scrolls is equal to the total spell levels contained on the scroll x100.

Table 91: Rings (D10)

Subtable A (1-6)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Animal Friendship	1,000
2	Blinking	1,000
3	Chameleon Power	1,000
4	Clumsiness	—
5	Contrariness	—
6-7	Delusion	—
8	Djinni Summoning*	3,000
9	Elemental Command	5,000
10	Feather Falling	1,000
11	Fire Resistance	1,000
12	Free Action	1,000
13	Human Influence	2,000
14	Invisibility	1,500
15-16	Jumping	1,000
17	Mammal Control*	1,000
18	Mind Shielding	500
19	Protection	1,000**
20	DM's Choice	—

* The power of these rings is limited by the number of charges.

** per +1 of protection

Subtable B (7-9)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1-2	Protection	1,000**
3	Ram, Ring of the*	750
4	Regeneration	5,000
5	Shocking Grasp	1,000
6	Shooting Stars	3,000
7	Spell Storing	2,500
8	Sustenance	500
10	Swimming	1,000
11	Telekinesis*	2,000
12	Truth	1,000
13	Warmth	1,000
14	Water Walking	1,000
15	Weakness	—
16	Wishes, Multiple*	5,000
17	Wishes, Three*	3,000
18	Wizardry* (Wizard)	4,000
19	X-Ray Vision	4,000
20	DM's Choice	—

* The power of these rings is limited by the number of charges.

** per +1 of protection

Subtable C (10)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1-3	Affliction (ToM)	--
4-5	Armoring (W)	2,000
6-7	Bureaucratic Wizardry (W)	--
8-9	Elemental Metamorphosis (ToM)	3,000
10-11	Fortitude (ToM)	1,000
12-13	Randomness (P)	--
14-15	Resistance (W)	1,000
16	Hierophant (DH)	4,000
17	Readiness (FH)	unknown
18-19	Resistance to Breath Weapons (WH)	5,000
20	DM's Choice	—

Table 92: Rods

(Source: New (Original DMG & Tome of Magic))

D20 Roll	Item	XP Value
1-2	Absorption (Priest, Wizard)	7,500
3-4	Alertness	7,000
5	Beguiling (Priest, Wizard, Rogue)	5,000
6	Cancellation	10,000
7	Distortion (Tome of Magic)	5,000
8	Flailing	2,000
9	Lordly Might (Warrior)	6,000
10	Passage	5,000
11	Resurrection (Priest)	10,000
12	Rulership	8,000
13-14	Security	3,000
15-16	Smiting (Priest, Wizard)	4,000
17	Splendor	2,500
18-19	Terror	3,000
20	DM's Choice	—

Table 93: Staves

(Source: New (Original DMs Guide & Tome of Magic))

D20 Roll	Item	XP Value
1-2	Mace	1,500
3	Command (Priest, Wizard)	5,000
4-5	Curing (Priest)	6,000
6	Of the Elements (Wizard) (Tome of Magic)	10,000
7	Magi (Wizard)	15,000
8	Power (Wizard)	12,000
9	Serpent (Priest)	7,000
10-11	Slings (Priest)	2,000
12	Spear	1,000*
13-14	Striking (Priest, Wizard)	6,000
15	Swarming Insects (Priest, Wizard)	100**
16	Thunder & Lightning	8,000
17-18	Withering	8,000
19	Woodlands (Druid)	8,000
20	DM's Choice	—

* per +1 of power

** per charge

Table 94: Wands**Subtable A (1-4)**

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Conjuration (Wizard)	7,000
2	Earth and Stone	1,000
3	Enemy Detection	2,000
4	Fear (Priest, Wizard)	3,000
5	Fire (Wizard)	4,500
6	Flame Extinguishing	1,500
7	Frost (Wizard)	6,000
8	Illumination	2,000
9	Illusion (Wizard)	3,000
10	Lightning (Wizard)	4,000
11	Magic Detection	2,500
12	Magic Missiles	4,000
13	Negation	3,500
15	Paralyzation (Wizard)	3,500
16	Polymorphing (Wizard)	3,500
17	Secret Door and Trap Location	5,000
18	Size Alteration	3,000
19	Wonder	6,000
20	DM's Choice	—

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1-3	Wand of Corridors	4,000
4-6	Wand of Element Transmogrification	2,000
7-10	Wand of Misplaced Objects	2,000
11-13	Wand of Prime Material Pocket	5,000
14-16	Wand of Shape Binding (DH)	800
17-19	Wanderer's Staff (DH)	2,000
20	DM's Choice	—

Table 95 : Miscellaneous Magic: Books, Librams, Manuals, Tomes (D6)**Subtable A (1-5)**

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1-3	Boccob's Blessed Book (Wizard)	4,500
4	Book of Exalted Deeds (Priest)	8,000
5	Book of Infinite Spells	9,000
6	Book of Vile Darkness (Priest)	8,000
7	Libram of Gainful Conjuration	8,000
8	Libram of Ineffable Damnation (Wizard)	8,000
9	Libram of Silver Magic (Wizard)	8,000
10	Manual of Bodily Health	5,000
11	Manual of Gainful Exercise	5,000
12	Manual of Golems (Priest, Wizard)	3,000
13	Manual of Puissant Skill at Arms (Warrior)	8,000
14	Manual of Quickness in Action	5,000
15	Manual of Stealthy Pilfering (Rogue)	8,000
16	Tome of Clear Thought	8,000
17	Tome of Leadership and Influence	7,500
18	Tome of Understanding	8,000
19	Vacuous Grimoire	—
20	DM's Choice	—

Subtable B (6)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1-2	Collapsing Spell Book (Wizards Handbook)	1,500
3-5	Manual of Dogmatic Methods	--
6-7	Parchment of Monster Holding (Wizards Handbook)	150
8-16	Tome of Mystical Equations (P)	1,000
17-19	Trimia's Catalogue of Outer Plane Artifacts (W)	12,000
20	DM's Choice	—

Table 96: Miscellaneous Magic: Jewels, Jewelry, Phylacteries (D10)**Subtable A (1-4)**

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Amulet of Inescapable Location	—
2	Amulet of Life Protection	5,000
3	Amulet of the Planes	6,000
4	Amulet of Proof Against Detection and Location	4,000
5	Amulet Versus Undead	200*
6	Beads of Force	200 ea.
7	Brooch of Shielding	1,000
8	Gem of Brightness	2,000
9	Gem of Insight	3,000
10	Gem of Seeing	2,000
11	Jewel of Attacks	—
12	Jewel of Flawlessness	—
13	Medallion of ESP	2,000
14	Medallion of Thought Projection	—

15	Necklace of Adaptation	1,000
16-17	Necklace of Missiles	100**
18	Necklace of Prayer Beads (Priest)	500***
19	Necklace of Strangulation	—
20	DM's Choice	—

Subtable B (5-8)

(Source: Original DMs Guide)

D20	Roll	Item	XP
		Value	
1		Pearl of Power (Wizard)	200*
2		Pearl of the Sirines	900
3		Pearl of Wisdom (Priest)	500
4		Periapt of Foul Rotting	—
5		Periapt of Health	1,000
6		Periapt of Proof Against Poison	1,500
7		Periapt of Wound Closure	1,000
8		Phylactery of Faithfulness (Priest)	1,000
9		Phylactery of Long Years (Priest)	3,000
10		Phylactery of Monstrous Attention (Priest)	—
11		Scarab of Death	—
12		Scarab of Enraging Enemies	1,000
13		Scarab of Insanity	1,500
14		Scarab of Protection	2,500
15		Scarab Versus Golems	****
16		Talisman of Pure Good (Priest)	3,500
17		Talisman of the Sphere (Wizard)	100
18		Talisman of Ultimate Evil (Priest)	3,500
19		Talisman of Zagy	1,000
20		DM's Choice	—

* Per level

** Per die of damage

*** Per special bead

**** See item description

Subtable C (9-10)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
1		Amulet of Extension (W)	1,000
2		Amulet of Dramatic Death (Thiefs Handbook)	U
3		Amulet of Far Reaching (W)	1,000
4		Amulet of Leadership	5,000
5		Amulet of Magic Resistance	5,000
6		Amulet of Metaspell Influence (W)	3,000
7		Amulet of Perpetual Youth	2,000
8		Bracelet of Charms (Fighters Handbook)	unknown
9		Bracelet of Scaly Command (Wizards Handbook)	2,500
10		Brooch of Number Numbing	4,000
11		Gem of Retaliation	2,000
12		Medallion of Spell Exchange (W)	3,000
13		Medallion of Steadiness (Wizards Handbook)	1,000
14		Necklace of Beast Speech (Druids Handbook)	0
15		Necklace of Memory Enhancement	1,000
16		Scarab of Uncertainty	1,000
17		Species Enemy Medallion	750
18		Swarm Queen's Crown (Druids Handbook)	4,000
19		Talisman of Memorization (W)	1,000
20		DM's Choice	—

Table 97: Miscellaneous Magic: Cloaks and Robes (d6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20	Roll	Item	XP Value
1		Cloak of Arachnida	3,000
2		Cloak of Displacement	3,000
3-4		Cloak of Elvenkind	1,000
5		Cloak of Poisonousness	—
6-8		Cloak of Protection	1,000*
9		Cloak of the Bat	1,500
10		Cloak of the Manta Ray	2,000
11		Robe of the Archmagi (Wizard)	6,000
12		Robe of Blending	3,500
13		Robe of Eyes (Wizard)	4,500
14		Robe of Powerlessness (Wizard)	—
15		Robe of Scintillating Colors (Priest, Wizard)	2,750
16		Robe of Stars (Wizard)	4,000
17-18		Robe of Useful Items (Wizard)	1,500
19		Robe of Vermin (Wizard)	—
20		DM's Choice	—

* Per plus

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
1-5		Chameleon Cloak (Ranger Handbook)	750-900
6-9		Cloak of the Beasts (Druids Handbook)	1,000
10-12		Mantle of the mundane	1,500
13-16		Robe of Repetition (Priest, Wizard)	6,000
17		Robe of Vanishing	2,000
18-19		Shadowcloak	3,000
20		DM's Choice	—

Table 98: Miscellaneous Magic: Boots, Bracers, Gloves (D6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20	Roll	Item	XP
		Value	
1		Boots of Dancing	—
2		Boots of Elvenkind	1,000
3		Boots of Levitation	2,000
4		Boots of Speed	2,500
5		Boots of Striding and Springing	2,500
6		Boots of the North	1,500
7		Boots of Varied Tracks	1,500
8		Boots, Winged	2,000
9		Bracers of Archery (Warrior)	1,000
10		Bracers of Brachiation	1,000
11-12		Bracers of Defense	500*
13		Bracers of Defenselessness	—
14		Gauntlets of Dexterity	1,000
15		Gauntlets of Fumbling	—
16		Gauntlets of Ogre Power (Priest, Rogue, Warrior)	1,000
17		Gauntlets of Swimming and Climbing (Priest, Rogue, Warrior)	1,000

18	Gloves of Missile Snaring	1,500
19	Slippers of Spider Climbing	1,000
20	DM's Choice	—

* Per AC of protection less than 10

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1-2	Boots of Balance (Thief*)	1,000
	3-6	Bracers of Brandishing (ToM)	3,000
	7	Dragon Slippers (WH)	3,000
	8-10	Fur of Warmth (ToM)	5,000
	11-12	Gloves of Evasion (Thief*)	1,000
	13-16	Reglar's Gloves of Freedom (ToM)	3,000
	17-19	School Cap (Wizard)	2,000
	20	DM's Choice	—

Table 99: Miscellaneous Magic: Girdles, Hats, Helms – Original DMs Guide

(Source: Original DMs Guide)

D20	Roll	Item	XP Value
	1-3	Girdle of Dwarvenkind	3,500
	4	Girdle of Femininity/Masculinity (Priest, Rogue, Warrior)	—
	5-6	Girdle of Giant Strength (Priest, Rogue Warrior)	2,000
	7-9	Girdle of Many Pouches	1,000
	10	Hat of Disguise	1,000
	11	Hat of Stupidity	—
	12	Helm of Brilliance	2,500
	13-14	Helm of Comprehending Languages and Reading Magic	1,000
	15	Helm of Opposite Alignment	—
	16	Helm of Telepathy	3,000
	17	Helm of Teleportation	2,500
	18-19	Helm of Underwater Action	1,000
	20	DM's Choice	—

Table 100: Miscellaneous Magic: Bags, Bottles, Pouches, Containers (D6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20	Roll	Item	XP Value
	1	Alchemy Jug	3,000
	2	Bag of Beans	1,000
	3	Bag of Devouring	—
	4-7	Bag of Holding	5,000
	8	Bag of Transmuting	—
	9	Bag of Tricks	2,500
	10	Beaker of Plentiful Potions	1,500
	11	Bucknard's Everfull Purse	*
	12	Decanter of Endless Water	1,000
	13	Efreeti Bottle	9,000
	14	Eversmoking Bottle	500
	15	Flask of Curses	—
	16	Heward's Handy Haversack	3,000
	17	Iron Flask	—

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18	Portable Hole	5,000
19	Pouch of Accessibility	1,500
20	DM's Choice	—

* See item description

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20	Roll	Item	XP Value
	1-2	Bag of Bones (Priest)	3,000
	3	Bag of Vanishing (TH)	5,000
	4	Boxes of Delightful Transport (TH)	2,500
	5	Cage of Shelter (FH)	unknown
	6-7	Flatbox	5,000
	8	Herbmasters Pouch (DH)	500
	9	Ice Box (RangersH)	800
	10-11	Jar of Preserving	500
	12-13	Nefradina's Identifier (W)	1,000
	14	Portable Shadow	1,000
	15	Pouch of Protection (BarbH)	300-600
	16	String Cage (RangersH)	500
	17	Tenser's Portmanteau of Frugality (Wizard)	6,000
	16-18	Thought Bottle	1,000
	19	Tithing bag (PaladinH)	unknown
	20	DM's Choice	—

Table 101: Miscellaneous Magic: Candles, Dust, Ointments, Incense and Stones (D6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20	Roll	Item	XP Value
	1	Candle of Invocation (Priest)	1,000
	2	Dust of Appearance	1,000
	3	Dust of Disappearance	2,000
	4	Dust of Dryness	1,000
	5	Dust of Illusion	1,000
	6	Dust of Tracelessness	500
	7	Dust of Sneezing and Choking	—
	8	Incense of Meditation (Priest)	500
	9	Incense of Obsession (Priest)	—
	10	Ioun Stones	300*
	11	Keoghtom's Ointment	500
	12	Nolzur's Marvelous Pigments	500**
	13	Philosopher's Stone	1,000
	14	Smoke Powder***	—
	15	Sovereign Glue	1,000
	16	Stone of Controlling Earth Elementals	1,500
	17	Stone of Good Luck (Luckstone)	3,000
	18	Stone of Weight (Loadstone)	—
	19	Universal Solvent	1,000
	20	DM's Choice	—

* Per stone or pot of pigment

** See item description

*** This item is optional and should not be given unless the arquebus is allowed in the campaign.

Subtable B (5-6)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Item	XP Value
1	Candle of Everburning (Wizards Handbook)	300
2-3	Candle of Propitiousness	750
4-5	Dust of Mind Dulling	1,000
6	Dust of Trail Dispersion (Thief*) (Thiefs Handbook)	500
7	Fish Dust (Barbarian Handbook)	200
8	Powder of the Black Veil	1,000
9	Powder of Coagulation	500
10	Powder of the Hero's Heart	750
12-13	Powder of Magic Detection	1,000
14	Puchezma's Powder of Edible Objects	1,000
15-16	Salves of Far Seeing	1,000
17	Stone of Lost	0
18	Warp Marble	5,000
19	War Paint (Barbarian Handbook)	1500-7000
20	DM's Choice	—

Table 102: Miscellaneous Magic: Household Items and Tools (D6)

Subtale A (1-3)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Brazier Commanding Fire Elementals (Wizard)	4,000
2	Brazier of Sleep Smoke (Wizard)	—
3	Broom of Animated Attack	—
4	Broom of Flying	2,000
5	Carpet of Flying	7,500
6	Mattock of the Titans (Warrior)	3,500
7	Maul of the Titans (Warrior)	4,000
8	Mirror of Life Trapping (Wizard)	2,500
9	Mirror of Mental Prowess	5,000
10	Mirror of Opposition	—
11	Murlynd's Spoon	750
12-13	Rope of Climbing	1,000
14	Rope of Constriction	—
15	Rope of Entanglement	1,500
16	Rug of Smothering	—
17	Rug of Welcome (Wizard)	6,500
18	Saw of Mighty Cutting (Warrior)	2,000
19	Spade of Colossal Excavation (Warrior)	1,000
20	DM's Choice	—

Subtale B (4-5)

(Source: New (Tome of Magic))

D20 Roll	Item	XP Value
1	Crucible of Melting (W)	1,000
2-3	Everbountiful Soup Kettle	1,000
4	Forge of Metal Protection	10,000
5	Glass of Preserved Words	2,000
6	Horn of Valor	5,000
7	Hourglass of Fire and Ice (W)	2,000
8	Lens of Speed Reading	500
9-10	Lorloveim's Obsidian Mortar and Pestle	500
11	Mirror of Retention	1,200

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12	Mirror of Simple Order	--
13	Mordom's Cauldron of Air	3,000
14	Philosopher's Egg (W)	1,000
15	Pick of Earth Parting	5,000
16-17	Skie's Locks and Bolts	1,000
18-19	Tapestry of Disease Warding	2,000
20	Zwann's Watering Can (P)	1,000

Subtale C (6)

(Source: New (Complete Handbooks))

D20 Roll	Item	XP Value
1-2	Bountiful Spade (DH)	500
3-4	Druids Yoke (DH)	2,000
5-6	Lens of Remote Viewing (T)	1,000
7-8	Lens of Valuation (T)	1,000
9-10	Pen of Excellence (WH)	1,200
11	Seeds of Doom (DH)	0
12-13	Seeds of the Hedge (DH)	600
14-15	Seeds of Plenty (DH)	200 per sack
16	Serpent Seeds (DH)	1,000 per seed
17	Spoon of Mixing (WH)	1,500
18-19	Tallin's Tightrope	1,250
20	DM's Choice	—

Table 103: Miscellaneous Magic: Musical Instruments (D6)

Subtable A (1-4)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Chime of Interruption	2,000
2	Chime of Opening	3,500
3	Chime of Hunger	—
4	Drums of Deafening	—
5	Drums of Panic	6,500
6	Harp of Charming	5,000
7	Harp of Discord	—
8	Horn of Blasting	1,000
9	Horn of Bubbles	—
10	Horn of Collapsing	1,500
11	Horn of Fog	400
12	Horn of Goodness (Evil)	750
13	Horn of the Tritons (Priest, Warrior)	2,000
14	Horn of Valhalla	1,000*
15	Lyre of Building	5,000
16	Pipes of Haunting	400
17	Pipes of Pain	—
18	Pipes of Sounding	1,000
19	Pipes of the Sewers	2,000
20	DM's Choice	—

* Only if used by character of appropriate class.

Subtable B (5-6)

(Source: New (Bards Handbook))

D20 Roll	Item	XP Value
1-3	Case of Compression	unknown
4-5	Gourd of Travel	unknown
6-8	Harp of Healing	unknown
9-10	Horn of Amplification	unknown
11	Horn of Animal Calls	unknown
12	Horn of Baubles	unknown

13	Lyre of Wounding	<i>unknown</i>
14-15	Periapt of Proof Against Sound	<i>unknown</i>
16	Pick of Strumming	<i>unknown</i>
17	Recorder of Recording	<i>unknown</i>
18	Singing Skull (WH)	2,000
19	Zither of Speed	<i>unknown</i>
20	DM's Choice	—

Table 104: Miscellaneous Magic: The Weird Stuff (d10)

Subtable A (1-3)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Apparatus of Kwalish	8,000
2-3	Boat, Folding	10,000
4	Bowl Commanding Water Elementals (Wizard)	4,000
5	Bowl of Watery Death (Wizard)	—
6	Censer Controlling Air Elementals (Wizard)	4,000
7	Censer of Summoning Hostile Air Elementals (Wizard)	—
8-9	Crystal Ball (Wizard)	1,000
10	Crystal Hypnosis Ball (Wizard)	—
11	Cube of Force	3,000
12-13	Cube of Frost Resistance	2,000
14	Cubic Gate	5,000
15	Daern's Instant Fortress	7,000
16	Deck of Illusions	1,500
17	Deck of Many Things	—
18	Eyes of Charming (Wizard)	4,000
19	Eyes of Minute Seeing	2,000
20	DM's Choice	—

Subtable B (4-6)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Eyes of Petrification	—
2	Eyes of the Eagle	3,500
3-4	Figurine of Wondrous Power	100*
5	Horseshoes of a Zephyr	1,500
6-7	Horseshoes of Speed	2,000
8	Iron Bands of Bilarro	750
9	Lens of Detection	250
10	Quaal's Feather Token	1,000
11-12	Quiver of Ehlonna	1,500
13	Sheet of Smallness	1,500
14	Sphere of Annihilation	4,000
15	Stone Horse	2,000
16	Well of Many Worlds	6,000
17-18	Wind Fan	500
19	Wings of Flying	750
20	DM's Choice	—

* Per Hit Die of the figurine.

Subtable C (7-9)

(Source: New (Tome of Magic))

D20 Roll	Item	XP Value
1	Air Spores	500
2	Bell's Palette of Identity	1,000

3	Claw of Magic Stealing (W)	3,500
4	Contracts of Nepthas	1,000
5	Crystal Parrot	1,500
6	Dimensional Mine	—
7	Disintegration Chamber	5,000
8	Elemental Compass	10,000
9	Globe of Purification (P)	500
10	Globe of Serenity (P)	500
11	Law's Banner (Wr)	5,000
12	Liquid Road	500
13	Mist Tent	2,000
14	Mouse Cart	3,500
15	Portable Canoe	2,000
16	Prism of Light Splitting	1,500
17	Quill of Law	7,000
18	Saddle of Flying	4,000
19	Teleportation Chamber	10,000
20	Time Bomb	1,000

Items followed by a letter in parentheses are usable only by specific classes: P Priest, W Wizard, Wr Warrior.

Subtable D (10)

(Source: New (Complete Handbooks))

D20 Roll	Item	XP Value
1	Airboat (WH)	20,000
2-3	Barding of aerial excellence (Paladin Handbook)	<i>unknown</i>
4-5	Bone Seed (BarbH)	500
6-8	Bridle of calming (Paladin Handbook)	—
9-11	Charm of Favour (FH)	<i>unknown</i>
12-13	Mask of Bestliness (BarbH)	500–2000
14	Monkey Skull (BarbH)	2000
15-17	Saddle of the Spirit-Horse (FH)	<i>unknown</i>
18-19	Treeship (DH)	6,000
20	DM's Choice*	—

* If the DM likes, the following non-official items from table 104 E can be taken on a roll of "20".

Subtable E* (10, "20", see above) (new)

(Source: The Complete Book of Magical Items V1.11)

D20 Roll	Item	XP Value
01-02	Beaker of Plentiful Poisons	1,500
03-10	Boromir's Antidote	350-600
11-12	Figurine of Wondrous Power:	
	Giant Toad	300
12	Libram of Transcendence (Psionicist)	9,000
13	Manual of Inner Knowledge (Psi)	8,000
14	Staff of Flame & Smoke	8,000
15-18	Sword+1, +3 vs. poisonous creatures	700
19	Sword +2, Poison Creature Hunter	2,100
20	Wine-glass of delight	100-525

* All these items are optional and come from private campaign settings. If you like you can use them as a subtable of 104.D: The weird stuff. Also see appendix "New magical items" of this manual. Of course, the table can be also be used as subtable E (on a roll of "10"), subtable D ("9") and subtable C ("7-8").

Armor and Shields

To determine the magical item found, roll for the type of armor on Table 105 and then the magical adjustment on Table 106. If a Special armor is found, roll for the type on Table 107.

Table 105: Armor Type

(Source: Original DMs Guide)

D20 Roll	Item
1	Banded mail
2	Brigandine
3-5	Chain mail
6	Field plate
7	Full plate
8	Leather
9-12	Plate mail
13	Ring mail
14	Scale mail
15-17	Shield
18	Splint mail
19	Studded leather
20	Special

Table 106: Armor Class Adjustment

(Source: Original DMs Guide)

D20 Roll	AC Adj.	XP Value
1-2	-1	—
3-10	+1	500
11-14	+2	1,000
15-17	+3	1,500
18-19	+4	2,000
20	+5	3,000

Table 107: Special Armors – Original DMs Guide (D6)

Subtable A (1-5)

(Source: Original DMs Guide)

D20 Roll	Armor Type	XP Value
1-2	Armor of Command	+1,000
3-4	Armor of Blending	+500
5-6	Armor of Missile Attraction	—*
7-8	Armor of Rage	—*
9-10	Elven Chain Mail	+1,000
11-12	Plate Mail of Etherealness	5,000
13-14	Plate Mail of Fear	4,000
15-16	Plate Mail of Vulnerability	—
17-18	Shield, Large, +1, +4 vs. Missiles	400
19-20	Shield -1, Missile Attractor	—

* No experience points are gained, regardless of the amount of additional AC protection the item provides.

Subtable B (6)

(Source: New Complete Handbooks))

D20 Roll	Armor Type	XP Value
1-2	Antlered Helm (Druids Handbook)	800
3-4	Crest of Summoning (PaH)	unknown
5-6	Helms of Valor (Elves)	unknown
7-8	Scabbard of Poison (TH)	500
9-11	Sheath of Holding (FH)	unknown
12-13	Sheath of security (PaladinH)	unknown
14-16	Shield of the Medusa (FH)	unknown
17-19	Tunic of comfort	unknown
20	DM's Choice	—

Magical Weapons

To determine the type of magical weapon found, roll once on Table 108 for a weapon type. Then roll on Table 109 to determine the plus (or minus) of the weapon. If a Special result is rolled, roll on Table 110 to determine the exact weapon found. A range of numbers in parentheses is the number of items found.

Table 108: Weapon Type (D6)

(Source: Original DMs Guide)

Subtable A (1-2)		Subtable B (3-6)	
D20 Roll	Weapon	D20 Roll	Weapon
1	Arrow (4d6)	1	Military Pick
2	Arrow (3d6)	2	Morning Star
3	Arrow (2d6)	3	Pole Arm
4-5	Axe	4-5	Scimitar
6	Battle axe	6-8	Spear
7	Bolt (2d10)	9-17	Sword
8	Bolt (2d6)	18	Trident
9	Bullet, Sling (3d4)	19	Warhammer
10-12	Dagger	20	Special (roll on Table 110)
13	Dart (3d4)		
14	Flail		
15	Javelin (1d2)		
16	Knife		
17	Lance		
18-19	Mace		
20	Special (roll on Table 110)		

Table 109: Attack Roll Adjustment

(Source: Original DMs Guide)

D20 Roll	Sword Adj.	XP Value	Other Wpn Adj.	XP Value
1-2	-1	—	-1	—
3-10	+1	400	+1	500
11-14	+2	800	+1	500
15-17	+3	1,400	+2	1,000
18-19	+4	2,000	+2	1,000
20	+5	3,000	+3	2,000

Table 110: Special Weapons (D10)

Subtable A (1-3)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Arrow of Direction	2,500
2	Arrow of Slaying	250
3	Axe +2, Throwing	750
4	Axe of Hurling	*
5-6	Bow +1	500
7	Crossbow of Accuracy, +3	2,000
8	Crossbow of Distance	1,500
9	Crossbow of Speed	1,500
10-11	Dagger +1,	

	+2 vs. Tiny or Small creatures	300
12-13	Dagger +2, +3 vs. larger than man-sized	300
14	Dagger +2, Longtooth	300
15	Dagger of Throwing	*
16	Dagger of Venom	350
17	Dart of Homing	450
18	Hammer +3, Dwarven Thrower	1,500
19	Hammer of Thunderbolts	2,500
20	DM's Choice	—

* See item description

Subtable B (4-6)

(Source: Original DMs Guide)

D20 Roll	Item	XP Value
1	Hornblade	*
2	Javelin of Lightning	250
3	Javelin of Piercing	250
4-5	Knife, Buckle	150
6-7	Mace of Disruption	2,000
8	Net of Entrapment	1,000
9	Net of Snaring	1,000
10-11	Quarterstaff, Magical	500
12	Scimitar of Speed	*
13-14	Sling of Seeking +2	700
15	Spear, Cursed Backbiter	—
16	Trident of Fish Command	500
17	Trident of Submission	1,500
18	Trident of Warning	1,000
19	Trident of Yearning	—
20	DM's Choice	—

* See item description

Subtable C (7-8)

(Source: Original DMs Guide)

D20 Roll	Sword	XP Value
1	Sun Blade	3,000
2-7	Sword +1, +2 vs. magic-using & enchanted creatures	600
8-10	Sword +1, +3 vs. lycanthropes & shape-changers	700
11-12	Sword +1, +3 vs. regenerating creatures	800
13	Sword +1, +4 vs. reptiles	800
14-15	Sword +1, Cursed	—
16	Sword +1, Flame Tongue	900
17	Sword +1, Luck Blade	1,000
18	Sword +2, Dragon Slayer	900
19	Sword +2, Giant Slayer	900
20	DM's Choice	—

Subtable D (9)

(Source: Original DMs Guide)

D20 Roll	Swords	XP Value
1	Sword +2, Nine Lives Stealer	1,600
2-3	Sword +3, Frost Brand	1,600
4	Sword +4, Defender	3,000
5	Sword +5, Defender	3,600
6	Sword +5, Holy Avenger*	4,000
7-8	Sword -2, Cursed	—
9	Sword of Dancing	4,400
10	Sword of Life Stealing	5,000
11	Sword of Sharpness	7,000
12	Sword of the Planes	2,000
13	Sword of Wounding	4,400

14-16	Sword, Cursed Berserking	—
17-18	Sword, Short, Quickness (+2)	1,000
19	Sword, Vorpal Weapon	10,000
20	DM's Choice	—

* please roll again on the subtable for Holy Avengers below

Subtable E (New): Holy Avengers

D20 Roll	Swords	XP Value
1-14	Sword +5, Holy Avenger*	4,000
15-16	Sword +3, Purifier (Paladin Handbook)	unknown
17	Sword +4, Divine protector (Paladin Handbook)	unknown
18	Sword +4, Invigorator (Paladin Handbook)	unknown
19	Sword +5, Hallowed redeemer (Paladin Handbook)	unknown
20	DM's Choice	—

* This table comes into use, when a "6" is rolled on table D above.

Subtable D (10)

(Source: New (Tome of Magic & Complete Handbooks))

D20 Roll	Weapon	XP Value
1	Arrow, Spirit (BarbH)	500
2	Arrow of Extended Range (Elves)	unknown
3	Arrow of Seeking (Elves)	unknown
4	Wooden Arrow (Elves)	unknown
5	Crossbow of Angling (TH)	750
6	Dagger of Impaling (TH,Thiefs)	300
7	Dagger of Resource (TH,Thiefs)	500
8	Dagger of Sounding (TH,Thiefs)	300
9-10	Heartwood Cudgel (DH)	500
11	Lunar Sickle (DH)	1,500
12-13	Mistletoe Dart (DH)	50 each
13	Shortsword of Backstabbing (TH,Thiefs*)	700
15	Sickle of the Harvest (DH)	1,300
16-17	Spear of the Eagle (BarbH)	50xp per feather
18-19	Thorn of Sleep (1d8) (Rangers Handbook)	100xp each*
20	DM's Choice	—

- TcBarbH – The complete Barbarian Handbook
- TcBaH – The complete Bard Handbook
- TcDrH – The complete Druid Handbook
- TcFiH – The complete Fighters Handbook
- TcPaH – The complete Paladins Handbook
- TcPsiH – The complete Psionics Handbook
- TcPrH – The complete Priest Handbook
- TcRaH – The complete Ranger Handbook
- TcThiH – The complete Thieves Handbook
- TcWizH – The complete Wizard Handbook
- DwH – The complete Dwarves Handbook
- EH – The complete Elves Handbook
- Gn&HH – The complete Gnomes and Halflings Handbook
- HH – The complete Humanoids Handbook
- DMOHLC – DMs Option – High Level Campaign
- DMO:C&T – DMs Option – Combat & Tactics
- PIO:S&P – Players Option – Skills & Powers
- PIO:S&M – Players Option – Spells & Magic
- TCBoMI 1.01 – The Complete Book of Magical items V 1.01

Magical Items Description

3. Magical Items

3.1 General Informations

Aromatic Oils

(Source: Tome of Magic)

Aromatic oils are a special type of magical oil. Like perfumes, their power comes from the scent released. All aromatic oils are inert until worn by a living creature. Once applied, the aromatic oil gradually begins to react, and after 1d4 rounds have passed, the scent's stated effect begins. In all cases, the creature wearing the aromatic oil is not affected, but other creatures (both friends and foes) within a 5-foot radius of the wearer are subject to its effects. Note that only those creatures with a sense of smell can be affected by a magical fragrance.

These precious perfumes are commonly found in tiny stoppered vials made of glass, clay, metal, or wood. Only a small amount is required per use. Each vial contains enough aromatic oil for 1d10+10 applications.

Barbarian Items

(Source: The Complete Barbarian Handbook)

These magical items are intended for barbarians, but at the DMs discretion, other characters may use them, too.

A DM may forbid a barbarian from using a particular item if the raw materials aren't normally available in the barbarian's homeland, or the barbarian has cultural biases that restrict him from carrying certain objects. For instance, an arctic barbarian who's never seen flint may not be able to use a *spirit armu*. A mountain barbarian who comes from a culture where eagles symbolize death might be afraid to carry a *spear of the eagle*.

Druid Items

(Source: The Complete Druid Handbook)

Druid characters can use the magical items generally permitted priests *except* written ones, such as scrolls or books.

Thiefs Items

(Source: The Complete Thiefs Handbook)

Detection Resistance: Many of the items listed below were designed to enable the thief to avoid detection, to prevent his ill-gotten gains from being discovered, and such. Clearly, the avoidance of detection by simple low-level magical spells is highly important to many thieves. As a consequence, some of the thief magical items are enchanted with detection resistance, requiring any spellcaster using a divination spell (such as detect

magic, detect invisibility in appropriate cases, etc.) effectively to overcome 50% magic resistance so far as the detection goes. It also protects the thief against discovery by creatures able to detect invisible (allow a flat 50% chance of automatic nondetection in cases where such creatures have no spellcaster level). The detection resistance does not give the thief any general magic resistance, of course!

Important Note on magical items for Thieves

Some items shown later fall into three categories:

- (i) Items restricted to use by thieves only. These are indicated by (T) following the title of the item in the tables.
- (ii) Items which do not have to be restricted to thieves only, but which have more than one effect, with at least some of their effects being of value for thieves alone. That is, thieves will benefit far more from these items than other characters. These are indicated by (T*) following the title of the item in the tables. The DM may well wish to rule that these items can only be used by thieves in his campaign.
- (iii) Items which can be used by nonthieves as well as thieves, but which are clearly important for such typical thief activities as spying, stealing, snooping, sneaking and such.

Magical Items on the battlefield

(Source: PLO: C&T): There are hundreds of magical items that can create various effects on the battlefield. The exact results of a magical item's use are left to the DM's discretion, but here are some general guidelines on some specific items. In cases where a magical item duplicates a spell effect, refer the spell sections.

Magic Items & Wild Mages

(Source: Tome of Magic): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. Most notable of these is the Wand of Wonder. The wild mage has a 50% of controlling the wand, allowing him to use charges from the wand to cast any spell he already knows (but does not need to have it memorized). The number of charges used by the wand is equal to the number of levels of the spell desired. If the attempt fails, only one charge is used and a random effect is generated.

The wild mage can control the following items 50% of the time, thereby allowing him to select the result or item instead of relying on chance: *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusions*, *deck of many things* and the *well of many worlds*.

Potions

(Source: DMG, 2nd edition)

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 1, but the potion doesn't take effect until an additional initiative modifier delay of $1d4+1$ has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately; this imposes a speed factor delay of $1d4 + 1$.

Potions can be compounded by mages at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula.

Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Spell Research rules. (Please also read the following form the DMs Option: High level campaign.)

Potions (Source: DMs Option High Level Campaign)

Once a potion, elixir, oil, or ointment takes effect on a creature, any effects that apply only to the imbiber cannot be removed unless a *dispel magic* is targeted directly at the creature. If the potion's effects extend to other creatures (such as the various potions of control) it can be dispelled normally. All potion effects are treated as magic cast at 12th level for purposes of dispelling.

Potions consumed within an *antimagic shell* do not activate until they leave the area of effect. If a potion has been consumed, an antimagic shell suppresses its effects unless they are permanent in nature (such as a *potion of healing*).

Temporary effects made permanent by a roll on the potion compatibility table from the DMC can be suppressed by an antimagic shell.

Tasting a potion gives the character a minor clue as to the potion's effects. For example, a *potion of levitation* or a *potion of flying* might make the character feel light. Often the effect from tasting a potion is not immediately obvious, and the character must attempt some action before any effects are revealed. In the previous example, the taster might feel nothing initially but might walk with a bouncing gait or feel light-footed when walking. A potion's taste, smell, and texture might help identify it, but this tends to be unreliable because potions with identical

effects can look, feel, smell, and taste differently if they were made in different laboratories or concocted at different times.

Identifying Potions

As a general rule, potion containers should bear no identifying marks, so player characters must sample from each container to determine the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, when created in different labs, might smell, taste, and look differently.

Combining Potions

The magical mixtures and compounds that make up potions are not always compatible.

The compatibility of potions is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If you drink another potion within one turn of drinking one with Permanent duration, check on Table 111. The exact effects of combining potions can't be calculated, because of differences in formulae, fabrication methods, and component quality employed by various mages. Therefore, it is suggested that Table 111 be used, with the following exceptions:

1. A *delusion* potion will mix with anything.
2. A *treasure finding* potion will always yield a lethal poison.

Secretly roll 1d100 for potion compatibility, giving no clues until necessary. The effects of combining specific potions can be pre-set as a plot device, at your option.

Table 111: Potion Compatibility

D100 Roll	Result
01	Explosion. If two or more potions are swallowed together, internal damage is 6d10 hit points. Anyone within a 5-foot radius takes 1d10 points of damage. If the potions are mixed externally (in a beaker, say), all within a 10-foot radius suffer 4d6 points of damage, no saving throw.
02-03	Lethal poison* results. Imbiber is dead. If externally mixed, a poison gas cloud of 10-foot diameter results. All within the cloud must roll successful saving throws vs. poison or die.
04-08	Mild poison causes nausea and the loss of 1 point each of Strength and Dexterity, no saving throw. One potion is cancelled and the other is at half strength and duration. (Determine randomly which potion is cancelled).
09-15	Potions can't be mixed. Both potions are totally destroyed—one cancels the other.

16-25	Potions can't be mixed. One potion is cancelled, but the other remains normal (random selection).
26-35	Potions can't be mixed. Both potions function at half normal efficacy.
36-90	Potions can be mixed** and work normally, unless their effects are contradictory (for example, diminution and growth, which will simply cancel each other).
91-99	Compatible result. One potion (randomly selected) has 150% its normal efficacy. The DM can rule that only the duration of the augmented potion is extended.
00	Discovery. The mixing of the potions creates a special effect—only one of the potions will function, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the DM's discretion.)

* A treasure finding potion always creates a lethal poison when combined with another potion.

** A delusion potion can be mixed with all other potions.

Potion Duration

Unless otherwise stated, the effects of a potion last for four complete turns plus d4 additional turns (4+d4).

3.2 List of Potions

Animal Control

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals of the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about ½ ton or more. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):

D20 Roll Animal Type

1-4	mammal/marsupial
5-8	avian
9-12	reptile/amphibian
13-15	fish
16-17	mammal/marsupial/avian
18-19	reptile/amphibian/fish
20	all of the above

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell.

Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see ring of mammal control).

Aroma of Dreams

(Source: *Tome of Magic*): All creatures who come within 5' of the wearer of this oil are put to sleep. Potential victims are allowed a saving throw vs.

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spell. If successful, the victim suffers no effect and may remain near the wearer without need of further saving throws.

If the roll is failed, the creature slumps to the ground, the victim of a magical slumber that lasts 1d4+4 rounds.

When an application of the oil is worn, the scent is potent for 3d4 rounds. After this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

Clairaudience

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion empowers the creature drinking it to hear as the 3rd-level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

Clairvoyance

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion empowers the individual to see as the 3rd-level wizard spell, clairvoyance. It differs from the spell in that unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

Climbing

(Source: *Dungeon Masters Guide*, 2nd Edition): Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A climbing potion is effective for one turn plus 5d4 rounds. The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb—01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

Armor	Chance to Fall
studded leather	1%
ring mail	2%
scale mail	4%
chain mail	7%
banded or splinted armor	8%
plate mail	10%
field plate	10%
full plate	12%
magical armor, any type	1%

Curdled Death

(Aromatic Oil, Source: *Tome of Magic*): Perhaps the most powerful of all aromatic oils, the smell of *curdled death* has the ability to slay all living creatures of 3 or fewer Hit Dice or experience levels who come within 5' of the wearer. Magical, undead, and extraplanar creatures are immune to this oil, as are all creatures of 4 or more Hit Dice or experience levels. Upon smelling the oil, potential victims are allowed a saving throw vs. spell. If

successful, a creature suffers no effect and may remain near the wearer without need of further saving throws. Those who fail the save drop dead in their tracks.

When a dose is worn, it remains potent enough to kill creatures for 1d3 rounds. After this time, the fragrance evaporates and another dose must be applied if the wearer wishes to renew the effect.

Delusion

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion affects the mind of the character so that he believes the liquid is some other potion (healing, for example, is a good choice—damage is "restored" by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

Diminution

(Source: *Dungeon Masters Guide*, 2nd Edition): After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size—to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

Dragon Control

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion enables the individual drinking it to cast what is, in effect, a charm monster spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:

D20 Roll	Dragon Type
1-2	White Dragon control
3-4	Black Dragon control
5-7	Green Dragon control
8-9	Blue Dragon control
10	Red Dragon control
11-12	Brass Dragon control
13-14	Copper Dragon control
15	Bronze Dragon control
16	Silver Dragon control
17	Gold Dragon control
18-19	Evil Dragon control*
20	Good Dragon control**

* Black, blue, green, red, and white

** Brass, bronze, copper, gold, and silver

Elasticity

(Source: *The Complete Wizards Handbook*): A character consuming one dose of this potion is able to stretch his legs, arms, neck, or any other appendage up to a distance in feet equal to twice his Constitution score; for instance, a character with a Constitution of 15 can stretch up to 30 feet. A character can stretch only one appendage at a time; for instance, he can stretch one arm, one finger, or his neck. Whenever he stretches any appendage, he must make a Constitution Check; if he fails, the stress of the stretch causes 1d6 hit points of damage. The potion lasts for 1-4 turns; during this time, the character can make as many stretches as he likes, as long as he checks for damage for each stretch.

Elemental Control

(Source: *Dungeon Masters Guide*, 2nd Edition): When this potion is consumed, the imbiber can influence one or two elementals in a manner similar to a *charm monster* spell. The elementals must be within 60 feet of the imbiber and are allowed a saving throw vs. petrification to avoid the effect. If only one elemental is influenced, it is subject to a -4 penalty on its save. If two are influenced, their saving throws gain a +2 bonus because the effect of the potion is weakened.

If either elemental is controlled by another wizard, it gains a +2 bonus to its saving throw. Note that if the elemental was summoned by the 5th-level *conjure elemental* spell, the summoner has a 50% chance of dispelling the creature. Control lasts for 5d6 rounds. The type of elemental subject to a particular potion is randomly determined.

D4 Roll	Elemental Type
1	Air
2	Earth
3	Fire
4	Water

Elixir of Health

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

Elixir of Madness

(Source: *Dungeon Masters Guide*, 2nd Edition): A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level wizard spell, confusion, until a heal, restoration, or wish spell is used to remove the madness. Once any creature is affected

by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

Elixir of Youth

(Source: *Dungeon Masters Guide*, 2nd Edition):

Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age by 1d4 + 1 years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d3 years.

ESP

(Source: *Dungeon Masters Guide*, 2nd Edition): The ESP potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

Essence of Darkness

(Source: *The Complete Thieves Handbook*): This pure black oily fluid must be kept in tough, light-proof containers, since it is destroyed after one turn in bright sunlight or one hour exposed to daylight. Essence of darkness is pure, concentrated, liquefied darkness itself. It can be used in a number of ways:

(i) When a dose is swallowed it makes the imbiber's entire body, including hair, teeth, and even the whites of the eyes, pure matte black in color. This can enhance a thief's chance of hiding in shadows as shown below.

(ii) Similarly, if one dose is diluted in a gallon or so of warm water, the essence creates a powerful black dye. A gallon of this diluted form can be used to dye clothes and even armor and weapons; one gallon of the dye is sufficient to treat the clothes and equipment of one character. The dye takes one turn to mix and soak into the items and one turn to dry. This process also affects the chances for successful hiding in shadows.

Body only (wearing normal clothes)	+ 5%
Body only (wearing no clothes)	+ 25%
Clothes only	+ 20%
Both body and clothes	+ 40%

These bonuses only apply when the thief is trying to hide in darkened areas, obviously; that is, to "traditional" hiding in shadows. Detection resistance operates on a thief using essence of darkness to hide in this way.

(iii) *Essence of darkness* is unstable and if a vial is struck by a crushing blow it will explode into darkness 15' radius. A single dose of the magical essence will create a darkness 5' radius if so struck. This property has been exploited by making small glass or ceramic globes filled with the liquid which are then thrown forcefully onto hard surfaces to

create "darkness bombs." At the DM's option, a thief who has ingested the essence or applied it to his clothing might similarly become the center of a darkness 5' radius effect if struck a severe blow (50% of remaining hit points, with a 12 hit point minimum for the effect to operate) with a blunt weapon.

The effects of *essence of darkness* last for six hours plus 1d6 turns, if used externally; if ingested, it has the same duration as a standard potion. Each bottle or vial of the essence found usually contains sufficient fluid for 1d4+4 doses.

Extra-Healing

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion restores 3d8 + 3 hit points of damage when wholly consumed, or 1d8 hit points of damage for each one-third that is drunk.

Fire Breath

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire 10 feet wide and up to 20 feet long that inflicts 1d10 + 2 points of damage (d10 + 2). A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

Fire Resistance

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a wall of fire, a fireball, fiery dragon breath, and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

Flying

(Source: *Dungeon Masters Guide*, 2nd Edition): A flying potion enables the individual drinking it to fly in the same manner as the 3rd-level wizard spell, fly.

Gaseous Form

(Source: *Dungeon Masters Guide, 2nd Edition*): By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A gust of wind spell, or even normal strong air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

Giant Control

(Source: *Dungeon Masters Guide, 2nd Edition*): A full potion of this draught must be consumed for its effects to be felt. It will influence one or two giants like a charm monster spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonus—you're weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.

D20 Roll Giant Type

1-5	Hill Giant
6-9	Stone Giant
10-13	Frost Giant
14-17	Fire Giant
18-19	Cloud Giant
20	Storm Giant

Giant Strength

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table:

D20 Roll	Strength Equiv.	Weight Allow.	Damage Bonus	Range	Rock Hurling Base Damage	Bend Bars/Lift Gates
1-6	Hill Giant	485	+7	80 yd.	1-6	50%
7-10	Stone Giant	535	+8	160 yd.	1-12	60%
11-14	Frost Giant	635	+9	100 yd.	1-8	70%
15-17	Fire Giant	785	+10	120 yd.	1-8	80%
18-19	Cloud Giant	935	+11	140 yd.	1-10	90%
20	Storm Giant	1235	+12	160 yd.	1-12	95%

Growth

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6 feet of height growth—in other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size. (Please also read the following from the *Plo: C&T* for situations on the battlefield.)

Potion of Growth: (Source: *PLO: C&T*)

(On the battlefield): Characters may easily change size by imbibing a *potion of growth*; they gain the advantages of extended reach and size bonuses in overbearing or overruns as normal for monsters of that size.

Healing

(Source: *Dungeon Masters Guide, 2nd Edition*): An entire potion must be consumed in a single round. If this is done, the potion restores 2d4 + 2 hit points of damage (see extra-healing above).

Heroism

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if he has fewer than 10 levels of experience.

Level of Imbiber	Number of Levels Bestowed	Additional Temporary Hit Dice
0	4	4d10
1st-3rd	3	3d10+1
4th-6th	2	2d10+2
7th-9th	1	1d10+3

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors.

Human Control

(Source: *Dungeon Masters Guide, 2nd Edition*): A potion of human control allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a charm person spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g., 1 + 2 = 1, 2 + 6 = 2, etc.). This potion lasts for 5d6 rounds.

The type of human(s) that can be controlled is randomly determined.

D20 Roll	Human/Humanoid Controlled
1-2	Dwarves
3-4	Elves/Half-Elves
5-6	Gnomes
7-8	Halflings
9-10	Half-Orcs
11-16	Humans
17-19	Humanoids (gnolls, orcs, goblins, etc.)
20	Elves, Half-Elves, and Humans

Invisibility

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion confers invisibility similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp—equal to 1/8 of the contents of the container—to bestow invisibility for 3-6 turns.

Invulnerability

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th-level character without a magical weapon could not harm the imbiber of an invulnerability potion.

The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion. (*Please also read the following from the Plo: C&T for situations on the battlefield.*)

Potion of Invulnerability: (Source: PLO: C&T): (On the battlefield): The imbiber can still be knocked down, grappled, or overborne by creatures he is otherwise immune to.

Levitation

(Source: *Dungeon Masters Guide, 2nd Edition*): A levitation potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

Longevity

(Source: *Dungeon Masters Guide, 2nd Edition*): The longevity potion reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired

result. It is also useful as a counter to magical or monster-based aging attacks.

Each time one drinks a longevity potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wants—all age removed by previous drinks will be restored!

Master Thievery

(Source: *The Complete Thieves Handbook*): This potion gives the thief a temporary increase in levels if he has fewer than 13 levels of experience. The number of levels gained depend on the thief's level, as shown below.

Level of Imbiber	Levels bestowed	Added hit dice	Increase in each skill
1st-3rd	5	5d6	+20%
4th-6th	4	4d6+1	+16%
7th-9th	3	3d6+2	+12%
10th-12th	2	2d6+3	+8%

The thief acts as if he were at the experience level bestowed by the magic of the potion. Damage sustained is taken first from magically gained temporary extra hit points. So far as thieving skills are concerned, the potion affects these all equally by the increase shown. The effects of this potion last for 5d6 rounds.

Murdock's Insect Ward

(Source: *Tome of Magic*): This fragrance is a boon to travelers, since it repels insectoid creatures (both normal and monstrous) that come within 5 feet of the wearer of this fragrance. Insectoid monsters with Intelligence scores of 5 or more are allowed a saving throw vs. spell. If successful, they suffer no effects and may remain near the wearer without need of further saving throws. If the save is failed, the creature cannot approach within 5 feet of the wearer. (Note that this still may be close enough to cause harm.) One dose is effective for 1d3+1 hours.

Oil of Acid Resistance

(Source: *Dungeon Masters Guide, 2nd Edition*): When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly—one application lasts for a whole day (1440 rounds). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds—32 if a saving throw vs. breath weapon was successful).

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours;

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or to protect any combination of creatures and duration between these extremes.

Oil of Disenchantment

(Source: *Dungeon Masters Guide*, 2nd Edition): This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10 + 20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

Oil of Elemental Invulnerability

(Source: *Tome of Magic*): This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental plane—this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

D4 Roll	Element
1	Air
2	Earth
3	Fire
4	Water

Oil of Elemental Plane Invulnerability

(Source: *Tome of Magic*): These precious oils provide total invulnerability against the elemental forces on one inner plane, as well as offering the same protection as the oil of *elemental invulnerability*. Any character covered in the oil suffers no ill effects from the harsh environments of the elemental, para-elemental, and quasi-elemental planes. Attacks by elemental creatures are effective, but with a -1 penalty per die of damage. A flask of oil contains enough oil to coat one man-sized creature six times or six individuals once. An application is effective for 24 hours. The protection the oil offers is determined randomly with two die rolls. First, 1d4 is rolled to select a table below:

1=Table A, 2=Table B, 3=Table C, 4=Table D.
Second, 1d4 is rolled on that table.

Table A

D4 Roll Plane

- 1 Air
- 2 Water
- 3 Earth
- 4 Fire

Table B

D4 Roll Plane

- 1 Smoke
- 2 Ice
- 3 Ooze
- 4 Magma

Table C

D4 Roll Plane

- 1 Lightning
- 2 Steam
- 3 Radiance
- 4 Minerals

Table D

D4 Roll Plane

- 1 Vacuum
- 2 Salt
- 3 Ash
- 4 Dust

Anyone covered in the oil can see, breathe, and move in the respective plane without difficulty. Just as a character can move through flames or water without difficulty when covered in the proper oil, a character doused in the oil of earth can pass through the stone of the elemental plane of Earth as if it were air.

Oil of Etherealness

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass through solid objects in any direction—sideways, upward, downward—or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect three rounds after application, and it lasts for 4 + 1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

Oil of Fiery Burning

(Source: *Dungeon Masters Guide*, 2nd Edition): When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask will always break. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected.

The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

Oil of Fumbling

(Source: *Dungeon Masters Guide*, 2nd Edition): This oil will seem to be of a useful type—acid resistance, slipperiness, etc.—until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holds—weapon, shield, spell components, and so forth. Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off.

Oil of Impact

(Source: *Dungeon Masters Guide*, 2nd Edition): This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4 + 8 rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect lasts until the missile is used once. One application will treat 4-5 sling stones or two larger weapons. A flask of oil of impact holds 1d3+2 applications.

Oil of Preservation

(Source: *Tome of Magic*): Any nonliving, non-magical object may be coated with a layer of *oil of preservation*. If every surface of the object is covered, it will suffer no ill effects from the passage of time. Thus, wood will not rot, metal will not rust, and masonry will not crumble. The oil provides protection from both natural and magical aging. One flask of *oil of preservation* will protect 1 cubic foot of surface area. The effects of the oil wear off after one century, at which time normal aging resumes.

Oil of Slickness

(Source: *The Complete Thieves Handbook*): The consistency of this magical substance is variable; sometimes it is found as a small vial of very viscous oil, sometimes as a pot of thin, creamy white salve. It is applied by rubbing into the skin of the hands (taking one round). When rubbed in, it improves the speed and coordination of the hands so that all manually-based thieving skills (pick pockets, open locks, find/remove traps) are improved by 10%. A vial or pot of this oil (or salve) usually contains 1d4+4 applications. The effect lasts for 1d4+4 turns. The bonuses to the ability scores cannot be claimed by any thief who is wearing gauntlets or gloves of any kind, including magical ones!

Oil of Slipperiness

(Source: *Dungeon Masters Guide*, 2nd Edition): Similar to the oil of etherealness described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles.

(Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with oil of slipperiness.)

In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such as ropes, manacles, and chains can be slipped free.

Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

Oil of Timelessness

(Source: *Dungeon Masters Guide*, 2nd Edition): When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight mansized objects, or an equivalent area.

Pebble Flesh

(Source: *The Complete Barbarian Handbook*): The user rubs his entire body with this greasy potion before he goes to sleep. When he awakens, his skin has become rough and lumpy as if it were made of pebbles, and colored a dull green.

The *pebble flesh* improves the user's natural Armor Class by +4; a human's from 10 to 6. The effect is cumulative; a human with pebble flesh wearing leather armor has an effective AC of 4. Pebble flesh lasts for 1-4 Weeks.

Because of *pebble flesh's* rough texture and odd appearance, the user also suffers the following penalties:

- His movement rate is reduced by 1/3.
- He cannot swim. The extra weight of the *pebble flesh* pulls him down, as if he were wearing metal armor.
- His Dexterity and Charisma checks are made at a -2 penalty.
- He is vulnerable to stone *shpe* and any other spells that affect stone. (Stone to *flesh* negates *pebble flesh*, causing the skin to revert to its normal form.)

Perception (Source: *The Complete Thieves Handbook*): This enhances the senses of the imbiber to a great degree, with numerous effects:

- (i) A thief gains a 10% bonus to his open locks and remove traps skills.
- (ii) A thief gains a 20% bonus to his find traps and hear noise skills.
- (iii) A character's chance for being surprised is halved (usually this means a +1 or +2 on the die).
- (iv) A character's chance for detecting secret or concealed doors is doubled. This may also be applied to detecting hidden or concealed objects if the DM wishes to use an Intelligence check for this; a bonus of +4 applies to such an ability check. A corresponding bonus of -4 applies to any observation proficiency check.
- (v) A character has a 25% chance of automatically detecting invisible or detecting illusions (from spells or spell-like effects below 5th level) as such.

However, this enhancement also makes the imbiber vulnerable to gaze attacks and weapons and also sound-based attacks (such as a *shout* spell or the roaring of an androsphinx) and all saving throws made against such attacks are at -2. The effects of the potion last for 1d4+4 turns.

Philter of Glibness

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion enables the imbiber to speak fluently—even tell lies—smoothly, believably, and undetectably. Magical investigation (such as the 4thlevel priest spell, *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring. (*Please also read the following if you're playing a bard*)

Philter of Glibness (Source: *The Complete Bards Handbook*): If a Charlatan imbibes this potion, even *detect lie* will have only a 5% chance to note any "stretching of the truth."

Philter of Love

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion causes the individual drinking it to become charmed (see charm spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a dispel magic spell is cast upon the individual.

Philter of Persuasiveness

(Source: *Dungeon Masters Guide, 2nd Edition*): When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to suggest (see the

3rd-level wizard spell, *suggestion*) once per turn to all creatures within 30 yards of him.

Philter of Stammering and Stuttering

(Source: *Dungeon Masters Guide, 2nd Edition*): When this liquid is consumed, it will seem to be beneficial—philter of glibness or persuasiveness, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed—nothing can be said properly, and the reactions of all creatures hearing such nonsense will be at a -5 penalty. (*Please also read the following if you're playing a bard*)

Philter of Stammering and Stuttering

(Source: *The Complete Bards Handbook*):

This potion functions as a *philter of glibness* or *persuasiveness* when imbibed by a Jester and has no ill effects.

Potion of Plant Health

(Source: *The Complete Druids Handbook*): This potion vitalizes a living plant when poured upon its roots. It cures the plant's illnesses and keeps it free from natural parasites and disease for a year. During this time, the plant grows 50% better than normal, and 10% better than normal the next year. Edible fruit, berries, or sap from the plant taste unusually succulent, while flowering plants bloom exceptionally well. If a vegetable monster such as a treant or shambling mound drinks this potion, treat it as a *potion of extra-healing*.

Plant Control

(Source: *Dungeon Masters Guide, 2nd Edition*): A plant control potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling mounds—within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits. Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20-foot by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see charm plants spell). Control range is 90 yards.

Poison

(Source: *Dungeon Masters Guide, 2nd Edition*):

A poison potion is simply a highly toxic liquid in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some

cases, just skin contact, will cause death. Poison can be weak (+4 to +1 bonus to the saving throw), average, or deadly (-1 to -4 penalty or greater on the saving throw). Some poison can be so toxic that a *neutralize poison* spell will simply lower the toxicity level by 40%—say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The DM selects the strength of poison desired, although most are strength "J" (see Table 51, Poison Strength). You might wish to allow characters to hurl poison flasks (see Combat, "Grenade-Like Missiles").

Polymorph Self

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion duplicates the effects of the 4th-level wizard spell of the same name.

Rainbow Hues (Source: *Dungeon Masters Guide*, 2nd Edition): This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one hour duration each.

Sap of the Eldest Tree

(Source: *The Complete Druids Handbook*): Usually found in an earthen flask, this potion resembles thick corn or maple syrup. Characters who drink the sap (or bake it in a cake and eat it) will not age a day for the next 10 years! However, unlike a *longevity* potion, it does not make the drinker any younger. A person must consume the entire potion to gain the full benefit; if five characters share the syrup, each stops aging for two years. Additional doses are not cumulative—later imbibings supplant earlier ones.

Sleep Breathing

(Source: *The Complete Thieves Handbook*): This potion allows the imbiber to breathe a colorless, odorless cloud of sleep-inducing gas up to three times within an hour after drinking it. This cloud is effectively a 20' x 20' x 20' cube. Within the cloud, creatures are affected as if struck by a *sleep* spell, the effects of which are exactly duplicated by the cloud. If the thief does not breathe out a cloud in this way within an hour after drinking the potion, he must save versus spells or fall into a deep, comatose sleep himself for 1d4+4 turns. This potion is obviously of great value for the thief in dealing with numbers of low-level and peripheral guards when he is trespassing, breaking and entering, etc.

Speed

(Source: *Dungeon Masters Guide*, 2nd Edition):

A potion of speed increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however.

Use of a speed potion ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

Starella's Aphrodisiac

(Source: *Tome of Magic*): Any creature of a similar race and opposite sex who approaches within 5 feet of the wearer becomes thoroughly enamored with the wearer as if under the effect of a powerful charm. Potential victims are allowed a saving throw vs. spell. If the roll is successful, the victim suffers no effects and may remain near the wearer without need of further saving throws. If the save is failed, the creature is charmed as long as he or she remains within 5' of the wearer (as long as the aphrodisiac is still potent) plus 2d4 turns outside that area. An affected creature regards the wearer as a trusted friend, ally, and romantic interest to be heeded and protected. The charmed individual does not behave as if he were a mindless automaton, but any word or action of the wearer is viewed in the most favorable way.

This attitude does not extend to others, and it is possible for the person so enamored to be overcome by jealousy, viewing all others (especially other victims) as potential rivals.

When a dose of *Starella's aphrodisiac* is worn, it remains potent for 3d4 turns. After this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

Super-Heroism

(Source: *Dungeon Masters Guide*, 2nd Edition): This potion gives the individual a temporary increase in levels (see heroism potion) if he has fewer than 13 levels of experience. It is similar to the heroism potion, but more powerful, and its effects last just 5d6 melee rounds:

Level of Consumer	Number of Additional	
	Levels Bestowed	Temporary Hit Dice
0	6	5d10
1st-3rd	5	4d10+1
4th-6th	4	3d10+2
7th-9th	3	2d10+3
10th-12th	2	1d10+4

Sweet Water

(Source: *Dungeon Masters Guide*, 2nd Edition): This liquid is not actually a potion to be drunk (though it

tastes good). Sweet water is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

Oil of tempering

(Source: *The Complete Paladin Handbook*): When this oil is applied to entire suit of chain or other metallic armor, the armor's AC is improved by 1 for 24 hours; for example, chain mail armor (AC 5) will have an effective AC of 4. The AC can't be improved beyond AC 0. It takes 1-2 hours to completely coat a suit of armor with *oil of tempering*.

Thievery

(Source: *The Complete Thieves Handbook*): Similar to, but weaker than, the *potion of master thievery*, this potion also grants the thief drinking it temporary increases in levels, hit dice, and skills, if he is of 9th or lower level prior to drinking it, as shown below.

Level of Imbiber	Levels bestowed	Added hit dice	Increase in each skill
1st-3rd	3	3d6	+12%
4th-6th	2	2d6+1	+8%
7th-9th	1	1d6+2	+4%

As with the *potion of master thievery*, the individual acts in all respects as a thief of the higher level gained after drinking the potion, with the increase in thieving skills being equally spread across all categories by the bonus shown. Damage sustained is taken from additional temporary hit points gained first. The effects of the potion last for 1d4+4 turns.

Treasure Finding

(Source: *Dungeon Masters Guide, 2nd Edition*): A potion of treasure finding empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination. Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items which don't contain precious metals or gems. The imbiber

of the potion can "feel" the direction in which the treasure lies, but not its distance. Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

Undead Control

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion in effect gives the imbiber the ability to charm certain ghastrs, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the 1st-level wizard spell, charm person. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4 + 1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

D10 Roll	Undead Type
1	Ghastrs
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons
6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

Ventriloquism

(Source: *Dungeon Masters Guide, 2nd Edition*): This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he is—from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the ventriloquism ability up to six times within the duration of the potion.

Vitality

(Source: *Dungeon Masters Guide, 2nd Edition*): This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to

seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours. (Please also read the following from the DMs Option: High level campaign.)

Potion of Vitality (DMs Option High Level Campaign): A character drinking this potion increases his body's natural healing ability to the rate of one hit point recovered every four hours. Damage that cannot be healed by magical means—such as from a sword of wounding—is restored. Damage that can be healed only by magical means—such as wounds from a chasme tanar'ri's claws or the fists of a clay golem—is not restored.

Water Breathing

(Source: *Dungeon Masters Guide*, 2nd Edition): It is 75% likely that a water breathing potion will contain two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Scrolls

Scrolls are generally found in cylinders—tubes of ivory, jade, leather, metal, or wood. Some tubes are inscribed with magic runes or writing PCs must read in order to open the container. This is up to the DM. Taking this approach encourages players to select and use read magic or comprehend language spells. It also makes it possible to protect power scrolls with traps (symbols, explosive runes) and curses.

Each scroll is written in its own magical cypher. To understand what type of scroll has been found, the ability to read magic must be available. Once a scroll is read to determine its contents, a read magic spell is not needed at a subsequent time to invoke its magic.

Even a scroll map will appear unreadable until the proper spell (comprehend languages) is used. Reading a scroll to find its contents does not invoke its magic unless it is a specially triggered curse. A cursed scroll can appear to be a scroll of any sort. It radiates no evil or special aura beyond being magical. A protection scroll can be read by any class of character even without a read magic spell. If a scroll isn't immediately read to determine its contents, there is a 5% to 30% chance it will fade.

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The DM sets the percentage or rolls 1d6 to determine it for each scroll. When a spell scroll is examined, the following table can be used to find its nature:

D100 Roll	Scroll Type
01-70	Wizard
71-00	Priest

Other classes in the priest group can, at the DM's discretion, have unique scrolls as well. Only the indicated class of character can use the scroll, except thieves and bards, who can use any scroll, as explained in the Player's Handbook.

Spell Level of Scroll Spells

All scroll spells are written to make use as quick and easy as possible for the writer.

The level of the spell and its characteristics (range, duration, area of effect, etc.) are typically one level higher than that required to cast the spell, but never below 6th level of experience. Thus, a 6th-level wizard spell is written at 13th level of ability, a 7th-level spell at 15th level, etc. The DM can make scroll spells more powerful by increasing the level at which they are written. This will, however, affect the chance of spell failure.

Magical Spell Failure

If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell—the chance of failure, or other bad effect, is 5% per level difference between the character's present level and the level at which the spell could be used. For example, a 1st-level mage finds a scroll with a wish spell inscribed upon it. The chance of failure is 85%, as wish is a 9th-level spell attained at 18th level: $18 - 1 = 17$; $17 \times 5\% = 85\%$. A percentile die roll of 85 or less indicates failure of some sort, and Table 112 is consulted. In this case, the spell is 30% likely to fail without effect, while the chance for a reverse or harmful effect is 70%.

Table 112: Spell Failure

Caster Level Difference	Total Failure	Reverse or Harmful Effect
1-3	95%	5%
4-6	85%	15%
7-9	75%	25%
10-12	65%	35%
13-15	50%	50%
16 and up	30%	70%

Use of Scroll Spells

When a scroll is copied into a spellbook or read to release its magic, the writing completely and permanently disappears from the scroll. The magic

content of the spell is bound up in the writing, and use releases and erases it. Thus, reading a spell from a scroll of seven spells makes the item a scroll of six spells. No matter what a player may try, each spell on a scroll is only usable once. Exceptions should be made very rarely and only when you have a very special magical item in mind—perhaps a scroll that can be read once per week. This would be potent magic indeed.

Casting Scroll Effects

The initiative modifier of a scroll is its reading time. For scroll spells, this is equal to the casting time of the spell. For protection scrolls, the reading time is given in the explanation of the scroll effects. The only requirements for using a scroll are sufficient light to read by and the actual verbalization of the writings. If the reading of a scroll is interrupted, the scroll effect is lost and that spell fades away and is lost. Spell components are unnecessary for the scroll reader, and no adverse effects associated with casting the spell are suffered—these requirements or penalties have been fulfilled or suffered by the creator of the scroll.

Protection Scroll Effects

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible—a corner, for example—and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a protection scroll can be used as an offensive weapon.

Who Can Use Scroll Spells?

Ability to use scroll spells does not permit a priest to use a wizard spell, or a wizard to use a priest spell. Likewise, it does not extend the ability of spell use to non-spell-using characters except with respect to protection scrolls. Anyone can use a protection scroll. Paladins and rangers cannot use priest scrolls. Those characters able to read and employ scroll spells can do so regardless of other restrictions. Once the spell is known, it is not necessary to use a read magic spell in order to invoke its powers. Scrolls can be read even by mages who are unable to employ the spell copied because of an inability to learn it or because it is too high level (although, in the latter case, there is a chance of spell failure).

Druids

(Source: *The Complete Druid Handbook*): Druid characters can use the magical items generally permitted priests *except* written ones, such as scrolls or books.

Spell Level Range

The level range shown in Table 90 gives the parameters for random determination of spell level for scrolls if you choose not to set this yourself. With spell level determined, find the particular spell by consulting the appropriate Spell Tables in the Player's Handbook.

Cursed Scrolls

Some scrolls bear powerful curses, placed intentionally or as a result of flawed scrollmaking. Cursed scrolls take effect the instant they are first read. A cursed scroll can have any effect the DM desires, although a few should be outright deadly. Suggested curses include the following:

- Bad luck (-1 on attacks and saving throws).
- The character's beard grows 1 inch per minute.
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.
- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he can't be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spellcasting).
- The character is stricken with cowardice and must make a morale check every time a monster is encountered.
- The character's alignment is changed.
- The character suffers 2-6 points of damage.
- The character suffers amnesia.
- The character feels compelled to give away all his belongings.
- The character must save vs. paralyzation or petrification.

In general, the effects of a curse can be negated or reversed by a remove curse. Some cases (such as petrification) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

(Please also read the following form the DMs Option: *High level campaign*.)

Spell Scrolls (DMs Option High Level Campaign): A scroll is a temporary magical writing that stores spell energy in a portable form; it is essentially a pre cast spell waiting to

be triggered. The level at which a priest spell read from scroll functions is never diminished due to planar distances (see page 49), but all scroll spells are subject to local conditions. For example, a *fireball* read from a scroll is ineffective on the Plane of Elemental Water—the spell creates a harmless bubble of vapor and the writing fades. Scrolls become inert if taken to a world rated M2 (see page 47 of the DMs Option High level campaign) or lower, but are not otherwise harmed. Spell scrolls come in two types, priest and wizard.

Priests cannot use wizard scrolls and vice versa. High-level thieves and bards have a chance to employ either type. A character who can use spell scrolls can read any spell of the appropriate type regardless of other restrictions. For example, an illusionist, who is normally barred from casting abjuration spells, can read a *dispel magic* spell from a scroll. Likewise, a Priest can read Priest spells from spheres normally unavailable. Note that the reader could insectoid or multi-limbed creatures should be still suffer the effects of spell failure by attempting to cast a spell that is too high a level (see DUNCEON MASTRES GUIDE, Appendix 3).

Maps

While not magical, maps are special enough to require careful preparation and use by the DM, hence they are included in the listings of magical items. Maps should rarely be given out randomly—the DM must have a suitable map prepared in advance. There is no table to govern the nature of maps. All hint at or imply the existence of great treasures to be found while giving only a vague idea of the risks to be overcome. Some may be genuine, others fake. Because of the wide range of possibilities, the DM should use treasure maps as the springboard for new and exciting adventures.

List of Protection Scrolls

Protection from Acid

(Reading time—6) The reader is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4+8 turns, whichever occurs first.

Protection from Cold

(Reading time—3) Protection extends outward from the reader to a 30-foot diameter sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero

(-460 degrees). Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (one-eighth if the saving throw is made). The duration of the scroll is 1d4+4 turns.

Protection from Dragon Breath

(Reading Time—variable) Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds.

Protection from Electricity

(Reading time—5) Protection is provided in a 20-foot diameter sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

Protection from Elementals

(Reading time—6) There are 5 varieties of this scroll. Roll percentile dice and consult the following table:

D100 Roll	Type of Scroll
01-15	Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers)
16-30	Protection from Earth Elementals (including xorn)
31-45	Protection from Fire Elementals (including efreeti and salamanders)
46-60	Protection from Water Elementals (including tritons and water weards)
61-00	Protection from all Elementals

The magic protects the reader and all within 10 feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures—those in excess of the protected number of Hit Dice are able to enter and attack.

Protection from Fire

(Reading time—8) Protection extends to a 30-foot diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

Protection from Gas

(Reading time—3) This scroll generates a 10-foot diameter sphere of protection centered on the reader. All within the area are immune to the

effects of any gas—poison gas, gaseous breath weapons, spells that generate gas (such as stinking cloud and cloudkill), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

Protection from Lycanthropes

(Reading time—4) There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to determine it randomly:

D100 Roll Scroll Type

01-05	Protection from Werebears
06-10	Protection from Wereboars
11-20	Protection from Wererats
21-25	Protection from Weretigers
26-40	Protection from Werewolves
41-98	Protection from all Lycanthropes
99-00	Protection from Shape-Changeers

The magical circle from the reading of the scroll extends in a 10-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding all hit point pluses down unless they exceed +2. The protection is otherwise similar to that against elementals, above. The protection from shape-changers spell protects against monsters (except gods and godlike creatures) able to change their form to that of man: doppelgangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

Protection from Magic

(Reading time—8) This scroll invokes a very powerful, invisible globe of antimagic in a 5-foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

Protection from Petrification

(Reading time—5) A 10-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

Protection from Plants

(Reading time—1 round). A protective sphere 10 feet in diameter is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the

plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

Protection from Poison

(Reading time—3) The protection afforded by this scroll extends only to the reader. No form of poison—ingested, contacted, breathed, etc.—will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

Protection from Possession

(Reading time—1 round) This scroll generates a magical circle of 10-foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as magic jar or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary.

Protection from Undead

(Reading time—4) When this scroll is read, a 5-foot radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (See "Potions, Undead Control" for a die roll table.)

Protection from Water

(Reading time—6) This protection extends in a 10-foot diameter sphere centered on the reader. All forms of water—liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth—are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.

Rings

All magical rings normally radiate magic, but most are impossible to detect as magical rings without some mystic means. Furthermore, all magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be put on and various things tried in order to find what it does. No ring radiates good or evil.

No more than two magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings.

The spell-like abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Magical rings can be worn and used by all character classes and humans/humanoids not specifically prohibited elsewhere. You might allow "monsters" with digits to wear rings, and some can actually benefit from them. For example, a troll could wear a ring of regeneration and gain its benefits in addition to its normal regenerative abilities.

List of Rings

Ring of Affliction

(Source: *Tome of Magic*): When an *identify* spell is used on this cursed ring, it will appear to be a *ring of resistance*. The ring will function as such until the wearer makes a saving throw to any school in opposition to the school represented by the ring. The school of magic represented can be determined by rolling 1d8 on the table below.

D8 Roll Represented School

- 1 Abjuration
- 2 Alteration
- 3 Conjunction/Summoning
- 4 Enchantment/Charm
- 5 Illusion/Phantasm
- 6 Invocation/Evocation
- 7 Lesser/Greater Divination
- 8 Necromancy

The first time the wearer of a *ring of affliction* makes a saving throw against any school in opposition to the school of the ring worn, the *ring of affliction's* true properties are revealed. The ring causes the wearer to suffer a -2 penalty on all saving throws vs. spells of the ring's opposing school or schools. Once this power is activated, the beneficial effects of the ring no longer operate.

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Once the curse has been activated, the wearer can remove the ring only through a *remove curse* spell.

Ring of Armoring

(Source: *Tome of Magic*): A wizard wearing this ring gains an additional +1 bonus to any AC bonus he receives from casting a spell upon himself. Thus, an armor spell grants the wizard AC 5 instead of AC 6, and a *shield* spell grants the wizard AC 1 versus handhurled missiles instead of AC 2. Restrictions that apply to a spell (for example, *armor* does not affect a character already wearing armor) are in no way altered through use of this ring.

Ring of Animal Friendship

(Source: *Dungeon Masters Guide, 2nd Edition*): When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer around.

The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring. Animals feeling friendship for the wearer will actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

Ring of Blinking

(Source: *Dungeon Masters Guide, 2nd Edition*): When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a blink spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring. (*Please also read the following from the DMs Option: High level campaign.*)

Ring of Blinking (DMs Option High Level Campaign): See note at the wizard spell *blink* (Wiz3).

Ring of Bureaucratic Wizardry

(Source: *Tome of Magic*): This cursed ring is indistinguishable from a *ring of wizardry*, but has one important difference. When a wizard casts any

spell while wearing the ring, a sheaf of papers and a quill pen suddenly appear in his hand. The papers are forms that must be filled out in triplicate explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell will occur. The higher the level of the spell cast, the more complicated the forms become. Filling out the forms requires one round per level of spell. As soon as the papers are filled out, the forms and the pen disappear and the spell effects occur as the spellcaster desired. The ring cannot be removed willingly. *Remove curse* or a similar spell must be cast upon the wearer in order to remove the ring.

Ring of Chameleon Power

(Source: *Dungeon Masters Guide*, 2nd Edition):

Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth.

If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he is. Thus, such an association can never persist for more than 20 turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of $(16+5\%) = 21\%$ at the end of turn 1, 26% at the end of turn 2, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10-foot radius of him.

Ring of Clumsiness

(Source: *Dungeon Masters Guide*, 2nd Edition): This cursed ring typically radiates an aura like another, beneficial, ring to disguise a baneful nature. The possible secondary powers are:

D100 Roll Secondary Power

01-10	Free action
11-20	Feather falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-100	Water walking

The secondary power works normally, except when the wearer is under stress — combat, stealth, delicate activity, and the like—at which time the clumsiness takes effect.

Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell; otherwise, the spell is botched and annulled.

The ring can be taken off only by a successfully cast dispel magic spell (vs. 12th-level magic). Success destroys both the primary and secondary power of the ring.

Ring of Contrariness

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a remove curse spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. The contrariness ring will have one of the following additional magical properties:

D100 Roll	Secondary Power
01-20	Flying
21-40	Invisibility
41-60	Levitation
61-70	Shocking Grasp (once per round)
71-80	Spell Turning
81-00	Strength (18/00)

Note that contrariness can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself. If, for example, other characters suggest that the wearer make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agree—possibly attacking or striking at the speaker's head—because obviously the result must be contrary in this case. If a ring of contrariness turns spells, the cumulative *remove curse* cast upon the individual wearing it must equal or exceed 100%. (Please also read the following form the DMs Option: High level campaign.)

Ring of Contrariness (DMs Option High Level Campaign): This cursed item always makes the wearer do things that run counter to what others desire. The wearer does not necessarily do the exact opposite of what is suggested. For example, if someone says "keep that ring on: the wearer wholeheartedly agrees. He might also suddenly become fearful that others desire the ring the wearer difficult to be around, always selecting the response that is most troublesome.

Ring of Delusion

(Source: *Dungeon Masters Guide, 2nd Edition*): A delusion ring convinces the wearer that it is some other sort of ring—whatever sort the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the delusion ring. The DM determines how successful the self-delusion is, as well as how observers are affected and what they will observe. The ring can be removed at any time.

Ring of Djinni Summoning

(Source: *Dungeon Masters Guide, 2nd Edition*): One of the many fabled rings of fantasy legend, the "genie" ring is most useful indeed, for it is a special "gate" by means of which a certain djinni can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monstrous Manual* for details of a djinni's abilities.

Ring of Elemental Command

(Source: *Dungeon Masters Guide, 2nd Edition*): The four types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (saving throw applicable with a -2 penalty to the die). If the charm fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.
2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die of damage and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.
3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will

recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.

4. The possessor of a ring of elemental command suffers a saving throw penalty as follows:

Air -2 vs. fire
Earth -2 vs. petrification
Fire -2 vs. water or cold
Water -2 vs. lightning/electricity

5. Only one of the powers of a ring of elemental command can be in use at any given time. In addition to the powers described above, the ring gives characters the following abilities:

Air

- Gust of wind (once per round)
- Fly
- Wall of force (once per day)
- Control winds (once per week)
- Invisibility

The ring will appear to be an invisibility ring until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

Earth

- Stone tell (once per day)
- Passwall (twice per day)
- Wall of stone (once per day)
- Stone to flesh (twice per week)
- Move earth (once per week)
- Feather fall

The ring will appear to be a ring of feather falling until the DM established condition is met.

Fire

- Burning hands (once per turn)
- Pyrotechnics (twice per day)
- Wall of fire (once per day)
- Flame strike (twice per week)
- Fire resistance

The ring will appear to be a ring of fire resistance until the DM-established condition is met.

Water

- Purify water
- Create water (once per day)
- Water breathing (5-foot radius)
- Wall of ice (once per day)
- Airy water
- Lower water (twice per week)
- Part water (twice per week)
- Water walking

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The ring will appear to be a ring of water walking until the DM-established condition is met.

These rings operate at 12th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

Ring of Elemental Metamorphosis

(Source: Tome of Magic): There are four types of these rings, each corresponding to one of the four elements. When one of these rings is discovered, the type is determined randomly.

D4 Roll	Element
1	Air
2	Earth
3	Fire
4	Water

Each of these rings has the power to *polymorph* the wearer into an elemental of the appropriate type. When the transformation occurs, the subject's equipment is absorbed into his new form. The affected character retains his mental abilities, but cannot cast spells.

Characters who are not accustomed to the new form suffer a -2 penalty on attack rolls until they successfully strike an opponent in two consecutive combat rounds. After this occurs, it is assumed they have mastered their new shape.

The *polymorphed* character acquires the form and physical abilities of the appropriate elemental. This includes Armor Class (but the character is subject to attacks by weapons of less than +2 enchantment), movement rates, and attack routines (including special attacks). Hit points and saving throws are identical to those for the character's natural form.

Additionally, the character is immune to damage from exposure to the element he has become, and may move and breathe freely within the natural element. Thus, a character metamorphosed into a fire elemental could swim in a pool of non-magical lava without risk of injury, but the same character could be damaged by magical fire, such as that from a *fireball* spell.

The ring may be used once per day for 1d4+1 turns, at which time the character reverts to his normal form. The wearer can end the metamorphosis at any time. When returning to his own form, the wearer regains 1d12 hit points.

If a successful *dispel magic* spell is cast upon the subject at any time while he is transformed, he is forced back into his normal form and must succeed at a system shock roll or die. The wearer returns to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

Ring of Feather Falling

(Source: Dungeon Masters Guide, 2nd Edition): This ring protects its wearer by automatic activation of a feather fall if the individual falls 5 feet or more. (See the feather fall spell in the Player's Handbook.)

Ring of Fire Resistance

(Source: Dungeon Masters Guide, 2nd Edition): The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hell-hound breath, or a wall of fire spell will cause 10 hit points of damage per round if the wearer is directly within the conflagration.

Exceptionally hot fires such as red-dragon breath, pyrohydra breath, fireballs, flame strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

Ring of Fortitude

(Source: Tome of Magic): When worn, the *ring of fortitude* grants the wearer a bonus of +4 to one randomly selected ability score (roll 1d12: 1-6=Dexterity, 7-11=Wisdom, 12=Constitution) **for the purposes of spell resolution only**. It does not affect ability checks or other aspects of ability scores, except those as a direct result of spells or spelllike abilities.

For example, a character with a natural Constitution of 14 would have an enhanced score of 18 while wearing such a ring. He does not gain any extra hit points from wearing it, but his system shock for resolving the *polymorph other spell* is increased to 99%. With the Constitution-enhancing ring, the bonuses even apply to the *raise dead* and *resurrection* spells. All effects are lost when the wearer removes the ring.

Ring of Free Action

(Source: Dungeon Masters Guide, 2nd Edition): This ring enables the wearer to move and attack freely and normally even when attacked by a web, hold, or slow spell, or even while under water.

The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

Ring of the Hierophant

(Source: *The Complete Druids Handbook*): Only druids can utilize this ring, which enables characters to speak the language of elementals. This, the ring's lesser power, uses up no charges. More impressively, a druid wearing the ring may shapechange into an elemental. Druids in elemental form retain their own hit points and saving throws, but otherwise possess the characteristics of a 12 HD elemental. The transformation functions just like a druid's shapechanging power this rechargeable ring even restores hit points when the druid changes back. However, transformations last only for a maximum of one hour. Each elemental form (air, fire, earth, and water) may be assumed only once per month.

Ring of Human Influence

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a suggestion to any human or humanoid (saving throw applies). The wearer can also charm up to 21 levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell, charm person. The two latter uses of the ring are applicable but once per day. Suggestion or charm has an initiative penalty of +3.

Ring of Invisibility

(Source: *Dungeon Masters Guide, 2nd Edition*): The wearer of an invisibility ring is able to become invisible at will, instantly. This nonvisible state is exactly the same as the wizard invisibility spell, except that 10% of these rings have inaudibility as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

Ring of Jumping

(Source: *Dungeon Masters Guide, 2nd Edition*): The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about 2 feet for every 10 feet traveled (see the 1st level wizard spell, jump). The wearer must use the ring's power carefully, for it can perform only four times per day.

Ring of Mammal Control

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required.

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(Note: The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc.). If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

Ring of Mind Shielding

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to ESP, detect lie, and know alignment.

Ring of Protection

(Source: *Dungeon Masters Guide, 2nd Edition*): A ring of protection improves the wearer's Armor Class value and saving throws versus all forms of attack. A ring +1 betters AC by 1 (say, from 10 to 9) and gives a bonus of +1 on saving throw die rolls. The magical properties of a ring of protection are cumulative with all other magical items of protection except as follows:

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.
2. Multiple rings of protection operating on the same person, or in the same area, do not combine protection. Only one such ring—the strongest—functions, so a pair of protection rings +2 provides only +2 protection.

To determine the value of a protection ring, use the following table:

D100

Roll	Level of Protection
01-70	+1
71-82	+2
83	+2, 5-foot radius protection
84-90	+3
91	+3, 5-foot radius protection
92-97	+4 on AC, +2 to saving throws
98-00	+6 on AC, +1 to saving throws

The radius bonus of 5 feet extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains Armor Class additions).

Ring of the Ram

(Source: *Dungeon Masters Guide, 2nd Edition*): This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a detect magic on the ring discovers an evocation upon it. The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a

ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used, or 3d6 points if three charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails to save versus spell is knocked down.

The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:

- Target smaller than man-sized -1
- Larger than man-sized +2
- Strength under 12 -1
- Strength of 18-20 +3
- Strength over 20 +6
- 4 or more legs +4
- Over 1,000 lbs. weight +2
- 2 charges expended -1
- 3 charges expended -2

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should not gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best. In addition to its attack mode, the ring of the ram also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically held or locked portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save versus crushing blow if three charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus crushing blow from the impact.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing *enchant* an item and Bigby's clenched fist in combination.

Ring of Randomness

(Source: *Tome of Magic*): When an *identify* spell is cast on this cursed clerical ring, it radiates the aura of a beneficial ring to disguise its nature. The DM should roll 1d100 to determine the ring's power.

D100 Roll Power

- 01-25 *Protection from evil*
- 26-40 *Continual light*
- 41-60 *Bless*
- 61-70 *Cure light wounds*

71-80 *Remove fear*

81-90 *Heat metal*

91-100 *Cure blindness or deafness*

A ring can be used three times per day at the 12th level of ability. Each ring functions normally half the time, providing the indicated power. However, the ring's curse causes the reverse of the desired effect to manifest 50% of the time. The DM should roll secretly each time the ring is used to determine whether the result is the desired effect or the reversed effect. Thus, a person casting *continual light* has a 50% chance of getting either light or darkness.

If the ring is used to cure blindness or deafness, a reversed result yields a special curse. Since *cause blindness* has no effect on a blind character, the ring further distorts the spell effect by shifting to *cause deafness*. Thus, a priest attempting to cast *cure blindness* whose ring indicated a reversed result would cause his victim to become deaf. In addition, the priest runs the risk of his spells reversing every time he uses a reversible spell (even those cast normally). The ring can be removed only with a successfully cast *dispel magic* spell.

Rings of Readiness

(Source: *The Complete Fighters Handbook*): This magical item consists of two plain iron rings, one suitable to be worn on a finger and one larger, some 2" in diameter.

The larger ring is to be placed on some item. It can be sewn into or bolted onto a set of armor; it can be placed upon the pommel of a weapon (in which case it shrinks until it fits snugly); it can be attached to any item of personal gear weighing less than 100 lbs.

When the larger ring is attached to an object, and the smaller ring is worn by a character, the character needs only to utter the magical word inscribed on the inside of the smaller ring. When he does, if the other ring is within 10 miles, it will instantaneously transport that object to the character.

If the item attached to the other ring is a weapon, it will appear in his hand. If the item is a suit of armor, it appears on the character; if he is already wearing a suit of armor, it appears next to him. If the item is something else, it appears in a fashion dictated by the DM; a crown will appear on the character's head, while a sewing machine would appear next to him, for instance. If the item attached to the larger ring is more than 10 miles away, nothing happens.

The use of the rings must be announced before initiative in the combat turn. Use of the rings takes no time. The character calls out the magic word before initiative; then, later in the turn, when his actions come up, the item in question appears.

If a character finds the smaller ring without the larger one, then he can summon whatever object the larger one is attached to, even if it is not his. These rings recognize no single owner. An interesting quest in a campaign might be for a character to find the smaller of a set of rings and have to wander to find the larger ring and summon it and its object to him; remember, it only works within 10 miles of the summoner. The magic only works if the item attached to the larger ring is inanimate. Living things are not transported. Once summoned, these objects may not be sent back. This is a one-way trip. The rings may be used any number of times; they do not wear out. Many heroes use this magical item so that they never lose their weapons. If the hero finds his sword disarmed in combat, he can call it to his hand on the next round, without wasting the time to go get it. Some con artists use it to run a scam: They'll secretly attach the larger ring to some great item of treasure, sell it to a dealer, ride out of town with their money and then summon the treasure back. This is a good tactic until the vengeful dealers catch up with them. This magical item may be used by characters of any class. *Rings of readiness* cannot be used on the same weapon as a *bracelet of charms*.

Ring of Regeneration

(Source: *Dungeon Masters Guide*, 2nd Edition): The standard ring of regeneration restores one point of damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration.

Of course, the ring must be worn, and its removal stops the regeneration processes.

A rare kind of ring of regeneration is the vampiric regeneration ring. This bestows one-half (fractions dropped) of the value of hit points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds five to his current hit point total. The creature struck still loses 10 points. To determine which type of ring is discovered, roll percentile dice:

D100 Roll	Secondary Power
01-90	ring of regeneration
91-00	vampiric regeneration ring

In no case can the wearer's hit points exceed his usual maximum. (Please also read the following form the DMs Option: High level campaign.)

Ring of Regeneration (DMs Option High Level Campaign): Wearers killed by fire, acid, disintegration, or death magic cannot regenerate back to life. However, damage inflicted by such attacks can be regenerated if the wearer survives the attack. A ring of regeneration only repairs damage inflicted on the wearer after the character puts on the ring. Damage inflicted before the character wore the ring is not regenerated, so placing a ring of regeneration on a dead or unconscious character has no effect. A ring of regeneration does not remove the need to eat, sleep, or breathe, nor does it prevent natural or unnatural aging.

Ring of Resistance

(Source: *The Tome of Magic*): This ring grants a wizard a saving throw bonus identical to the bonus gained by a specialist in a particular school of magic. The magical school affected is randomly determined on the table below by rolling 1d8.

D8 Roll	Affected School
1	Abjuration
2	Alteration
3	Conjuration/Summoning
4	Enchantment/Charm
5	Illusion/Phantasm
6	Invocation/Evocation
7	Lesser/Greater Divination
8	Necromancy

When required to save against a spell from that school, the wearer gains a +1 bonus to his saving throw. When the wearer casts a spell from that school, his opponent suffers a -1 modifier to all saving throws. This ring does not allow a wizard to cast spells from a school in opposition to his own. These modifiers are cumulative with all others, including those in effect for specialization.

Ring of Resistance to Breath Weapons

(Source: *The Complete Wizards Handbook*): This ring gives the wearer complete immunity to all breath weapon attacks from creatures other than dragons; the wearer suffers half damage from dragon breath.

Ring of Shocking Grasp

(Source: *Dungeon Masters Guide*, 2nd Edition): This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a

successful attack roll delivers 1d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

Ring of Shooting Stars

(Source: *Dungeon Masters Guide*, 2nd Edition): This ring has two modes of operation—at night and underground—both of which work only in relative darkness. During night hours, under the open sky, the shooting stars ring will perform the following functions:

- *Dancing lights* (once per hour).
- *Light*, as the spell of the same name (twice per night), 120-foot range.
- *Ball lightning*, as described below (once per night).
- *Shooting stars* (special).

The ball lightning function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble dancing lights, and the ring wearer controls them as he would control dancing lights. These spheres have a 120-foot range and a four round duration.

They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge (a successful save vs. spell halves damage—the contact was across an air gap). The charge values are:

4 lightning balls 2d4 points damage each
3 lightning balls 2d6 points damage each
2 lightning balls 5d4 points damage each
1 lightning ball 4d12 points damage

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

The shooting stars are glowing missiles with fiery trails, much like a meteor swarm.

Three shooting stars can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a fireball) in a 10-foot diameter sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the shooting star burst.

Creatures within the burst radius must roll a saving throw vs. spell to take only one-half damage (i.e., 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. spell or be

hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 feet to 40 feet, normal beyond 40 feet.

Indoors at night, or underground, the ring of shooting stars has the following properties:

Faerie fire (twice per day)—as the spell

Spark shower (once per day)

The spark shower is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of 10 feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held.

Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage. Range, duration, and are of effect of functions are the minimum for the comparable spell unless otherwise stated. Casting time is 5

Ring of Spell Storing

(Source: *Dungeon Masters Guide*, 2nd Edition): A ring of spell storing contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls"). The level of each spell is determined by rolling 1d6 (for priests) or 1d8 (for wizards). The number rolled is the level of the spell, as follows:

Priest: 1d6, if 6 is rolled, roll 1d4 instead.

Wizard: 1d8, if 8 is rolled, roll 1d6 instead.

Which spell type of any given level is contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable.

Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level wizard is needed to restore a 6th-level magical spell to the ring). Stored spells have a casting time of five.

Ring of Spell Turning

(Source: *Dungeon Masters Guide*, 2nd Edition): This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds. Some spells are immune from the effects of a ring of spell turning:

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.

2. Spells that are delivered by touch are not turned.
3. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is not considered a device.

When a spell is cast at an individual wearing a ring of spell turning, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a charm person spell is cast at a character wearing a ring of spell turning. A 7 is rolled on the die, turning back 70% of the effect. The ringwearer gains a +7 to his saving throw; the caster has a +3. A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, an illusionist casts a maze spell at a fighter wearing a ring of spell turning. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The illusionist must also save, gaining only a +3. The fighter's die roll is 15, which saves ($15+7=22$); the illusionist's die roll is a 16 which, while close, fails ($16+3=19$). The illusionist becomes trapped in his own maze spell.

Once a spell is turned, the effects are divided proportionately between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7.

Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.

If the spellcaster and spell recipient both wear spell turning rings a resonating field is set up, and one of the following results will take place:

01-70 Spell drains away without effect
71-80 Spell affects both at full effect

81-97 Both rings permanently lose their magic
98-00 Both individuals go through a rift into the Positive Energy plane

A ring wearer who wants to receive a spell must remove the ring of spell turning to be able to do so.

Ring of Sustenance

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to reattune it to himself. After functioning for any period of seven consecutive days, a ring of sustenance will cease to function for a week while it replenishes itself.

Ring of Swimming

(Source: *Dungeon Masters Guide*, 2nd Edition): The ring of swimming bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50 feet into water without injury, providing the depth of the water is at least 1½ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoonlike conditions.

Ring of Telekinesis

(Source: *Dungeon Masters Guide*, 2nd Edition): This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, telekinesis. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

01-25	25 lbs. maximum
26-50	50 lbs. maximum
51-89	100 lbs. maximum
90-99	200 lbs. maximum
00	400 lbs. Maximum

Ring of Truth

(Source: *Dungeon Masters Guide, 2nd Edition*): There is little doubt that wearing a ring of truth is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another—in fact, the power of the ring causes the voice of the liar to rise to a falsetto. If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an undetectable lie spell or a philter of glibness), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

Ring of Warmth

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.

Ring of Water Walking

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a ring of water walking. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1½ inches deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

Ring of Weakness

(Source: *Dungeon Masters Guide, 2nd Edition*): This cursed ring causes the wearer to lose 1 point of Strength and 1 point of Constitution per turn until the individual reaches three in each ability. This loss is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the cost of double the standard rate of Strength and Constitution loss). When the affected abilities reach 3, the wearer will be unable to function in his class. Points lost from the ring are restored by rest on a one-for-one basis, with 1 point of each ability lost being restored in one day of rest. The ring of weakness can be removed only if a remove curse spell, followed by a dispel magic, is cast upon the ring.

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There is a 5% chance that this procedure will reverse the ring's effect, changing it to a ring of berserk strength. This increases Strength and Constitution at a rate of 1 point per ability per turn, to a maximum of 18 each (roll percentile dice for bonus Strength if the wearer is a warrior).

However, once 18 is reached in both abilities, the wearer will immediately melee with any opponent he meets, regardless of circumstances. Berserk strength is lost when the ring is removed (by casting a remove curse), as are Constitution points gained.

Ring of Wishes, Multiple

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring contains from 2d4 wish spells. As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping, interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of the magic. In any case, the wish is used up, whether or not the wish was granted, and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of god-like beings, unless it comes from another such creature.

Ring of Wishes, Three

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring contains three wish spells instead of a variable number. It is otherwise the same as a multiple wish ring except that 25% (01-25) of three wish rings contain only limited wish spells.

Ring of Wizardry

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards can benefit from a ring of wizardry. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:

01-50	doubles 1st-level spells
51-75	doubles 2nd-level spells
76-82	doubles 3rd-level spells
83-88	doubles 1st-and 2nd-level spells
89-92	doubles 4th-level spells
93-95	doubles 5th-level spells
96-99	doubles 1st- through 3rd-level spells
100	doubles 4th- and 5th-level spells

Ring of X-Ray Vision

(Source: *Dungeon Masters Guide, 2nd Edition*): This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal

light. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or some metals (some metals can't be penetrated at all):

Substance Scanned	Thickness Penetrated per Round of Maximum	
	X-Raying	Thickness
Animal matter	4'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1"	10"
Lead, Gold, Platinum	nil	nil

It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by xray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses 2 points from his total Constitution score, 3 if used four turns, etc.

This Constitution loss is recovered at the rate of 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

Rods

Rods are about three feet long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory, or bone.

They can be plain or decorated and carved, tipped, or not. Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charge may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again. When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has previously used the item.

Command Words (Optional Rule)

A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard can etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often the character must use spells of the divination school or sages to discover the correct command to activate a rod.

List of Rods

Rod of Absorption

(Source: *Dungeon Masters Guide*, 2nd Edition): This rod acts as a magnet, drawing magic spells of any nature (priest or wizard) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of 1, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th-level spell, one 6th-level and one 3rd-level, and so on. The rod of absorption can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

Here is a more specific example: A priest uses a rod of absorption to nullify the effect of a hold person spell cast at him by a mage. The rod has now absorbed three spell levels and can absorb 47 more. The cleric can cast any 1st-, 2nd-, or 3rd-level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a hold person back. This spell is only 2nd-level to him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently.

(Please also read the following from the DMs Option: High level campaign.)

Rod of Absorption (DMs Option High Level Campaign): Spell levels stored in the rod can be used to power spells on low-magic worlds, even when local conditions would not normally allow the spell to be cast. For example, if the rod-wielder had a *wall of force* spell memorized, the character could use five levels of stored energy even on an M4 world, where 5th level spells normally don't work (see page 47).

When used to absorb spells, the rod can absorb any spells directed at the wielder for the entire round, as selected by the rodwielder.

Absorbing spells counts as an action for the character, but initiative has no bearing on when a spell can be absorbed. The wielder can never absorb a spell that is not targeted specifically at him. For example, if the wielder is caught in the blast of a fireball the rod cannot be used to absorb the spell because the wielder was not the target-the actual target was a point in space. If, however, the *fireball* was set to detonate directly on the wielder, it could be absorbed. Some spells, such as *hold person* and *slow*, are individually targeted on multiple creatures within an area. If the rod-wielder is one of those targets, he can absorb the entire spell.

Absorbed spells have no effect whatsoever; their power has been stored in the rod. Thus, if a *hold person* is directed at the rod-wielder, the magic is totally negated-even for other targets. 10th level spells cannot be absorbed.

Rod of Alertness

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical rod is indistinguishable from a footman's mace +1. It has eight flanges on its macelike head. The rod bestows +1 to the possessor's die roll for being surprised, and in combat the possessor gains -1 on initiative die rolls. If it is grasped firmly, the rod enables the character to detect alignment, evil, good, illusions, invisibility, lie, or magic. The use of these detect powers does not expend any of the charges in the rod.

If the rod of alertness is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intends to harm the possessor. Each of the flanges on the rod's head then cast a light spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creature, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius. Lastly, the rod can be used to simulate the casting of an animate object spell, utilizing any 16 (or fewer) objects specially designated by the possessor

and placed roughly around the perimeter of a 6-foot-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or whatever.

All of the rod's protective functions require one charge. The animate object power requires one additional charge, so, if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

Rod of Beguiling

(Source: *Dungeon Masters Guide*, 2nd Edition): This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguiled to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged. (Please also read the following from the DMs Option: High level campaign.)

Rod of Beguiling (DMs Option High Level Campaign): The beguiling effect has a 20-foot radius. There is no saving throw, though magic resistance applies, as does resistance to mental attacks or control. Racial resistances to charm effects also apply. Affected creatures remain beguiled for the full one-turn duration even if they leave the radius.

Rod of Cancellation

(Source: *Dungeon Masters Guide*, 2nd Edition): This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus the cancellation is made. Contact is made by making a normal attack roll in melee combat.

Saving

Throw	Item
20	Potion
19	Scroll
17	Ring
14	Rod
13	Staff
15	Wand
12	Miscellaneous magical item
3	Artifact or relic
11 (8)	Armor or shield (if +5)

9 (7)	Sword (holy sword)
10	Miscellaneous weapon*

* Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll result in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by wish.

Rod of Distortion

(Source: *Tome of Magic*): This unpredictable device is capable of affecting the operation of all rods, staves, and wands within a 20-foot radius for a single round. The wielder rolls 1d20. On a roll of 1-15, the *rod of distortion* does not influence other items. On a roll of 16-19, it acts as a *wand of negation* and rods, staves, and wands within 20 feet simply do not function during that round (but are otherwise unaffected). On a roll of 20, the *rod of distortion* completely disrupts the functioning of rods, staves, and wands. This distortion results in the backfiring of these devices, causing maximum damage to their users if the item is used during that round (e.g., a *wand of lightning* will fire a backward-directed bolt striking its user, a *rod of cancellation* will affect one random magical item possessed by its owner, and so on). Items used by the wielder of the rod are unaffected. This rod cannot be recharged.

Rod of Flailing

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical weapon radiates faintly of alteration magic when subjected to a detect magic spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, SM/ L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L). In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

Rod of Lordly Might

(Source: *Dungeon Masters Guide, 2nd Edition*): This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 10 pounds, thus requiring 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16). The spell-like functions of the rod are:

- *Paralyzation* upon touch, if the wielder so commands
- Fear upon all enemies viewing it, if the wielder so desires (6-foot maximum range)
- *Drain 2d4 hit points* from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function above—this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- *mace +2*
- *sword of flame +1 when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet.*
- *battle axe +4 when button #2 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, for an overall length of from 6 feet to 15 feet. In 15-foot length, the rod is suitable for use as a lance.*

The mundane uses of the rod do not use charges. These are:

- *Climbing pole. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens 5 to 50 feet in a single round, stopping when button #4 is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button #5.*
- *The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.*
- *When button #6 is pushed, the rod will indicate magnetic north and give the*

possessor a knowledge of his approximate depth beneath the surface (or height above it).

The rod of lordly might cannot be recharged. When its charges are exhausted, spelllike functions cease, as do all weapon functions except the mace +2. The rod continues to work in all other ways.

Rod of Passage

(Source: *Dungeon Masters Guide*, 2nd Edition): This potent item allows its wielder to perform any of the following, one at a time, one per round: astral travel, dimension door, passwall, phase door, and teleport without error. It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available. With respect to astral travel, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by this action. The rod travels into the Astral plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral plane. This five-in-one effect doesn't work with respect to the rod's other powers; only astral travel can be used more than once per activation, and only in the manner described above. The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

Rod of Resurrection

(Source: *Dungeon Masters Guide*, 2nd Edition): This rod enables a cleric to resurrect the dead—even elven, dwarven, gnome, or halfling—as if he were of high enough level to cast the resurrection spell. No rest is required, as the rod bestows the life giving effects.

The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the character's class and race:

Class	Charges	Race	Charges
Cleric	1	Dwarf	3
Druid	2	Elf	4
Fighter	2	Gnome	3
Paladin	1	Half-elf	2
Ranger	2	Halfling	2
Mage	3	Human	1

Illusionist	3
Thief	3
Bard	2

Multi-classed characters use the least favorable category. The rod cannot be recharged. (Please also read the following form the DMs Option: High level campaign.)

Rod of Resurrection (DMs Option High Level Campaign): Specialty priests require two charges instead of the usual one charge when resurrected. The racial charge requirement remains unchanged.

Specialty Priests dedicated to deities of healing, protection, warfare, endurance, and similar areas of influence require only one charge to resurrect.

Rod of Rulership

(Source: *Dungeon Masters Guide*, 2nd Edition): The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder of the rod of rulership as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged. (Please also read the following form the DMs Option: High level campaign.)

Rod of Rulership (DMs Option High Level Campaign): Creatures being ruled need not remain within the rod's 150-foot radius once they have been affected. Most creatures get no saving throw, but magic resistance and resistance to mental attack or control applies. Racial resistances to charm effects also apply.

Rod of Security

(Source: *Dungeon Masters Guide*, 2nd Edition): Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes such as the casting of a wish spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary. Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.) When the rod's effect is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry." The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level. *(Please also read the following form the DMs Option: High level campaign.)*

Rod of security (DMs Option High Level Campaign): This item transports creatures into a pocket dimension (see page 45) attached to the world where the rod was activated.

Rod of Smiting

(Source: *Dungeon Masters Guide*, 2nd Edition): This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge. The rod causes normal damage (1d8+3) versus creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage: (1d8+3) x3. The rod cannot be recharged.

Rod of Splendor

(Source: *Dungeon Masters Guide*, 2nd Edition): The possessor of this rod is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed. If the possessor already has a Charisma score of 18 or greater, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels. Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from. In either of these cases, all of the apparel immediately disappears. The garments may be

freely given to other characters or creatures, however, and will remain whole and sound afterward.

Characters bedecked in a magically created outfit can't replace or add garments by expending another charge—if the possessor tries this, the charge is simply wasted. The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e., 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial tent—a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear. This rod cannot be recharged.

Rod of Terror

(Source: *Dungeon Masters Guide*, 2nd Edition): This rod is a +2 magical weapon capable of inflicting 1d6 +3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a –1 penalty to their morales and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point from his Charisma score.

Staves

Staves are about 5 feet or 6 feet long and as thick as a young sapling—about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a stave to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magical items.

Once all the charges are used, the stave is rendered nonmagical and cannot be recharged. Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th-level wizard with respect to range, duration, and area of effect. Damage is nominally 8d6 with respect to fireballs, lightning bolts, etc.

Command Words (Optional Rule)

If the DM desires, unleashing the power of a stave can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word ("Heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee, staff—uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

List of Staves

Staff-Mace

(Source: *Dungeon Masters Guide*, 2nd Edition): This clerical weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the staff-mace takes on one of three forms, as desired by the possessor.

Quarterstaff: quarterstaff +3, iron-shod
Great Mace: footman's mace +1, iron
Mace: horseman's mace +2, iron

Staff-Spear

(Source: *Dungeon Masters Guide*, 2nd Edition): When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:

D20 Roll	To Hit & Damage	XP Value
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1-6	+1	1,000
7-10	+2	1,500
11-13	+3	2,000
14-16	+4	2,500
17-19	+5	3,000
20	+3*	3,500

* Does damage as ranseur (2d4), but still acts as a spear if used to thrust or when set to receive a charge.

Staff of Command

(Source: *Dungeon Masters Guide*, 2nd Edition): This device has three functions, only two of which will be effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The three functions are:

Human influence: This power duplicates that of the ring of the same name. Each suggestion or charge draws one charge from the staff.

Mammal control/animal control: This power functions only as mammal control (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of animal control (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

Plant control: This function duplicates that of the potion of the same name, but for each 10-square-foot area of plants controlled for one turn or less, one charge is used. A wizard cannot control plants at all. The staff can be recharged.

Staff of Curing

(Source: *Dungeon Masters Guide*, 2nd Edition): This device can cure disease, cure blindness, cure wounds (3d6+3 hit points), or cure insanity. Each function drains one charge. The device can be used once per day on any person (dwarf, elf, gnome, half-elf, halfling included), and no function may be employed more than twice per day (i.e., the staff can function only eight times during a 24-hour period). It can be recharged.

Staff of the Elements

(Source: *Tome of Magic*): This powerful item appears to be a staff +2. If it is grasped by an elemental, however, its true powers become evident.

A *staff of the elements* is charged by the life force of an elemental trapped within it. The staff has charges equal to the number of Hit Dice of the elemental multiplied by 2.

Thus, a staff holding a 12 HD elemental has 24 charges. Every time two charges are expended, the elemental loses one Hit Die. When all charges are used, the elemental dies and the staff becomes dormant.

If a dormant staff is used to successfully strike an elemental, the creature must immediately attempt a saving throw vs. rods, staves, and wands. If the save is failed, the elemental is absorbed into the

staff, thereby recharging the device. If the roll is successful, the creature avoids the effect, but suffers normal damage from the strike of the magical staff (1d6+2).

It is possible to absorb an elemental only if the staff is dormant. Only one elemental may be held in the staff at one time.

The staff holds the following powers that do not drain charges; each may be used once per day even if the staff does not hold an elemental:

- *affect normal fires*
- detect elementals within a 100' radius
- *fool's gold*
- *metamorphose liquids**
- *wall of fog*

An occupied staff has the following powers depending upon the type of elemental trapped within. For example, if a fire elemental is held in the staff, only those powers related to fire are available. Each requires the expenditure of one charge per use:

Air:

- *stinking cloud*
- *wind wall*

Earth:

- *dig*
- *Maximilian's stony grasp**

Fire:

- *fireball*
- *pyrotechnics*

Water:

- *water breathing*
- *watery double**

The following powers drain two charges per use:

Air:

- *cloudkill*
- *solid fog*

Earth:

- *passwall*
- *transmute rock to mud*

Fire:

- *fire shield*
- *wall of fire*

Water:

- *airy water*
- *wall of ice*

The most powerful abilities of the staff drain four charges per use:

Air:

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- *airboat**
- *suffocate**

Earth:

- *crystalbrittle*
- *stone to flesh (reversible)*

Fire:

- *Forest's fiery constrictor**
- *Malec-Keth's flame fist**

Water:

- *Abi-Dalzim's horrid wilting**
- *transmute water to dust*

The powers of a *staff of the elements* may be used only by an elemental. Note that elementals are restricted against the use of spells and magical items of the element that directly opposes their element of specialty. Thus, an elemental specializing in water cannot use the staff's powers if it contains a fire elemental.

Using a *staff of the elements* can be dangerous.

Each time a power is used that requires the expenditure of one or more charges, there is a 5% chance that the trapped elemental bursts forth, destroying the staff in the process. A successful *dispel magic* spell cast on the staff automatically releases the creature. An escaped elemental will certainly seek revenge against its tormenter.

Powers marked with an asterisk (*) are new spells found in this book.

Staff of the Magi

(Source: *Dungeon Masters Guide, 2nd Edition*): This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't. the following powers do not drain charges:

- *detect magic*
- *enlarge*
- *hold portal*
- *light*
- *protection from evil/good*

The following powers drain one charge per usage:

- *invisibility*
- *fireball*
- *knock*
- *lightning bolt*
- *pyrotechnics*
- *ice storm*
- *web*
- *wall of fire*
- *dispel magic*
- *passwall*

These powers drain two charges per usage:

- *whirlwind**

- *conjure elemental***
- *plane travel*
- *telekinesis****

- * *The whirlwind is identical to that caused by a djinni.*
- ** *The staff can be used to conjure one elemental of each type per day, each having 8 Hit Dice.*
- *** *Telekinesis is at 8th level also (i.e., 200 pounds maximum weight).*

The staff of the magi adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a rod of absorption does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff. It must be purposeful and declared by the wizard wielding it. When this is done all levels of spell energy in the staff are released in a globe of 30-foot radius. All creatures within 10 feet of the broken staff suffer hit points of damage equal to eight times the number of spell levels of energy in the rod (1 to 25), those between 10 feet to 20 feet take 6 x levels, and those 20 feet to 30 feet distant take 4 x levels. Successful saving throws versus magic indicate only one-half damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him. This staff and the staff of power are the only magical items capable of a retributive strike. *(Please also read the following form the DMs Option: High level campaign.)*

Staff of the Magi (Source: DMs Option High Level Campaign): The staffs plane travel ability is similar to the priest spell plane shift but no forked rod is required. The staffwielder must be generally familiar with the destination plane either by making a previous visit or having information about the plane from a traveler who has been there. If a character wishes to research details on an unknown plane, refer to the note at *plane shift* (Pri5) for cost and time requirements. The absorption power of the staff works just like that of the rod of absorption except that the level of absorbed spell is not communicated to the staff-wielder. The decision to absorb must be made based on the appearance of

the magic or, in the case of invisible effects, blind luck

Staff of Power

(Source: *Dungeon Masters Guide, 2nd Edition*): The staff of power is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:

- *continual light*
- *magic missile or lightning bolt*
- *ray of enfeeblement*
- *levitation*
- *cone of cold or fireball*

The following powers drain two charges each:

- *shield, 5-foot radius*
- *globe of invulnerability*
- *paralyzation**

* *Paralyzation is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end. The DM may assign alternate powers by random die roll.*

The wielder of a staff of power gains a +2 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage. A staff of power can be broken for a retributive strike (see staff of the magi). The staff can be recharged.

Staff of the Serpent

(Source: *Dungeon Masters Guide, 2nd Edition*): There are two varieties of this staff—the "python" and the "adder." The python strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If the priest throws the staff to the ground, it grows from its 6-foot length,

becoming a constrictor snake, 25 feet long (AC 3, 49 hit points, movement rate of 9). This happens in one round. The snake will entwine if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The adder strikes as a +1 magical weapon and does 2d2 points of damage when it hits.

Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests will employ an adder staff. If the snake head is killed, the staff is

destroyed. Neither staff has nor requires charges. Most of these staves—60%—are pythons.

Staff of Slinging

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed only by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going one foot upward for every 10 feet traveled.

Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that one foot of distance laterally is covered for every 10 feet of vertical rise.) The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300 feet, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon may be recharged by a druid of 12th or higher level.

Staff of Striking

(Source: *Dungeon Masters Guide, 2nd Edition*): This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the staff of striking is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage when a hit is scored. This expends a charge. If two charges are expended, bonus damage is doubled (1d6+6); if three charges are expended, bonus damage is tripled (1d6+9). No more than three charges can be expended per strike. The staff can be recharged.

Staff of Swarming Insects

(Source: *Dungeon Masters Guide, 2nd Edition*): A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor, etc.)

holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.

Range is 60 yards+10 yards per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects will inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a force field, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural Armor Class of 5 or better. When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

Staff of Thunder & Lightning

(Source: *Dungeon Masters Guide, 2nd Edition*): Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzedwood, or the like) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

Thunder: The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. rods, staves, and wands, he will be stunned from the noise of the staff's impact—unable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of one charge.

Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of one charge.

Thunderclap: The staff sends forth a cone of deafening noise, 5 feet wide at the apex, 40 feet long, and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. rods, staves, and wands or be stunned for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but

suffer no loss of attacks. This function requires the expenditure of two charges.

Lightning Stroke: A bolt similar to that from a wand of lightning is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw. The stroke can be single or forked. This function of the rod uses two charges.

Thunder & Lightning: This power combines the thunderclap, described above, with a forked lightning bolt as in the lightning stroke. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies, with deafness and half damage suffered by those who are successful. This power requires the expenditure of four charges.

The casting time required for any function is equal to the number of charges expended; thus, the thunder & lightning function costs four charges and has an initiative modifier of +4.

Staff of Withering

(Source: *Dungeon Masters Guide*, 2nd Edition): The staff of withering is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. spell (check by random number generation for which limb is struck). Ageless creatures (undead, demons, devils, etc) cannot be aged or withered. Each effect of the staff is cumulative, so that three charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature. (Please also read the following from the DMs Option: High level campaign.)

Staff of Withering (Source: DMs Option High Level Campaign): The withering effect from this item makes one of the victim's limbs shriveled and useless; it has no effect on a creature's head or body. The withering effect requires *three charges* from the staff and must be announced at the beginning of the round. If the staff hits, roll randomly to see which limb is struck.

If the victim is humanoid, roll 1d4 to determine which limb is struck: 1=right arm, 2=left arm, 3=right leg, and 4=left leg. A shriveled arm cannot wield a weapon or shield or be used to make unarmed attacks. The character suffers a -2 penalty to Dexterity for each shriveled arm.

A humanoid cannot stand up or walk without a crutch if even one leg is shriveled. The character is reduced to a crawl and cannot make any physical attacks. The character suffers a -6 penalty to Dexterity. Getting two legs shriveled has no appreciable additional effect.

If the target is a quadruped, the staff-wielder can usually reach only two of the opponent's limbs. Roll 1d6 to see which one is hit: 1-3=right 4-6=left. Quadrupeds with one shriveled leg move at 2/3 their normal rate and cannot make attacks with the shriveled limb. A quadruped with two shriveled limbs cannot move or physically attack like quadrupeds, but their movement is unaffected as long as they have at least two functioning limbs on each side of the body.

Attacks on flying creatures can hit the wings. For example, roll 1d6 to determine which limb on a flying humanoid is struck: 1=right arm, 2=left arm, 3=right leg, 4=left leg, 5=right wing, and 6=left wing. Creatures with even one shriveled wing cannot fly.

Limbless creatures save no appendages to be withered and suffer no ill effects from withering except damage and aging. If the staff-wielder chooses to make a called shot and succeeds, do not make a random roll; the staff hits the selected area instead.

If the critical hit rules from *PLAYER'S OPTION: Combat and Tactics* are in use, ignore all of the foregoing and use the hit location system from that book. The area struck suffers a "destroyed" result if the saving throw fails, even if it is not a limb (do not roll for severity). The staff-wielder does not need to score a critical hit to roll for hit location. If the staff-wielder does score a critical hit, the target suffers double damage and must roll saving throws vs. both the withering and the critical hit.

There are several ways to repair withered limbs, but *regenerate* and *restoration* are the most common methods. Creatures that regenerate (through an innate ability or magical item) regain the use of a shriveled limb after regenerating the equivalent of 20 points of damage. For example, a character wearing a ring of regeneration would recover from a shriveled limb in 20 turns, and a troll would recover in seven rounds.

Staff of the Woodlands

(Source: *Dungeon Masters Guide*, 2nd Edition): This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with

bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

- *Wall of thorns*
- *Animal friendship plus speak with animals*
- *Animate tree**

** This function duplicates the ability of a treant to cause a large tree to move at a movement rate of 3 and attack as if it were a largest-sized treant, and in all other respects becoming a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.*

In addition to these powers, each staff of the woodlands has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power of pass without trace; the +2 staff confers the powers of pass without trace and barkskin; the +1 staff confers the powers of the +2 staff plus the power of the tree spell. To determine which sort of staff has been discovered, assign even chances for each of the four types.

Wanderer's Staff

(Source: *The Complete Druids Handbook*): This resembles a stout oaken staff, which radiates magic and, in fact, functions as a *quarterstaff* +1. However, its primary power is locomotion. If carried as a walking stick, users hiking at a steady pace do not tire or need sleep. Any time spent walking counts as sleep for the purpose of resting the character. If desired, the character can walk night and day, taking only brief breaks for food, drink, etc.

Wands

Wands are 1¼ feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something—metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, etc., unless otherwise stated. At the DM's option, 1% of all wands can be trapped to backfire.

Wands are powered by charges, each use costing one or more charges (depending on the item).

When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have many fewer charges.

Wands never have a greater number of charges than

those listed. Most wands can be recharged according to the rules for making magical items. When a wand runs out of charges, it can no longer be recharged. Furthermore, the DM can rule that the wand immediately crumbles into useless dust (settling the issue) or is now a useless, nonmagical stick.

Command Words (Optional Rule)

Like rods and staves, wands can require the utterance of a command word (or phrase) to operate, and like these other items, the key is seldom found in the lock. The DM can rule that the command word is etched in magical writing on the wand (requiring a read magic to translate) or he can make the characters resort to such methods as commune spells and expensive sages. If you choose not to use this option, ignore references to command words in the item descriptions below—all items simply work.

List of Wands

Wand of Conjunction

(Source: *Dungeon Masters Guide*, 2nd Edition):

Grasping this device enables a wizard to recognize any cast or written conjunction/summoning spell (unseen servant, monster summoning, conjure elemental, death spell, invisible stalker, limited wish, symbol, maze, gate, prismatic sphere, wish). The wand also has the following powers, which require expenditure of one charge each:

- *unseen servant*
- *monster summoning**

** A maximum of six charges may be expended, one per level of the monster summoning, or six monster summoning I, three monster summoning II, two monster summoning III, or any combination totaling six. The wizard must be of a sufficient experience level to cast the appropriate summoning spell.*

The wand of conjunction can also conjure up a curtain of blackness—a veil of total black that absorbs all light. The curtain of blackness can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The curtain takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic. The wand also enables its wielder to construct a prismatic sphere (or wall), one color at a time, red to violet, at a cost of one charge per color. Each function of the wand has an initiative penalty of +5, and only one function per round is possible. The wand may be recharged.

Wand of Corridors

(Source: Tome of Magic)

This wand allows its user to clear short corridors through the plane of elemental Earth and the quasi-elemental plane of Minerals. It does not function on any other plane, although it radiates magic. It is especially useful on the plane of minerals since travelers need not contact the sharp edges of the minerals.

One charge clears a 10' x 10' x 50' path. The corridor is completed in 1 turn. The wand has no effect on animals or living creatures. Thus, if the wand clears a path through a space occupied by an earth elemental, the creature is unharmed, but is alerted to persons in the corridor. The wand can be recharged.

Wand of Earth and Stone

(Source: Dungeon Masters Guide, 2nd Edition): A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

<i>Dig</i>	½ charge/use
<i>Passwall</i>	one charge/use
<i>Move earth</i>	two charges/use

In addition, 50% of all such wands have the following powers:

<i>Transmute mud to rock</i>	one charge/use
<i>Transmute rock to mud</i>	one charge/use

Wand of Element Transmogrification

(Source: Tome of Magic): This wand changes a quantity of one element into an equal amount of another element (water into fire, earth into air, etc.). The element to be affected must be within 60 feet of the wielder, who merely points the wand at the element and speaks the command word. For every 10 cubic feet (or portion thereof) transformed, one charge is drained from the wand.

The transmogrification is permanent unless a successful *dispel magic* is cast on the element. Elements created by this wand have special characteristics. Fire requires no fuel to burn. Water never evaporates. Air is absolutely pure, but unless contained, the air mingles with the atmosphere and is lost forever. Earth can appear as soil, sand, clay, or stone, at the wielder's option. It is not possible to create treasure such as valuable metals or gemstones with this wand.

This wand has no effect upon creatures of any kind, except those from the Elemental planes. By changing such creatures into their element of opposition (fire into water, air into earth, etc.), the creature is totally obliterated. Thus, transmuting a water elemental into fire disintegrates it. A creature attacked by the wand is allowed a saving throw vs. rods, staves, and wands. If the save is

failed, the elemental is destroyed. If the save is successful, the creature is not obliterated outright, but suffers 6d6 points of damage and retains its true form.

In attacking an elemental, the number of Hit Dice of the elemental determines the number of charges used: 1 charge for an 8 HD elemental, 2 charges for a 12 HD elemental, and 3 charges for a 16 HD elemental. It is not possible to use this wand to change an elemental into another type of elemental. The wand may be used once per round. It may be recharged.

Wand of Enemy Detection

(Source: Dungeon Masters Guide, 2nd Edition): This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60-foot sphere. The function requires one charge to operate for one turn. The wand can be recharged.

Wand of Fear

(Source: Dungeon Masters Guide, 2nd Edition): When the fear wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60 feet long by 20 feet in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the cause fear spell (1st-level priest spell, remove fear reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

Wand of Fire

(Source: Dungeon Masters Guide, 2nd Edition): This wand can function like the following wizard spells:

- *Burning hands*: The wand emits a fan-shaped sheet of fire 10 feet wide at its end and 12 feet long. Each creature touched suffers six points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- *Pyrotechnics*: This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.
- *Fireball*: The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, just like the fireball spell. The initiative modifier is +2, and this expends two charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (i.e.,

the burst causes 12- 36 points). A saving throw vs. wand is applicable.

- *Wall of fire*: The wand can be used to draw a fiery curtain of purplish-red flames 1200 feet square (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for six rounds and cause 2d6+6 points damage if touched (2d4 points if within 10 feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (but the circle is 25 feet in diameter). The initiative modifier is +3, and its use expends two charges.

The wand of fire can operate just once per round. It can be recharged.

Wand of Flame Extinguishing

(Source: *Dungeon Masters Guide*, 2nd Edition): This sort of wand has three separate functions:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace— equal to four to six billets of wood burning hotly.

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a flame tongue sword, or a burning hands spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.

When applied to large magical fires such as those caused by fireball, flame strike, or wall of fire spells, two charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.

Wand of Frost

(Source: *Dungeon Masters Guide*, 2nd Edition): A frost wand can perform three functions that duplicate wizard spells:

- *Ice storm*: A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.
- *Wall of ice*: The silvery ray forms a wall of ice, six inches thick, covering a 600-squarefoot area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.
- *Cone of cold*: White crystalline motes spray forth from the wand in a cone with a 60-foot length and a terminal diameter of 20 feet. The initiative modifier is +2, and the effect lasts

just one second. The temperature is -100 degrees F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. Saving throw vs. wands is applicable. The wand can function once per round, and may be recharged.

Wand of Illumination

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand has four separate functions, three of which approximate wizard spells, and one of which is unique:

- *Dancing lights*: The wand produces this effect at a cost of one charge.
- *Light*: The illumination wand sends forth light at an expenditure of one charge.
- *Continual light*: This function requires two charges.
- *Sunburst*: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120 yards maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period.

(Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges. The wand can be recharged.

Wand of Illusion

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand creates audible and visual illusions (see audible glamor, phantasmal force). The wand emits an invisible ray, with a 140-yard maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it—he may move normally but can't melee during this time. Each portion, audible and visual, cost one charge to effect and one per round to continue. The wand may be recharged.

Wand of Lightning

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand has two functions that closely resemble wizard spells:

- *Shock*: This does 1-10 hit points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as armor class 10. Plain leather and wood work normally. Magical

bonuses on metal armor do not affect Armor Class, but a ring of protection does. The shock uses one charge.

- **Lightning Bolt:** The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or straight bolt (see wizard spell, lightning bolt). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges and has an initiate modifier of +2.

The wand may be recharged. It can perform only one function per round.

Wand of Magic Detection

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand is similar in operation to the enemy detection wand. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the magic detection wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice-versa. The wand may be recharged.

Wand of Magic Missiles

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand discharges magic missiles similar to those of the 1st-level wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard, otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two may be expended in one round. The wand may be recharged.

Wand of Metal and Mineral Detection

(Source: *Dungeon Masters Guide*, 2nd Edition): This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers

the wand for two full turns. The wand may be recharged.

Wand of Misplaced Objects

(Source: *Tome of Magic*): This wand emits a multitude of golden orbs that rush toward a target creature. The orbs surround the victim and swirl around him wildly for 1 round. During this time the victim is confused and can take no action.

At the end of the round, the orbs vanish and the victim is free to act. He discovers, however, that all objects on his person have been moved. Some items are inconveniently located, while others are nowhere to be seen. A warrior might find his magical ring on one of his toes, his sword in his pants, his gold pieces in the sheath of his sword, and his breastplate on his head. The more possessions a victim owns, the more confused the situation becomes. The DM is encouraged to be devious.

Because of the chaotic placement of items, the victim suffers several penalties. Movement is reduced by half. Armor class of characters wearing armor is reduced by 2, since pieces are not worn properly. Attack rolls made by the victim are made at a -2 penalty. These penalties are eliminated if the victim devotes 2-5 rounds (1d4+1) to rearranging his gear.

A character requiring an item carried in a backpack, pouch, pocket, or other container must spend 2-12 (2d6) rounds searching for the item. This penalty is canceled if 3 turns are spent unpacking and repacking all gear.

The DM must define the locations of objects any time a character reaches for them or if they impair motion or sight. When deciding locations of objects, the DM should state the obvious effects of impaired sight and movement immediately, such as boots worn on hands or a cloak over the face. Items held within a *bag of holding*, *Heward's handy haversack*, or other magical containers are unaffected. However, the containers themselves are subject to relocation. The wand uses one charge per attack. It may be recharged.

Wand of Negation

(Source: *Dungeon Masters Guide*, 2nd Edition): This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the negation wand points to the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from that device 75% likely to be negated, regardless of the level or power of the spell.

The wand can function once per round, and each negation drains one charge. The wand cannot be recharged. (Please also read the following comments from the DMs Option: High Level Campaign)

Wand of Negation (DMs Option: High Level Campaign): The wand temporarily renders magical devices unable to create spelllike effects. When a device's spell-like function is negated, any charges expended to produce the effect are lost, but the device is not otherwise harmed. A *wand of negation* has no effect on cast spells or a creature's spell-like abilities. The wand has an initiative modifier of +1.

Wand of Paralyzation

(Source: *Dungeon Masters Guide, 2nd Edition*): This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stops—the wand can attack only one target per round. The wand has an initiative modifier of +3, and each use costs one charge. The wand may operate once per round. It may be recharged.

Wand of Polymorphing

(Source: *Dungeon Masters Guide, 2nd Edition*): This wand emits a thin, green beam that darts forth a maximum distance of 60 yards. Any creature touched by this beam must make a saving throw vs. wands (success indicating a miss) or be polymorphed (as the polymorph others spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature. The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder wants. This is the same magical effect as the polymorph self spell. Either function has an initiative modifier of +3. Each draws one charge. Only one function per round is possible. The wand may be recharged.

Wand of Prime Material Pocket

(Source: *Tome of Magic*): This wand allows a spherical pocket to be created in any plane. The conditions within the pocket are similar to the environment of the wielder's Prime Material plane. The pocket typically contains ground, air, and a controlled temperature. The lower third of the sphere is usually occupied by land and water, while the upper portion of the sphere is usually occupied by atmosphere. The surface of the pocket is semipermeable, allowing creatures to exit and enter the sphere, but

keeps the elemental conditions of the pocket completely separate from the elemental plane. One charge creates a sphere 10' in diameter. If the wielder wishes, multiple charges can be used to create larger spheres. Thus, a 30'-diameter sphere could be created using three charges.

The conditions inside the pocket are of the wielder's choosing, although they must be similar to an area that naturally exists on the Prime Material plane. The pocket cannot contain buildings or man-made items.

The pocket lasts 1d6+6 hours on any plane other than the plane of Fire, on which the pocket will last 1d6 hours. The wielder may choose to use the wand before the pocket dissipates to extend the life of the existing pocket. The pocket can be destroyed through the use of a *dispel magic* spell. The wand is not rechargeable.

Wand of Secret Door and Trap Location

(Source: *Dungeon Masters Guide, 2nd Edition*): This wand has an effective radius of 15 feet for secret door location and 30 feet for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

Wand of Shape Binding

(Source: *The Complete Druids Handbook*): Characters often use this item *against* druids. When hit by its multicolored beam (projected up to 80 feet), beings with the ability to shapechange or polymorph must save vs. wands at a -3 penalty. Victims who fail cannot voluntarily alter shape for 2d10 turns. Attempts to shift shape using spells, magical items, or innate powers result in failure. A use of this rechargeable wand consumes one charge per 4 HD or levels of the subject.

Wand of Size Alteration

(Source: *Dungeon Masters Guide, 2nd Edition*): A wand of this sort enables the wielder to cause any single creature of virtually any size to enlarge or diminish. Either effect causes a 50% change in size. Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to 9 feet tall is roughly equivalent to a hill giant (19 strength), and a 13-foot tall humanoid equals a fire giant (22 Strength). The wand's power has a range of 10 feet. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not to make a saving throw.

The effect of the wand can be removed by a dispel magic spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.

Wand of Wonder

(Source: *Dungeon Masters Guide*, 2nd Edition): The wand of wonder is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible of the wand include:

D100	Roll Effect
01-10	<i>Slow</i> creature pointed at for one turn
11-18	<i>Deludes</i> wielder for one round into believing the wand functions as indicated by a second die roll
19-25	<i>Gust of wind</i> , double force of spell
26-30	<i>Stinking cloud</i> at 30-foot range
31-33	Heavy rain falls for one round in 60-foot radius of wand wielder
34-36	Summon rhino (1-25), elephant (26-50), or mouse (51-00)
37-46	<i>Lightning bolt</i> (70' x 5') as wand
47-49	Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder)
50-53	<i>Enlarge</i> target if within 60 feet of wand
54-58	<i>Darkness</i> in a 30-ft diameter hemisphere at 30 feet center distance from wand
59-62	Grass grows in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size
63-65	<i>Vanish</i> any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal)
66-69	<i>Diminish</i> wand wielder to 1/12 height
70-79	<i>Fireball</i> as wand
80-84	<i>Invisibility</i> covers wand wielder
85-87	Leaves grow from target if within 60 feet of wand
88-90	10-40 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing one point of damage to any creature in path – roll 5d4 for number of hits
91-97	Shimmering colours dance and play over 40- by 30-foot area in front of wand – creatures therein are blinded for 1d6 rounds
98-100	<i>Flesh to stone</i> (or reverse if target is stone) if target is within 60 feet

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

(Please also read the following from the *Tome of Magic*, if you're playing a wild mage)

Wand of Wonder & Wild Mages (Source: *Tome of Magic*): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. Most notable of these is the Wand of Wonder. The wild mage has a 50% of controlling the wand, allowing him to use charges from the wand to cast any spell he already knows (but does not need to have it memorized). The number of charges used by the wand is equal to the number of levels of the spell desired. If the attempt fails, only one charge is used and a random effect is generated.

Miscellaneous Magic

(Source: *Dungeon Masters Guide*, 2nd Edition):

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of miscellaneous items is great enough that duplication of items in a campaign can kept to a minimum.

Reveal information about items with care. Initially, describe an item only in the most general of terms: wood, metal, cloth, leather, etc. Allow players to ask questions about the look, feel, and smell of an item. Likewise, do not simply blurt out the properties and powers of an item. Items must be held, or worn, or manipulated before revealing their secrets. Bards, sages, identify spells, and so on may be the best (and easiest) determiners of magical qualities, but experimentation and experience are useful and make for good role-playing. Items are listed alphabetically. Unless a description specifically restricts item use, or a letter representing a particular class follows a listing, items are usable by any class. Class letters are (C) clerics, (F) fighters, etc., and each listing includes appropriate sub-classes.

Categories of Magical Items

(Source: *Dungeon Masters Guide*, 2nd Edition):

Most of the item descriptions below. A few categories of magical items require some general comments, however:

Artifacts and Relics: These are not listed here. They are the DM's province. Advice on the creation and use of artifacts and relics can be found beginning in Chapter 10.

Barbarian Items (Source: *The Complete Barbarian Handbook*): The following magical items are intended for barbarians, but at the DMs discretion, other characters may use them, too.

These items are extremely rare and should turn up no more often than a typical item listed in the Miscellaneous Magic Tables in Appendix 2 of the *DUNGEONMASTER* "Guide"; if you like, use any of these items as an option when a DM's Choice is rolled.

A DM may forbid a barbarian from using a particular item if the raw materials aren't normally available in the barbarian's homeland, or the barbarian has cultural biases that restrict him from carrying certain objects. For instance, an arctic barbarian who's never seen flint may not be able to use a *spirit arrow*. A mountain barbarian who comes from a culture where eagles symbolize death might be afraid to carry a *spear of the eagle*.

The twelve items are: *Bone Seed*, *Fish Dust*, *Mask of Beastliness*, *Monkey Skull*, *Potion of Pebble Flesh*, *Spear of the Eagle*, *Spirit Arrow*, *War Paint*

Books: All magical books, librams, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or by detection for magic aura.

A wish spell can identify or classify a magical work. Other spells, notably commune, contact higher planes, limited wish, and true seeing are useless. A wish reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefitted) by the work. A second wish is required to determine the book's exact contents.

After being perused by a character, most magical works vanish forever, but one which is nonbeneficial to the reader may be attached to the character, and he will be unable to rid himself of it. If the work benefits another character alignment, the possessor is geased to conceal and guard it. As DM you should use your judgment and imagination as to exactly how these items will be treated, using the rules in this section as parameters. (*Please also read the following from the DMs Option: High Level campaigns*)

Books/Tomes (Source: DMs Option: High Level campaigns): The baneful effects from all books, tomes, manuals, and librams are triggered by perusing even a small passage. Magical books cannot be distinguished from other types of normal or magical books. A character who studies a book to find out what's in it triggers the book's effects. Magical books always vanish once they bestow a beneficial effect but usually remain behind if they inflict a harmful effect. Multi-classed characters get only the best possible result—other helpful results (and harmful ones) are ignored. For example, an elf fighter/mage/thief glances at a *manual of puissant skill at arms*, a book that is normally harmful to wizards. Because the elf is a fighter, he can ignore the harmful effect and gain one fighter level instead.

Boots: All magical boots expand or shrink to fit the wearer, from halfling to giant size.

Druids (Source: The Complete Druid Handbook):

Druid characters can use the magical items generally permitted priests except written ones, such as scrolls or books. They can wear magical armor only when it is natural, such as wooden shields. Any magical weapon a druid uses must be of a type permitted to priests, as well as by the character's druidic kit and branch.

Eyes: Mixing eye types is certain to cause immediate insanity for 2d4 turns. Once this time has passed the character can (and should) remove one of the magical lenses!

Extradimensional Spaces (Source: DMs Option: High Level campaigns <Bag of Holding, Portable Hole, Rope Trick, Mordenkainen's Magnificent Mansion, etc.>): These items tend to produce spectacular effects when one is placed within another. The following items contain extradimensional spaces: *bag of holding*, *bag of transmuting*, *flatbox*†, *girdle of many pouches*, *Heward's handy haversack*, *portable hole*, and *pouch of accessibility*. The following spells produce extradimensional spaces: *extradimensional pocket*†, *Mordenkainen's magnificent mansion*, and *rope trick*.

In most instances, placing one extradimensional space inside another opens a rift to the Astral Plane, casting both the items and their contents through the rift. The items and anything contained within them are scattered randomly in the infinite depths of the Astral Plane. A *wish* can recover the contents of the extradimensional spaces, and it is possible that creatures held in the items might eventually find their way off the Astral Plane. Since all objects within the extradimensional space are scattered randomly, a creature cast into the Astral Plane through a rift does not have any better chance of recovering lost items than any other creature. A creature carried to the Astral Plane through a rift retains its possessions, but other loose items within the extradimensional space are randomly scattered.

For example, a party of adventurers decides to cast a *rope trick* spell to create a safe haven where they can rest and sort a huge pile of coins they have found. Unfortunately, one of the characters has a *bag of holding* which contains several pieces of equipment and treasure. When the *bag of holding* enters the *rope trick*, both spaces are sucked into the Astral Plane. The characters occupying the *rope trick* are dumped in random locations in the Astral Plane (if the DM is feeling kind, they might arrive within sight of each other). The *bag of holding* is torn from its holder's grasp and its contents are spewed randomly across astral space.

Portable holes can produce more dramatic effects. If another extradimensional space is placed within a *portable hole*, an astral rift opens, as described above. However, if a *portable hole* is placed within another extradimensional space, a gate to a random plane opens and all creatures

within a 10-foot radius are drawn through it, no saving throw. The process destroys the *portable hole* and the other extradimensional space.

Flatboxes are notoriously unstable. If a *flatbox* contacts any other extradimensional space it explodes, see the item description for details. The other item is sucked into the Astral Plane. A *portable hole* reacts as detailed above.

Most extradimensional spaces contain only a finite amount of air, which limits how long living creatures can be kept inside. Refer to the *bag of holding* entry for the amount of air contained within these items.

Creatures drawn through the gate created by a *portable hole* arrive in a random location and fall in a heap within a 10-foot radius. Items in the extradimensional spaces are either lost on the Astral Plane (50%) or scattered randomly about the circle where the creatures land (50%). The DM makes the roll and can decide to check the items singly or in groups.

Flight Items: Characters using magical items that grant flight have a daily movement rate in miles equal to twice the item's flight speed. For example, characters aboard a 4-person *carpet of flying* travel 48 miles a day in clear weather.

The daily movement rate assumes 10 hours of flying time with ample rest stops; it is not an altogether pleasant experience to fly (consider the effects of rough air, unsteady seating, awkward body positioning, and exposure to weather). Characters in a hurry can eliminate most rest periods and stay aloft longer, spending 18–20 hours in the air and doubling the daily movement rate, but this subjects the riders to the effects of a forced march (see *Player's Handbook*, Chapter 14). Riders who stay aloft for 24 hours a day move at 2 1/2 times their normal daily rate and suffer double force march penalties.

When a party has access to magical items that grant flight, the DM should take special care to plan adventures that take this capability into account. Flying characters can easily evade most land-based encounters, so the adventure should include encounters with flying creatures or those that entice the characters to land. The DM should also determine the prevailing weather conditions in advance, as they affect both flying conditions and the party's ability to see and be seen while aloft.

Instruments (Source: *The Complete Bards Handbook*): Because bards are so musically inclined, their understanding of all musical instruments, including magical items, is such that they gain certain special benefits. This is also true of several other magical items that are specially related to bards.

Kit "Elven Minstrels": Because these special demi-bards understand the union of magic and music better than anyone, they gain a special benefit. Any time a hazardous magical effect based on music occurs, an elven Minstrel gains a +2 bonus to the saving throw. Success indicates that the hazardous effect is avoided. If no saving throw is allowed, this

allows one at the normal chance for success.

Librams and Manuals (Source: *DMs Option: High Level campaign*): See note at books.

Powders (Source: *Tome of Magic*): Magical powders are usually stored in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. A packet or pouch can be shaken out to cover the area all around the user to a radius of 5 feet. This action lasts an entire round. Note that powders used in this manner can affect the user.

Alternatively, powder in a tube can be blown outward in a ten-foot-long cone shape that is one foot wide at the apex and five feet wide at the end. Used in this manner, the powder has no chance of affecting the user (unless it rebounds on him due to wind or similar circumstances). Powders may also be blown from the user's hand, but can only affect a single individual within five feet of the user.

Ropes: Any magical rope which is broken or severed immediately loses its special properties. Note that though the miscellaneous magical items are broken into categories on the tables for the purpose of random selection, all items are alphabetized together in the following descriptions.

List of Miscellaneous Magical Items

Airboat

(Source: *The Complete Wizards Handbook*): This appears to be a canoe made of stone and measures 3 feet tall, 12 feet long, and 4 feet wide. Inside are five evenly spaced stone planks, each capable of seating two humansized passengers. A plank on one end of the canoe is marked with a star symbol in the center. The *airboat* is also fitted with two sets of stone oars that fit in ridges carved in both sides of the craft. The *airboat* responds to the mental orders of its commander (the character sitting on the plank with the star symbol). Only a wizard or priest can serve as an *airboat* commander.

The *airboat* can move in any direction in any medium. While moving, the *airboat* is surrounded by an aura of light that allows all of its passengers to breathe normally, even when traveling through water or airless space. The aura surrounds the craft to a distance of 10 feet.

The *airboat* has a movement rate of 40. It can move only if it is being rowed with at least one set of the stone oars. If only one set is used, the craft has a maximum movement rate of 20; if both sets are used, the craft has a maximum speed of 40. A single character can operate two oars, or two characters can sit side by side on a plank, each operating an oar. To move at maximum speed, the rowers must complete a stroke every two seconds;

if the stroking rate is less than this, the maximum speed decreases proportionately. For instance, if one set of oars is stroking once every four seconds, the *airboat* has a maximum movement rate of 10. The commander must remain seated on the star plank. He can take no actions other than commanding the craft. If he moves from his seat, attempts to operate the oars, or takes any other action, the *airboat* stops moving. Similarly, if his concentration is interrupted, the craft stops. If it stops moving while in the air, it hovers in place. The *airboat* can hover in place for only 1 turn, after which it sinks gently to the ground. If it stops moving while on water, the boat simply drifts.

Air Spores

(Source: *Tome of Magic*): Rumors indicate that the famed wizard Mordom created these odd, pollenlike spores. Only a few mages know how to make them today. *Air spores* that still exist are usually sequestered as specimens of study in the labs of powerful wizards.

When *air spores* are ingested by a creature, the spores work their way into the creature's lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The spore colony can live for 2d4 days.

In a normal environment, the spores hinder the character's normal respiration, causing all Constitution checks to be made with a -4 penalty. Fortunately, 12 hours of breathing in a normal environment for each day the spores were used will clear the lungs of the colony.

Alchemy Jug

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:

Salt water	16 gallons
Fresh water	8 gallons
Beer	4 gallons
Vinegar	2 gallons
Wine	1 gallon
Ammonia	1 quart
Oil	1 quart
Aqua regia	2 gills (8 oz.)
Alcohol	1 gil (4 oz.)
Chlorine	8 drams (1 oz.)
Cyanide	4 drams (½ oz.)

The jug will pour forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.

Amulet of Dramatic Death

(Source: *The Complete Thieves Handbook*): Only a few of these prized items exist, each created for a high-level thief in the service of two powerful spellcasters, a mage and an illusionist, who combined their skills to create them. There are six amulets known, which differ in only one respect; all have the following common properties.

The amulet is activated when the wearer suffers one particular attack form (and only that attack form) which would be sufficient to kill or wholly disable the wearer (e.g., by *petrification*). At this point the magic of the amulet is activated. Damage sustained from the killing attack is wholly negated, and a special attack (such as *petrification*) likewise negated. The thief is at once made invisible. Lastly, a powerful programmed illusion is brought into operation so that the amulet-wearer appears to have been slain or disabled by the attack. This programmed illusion is both complete and dramatic—e.g., an amulet protecting against magical fire will show the victim of *fireball* attack as a burned corpse, complete with the smell of roasted flesh. Only direct, tactile checks or a powerful *divination* spell will reveal the illusion for what it is. The amulet will function only once per day. Roll 1d6 on the table below to determine the single attack form which is protected against by the amulet.

d6 Roll	Specific Protection
1	Magical fire (including red dragonbreath, etc.)
2	Lightning and Electrical attacks
3	Cold-based attacks
4	Petrification
5	Edged Weapons
6	Blunt Weapons

Amulet of Extension

(Source: *Tome of Magic*): When desired by the caster, this amulet can be used to increase the duration of 1st- and 2nd-level spells by 50%, and the duration of 3rd- and 4th-level spells by 25%. Fractions of one-half and above are rounded up (e.g., a spell with duration of 1 round extended to 1½ rounds is rounded to 2 rounds). Fractions less than one-half are rounded down (e.g., a spell with 1 round duration extended to 1½ rounds is rounded down to 1 round and thus gains no benefit from the amulet).

The amulet has no effect on spells with instantaneous or permanent durations. A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined when it is found. If this limit is exceeded on any given day, the amulet shatters and is destroyed permanently.

Amulet of Far Reaching

(Source: *Tome of Magic*): When wielded by the caster, this amulet increases the range of 1st-level spells by 30%, 2nd-level spells by 20%, and 3rd- and 4th-level spells by 10%. Fractions of one-half and greater are rounded up; all others are rounded down. The amulet affects only range and does not alter a spell's area of effect. The amulet cannot affect spells with ranges of 0 or touch. A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined when it is found.

Amulet of Inescapable Location

(Source: *Dungeon Masters Guide*, 2nd Edition): This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (crystal ball viewing and the like), or detection or influence by ESP or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including detect magic, will not reveal its true nature.

Amulet of Leadership

(Source: *Tome of Magic*): This pendant or brooch bestows a character of any level the ability of a 9th-level fighter to attract men-at-arms. The amulet does not attract additional men-at-arms to a fighter who has already gained his followers. A fighter normally gains troops at 9th level because his name is so well known that he attracts the loyalty of other warriors. The amulet works in much the same way. When a stranger meets a character wearing the amulet, the stranger perceives the character to be a leader who is destined for greatness, regardless of the character's class. Just as the reputation of a 9th-level fighter spreads, so the reputation of the person wearing the amulet spreads. Roll on Table 16 of the *Player's Handbook* to determine the followers. If the amulet is lost or destroyed, the followers immediately lose faith in their leader. They gradually depart or desert. Once this occurs, the character's reputation is sullied such that he can never benefit from the amulet again. A fighter can, however, gain followers normally upon reaching 9th level.

Amulet of Life Protection

(Source: *Dungeon Masters Guide*, 2nd Edition): This pendant or brooch device serves as protection for the psyche. The wearer is protected from the magic jar spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the

plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated. (*Please also read the following comment from the DM Option: High level campaign*)

Amulet of Life Protection (DMs Option High Level Campaign): A character whose psyche is held in the amulet does not truly die until seven days have passed. Until that time, any healing the character receives revives the character as long as the healing is sufficient to give the character a positive hit point total. The wearer can be raised or resurrected no matter how the character died. The *raise dead* or *resurrection* spells can be cast upon the amulet if the character's body has been destroyed.

Amulet of Magic Resistance

(Source: *Tome of Magic*): This powerful amulet grants the wearer a degree of magic resistance ranging from 5% to 30%. The level of magic resistance is determined when the amulet is found by rolling 1d6 and multiplying the result by 5. Any time the amulet is worn and a spell is cast at the wearer, the wearer is allowed a percentile roll to avoid the full effects of the spell. Only 50% of all such amulets confer magic resistance against all spells. The remaining 50% extend magic resistance only to spells of 1st through 6th levels. Such amulets have no effect on spells more powerful than these. The DM should secretly determine this information when the ring is discovered. All such amulets, regardless of the degree of resistance conferred, are delicate magical structures. If the wearer rolls for magic resistance at any time and the roll is 95-00, this fragile item has been disrupted and the amulet shatters into useless scrap.

Amulet of Metaspell Influence

(Source: *Tome of Magic*): This amulet does not appear to have any magical function (although it radiates magic if detected) until it is worn by someone using one of the *dilation*, *far-reaching*, or *extension* spells. When such a spell is cast, the amulet adds 50% to the functional effect of the spell. For example, if *extension I* is used to increase the duration of a 3rd-level spell by 50%, the wearer of this amulet can add one-half (50%) to that effect size, raising it to a 75% extension effect.

Amulet of the Planes

(Source: *Dungeon Masters Guide*, 2nd Edition): This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is

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absolutely safe, if not absolutely sure, but until the individual learns the device, transport will be random. Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:

- 1-2 Mount Celestia
- 3 Bytopia
- 4 Elysium
- 5 Beastlands
- 6-7 Arborea
- 8 Ysgard
- 9 Limbo
- 10 Pandemonium
- 11-12 The Abyss
- 13 Carceri
- 14 The Gray Waste
- 15 Gehenna
- 16-17 Baator
- 18 Mechanus
- 20 Arcadia
- 21-24 Prime Material Plane*

* As an alternative, you can substitute the following for totals between 22 and 24:

- 22 Ethereal plane
- 23 Astral plane
- 24 Prime, but alternate Earth

(Please also read the following from the Tome of Magic, if you're a wild mage.)

Amulet of the Planes & Wild Mages

(Source: Tome of Magic): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them.

The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Amulet of Perpetual Youth

(Source: Tome of Magic): This amulet glows continuously with a faint, blue light. The wearer has temporary immunity to the effects of both natural and magical aging; the amulet grows older instead of the wearer. As the amulet ages, it gradually becomes dimmer. The amulet can absorb 5-30 (5d6) years of aging, at which time its light dims completely, its magic is negated, and the wearer resumes aging at his normal rate.

Amulet of Proof Against Detection and Location

(Source: Dungeon Masters Guide, 2nd Edition): This device protects the wearer against all divination and magical location and detection. The wearer cannot

be detected through clairaudience, clairvoyance, ESP, crystal balls, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

Amulet Versus Undead

(Source: Dungeon Masters Guide, 2nd Edition): This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet—the strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the following table:

D100 Roll Effective Clerical Level of Amulet

01-30	5th
31-55	6th
56-75	7th
76-90	8th
91-00	9th

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.

Apparatus of Kwalish

(Source: Dungeon Masters Guide, 2nd Edition): When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

- 1 Extend/retract legs and tail
- 2 Uncover/cover forward porthole
- 3 Uncover/cover side portholes
- 4 Extend/retract pincers and feelers
- 5 Snap pincers
- 6 Forward/left or right
- 7 Backward/left or right
- 8 Open "eyes" with continual light inside/close "eyes"
- 9 Raise (levitate)/sink
- 10 Open/close hatch

The apparatus moves forward at a speed of three, backward at six. Two pincers extend forward four feet and snap for 2d6 points of damage each if they hit a creature—25% chance, no reduction for armor, but Dexterity reduction applies. The device can operate in water up to 900 feet deep. It can hold two man-sized characters and enough air to operate for 1d4 + 1 hours at maximum capacity. The apparatus is AC 0 and requires 100 points of damage to cause a leak, 200 to stave in a side.

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When the device is operating it looks something like a giant lobster. (Please also read the following from the Plo: C&T for situations on the battlefield.)

Apparatus of Kwalish: (Source: PLO: C&T): (On the battlefield): The mechanical claw attacks of the apparatus act in the slow phase of initiative.

Bag of Beans

(Source: *Dungeon Masters Guide*, 2nd Edition): This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10 foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand—telekinesis won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. Bags of beans generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. For example:

- | | |
|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Bean #1 | Three shriekers spring up and begin wailing |
| Bean #2 | An ice storm strikes the area |
| Bean #3 | A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass) |
| Bean #4 | A hole opens in the ground; a purple worm or a djinni ring can be below |
| Bean #5 | Smoke and gas cover an area of 50-foot radius for five turns; creatures in the smoke cloud can't see and will be blinded for 1d6 rounds when the step out of the cloud. |
| Bean #6 | A wyvern grows instantly and attacks; its sting is a javelin of piercing |
| Bean #7 | Poison gas seeps out slowly, forming a cloud of 20-foot radius that persists for one turn; while it lasts it might turn some dirt at its center to magical dust (appearance, vanishing, sneezing and choking) Thought, imagination, and judgment on the part of the DM are required with this item. |

(Please also read the following from the *Tome of Magic*, if you're a wild mage.)

Bag of Beans & Wild Mages

(Source: *Tome of Magic*): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them.

The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Bag of Bones

(Source: *Tome of Magic*): This item, usable only by priests, is a small, ordinary-looking leather pouch that contains a number of tiny bones. When these bones are scattered over a 40 by 20 yard area and the word of command is spoken, a unit of skeletons immediately springs from the ground. This unit comprises eight BATTLESYSTEM™ rules figures of skeletons (80 skeletons) armed with swords. (The statistics for this unit are: AD 6, AR 8, Hits 1, ML n/a, MV 12". Hits from piercing and slashing weapons are reduced by half.) The unit unconditionally obeys the combat orders of the priest, never checking morale. The unit fights until totally destroyed or until the sun sets (at which time the remaining skeletons crumble into dust). Two out of three (1-66 on 1d100) of these bags are "one-shot" magical items: once the bones are used, they are gone forever. One out of three (67-100 on 1d100) bags magically replenishes itself every sunset if the bones have been used.

A *bag of bones* will work only on a battlefield in the full heat of battle. (For the purposes of this definition, a "battlefield" is a place where units are in conflict and where *at least* 100 individuals per side are involved.) The unit will never split up, and will obey no orders other than to enter combat. Certain war deities may frown upon the use of undead or conjured troops, believing them to be unworthy and cowardly. Priests worshipping these deities may suffer divine consequences if they choose to use a *bag of bones*.

Bag of Devouring

(Source: *Dungeon Masters Guide*, 2nd Edition): This bag appears to be an ordinary sack—possibly appearing to be empty, possibly holding beans. The sack is, however, the lure used by an extradimensional creature—this is one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag. The bag of devouring is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw the whole victim in—base 75% chance for success, less Strength bonus for "damage," and each +1 = -5% on base chance. Thus, an 18 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while a 5 Strength character (with -1 damage) is 80% likely to be drawn in.

The bag radiates magic. It can hold up to 30 cubic feet of matter. It will act as a bag of holding (normal capacity), but each turn it has a 5% cumulative chance of "swallowing" the contents

and then "spitting the stuff out" in some non-space. Creatures drawn within are consumed in one round, eaten, and gone forever.

Bag of Holding

(Source: *Dungeon Masters Guide*, 2nd Edition): As with other magical bags, this one appears to be a common cloth sack of about 2 feet by 4 feet size. The bag of holding opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentage roll and consulting the table below:

D100	Weight	Weight Limit	Volume Limit
01-30	15 lbs.	250 lbs.	30 cu. ft.
31-70	15 lbs.	500 lbs.	70 cu. ft.
71-90	35 lbs.	1,000 lbs.	150 cu. ft.
91-00	60 lbs.	1,500 lbs.	250 cu. ft.

If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of nilspace. *(Please also read the following comment from the DM Option: High level campaign)*

Bag of Holding (Source: DMs Option High Level Campaign): Living creatures can be placed within a *bag of holding* provided they don't exceed the bag's volume and weight restrictions. If the bag is left open, living creatures kept inside can breathe normally. The space inside a *bag of holding* is airtight, and if the bag is sealed, the air inside runs out quickly. It is possible to carry water in a *bag of holding*. See the general note under extradimensional spaces for more information.

Bag Capacity	Air*	Water**
250 lbs.	4 minutes	30 gallons
500 lbs.	6 minutes	60 gallons
1,000 lbs.	8 minutes	120 gallons
1,500 lbs.	10 minutes	180 gallons

* This is the amount of time a single creature in a sealed bag remains comfortable. After the listed time, the air becomes foul and the creature begins gasping; a -2 penalty applies to all attack rolls and ability checks until the creature gets fresh air. If the creature remains in the bag for twice the listed time, it must save vs. poison or fall unconscious until the creature gets fresh air. The save must be repeated each turn. Unconscious creatures also must save vs. poison every turn, and they die if they fail a second time.

** This shows the amount of water the bag can hold. Note that water is heavy and a bag carrying the listed amount of water only

appears to be about 10% full as far as its cubic capacity is concerned. This makes it very easy to exceed the bag's weight limit and destroy it.

Bag of Transmuting

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical sack appears to be a bag of holding of one of the four sizes described above. It will perform properly for 1d4 + 1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no worth. When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass, or wood as appropriate (no saving throw) once the transmuting effects have begun.

Bag of Tricks

(Source: *Dungeon Masters Guide*, 2nd Edition): A bag of tricks appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table.

These animals will obey and fight for the individual who brought them into being. The kind of animal inside a bag of tricks varies each time an animal is drawn from the bag. There are three types of bags of tricks, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the bag of tricks. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

BAG OF TRICKS ANIMALS (D10)

A (1-5)

D8 Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Weasel	6	½	2	1
2	Skunk	9	½	2	Musk
3	Badger	4	1+2	7	1-2/1-2/1-3
4	Wolf	7	2+2	12	2-5
5	Lynx, giant	6	+2	12	1-3/1-3/1-2/1-2/1-4

6	Wolverine	5	3	15	1-4/1-4/2-5 +musk
7	Boar	7	3+3	18	3-12
8	Stag, giant	7	5	25	4-16 or 1-4/1-4

B (6-8)

D8

Roll	Animal	AC	Hit Dice	Hit Points	Damage Per Attack
1	Rat	7	½	2	1
2	Owl	7	½	3	1-3/1-3
3	Dog	7	1+1	6	1-4
4	Goat	7	1+1	8	1-6
5	Ram	6	2	10	2-5
6	Bull	7	4	20	1-6/1-6
7	Bear	6	5+5	30	1-6/1-6/ 1-8/2-12
8	Lion	5/6	5+2	28	1-4/1-4/ 1-10/2-7/2-7

C (9-0)

D8

Roll	Animal	AC	Hit Dice	Hit Points	Damage per Attack
1	Jackal	7	½	2	1-2
2	Eagle	7	1	5	1-2/1-2/1
3	Baboon	7	1+1	6	1-4
4	Ostrich	7	3	15	1-4 or 2-8
5	Leopard	6	3+2	17	1-3/1-3/1-6 /1-4/1-4
6	Jaguar	6	4+2	21	1-3/1-3/1-8 /2-5/2-5
7	Buffalo	7	5	25	1-8/1-8
8	Tiger	6	5+5	30	2-5/2-5/1-10/2-8/2-8

(Please also read the following from the *Tome of Magic*, if you're a wild mage.)

Bag of Tricks & Wild Mages

(Source: *Tome of Magic*): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Bag of Vanishing

(Source: *The Complete Thieves Handbook*): This appears to be a simple pouch capable of carrying some 2-3 lbs. or so. In fact, it operates as a bag of holding capable of carrying up to 50 lbs. weight while having an encumbrance of only 3 lbs. Further, the *bag of vanishing* can have its drawstrings tugged tightly once per day and it will simply disappear for six turns; the equivalent of a rope trick spell will operate on the bag (although it will stay with its owner) and it will also have detection resistance operating upon it. This bag is invaluable for smuggling, as should be

obvious. The only problem is that each time the rope trick function is used there is a 5% chance that the contents will vanish into the Ethereal Plane and the bag will be empty when it is checked later.

Barding of aerial excellence

(Source: *The Complete Paladin Handbook*): This resembles a normal set of chain barding for a horse, elephant, or other species of land mount. When worn by a bonded mount, the *barding* sprouts metallic wings approximately twice as long as the length of the mount; a command word from the bonded mount's paladin triggers this effect. The metal wings enable the mount to fly at a speed equal to its normal ground speed, at Maneuverability Class C. Further, the *barding of aerial excellence* imbues the mount with the necessary flying skill; it can fly as if the wings were part of its body.

A paladin without the airborne riding proficiency makes attacks at a -2 penalty when riding a mount with the *barding of aerial excellence*. To avoid being unseated, he must make Dexterity checks as determined by the DM. A paladin with the airborne riding proficiency makes normal attacks.

The wings last for 1-4 hours; the mount senses when the wings are about to disappear, giving it time to safely land. The *barding of aerial excellence* can sprout wings once per day; otherwise, it functions as normal barding. It also functions as normal barding on animals other than bonded mounts.

Beads of Force

(Source: *Dungeon Masters Guide, 2nd Edition*): These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30 yards.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10-foot radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a sphere of force after taking damage.

The sphere will form around any and all such creatures in the 10-foot-radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means and used to bring down a wall of force spell.

Beaker of Plentiful Potions

(Source: *Dungeon Masters Guide, 2nd Edition*): This container resembles a jug or flask. It is a magical

beaker with alchemical properties allowing it to create 1d4 + 1 doses of 1d4 + 1 potions. (The kinds of potions are determined by random selection on Table 89.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type. Roll 1d4+1, to find the number of potions the beaker contains—delusion and poison are possible. Record each potion in order of occurrence—the potions are layered and are poured in order. Duplication is possible. If the container holds only two potions, it will dispense them one each per day, three times per week; if three are contained, it will dispense them one each per day, two times per week; and if four or five are contained it will produce each just one time per week. Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

Bell's Palette of Identity

(Source: *Tome of Magic*): This device offers protection against *polymorph* spells and other magical effects that change a person's physical appearance. The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate. Any time a character carries his self-portrait on his person, the portrait suffers the effects of unsuccessful saving throws for him when *massmorph*, *polymorph other*, *polymorph any object*, or *seeming* spells are cast on him. The portrait also suffers the effects if a character steps in front of a *mirror of simple order*. The character's saving throw is made normally. If successful, the spell simply fails. If the saving throw is unsuccessful, the portrait is altered, reflecting the effect of the spell, but the character is unharmed. Once the portrait suffers these effects, it no longer can offer protection for the person it represents. A person on the plane of Hades carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to grey while the person retains all of his color. After two weeks in Hades, a character makes a saving throw against being trapped in Hades. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it. There is always a risk that some denizen of Hades will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind on this plane. A single *Bell's palette of identity* can be used to paint 2-5 portraits.

Boat, Folding

(Source: *Dungeon Masters Guide, 2nd Edition*): A folding boat will always be discovered as a small wooden "box"—about one foot long, one-half foot wide, and one-half foot deep. It will, of course, radiate magic if subjected to magical detection. The "box" can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10 feet length, four feet width and two feet depth. A second (different) command word will cause it to unfold to a 24-foot long, 8-foot-wide, and 6-foot deep ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast, and square sail. The first can hold three or four people comfortably, the second will carry fifteen with ease. A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via legend lore, consulting a sage, physical search of a dungeon, etc.).

Boccob's Blessed Book

(Source: *Dungeon Masters Guide, 2nd Edition*): This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thick—some are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of Boccob's blessed book gain a +3 bonus on their saving throws (as "leather or book"). The pages of such a book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribed—inscribed or partially inscribed works of this nature are kept carefully by their owners.

Bone Seed

(Source: *The Complete Barbarian Handbook*): A *bone seed* looks like a human skull the size of a pebble. If buried beneath a foot of earth and left overnight, by morning the *bone seed* sprouts into a small tree made entirely of bones. The trunk of the tree, 2-4 feet tall and as thick as a man's arm, can be wielded as a club. The branches include 1-4 bones that can be used as daggers, 3d4 slivers that can be made into arrowheads, and an assortment of teeth, claws, and ribs that can be utilized as various tools, ornaments, or units of barter. If a *bone seed* is

planted in a burial ground, there is a 10% chance that it will produce a monkey skull (see below).

Books of Exalted Deeds

(Source: *Dungeon Masters Guide*, 2nd Edition): This holy book is sacred to clerics of good alignment. Study of the work will require one week, but upon completion the good cleric will gain one point of Wisdom and experience points sufficient to place him halfway into the next level of experience. Clerics neither good nor evil lose 20,000-80,000 experience points for perusing the work (a negative xp total is possible, requiring restoration but not lowering level below 1st). Evil clerics lose one full experience level, dropping to the lowest number of experience points possible to hold the level; furthermore, they have to atone by magical means or by offering up 50% of everything they gain for 1d4 + 1 adventures.

Fighters who handle or read the book are unaffected, though a paladin will sense that it is good. Mages who read it lose one point of Intelligence unless they save versus spell. If they fail to save, they lose 2,000-20,000 experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose one point of Dexterity. A thief also has a 10%-50% chance of giving up his profession to become a good cleric if Wisdom is 15 or higher. Bards are treated as neutral priests.

Except as indicated above, the writing in a book of exalted deeds can't be distinguished from any other magical book, libram, tome, etc. It must be perused. (This applies also to all other works of magical writing detailed below.) Once perused, the book vanishes, never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.

Book of Infinite Spells

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The book of infinite spells contains d8 + 22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

D100 Roll	Page Contents
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01-30	Blank page
31-60	Priest spell
61-00	Wizard spell

If a spell is written on a page, determine the spell level by rolling 1d10 for a priest spell and 1d12 for

a wizard spell. If the result is 8-10 (for priest) or 10-12 (for wizard) make a second die roll—1d6 for priests, 1d8 for wizard spells. Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and do not reveal this information to the holder of the book.

Once a page is turned it can never be flipped back—paging through a book of infinite spells is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once per day only. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day due to the book's magical powers.) The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

- Spellcaster employing spells usable by own class and/or level 10%
- Spellcaster using spells foreign to own class and/or level 20%
- Nonspellcaster using priest spell 25%
- Nonspellcaster using wizard spell 30%
- Treat each spell use as if a scroll were being employed, including time of casting, spell failure, etc.

Book of Vile Darkness

(Source: *Dungeon Masters Guide*, 2nd Edition): This is a work of ineffable evil—meat and drink to priests of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil priest gains one point of Wisdom and enough experience points to place him halfway into the next level of experience. Priests neither good nor evil who read the book either lose 30,000-120,000 experience points or become evil without benefit from the book; there is a 50% chance for either.

Good priests perusing the pages of the unspeakable book of vile darkness will have to successfully save vs. poison or die; and if they do not die they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the priest loses 250,000 experience points, less 10,000 for each point of Wisdom he has.

Other characters of good alignment suffer 5d6 points of damage from handling the tome, and if

they look inside, there is an 80% chance a night hag will attack the character that night. Nonevil neutral characters suffer 5d4 points of damage from handling the book, and reading its pages causes them to succeed on a save vs. poison or become evil, immediately seeking out an evil priest to confirm their new alignment (see Book of Exalted Deeds for other details).

Boots of Balance

(Source: *The Complete Thieves Handbook*): The wearer of these soft, low-heeled supple leather boots is endowed with a magically enhanced sense of balance. This has the following important effects:

- (i) A *thief* wearing the boots gains a +10% bonus to all *move silently* rolls and also to all *climb walls* rolls.
- (ii) The *Dexterity* of any character wearing the boots is increased by one point for all purposes where the hands are not involved. Thus, a thief cannot claim a bonus to skills such as open locks, but a bonus to Armor Class may apply, and likewise a bonus applies to *Dexterity* checks in certain situations (e.g., to avoid a fall).
- (iii) The wearer gains the *tightrope walking* proficiency; if this is already possessed, a -4 bonus modifier applies to all proficiency check die rolls when wearing the boots.

A wearer of *boots of balance* cannot also claim a further bonus for moving silently from mundane aids (such as the use of leather strapping to cross creaky floorboards). Also, the bonuses gained from *boots of balance* cannot be added to the bonus gained if the wearer also uses *gauntlets of dexterity*.

Boots of Dancing

(Source: *Dungeon Masters Guide, 2nd Edition*): These magical boots expand or contract to fit any foot size, from halfling to giant (just as other magical boots do). They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like one of the other types of useful boots below—DM's choice. When the wearer is in (or fleeing from) melee combat, the boots of dancing impede movement, begin to tap and shuffle, heel and toe, or shuffle off to Buffalo, making the wearer behave as if Otto's irresistible dance spell had been cast upon him (-4 penalty to Armor Class rating, saving throws with a -6, and no attacks possible). Only a remove curse spell will enable the boots to be removed once their true nature is revealed. (*If you're playing a bard please also read the following from the Bards Handbook*).

Boots of Dancing (Source: *The Complete Bards Handbook*): These boots have no effect upon a Jester.

Boots of Elvenkind

(Source: *Dungeon Masters Guide, 2nd Edition*): These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise — 95% chance of silence in the worst of conditions, 100% in the best.

Boots of Levitation

(Source: *Dungeon Masters Guide, 2nd Edition*): As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. Boots of levitation enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20 feet per round, with no limitation on duration. The amount of weight the boots can levitate is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (i.e., a given pair of boots can levitate from 294 to 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate. (See the 2nd-level wizard spell, *levitation*.)

Boots of the North

(Source: *Dungeon Masters Guide, 2nd Edition*): This footwear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Boots of the north warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing—a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

Boots of Speed

(Source: *Dungeon Masters Guide, 2nd Edition*): These boots enable the wearer to run at the speed of a fast horse—24 base movement speed. For every 10 pounds of weight over 200 pounds, the wearer is slowed by 1 in movement, so a 180-pound human with 60 pounds of gear would move at 20 base movement rate. For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before

the wearer must rest. Boots of speed give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible. *(Please also read the following from the Plo: C&T for situations on the battlefield.)*

Boots of Speed: (Source: PIO: C&T): (On the battlefield): The Armor Class bonus applies when the character chooses a half-move or full-move combat action. Going toe-to-toe in a melee doesn't allow the wearer of the boots to take advantage of their defensive properties, although he can always use the extra movement.

Boots of Striding and Springing

(Source: *Dungeon Masters Guide*, 2nd Edition): The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours—they need that long to "recharge." In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal" paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 9 feet, and vertical springs of 15 feet. If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round.

However, such activity involves a degree of danger—there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, etc. *(Please also read the following from the Plo: C&T for situations on the battlefield.)*

Boots of Striding and Springing: (Source: PIO: C&T): (On the battlefield): If the wearer strikes before his enemy because of a better action speed or because he won initiative, he may spring away as described in the *DMG* without provoking an attack of opportunity. The +1 AC bonus applies all the time, even when the user is mired in a stationary slugging match.

Boots of Varied Tracks

(Source: *Dungeon Masters Guide*, 2nd Edition): The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as

those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:

Subtable A (1-3)

D8 Roll Track Print Left

1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Giant, hill
8	Goat

Subtable B (4-6)

D8 Roll Track Print Left

1	Horse
2	Lion (or giant lynx)
3	Mule
4	Rabbit
5	Stag
6	Tiger (or leopard)
7	Wolf
8	Wyvern

Boots, Winged

(Source: *Dungeon Masters Guide*, 2nd Edition): These boots appear to be ordinary footgear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly, without having to maintain the concentration.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear—the wearer slowly descends to the ground.

For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however.

Some winged boots are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:

D4 Roll	Flying Speed	Maneuverability Class
1	15	A
2	18	B
3	21	C
4	24	D

Bountiful Spade

(Source: *The Complete Druids Handbook*):

Characters who use this enchanted farm implement to turn over the earth prior to planting a field receive a +3 bonus on their agriculture proficiency check for that year.

Bowl Commanding Water Elementals

(Source: *Dungeon Masters Guide, 2nd Edition*):

This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about one foot in diameter, half that deep, and relatively fragile.

When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one round to speak.

Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Compendium*. (See also bowl of watery death below.)

Bowl of Watery Death

(Source: *Dungeon Masters Guide, 2nd Edition*):

This device looks exactly like a bowl commanding water elementals, right down to the color, design, magical radiation, etc. However, when it is filled with water, the wizard must successfully save vs. spell or be shrunk to the size of a small ant and plunged into the center of the bowl. If salt water is poured into the bowl, the saving throw suffers a -2 penalty. The victim will drown in 1d6 + 2 rounds, unless magic is used to save him, for he cannot be physically removed from the bowl of watery death except by magical means:

animal growth, enlarge, or wish are the only spells that will free the victim and restore normal size; a potion of growth poured into the water will have the same effect; a sweet water potion will grant the victim another saving throw (i.e., a chance that the curse magic of the bowl works only briefly). If the victim drowns, death is permanent, no resurrection is possible, and even a wish will not work.

Boxes of Delightful Transports

(Source: *The Complete Thieves Handbook*):

These wooden boxes are 6-inch cubes, and come in identical pairs (often decorated with great attention to detail). When a nonliving object of suitable size is placed in one and the lid closed and a command word spoken, the object will disappear, only to reappear (effectively teleported) in the matching box. This function operates up to three times per day.

While *boxes of delightful transports* are obviously very useful, they have certain limitations. It is not possible for the object-teleport to cross any

planar barriers. And, while the distance between the boxes is not important in affecting the teleport range, there is always a 5% chance that the object dispatched will not reach its destination, instead appearing at some random location 10d10 miles away. Thus, dispatch of valuables is not recommended. The boxes are more often used to send messages, which can always be sent in duplicate (which gives very high chances for at least one successful dispatch).

The major limitation on use of these boxes, though, is that no enchanted object can be teleported using them. Even the placing of a simple *Nystul's Magic Aura* spell on an object will prevent its being teleported using these boxes. Hence, magical items such as rings, potions, amulets and other such things, small enough to fit into one of these boxes, cannot be teleported to a distant location.

Bracelet of Charms

(Source: *The Complete Fighters Handbook*): This appears to be a nicely-crafted bracelet of sturdy gold links. It looks like any other bracelet to which small charms and mementos are attached.

But when a warrior (only a warrior, multi-class warrior, or dual-class warrior) slides the bracelet around the blade or haft of a weapon, and speaks the command word engraved on the bracelet's clasp, the weapon *disappears* . . . and a gold charm matching the weapon appears on the bracelet.

Thereafter, when the warrior speaks the command word and the name of the weapon, the weapon magically appears in the hand on whose wrist the bracelet rested . . . and the bracelet disappears. The bracelet can hold up to four weapons/charms this way. They can be normal or magical. Shields and miscellaneous equipment cannot be held in this fashion; only weapons built as weapons. Siege weapons cannot be held.

The change from bracelet to weapon takes no time at all, but can be accomplished only once per turn. The bracelet itself can be used only eight times in a day; turning the bracelet into a weapon counts as one use, and turning the weapon back into a bracelet counts as one use.

If the weapon held in the bracelet's enchantment is called on, and wielded, and then disarmed, the character cannot call on another weapon from the bracelet. The *bracelet* itself is within the weapon. The character must retrieve the weapon first, and only then can he use its magic.

A weapon can be taken out of the bracelet's array. When a character wishes to do this, he takes the bracelet off his wrist and speaks the name of the weapon, and *then* says the command word . . . a reversal of the previous procedure.

The *bracelet* does not magically know its owner. Anyone who steals the *bracelet* from its owner and discovers what it is can use it and call the previous owner's weapons forth. This item is best used when

the wielder wants to carry a variety of different weapons, and wants to do so secretly. With a single warrior, the weapons carried might be a long bow and quiver (quivers count as part of the weapon they carry arrows for), a bastard sword, a halberd, and a dagger. This gives the warrior the ability to call forth the weapon best suited to the task at hand. If a weapon is broken, the bracelet isn't; the user needs to call forth the bracelet, then separate the broken weapon from it. Quivers are not magically replenished when they're the size of charms. However many arrows are in the quiver when it becomes a charm are still in it when it becomes a quiver again. Likewise, a broken bow-string stays broken. The *Bracelet of Charms* may not be used on the same weapon as a set of *Rings of Readiness*.

Bracelet of Scaly Command

(Source: *The Complete Wizards Handbook*): This coral bracelet enables the wearer to control water-dwelling creatures with animal intelligence or lower (mainly fishes and reptiles). The creatures must be within a halfmile radius of the caster in order to be controlled, and they must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice. The spell affects 1-10 Hit Dice of monsters. Monsters with 5+3 Hit Dice or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the fewest Hit Dice are affected first, and partial effects are ignored. The caster does not have to be in the water to command the creatures. This control lasts for 2-12 (2d6) turns and cannot be dispelled. No saving throw is allowed against the magic of the *bracelet*. The wearer can use this ability once per week.

Bracers of Archery

(Source: *Dungeon Masters Guide, 2nd Edition*): These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery. The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

Bracers of Brachiation

(Source: *Dungeon Masters Guide, 2nd Edition*): These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from

place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6, or 9—the more jungle-like the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape.

The wearer can also jump as if wearing boots of striding and springing, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

Bracers of Brandishing

(Source: *Tome of Magic*): These unpredictable and bewildering items appear similar to other magical bracers, but their magic is revealed only when the character wearing them uses a charged rod, staff, or wand. When a charge is expended from such an item, the *bracers of brandishing* alter the charge expenditure and the local balance of magical forces in a chaotic manner. The drain on the charged rod, staff, or wand is actually in the range of 5 charges to -4 (i.e., the item is recharged). The number of charges used is 1d10- 5 (with negative results indicating that charges are restored). If an item is reduced below zero charges by a drain, it crumbles into dust immediately.

Items that are not normally rechargeable can be recharged through the chaotic operation of these items except for the *rod of absorption*.

Bracers of Defense

(Source: *Dungeon Masters Guide, 2nd Edition*): These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the bracers of defense bestow is determined by making a percentile roll and consulting the table below:

D100	Roll Armor Class
01-05	8
06-15	7
16-35	6
36-50	5
51-70	4
71-85	3
86-00	2

Bracers of Defenselessness

(Source: *Dungeon Masters Guide, 2nd Edition*): These appear to be bracers of defense, and will actually serve as such until the wearer is attacked in anger

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by a dangerous enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. Bracers of defenselessness can be removed only by means of a remove curse spell.

Brazier Commanding Fire Elementals

(Source: *Dungeon Masters Guide*, 2nd Edition): This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a mage to summon an elemental of 12-Hit-Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazier—one round is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered. (See *Monstrous Compendium* for other details.)

Brazier of Sleep Smoke

(Source: *Dungeon Masters Guide*, 2nd Edition): This device is exactly like the brazier commanding fire elementals. However, when a fire is started within it, the burning causes a great cloud of magical smoke to pour forth in a 10-foot radius from the brazier. All creatures within the cloud must successfully save vs. spell or fall into a deep sleep. At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a dispel magic or remove curse spell.

Bridle of calming

(Source: *The Complete Paladin Handbook*): This leather bridle, designed to fit a specific species of mount, makes the mount immune to all types of magical *fear*. For morale purposes, the *bridle of calming* gives the mount a effective moral rating of Fearless (19-20). A *bridle of calming* may be used on both bonded and normal mounts.

Brooch of Number Numbing

(Source: *Tome of Magic*): This silver or golden brooch (15% are set with jewels) is used to fasten a cloak or a cape. It magically clouds the mind of anyone conversing with the wearer of the brooch, with the confusion applying only to numbers. The brooch must be in plain sight to have any effect. Anyone conversing with someone wearing the brooch is allowed a saving throw vs. spell to avoid the effects. If the save is failed, the victim falls under the brooch's special enchantment. The victim forgets the relative value of numbers. He cannot remember if five is greater than three or if tens are smaller than hundreds. Further, the victim does not recognize his inability to remember the values of numbers. While under the influence of the brooch, the victim thinks that all numbers are pretty

much the same. He will accept any claim pertaining to numbers and accept almost any financial deal set before him.

The victim remembers the relative values of coins (that gold pieces are worth more than silver pieces), but not their exact conversions. Thus, the victim is unable to remember whether two silver pieces or 100 silver pieces are equal to one gold piece. The enchantment lasts only as long as the wearer is present and for 2d6 rounds thereafter. Once the effect wears off, the victim regains his normal understanding of numbers. Furthermore, he remembers exactly what he did and said while under the influence of the brooch, although he may not be aware of the cause.

Brooch of Shielding

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of magic missile damage before it melts and becomes useless. Its use can be determined only by means of a detect magic spell and then experimentation.

Broom of Animated Attack

(Source: *Dungeon Masters Guide*, 2nd Edition): This is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a broom of flying by all tests short of attempted use. Using it reveals that a broom of animated attack is a very nasty item:

If a command word ("fly," "soar," etc.) is spoken, the broom will do a loop-the-loop with its hopeful rider, dumping him on his head from 1d4 + 5 feet off the ground. The broom will then attack the stunned victim, swatting the face with the straw/twig end to blind and beating with the handle end.

The broom gets two attacks per round with each end (two swats with the straw, two with the handle). It attacks as if it were a 4-Hit-Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

Broom of Flying

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds slows movement by 1. The device can climb or dive at an angle of 30 degrees. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will

come to its owner from as far away as 300 yards when he speaks the command word.

Bucknard's Everfall Purse

(Source: *Dungeon Masters Guide*, 2nd Edition): This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins—and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The types of coins found is determined by consulting the table below. Once the type of bag is determined by roll, its abilities will not change.

D100

Roll CP SP EP GP PP Gems*

01-50 — 26 26 26 — —

51-90 26 — 26 — 26 —

91-00 26 — 26 — — 26

* Base 10 gp gems that can increase to a maximum of 100 gp only.

Cage of Shelter

(Source: *The Complete Fighters Handbook*): This object looks like a large bird-cage that has been neatly folded down into a package about the size of a medium shield. The user, who can be of any character class, places it upon the ground, steps back from it, and claps his hands loudly either two or three times.

If he claps his hands twice, the cage grows up into a sturdy metal-framed tent which can house eight people—you can substitute one horse for four people. This tent confers no magical blessing on its inhabitants, but by using it and huddling together for warmth a party can survive a snowstorm that would kill an unprotected party; by erecting it in the desert, a party can avoid the danger and discomfort of a sandstorm.

If the user claps his hands three times, the cage grows up into a strong 10' by 10' cell. The door to the cell has the equivalent of a *wizard lock*; the cage's owner can open it any time he wishes, and any magician with the *knock* spell can open it by using that spell. A person in the cell would have to make his Bend Bars/Lift Gates roll successfully (or use a knock) to escape; the door's lock cannot be picked.

To return the cage to its original form, the owner claps again, twice if it is in tent form, three times if it is in cage form. If someone is in it when it is a tent and begins collapsing, it opens up around the person inside; both he and it are unhurt. If someone is in it when it is a cage and begins collapsing, it collapses around him, inflicting 2d6 damage before it breaks open; thereafter, it is ruined forever.

The *cage of shelter* knows its owner. If someone finds it in a treasure, he must carry it in his gear for a month for the cage to attune itself to him. If its true owner sells it to someone else in the cage's presence, the cage will obey the claps of its new owner immediately.

Candle of Everburning

(Source: *The Complete Wizards Handbook*): This resembles a normal wax candle about 6 inches tall. However, once the candle is lit, the flame can be extinguished only by the spoken command of whomever is holding it. Otherwise, the flame continues to burn; it will burn underwater, in any alternate plane of existence, or in the strongest of winds. *Dispel magic* and similar spells have no effect on the flame. The *candle of everburning* can burn for 24 hours before all of its wax melts away.

Candle of Invocation

(Source: *Dungeon Masters Guide*, 2nd Edition): These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a detection spell is cast, it will radiate magic. It also radiates good or evil, if appropriate. Simply burning the candle generates a favorable aura for the individual so doing—if the candle's alignment matches that of the character's. If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a gate spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process. Otherwise, each candle burns for four hours. It is possible to extinguish the candle as placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties.

Candle of Propitiousness

(Source: *Tome of Magic*): This candle enhances attacks against a particular enemy within a defined area. The user lights the candle while speaking the exact name of a single foe. If the exact name is not known, the user must precisely identify the foe; saying, "the evil warrior" isn't precise enough, but stating, "the evil warrior who rules the village of Fair Meadows and carries a golden shield" is sufficient.

All characters who remain within a 50-foot-radius of the lighted candle receive a +2 bonus to all attack rolls made against the stated foe, regardless of whether the foe is within 50 feet of the candle. Characters who venture outside the area of effect

lose the bonus. When the stated foe is within the area of effect, he suffers a -1 penalty to all his attack rolls.

There can be no interposing surfaces such as walls or doors between the *candle of propitiousness* and characters whom it affects. The stated foe is not allowed a saving throw to resist the effects of the candle.

The *candle of propitiousness* burns for up to one hour. If it is moved after it has been lit, its magic is immediately and permanently negated. Likewise, if its flame is extinguished, its magic immediately ends. Any magical or natural force capable of extinguishing a normal flame, such as a *gust of wind* or a splash of water, can extinguish a *candle of propitiousness*.

A *candle of propitiousness* can be lit and used only once.

Carpet of Flying

(Source: *Dungeon Masters Guide*, 2nd Edition): The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word (if you use the optional command word rules) to activate it—if the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions. These rugs are of oriental make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands.

D100

Roll	Size	Capacity	Speed
01-20	3' x 5'	1 person	42
21-55	4' x 6'	2 people	36
56-80	5' x 7'	3 people	30
81-00	6' x 9'	4 people	24

Case of Compression

(Source: *The Complete Bards Handbook*): When empty, this musical instrument case appears as any other such case. However, when touched to any instrument normally carried in a case, it transforms so that it perfectly fits the instrument. When the case is closed with the instrument inside, it shrinks until it easily fits in the palm of the hand. The reduced case weighs only a pound. When the case is opened, it returns itself and its instrument to full size. About 10% of these cases are cursed; such cases devour the instrument 25% of the time.

Censer Controlling Air Elementals

(Source: *Dungeon Masters Guide*, 2nd Edition): This 6-inch wide, 1-inch high perforated golden vessel resembles thuribles found in places of worship. If filled with incense and lit, a command word need

only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If incense of meditation is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice, and it will obey the commands of its summoner. If the censer is extinguished, the elemental will remain and turn on the summoner (see Elemental in the *Monstrous Compendium*).

Censer of Summoning Hostile Air Elementals

(Source: *Dungeon Masters Guide*, 2nd Edition): This thurible is indistinguishable from other magical and ordinary censers. It is cursed: any incense burned within it causes 1d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and it will burn until either the summoner or the elementals have been killed.

Chameleon Cloak

(Source: *The Complete Rangers Handbook*) This lightweight cloak, which covers the wearer from neck to foot and also includes a hood, may be worn comfortably over studded leather or lighter armor. The color of the cloak automatically changes to blend in with the surrounding terrain. If the wearer enters a jungle, the cloak becomes mottled with patches of green and brown. If the wearer enters a plain of snow, the cloak turns white. At night, the cloak becomes black. The color changes are instantaneous.

A *chameleon cloak* allows a character to be personally camouflaged, as if using the *camouflage* proficiency, in any terrain. The *chameleon cloak* can only conceal one person at a time. The cloak conceals with an effective Wisdom equal to its rating.

d20 roll	Wisdom Rating	XP
1-6	15	750
7-15	16	800
16-19	17	850
20	18	900

Charm of Favor

(Source: *The Complete Fighters Handbook*): When deities and other powerful beings are pleased with the deed of a mortal, they sometimes give him a *charm of favor*. This is a small charm or statuette, usually of semiprecious material and two or three inches in size, which represents the god or one of his aspects.

The *charm* is rather like a *limited wish*. It represents a favor which the deity will do for the character at some time in the future. To use it, the owner must throw the item on the ground so hard that it breaks, and then call out his request.

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The request must have something to do with the attributes of the god: It's no use asking the Goddess of Love to dry up an oasis into a desert, or to ask the God of Earthquakes for a fog to hide the adventurers.

The god hears it when the favor is requested. And he, in the guise of the DM, evaluates the favor. If the favor is something which pertains to one of his attributes, and if the god does not think that the character is making the request out of mere greed or selfishness, and if bestowing the favor will not conflict with any of the god's other aims or desires, he will grant the favor. So it would be appropriate to ask the God of Insects to send a cloud of bees to rout one's enemies, or to ask the Goddess of Love to cause some NPC to fall in love with the player-character, or to ask a deity of the Earth to cause fruit-trees to grow and save the characters from death by thirst and starvation. Because the deity is evaluating the character's request, the asking character cannot expect an outrageous favor to be granted. And most enemies who steal the charm from the PC cannot use it successfully; one might take it, hurl it to the ground and break it with his request, and find the cranky god stomping on him and freeing the faithful PC. (This, however, constitutes using up the favor.) But an NPC friend of the owner of the *charm* might be able to get the item and ask the god to help the charm's true owner . . . particularly if he is ill or kidnapped and cannot do so for himself. Any character of any class can receive such a charm as a favor. But when they are found in treasure, they are useless; they were not intended for the character who finds them, after all. The *charm of favors* does not radiate magic.

Chime of Hunger

(Source: *Dungeon Masters Guide*, 2nd Edition): This device looks exactly like a chime of opening. In fact, it will operate as a chime of opening for several uses before its curse is put into operation. When the curse takes effect, at the DM's discretion, striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger. Characters will tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the chime of hunger sounded and attack any creatures there in order to kill and eat them. All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied. *(If you're playing a bard please also read the following)*

Chime of Hunger (Source: *The Complete Bards Handbook*): When struck by a bard, this chime's cursed powers radiate out 60 feet + 10 feet per level of the bard.

Chime of Interruption

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must be rested for at least seven rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded. *(If you're playing a bard please also read the following)*

Chime of Interruption (Source: *The Complete Bards Handbook*): When this is used by a bard, affected spellcasters must roll their saving throws with a -1 penalty per three levels of the bard. Elven Minstrels disrupt any spell that they can themselves cast.

Chime of Opening

(Source: *Dungeon Masters Guide*, 2nd Edition): A chime of opening is a hollow mithral tube about 1 foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The chime of opening also destroys the magic of a hold portal spell or even a wizard lock cast by a wizard of less than 15th level. The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and wizard locked, it will take four soundings of the chime of opening to get it open. A silence spell negates the power of the device. The chime has 1d8 x 10 charges before it cracks and becomes useless. *(If you're playing a bard please also read the following)*

Chime of Opening (Source: *The Complete Bards Handbook*): Bards can attempt to destroy locks, lids, doors, valves, and portals with this chime (in addition to its normal functions). The chance to destroy is equal to 5% per level of the bard. Thus a 6th-level bard would have a 30% chance to destroy such an item. The maximum chance is 95%. Of course, if the bard doesn't want to destroy the item, he can use the chime normally.

Claw of Magic Stealing

(Source: *Tome of Magic*): This peculiar item is usually fashioned in the form of a miniature silver

hand or claw. An attempt to identify it will suggest that it is an item capable of casting the 2nd-level wizard spell *spectral hand* three times per day. The claw can indeed do this, but this is only its secondary function.

The claw's real purpose is to steal spells from other spellcasters. If the victim of the *spectral hand* spell is a wizard, he must make a saving throw versus spell. Failure to make this save means that a randomly selected spell is drained from his memory and its energy is transferred to the claw's owner. The owner of the claw may then use this magical energy to "power" a memorized spell of his own, provided it is of the same or lower level. Such a spell may be cast without being lost from the mind of the wizard possessing the claw.

The *claw of magic stealing* does not store magical energy in any way; either the owner of the claw uses the energy to "power" a spell on the next round, or the energy dissipates and is lost.

Cloak of Arachnida

(Source: *Dungeon Masters Guide*, 2nd Edition): This black garment gives the wearer the ability to climb as if a spider climb spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic. In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort—the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

Once per day the wearer of this cloak can cast a double-sized web. This operates like the 2nd-level wizard spell.

Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

Cloak of the Bat

(Source: *Dungeon Masters Guide*, 2nd Edition): Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

By holding the edges of the garment, the wearer is able to fly at a speed of 15 (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary bat—all possessions worn or carried will be part of the transformation—and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at

a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Cloak of the Beasts

(Source: *The Complete Druids Handbook*): This plain brown cloak bears patches of many different animal skins. A character who speaks a word of command while wearing it instantly becomes transformed into a random animal for 1d6 hours. The cloak and the person's other clothing become part of the new form.

The type of animal varies with each use of the cloak's power--roll 1d100 on the *reincarnate* spell table (*PH*, p. 235), rerolling any nonanimal result. The nature of the change is identical to a druidic shapechange, except that wearers have no control over which animal form they take on and cannot change back until the enchantment wears off.

Upon returning to normal, the wearer regains 10% to 60% of any lost hit points (10d6). The cloak cannot be used again until 12 hours pass.

Cloak of Displacement

(Source: *Dungeon Masters Guide*, 2nd Edition): This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light wave causes the wearer to appear to be 1 foot to 2 feet from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack, the cloak affords a +2 bonus to protection (i.e., two classes better on Armor Class), as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the cloak of displacement).

Note that 75% of all cloaks of displacement are sized for humans or elves (persons 5 to 6 feet tall), and 25% are sized for persons of about 4 feet in height (dwarves, gnomes, halflings). (*Please also read the following from the DMs Option: High Level campaign*)

Cloak of Displacement (DMs Option: High Level campaign): The cloak's displacement power is ineffective against creatures or devices that cannot see the cloak's wearer. For example, an invisible character does not receive the cloak's power to make opponents miss their initial attack or the cloak's armor class bonus; likewise, most traps never "see"

their targets and displacement does not foil them.

Displacement is not effective against attacks that are not aimed, such as an avalanche or cave-in, and does not affect aimed attacks that cover an area, such as catapult shots or dragon tail slaps.

Displacement is only partially effective against spell attacks. If a spell actually requires an attack roll, such as any touch-delivered spell, the cloak works normally and can cause the spell attack to miss if it is the first attack in an encounter. If the attacking spell does not require an attack roll, it can never be caused to “miss,” though the cloak’s +2 saving throw bonus applies.

For example a *fireball* spell never misses, but the cloak wearer gains a +2 saving throw bonus. If a spell allows no saving throw, displacement has no effect on it; for example, a *magic missile* or *death spell* is never affected by displacement.

Under normal conditions, the first melee or missile attack against a displaced creature automatically misses. The opponent is assumed to note the displaced creature’s correct position and can keep track of it thereafter. If an opponent has multiple attacks, only the first one automatically misses. If there are multiple opponents, only the first attack by the first creature automatically misses. The remaining opponents are assumed to observe the failed attack and make the appropriate adjustments. If the DM determines that one or more creatures did not observe the initial attack, their first attacks automatically miss, too. Note that intelligent opponents who have reason to suspect a character is displaced might launch some type of probing attack to test the character’s defenses, such as hurling a rock. Such attacks count as a combat action for the creatures attempting them.

Cloak of Elvenkind

(Source: *Dungeon Masters Guide*, 2nd Edition): This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible—the cloak has chameleonlike powers. Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

Outdoors, natural surroundings

heavy growth	100%
light growth	99%
open fields	95%
rocky terrain	98%

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Urban surroundings

buildings	90%
brightly lit room	50%

Underground

torch/lantern light	95%
infravision	90%
light/continual light	50%

Fully 90% of these cloaks are sized for human or elven-sized persons. The other 10% are sized for smaller persons (4 feet or so in height).

Cloak of the Manta Ray

(Source: *Dungeon Masters Guide*, 2nd Edition): This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta-ray—there is only a 10% chance that someone seeing the wearer will know he isn’t a manta ray.

The wearer can breathe underwater and has a movement rate of 18, like a manta ray (see the *Monstrous Compendium*). The wearer also has an Armor Class of at least six, that of a manta ray. Other magical protections or magical armor can improve that armor value.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Poisonousness

(Source: *Dungeon Masters Guide*, 2nd Edition): This particular cloak is usually made of a wool-like material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead.

A cloak of poisonousness can be removed only with a remove curse spell—this destroys the magical properties of the cloak. If a neutralize poison spell is then used, it may be possible to revive the victim with a raise dead or resurrection spell, but there is a -10% chance of success because of the poison.

Cloak of Protection

(Source: *Dungeon Masters Guide*, 2nd Edition): The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a cloak of protection betters Armor Class by one and adds one to saving throw die rolls. Thus, a cloak +1 would lower Armor

Class 10 (no armor) to Armor Class 9, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table below:

D100

Roll Power

01-35	cloak +1
36-65	cloak +2
66-85	cloak +3
86-95	cloak +4
96-00	cloak +5

This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather, or with a shield of any sort.

Collapsing Spell Book

(Source: *The Complete Wizards Handbook*): This resembles an ordinary traveling spell book, except that it can be folded over and over until it is a square one inch on each side. The book can be unfolded when its owner wishes to consult it, then folded back into its small size for easy carrying.

Contracts of Nepthas

(Source: *Tome of Magic*): These magical contracts are written in black ink on golden-brown vellum. The contracts are usually found in ivory tubes, each tube containing 1d6 contracts. The contracts are blank and can be filled in by the user. The contracts will radiate magic if detected, but carry no overt signs of their special nature.

The *contract of Nepthas* automatically places an enchantment upon any persons who sign it in order to insure that both parties hold to the agreement. Anyone who has signed a *contract of Nepthas* and breaks the contract is struck deaf, blind, and dumb. The effects of the punishment last until they are removed with a *remove curse*.

A person who is both deaf and blind suffers a -8 penalty to his attack rolls and his opponents gain a +8 bonus to their attack rolls. He loses all bonuses for Dexterity and suffers -2 penalties to saving throws versus spells, petrification/polymorph, and rod, staff, or wand.

A contract involves two parties agreeing on a set of conditions. The conditions are usually very specific, but if they are not, they might be perverted in the same way that a *wish* spell might be misinterpreted. If a group of adventurers signs a contract with a king stating that they will slay a dragon in the Northern Hills by the eve of the new moon, slaying any dragon will fulfill the contract, although the king may have had a specific dragon in mind. If the king agrees to pay the adventurers upon the completion of the task, the

king had better have the money when the party returns.

Contracts signed by persons under the influence of *charm* and similar spells are null and void. A forged contract is also void. If any person who signs a contract dies before its completion, that person's obligation is ended. Note, however, that if a group of adventurers signs a contract and one of their members dies, the survivors are still bound to the contract.

A deadline for both parties' responsibilities must be stated in the contract in order for it to be activated. (Please also read the following from the DMs Option: *High Level campaign*)

Contract of Nepthas (DMs Option: High Level campaign): A mistaken missive spell alters the words written on the a *contract of Nepthas* but does not free characters who have signed the contract from their obligations.

Crest of summoning

(Source: *The Complete Paladin Handbook*): When attached to the paladin's helmet, the *crest of summoning* enables the paladin to mentally summon his bonded mount at a radius equal to 10 miles per level of the paladin (a 6th-level paladin can summon his bonded mount within a 60-mile radius). If the bonded mount has been captured or is disabled, the *crest* causes a dull throb behind the paladin's eyes, indicating that the mount is unable to respond; however, the crest won't indicate the location of the mount.

Crucible of Melting

(Source: *Tome of Magic*): A crucible is a small bowl, usually made of fired clay or porcelain, used for heating substances to extreme temperatures. The bowl is usually placed on a furnace. The *crucible of melting*, however, requires no furnace. It melts any metals placed within it when the command word is spoken. It takes one turn to bring the crucible to a sufficient temperature to melt metals placed within it. It has no effect on substances other than metals.

The average *crucible of melting* can hold up to one cubic foot of material. Note that magical items are allowed an item saving throw vs. magical fire to avoid destruction.

Crucibles of melting are most often found (when found at all) in the laboratories of wizards, particularly enchanter who specialize in the construction of magical devices.

Whenever a *crucible of melting* is used, there is a 5% chance of a mishap resulting in an explosion that inflicts 3d10 points of damage to all creatures within 10 feet. A save vs. rod, staff, or wand is allowed, with success indicating half damage. The crucible is allowed an item saving throw vs. disintegration. If it fails, it is destroyed; otherwise,

it is unharmed and may be used again. Half of all crucibles remain hot for 3 turns. The rest remain hot until a command word is spoken to cancel the heat.

Crystal Ball

(Source: *Dungeon Masters Guide*, 2nd Edition): This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a crystal ball must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

Subject is	Chance of Locating*
Personally well known	100%
Personally known slightly	85%
Pictured	50%
Part of in possession	50%
Garment in possession	25%
Well informed of	25%
Slightly informed of	20%
On another plane	-25%

* Unless masked by magic.

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

Chances of Locating*	Viewing Period	Frequency
100% or more	1 hour	3 times/day
99% to 90%	30 minutes	3 times/day
89% to 75%	30 minutes	2 times/day
74% to 50%	30 minutes	1 time/day
49% to 25%	15 minutes	1 time/day
24% or less	10 minutes	1 time/day

* Unless masked by magic.

Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.

Certain spells cast upon the user of the crystal ball can improve his chances of using the device successfully. These are comprehend languages, read magic, infravision, and tongues. Two spells—detect magic and detect evil/good—can be cast through a crystal ball. The chance of success is 5% per level of experience of the wizard.

Certain crystal balls have additional powers. These spell functions operate at 10th level. To determine whether a crystal ball has extra powers, roll percentile dice and consult the table below:

D100

Roll Additional Power

01-50	crystal ball
51-75	crystal ball with clairaudience
76-90	crystal ball with ESP
91-00	crystal ball with telepathy*

*Communication only.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

Fighter	2%
Paladin	6%
Ranger	4%
Bard	3%
Thief	6%
Spell-User	8%

For each point of Intelligence above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying.

Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched.

A dispel magic will cause a crystal ball to cease functioning for one day. The various protections against crystal ball viewing will simply leave the device hazy and nonfunctioning.

You may allow other scrying devices for clerics and druids—water basins and mirrors are suggested. Have them function as normal crystal balls. (Please also read the following from the DMs Option: High Level campaign)

Crystal Balls (DMs Option: High Level campaign): See the notes under the *magic mirror* and *clairaudience* spells.

Crystal Hypnosis Ball

(Source: *Dungeon Masters Guide*, 2nd Edition):

This cursed item is indistinguishable from a normal crystal ball, and it radiates magic, but not evil, if detected for. Any wizard attempting to use it will become hypnotized, and a telepathic suggestion will be implanted in his mind.

The user of the device will believe that the desired object was viewed, but actually he came partially under the influence of a powerful wizard, lich, or even some power/being from another plane. Each further use brings the crystal ball gazer more under the influence of the creature, either as a servant or tool. The DM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the

finding of the crystal hypnosis ball and the character(s) locating it.

Crystal Parrot

(Source: *Tome of Magic*): This is a 12-inch-high statue of a parrot made of clear crystal that is useful in the detection of trespassers. The *crystal parrot* is typically placed high on a bookcase, shelf, or a similar location that gives the parrot an unobstructed view of the area it is to oversee.

To activate the parrot, the user speaks the command word, causing a soft red glow to appear behind the parrot's eyes. Unless the crystal parrot is destroyed, it remains active for 30 days. The user may also choose to deactivate it with a second command word, at which time the red glow in its eyes disappears. Once deactivated, it cannot be activated again until 30 additional days have passed.

The active *crystal parrot* "sees" everything in a 180-degree arc in front of it, to a distance of 50 feet. The *crystal parrot* can see no better than a normal parrot; that is, its vision can be obscured by normal or magical darkness, or by physical barriers. The user must instruct the parrot as to what types of intruders it is to observe. The user may be specific ("Watch for a 7-foot human male with a bald head and a red coat") or general ("Watch for all humanoid and animal intruders").

At the time an intruder enters the parrot's field of vision, the user will hear a telepathic report about all intruders matching the description. The telepathic reports will be general in nature, seldom more than brief phrases ("Man with red coat enters" or "Two rats enter"). If the user was not specific as to what types of intruders to watch for, the *crystal parrot* will report only the number and type of intruders (such as "one woman enters" or "a dozen orcs enter"). The *crystal parrot* will not report the actions of intruders, merely their presence; it tells the user when the intruders enter and leave, but nothing else.

The telepathic reports can be transmitted over an unlimited distance, but cannot be communicated into other planes of existence. The telepathy is one-way; the user cannot communicate with the *crystal parrot*.

The *crystal parrot* has AC 3. It shatters and becomes permanently useless if it suffers 12 points of damage. The user is instantly aware of the parrot's destruction.

Cube of Force

(Source: *Dungeon Masters Guide, 2nd Edition*): This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die—perhaps 3/4 of an inch across—and enables its possessor to put up a wall of force 10 feet per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each

day. The holder presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost Per Turn/ Movement Rate	Effect
1	1/1	keeps out gases, wind, etc.
2	2/8	keeps out nonliving matter
3	3/6	keeps out living matter
4	4/4	keeps out magic
5	6/3	keeps out all things
6	0/normal	deactivates

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

Attack Form	Extra Charges
Catapult-like missiles	1
Very hot normal fires	2
Horn of blasting	6
Delayed blast fireball	3
Disintegrate	6
Fireball	3
Fire storm	3
Flame strike	3
Lightning bolt	4
Meteor swarm	8
Passwall	3
Phase door	5
Prismatic spray	7
Wall of fire	2

Cube of Frost Resistance

(Source: *Dungeon Masters Guide, 2nd Edition*): When the cube is activated it encloses an area 10 feet per side, resembling a cube of force. The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e., cone of cold, ice storm, and even white dragon's breath).

However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed.

Cold below 0 degrees F. effectively inflicts 2 points of cold damage on the cube for every -10 degrees F., -4 at -11 to -20, etc. Thus, at -40 degrees F. the device can withstand only 42 points of damage.

Cubic Gate

(Source: *Dungeon Masters Guide, 2nd Edition*): Another small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime

Material. The other five sides/planes can be determined by the DM in any manner he chooses. If a side of the cubic gate is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun, or trouble. If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Daern's Instant Fortress

(Source: *Dungeon Masters Guide*, 2nd Edition): This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortress—even knock spells can't open the door. The adamantite walls of Daern's instant fortress are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a wish will restore 10 points of damage sustained). The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage. (Please also read the following from the DMs Option: *High Level campaign*)

Daern's Instant Fortress (Source: *DMs Option: High Level campaign*): A creature attacking the fortress's walls with a magical weapon inflicts one point of damage for every three rounds spent attacking the walls. If the escalate rules from the *Player's Option: Combat and Tactics* book are in play, the fortress can be attacked by bombardment engines or sapped by attackers equipped with magical weapons. In either case, all damage is subtracted from the fortress's total hit points. Deck of Many Things: Baneful effects from this item cannot be removed through *wishes* or lesser means, although a *wish* might indirectly help the PCs in dealing with the difficulties the cards inflict. For example, a *wish* can reveal where a victim of the void or the donjon is imprisoned. A *wish* also could reveal the identity of an enemy produced by the flames or the rogue.

10th-level magic is effective against a *deck of many things* in the same way a *wish* is, but there are certain exceptions. 10th-level divination spells cannot be used to determine the identity of a particular card nor can

magical wards negate a card's effects, but they can reveal the location of a creature trapped by the void or donjon card. There is no way to shield a creature from the harmful effects of the *deck of many things* while allowing the benefits to occur by using 10th-level spells.

Decanter of Endless Water

(Source: *Dungeon Masters Guide*, 2nd Edition): This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

Stream: pours out 1 gallon per round

Fountain: 5-foot long stream at 5 gallons per round

Geyser: 20-foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

Deck of Illusions

(Source: *Dungeon Masters Guide*, 2nd Edition): This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards of 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled. The illusionary creature will not go more than 30 feet away from where the card landed, but will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are as follows:

DECK OF ILLUSIONS Cards

Hearts

A: Red dragon
K: Fighter & 4 guards

Q: Female Wizard
J: Druid
10: Cloud giant
9: Ettin
8: Bugbear
2: Goblin

Diamonds

A: Beholder
K: Wizard & apprentice
Q: Night hag
J: Harpy
10: Fire giant
9: Ogre mage
8: Gnoll
2: Kobold

Spades Clubs

A: Lich
K: Cleric & 2 underpriests

Q: Medusa
J: Paladin
10: Frost giant
9: Troll

A: Iron golem
K: Thief & 3 cohorts
Q: Pixies
J: Bard
10: Hill giant
9: Ogre

8: Hobgoblin 8: Orc
2: Goblin 2: Kobold

Jokers (2): Illusion of the deck's owner

The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The illusions perform normal routines and respond to attacks—they should be played as if they were real creatures.

(Please also read the following from the Tome of Magic, following if you're a wild mage.)

Deck of Illusions & Wild Mages

(Source: Tome of Magic): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them.

The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Deck of Many Things

(Source: *Dungeon Masters Guide, 2nd Edition*): A deck of many things (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a deck of many things can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards. Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A deck of many things contains either 13 cards (75% chance) or 22 cards (25%). Additional cards in a 22-card deck are indicated below by an asterisk (*) before their names. To simulate the magical cards you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit).

DECK OF MANY THINGS

Plaque Playing Card Effect

Sun	KD	Gain beneficial miscellaneous magical item and 50,000 XP
Moon	QD	You are granted 1d4 wishes
Star	JD	Immediately gain 2 points to prime requisite ability
* Comet	2D	Defeat the next monster you meet to gain one level
Throne	KH	Gain Charisma of 18 plus a small keep

Key	QH	Gain a treasure map plus one magic weapon
Knight	JH	Gain the service of a 4th-level fighter
* Gem	2H	Gain your choice of 20 pieces of jewelry or 50 gems
The Void	KC	Body functions, but soul is trapped elsewhere
Flames	QC	Enmity between you and an outer planar creature
Skull	JC	Defeat Death or be forever destroyed
Talons	2C	All magical items you possess disappear permanently
Ruin	KS	Immediately lose all wealth and real property
Euryale	QS	-3 penalty to all saving throws vs. petrification
Rogue	JS	One of your henchmen turns against you
* Balance	2S	Change alignment instantly
Jester	Joker	Gain 10,000 XP or two more draws from the deck
* Fool	Joker (with Trademark)	Lose 10,000 experience points and draw again
* Vizier	AD	Know the answer to your next dilemma
* Idiot	AC	Lose 1d4 points of Intelligence; you may draw again
* Fates	AH	Avoid any situation you choose . . . once
* Donjon	AS	You are imprisoned (see below)

Upon drawing the last card possible, or immediately upon drawing the cards in bold face (The Void and Donjon), the deck disappears. The cards are explained in greater detail below:

Sun: Roll for a miscellaneous magical item (Table 88) until a useful item is indicated.

Moon: This is best represented by a moonstone gem with the appropriate number of wishes shown as gleams therein. These wishes are the same as the 9th-level wizard spell and must be used in a number of turns equal to the number received.

Star: If the two points would place the character's score at 19, use one or both in any of the other abilities in this order: Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength.

Comet: The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level.

Throne: If Charisma is 18 already, the individual still gains five on encounter and loyalty reactions. He becomes a real leader in people's eyes. The castle gained will be near a stronghold already possessed (if any).

Key: DM must prepare a treasure map. The weapon must be one usable by the character, so use the Magical Weapons Table until a useful item is awarded.

Knight: The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll.

Gem: This indicates wealth. The jewelry will all be gold set with gems, the gems all of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

The Void: This black card spells instant disaster. The character's body continues to function, though he or she speaks like an automaton, but the psyche is trapped in a prison somewhere—in an object on a far planet or plane, possibly in the possession of an outer planar creature. A wish will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

Skull: A minor Death appears (AC -4; 33 hit points; strikes with a scythe for 2d8 points, never missing, always striking first in a round). The character must fight it alone—if others help, they get minor Deaths to fight as well. If the character is slain, he is slain forever. Treat the Death as undead with respect to spells. Cold, fire, and electrical energy do not harm it.

Talons: When this card is drawn, every magical item owned or possessed by the character is instantly and irrevocably gone.

Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost. All land and buildings currently owned are lost forever as well.

Euryale: The medusalike visage of this card brings a curse only the Fates card or godlike beings can remove. The -3 penalty to all saving throws is otherwise permanent.

Rogue: When this card is drawn, one of the character's henchmen will be totally alienated and forever-after hostile. If the character has no henchmen, the enmity of some powerful personage—community or religious—can be substituted. The hatred will be secret until the time is ripe for devastating effect.

Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described in Chapter 4,

"Effects of Changing Alignment"). Discard the cards.

Jester: This card actually makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn, unlike all others except the Fool.

Fool: The payment and draw are mandatory!

Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.

Idiot: This card causes the loss of 1d4 points of Intelligence immediately. The additional draw is optional.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen—it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

Donjon: This signifies imprisonment—either by spell or by some creature/being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

(Please also read the following from the Tome of Magic, if you're a wild mage.)

(Please also read the following from the DMs Option: High Level campaign)

Deck of Many Things & Wild Mages

(Source: Tome of Magic): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them.

The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Deck of Many Things (Source: DMs Option: High Level campaign):

Baneful effects from this item cannot be removed through wishes or lesser means, although a wish might indirectly help the PCs in dealing with the difficulties the cards inflict. For example, a wish can reveal where a victim of the void or the donjon is imprisoned. A wish also could reveal the identity of an enemy produced by the flames or the rogue.

10th-level magic is effective against a deck of many things in the same way a wish is, but there are certain exceptions. 10th-level divination spells cannot be used to determine the identity of a particular card nor can

magical wards negate a card's effects, but they can reveal the location of a creature trapped by the void or donjon card.

There is no way to shield a creature from the harmful effects of the deck of many things while allowing the benefits to occur by using 10th-level spells.

Dimensional Mine

(Source: *Tome of Magic*): This nasty device can take the form of any small item, but most often appears as a small figure carved of jet or other black stone, similar to a *figurine of wondrous power*. As soon as the mine is taken into an extradimensional space, such as that created by a *rope trick*, *extradimensional pocket*, or a *bag of holding*, it ruptures that space. Everything in the space, including the mine itself, is spewed into the Astral plane and is lost unless someone can retrieve it. If the extradimensional space was created by a magical item, such as a bag of holding, that item is destroyed.

Disintegration Chamber

(Source: *Tome of Magic*): These frightful devices range in size from a 1'x 1'x 1' box to a 10'x 10'x 10' room. They are always made of iron, with the interior walls covered with mirrored tiles. They are used to cause matter to vanish, as per the 6th-level *disintegrate* spell.

The amount of material to be affected is limited only by the size of the chamber. Each use drains the device of one charge. *Disintegration chambers* generally have 81-100 charges (1d20+80) and may be recharged.

The material to be obliterated is placed inside the chamber, the door is closed, and the activation button is depressed. The interior of the chamber and its doomed contents then begin to glow with a sickly green light, and the material vanishes, leaving only fine dust.

Creatures and objects that successfully save vs. spell are not affected, but must attempt another saving throw every time the chamber is reactivated. The size of any given chamber can be determined from the table below.

D6 Roll Size

- 1 1' cube
- 2 2'x 2'x 3' box
- 3 3'x 3'x 6' box
- 4 3' x 5' x 6' box
- 5 5'x 5'x 10' box
- 6 10' x 10' x 10' box

In the larger sizes, these devices are most often installed permanently and cannot be carried away as part of treasure, unless arrangements are made to transport a small room or shack.

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Dragon Slippers

(Source: *The Complete Wizards Handbook*): These slippers are made of green silk. The magic of the *dragon slippers* is activated if the wearer concentrates and speaks the word "change." If activated, the *dragon slippers* cause the wearer to appear as a 20-foot dragon with bright yellow scales, a barbed tail, and long green fangs; the wearer does not gain any of the abilities of a dragon. While the illusion is in effect, the wearer retains his normal abilities and statistics. The effect lasts for one hour, but can be canceled any time by the command of the wearer.

Druid's Yoke

(Source: *The Complete Druids Handbook*): While this item looks like an ox yoke, it is small enough to fit a donkey or human. Worn by an animal, it offers no benefit. If fastened onto a human, demihuman, or humanoid, it transforms the wearer into a full-sized ox; the yoke expands to fit. The ox retains the wearer's mind, but cannot speak or use spells and becomes vulnerable to magic that affects normal animals. The effect lasts as long as the yoke stays on the wearer can't remove it, but a friendly humanoid can. A character reverts back to normal immediately after the yoke comes off. Wearers killed in ox form die; their bodies revert back to humanoid form once the yoke is removed.

Drums of Deafening

(Source: *Dungeon Masters Guide, 2nd Edition*): This item is actually a pair of kettle drums about 1½ feet in diameter. These radiate magic, if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 70 feet are permanently deafened and will remain so until a *heal* spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums will be stunned by the noise for 2d4 rounds. (*If you're playing a bard please also read the following.*)

Drums of Deafening (Source: *The Complete Bards Handbook*): These drums are a pair of kettle drums, but bards can invoke the magic in each drum separately. If the left drum is struck, it causes those within 10 feet to be stunned for 2d4 rounds. If the right drum is struck, it causes all within 70 feet to be permanently deafened (a *heal* spell or similar magic is needed to regain hearing). Dwarven Chanters can double all areas of effect.

Drums of Panic

(Source: *Dungeon Masters Guide, 2nd Edition*): These kettle drums, hemispheres about 1½ feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all

creatures within 120 feet (with the exception of those within a "safe zone" of 20 feet radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the drums of panic. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws -2 with penalties, and those with 1 or less roll with -4 penalties. *(If you're playing a bard please also read the following.)*

Drums of Panic *(Source: The Complete Bards Handbook)*: If these drums are struck by a bard, the radius of the inner "safe zone" can be reduced to any desired measurement. Affected creatures suffer a saving throw penalty of -1 penalty per three levels of the bard.

Dust of Appearance

(Source: Dungeon Masters Guide, 2nd Edition): This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of cloaks of displacement or elvenkind and robes of blending. The dust's effect lasts for 2d10 turns.

Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10 feet from the user. A tube can be blown in a cone shape, 1 foot wide at the start, 15 feet at the end, and 20 feet long.

As few as 5 or as many as 50 containers may be found in one place.

Dust of Disappearance

(Source: Dungeon Masters Guide, 2nd Edition): This dust looks just like dust of appearance, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even detect invisibility spells don't work. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance. Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an

object). Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible thing and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the invisibility spell, dust of disappearance remains effective even after an attack is made.

Dust of Dryness

(Source: Dungeon Masters Guide, 2nd Edition): This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature. A pouch of this dust contains 1d6+4 pinches.

Dust of Illusion

(Source: Dungeon Masters Guide, 2nd Edition): This unremarkable powder resembles chalk dust or powdered graphite—unless it is stared at. Stare at it and the dust changes color and form. Put a pinch of dust of illusion on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a saving throw vs. spell to escape the effect.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled.

A typical pouch of this dust contains 1d10+10 pinches of the substance.

Dust of Mind Dulling

(Source: Tome of Magic): This harmless-looking dust is the bane of spellcasters. One pinch of this dust can be flung up to 30 feet from the user and will scatter to fill a 5-foot-radius sphere. All spellcasters within the area must make a saving throw versus spell or find their minds dulled and their wits slowed. All casting times less than 1 round are increased by 2 as the wizards hesitate, trying to remember the procedures. Spells which normally require 1 round to cast now require 1 full round plus a casting time of 5 on the following

round; spells which normally have a casting time of 2 rounds or longer now require 50% longer than normal to cast. The dust persists in the area for 1 turn unless somehow removed (e.g., a *gust of wind* spell). Those affected by the dust are impaired in their spellcasting for 1d4+1 turns thereafter.

Dust of Sneezing and Choking

(Source: *Dungeon Masters Guide, 2nd Edition*): This fine dust appears to be either dust of appearance or dust of disappearance. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those failing a saving throw vs. poison die immediately; those who make their saving throw are disabled by the choking for 5d4 rounds.

Dust of Tracelessness

(Source: *Dungeon Masters Guide, 2nd Edition*): This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

Dust of Trail Dispersion

(Source: *The Complete Thieves Handbook*): A generous pinch of this magical dust, when scattered over the beginning or origin of a trail (such as at the bottom of a wall surrounding a house the thief has burgled, at the point he reaches the ground) will prevent its being followed by all normal sensory means (rangers, bloodhounds, etc.). The dust is usually found in a small box, or packets, with one "find" usually being sufficient for 1d4+4 uses.

Efreeti Bottle

(Source: *Dungeon Masters Guide, 2nd Edition*): This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see *Monstrous Manual*). When opened, the efreeti issues from the bottle instantly.

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Elemental Compass

(Source: *Tome of Magic*): This device aids travelers seeking the elemental planes of Fire, Air, Water, or Earth. The compass, a small urn carved of stone and containing hollow pockets, works only in the Ethereal plane, an inner plane, or the Prime Material plane.

To make the compass work, a representative sample of material from the plane sought must be placed in the urn and the lid sealed. Thus, to find the elemental plane of Fire, a small, burning fire must be placed in the urn. Once sealed, the fire will burn until the lid is opened (just as water will not evaporate from the urn as long as the lid is sealed). When used on an inner plane or the Ethereal plane, the urn glows yellow when the characters are heading in the direction of a portal of the elemental plane they seek. On an inner plane, the compass leads to the para- or quasi-elemental planar border that exists between planes. In the Ethereal plane, the urn leads to the Ethereal curtain of the desired plane. There are no range restrictions on the inner or Ethereal planes.

On the Prime Material plane, the compass glows when the characters are headed for elemental vortices of the correct element, provided the vortex is within range. The range on the Prime Material plane is 300 miles.

Everbountiful Soup Kettle

(Source: *Tome of Magic*): When this two-gallon metal kettle is filled with water, the liquid is transformed into steaming, nutritious vegetable soup. One full kettle is sufficient to provide a single meal for up to six normal appetites. No ingredients are required for the soup, nor is heat necessary. Any nonmagical, nonpoisonous liquid can be used in place of water. The *everbountiful soup kettle* can be used once per day.

Eversmoking Bottle

(Source: *Dungeon Masters Guide, 2nd Edition*): This metal urn is identical to an efreeti bottle except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000-cubic-foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the eversmoking bottle is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

Eyes of Charming

(Source: *Dungeon Masters Guide, 2nd Edition*): This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to charm persons merely by meeting their gaze.

Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of eyes of charming.

Eyes of the Eagle

(Source: *Dungeon Masters Guide*, 2nd Edition): These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1 foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet).

Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

Eyes of Minute Seeing

(Source: *Dungeon Masters Guide*, 2nd Edition): In appearance, eyes of minute seeing are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for eyes of the eagle.

Eyes of Petrification

(Source: *Dungeon Masters Guide*, 2nd Edition): Totally indistinguishable from any other magical lenses, the effect of donning eyes of petrification is dramatic: the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.

Figurines of Wondrous Powers

(Source: *Dungeon Masters Guide*, 2nd Edition): There are several kinds of figurines of wondrous power. Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner. If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time. When a figurine is first found, roll percentile dice and consult the table below to determine the type of animal the figurine becomes:

D100 Roll	Figurine Type
01-15	Ebony fly

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16-30	Golden lions (pair)
31-40	Ivory goats (trio)
41-55	Marble elephant
56-65	Obsidian steed
66-85	Onyx dog
86-00	Serpentine owl

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The ebony fly is Armor Class 4, has 4+4 Hit Dice, and maneuverability class C. It flies at a movement rate of 48 without a rider, 36 carrying up to 210 pounds weight, and 24 carrying from 211 to 350 pounds weight. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the ebony fly once again becomes a tiny statuette.

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 5/6, 5+2 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.

Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:

- **The Goat of Traveling**—This statuette provides a speedy and enduring mount of Armor Class 6, with 24 Hit Points and 2 attacks (horns) for 1d8 each (consider as 4 Hit Dice monster). Its movement rate is 48 bearing 280 pounds or less. Its movement is reduced by 1 for every additional 14 pounds of weight carried. The goat can travel a maximum of one day each week—continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used.
- **The Goat of Travail**—When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (i.e., 8-18 hit points per damage per horn). It is Armor Class 0, has 96 hit points, and attacks as a 16 Hit Dice monster. It can be called to life just once per month up to 12 hours at a time. Its movement rate is 24.
- **The Goat of Terror**—When called upon with the proper command word, this statuette becomes a destrier-like mount, movement rate 36, Armor Class 2, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a spear +3 (lance), the other as a

sword +6). When ridden versus an opponent, the goat of terror radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful saving throw vs. spell or lose 50% of strength and suffer at least a -3 penalty to attack rolls, all due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks. After three uses, each of the goats loses its magical ability forever.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of marble elephant obtained is determined by rolling percentile dice and consulting the table below:

D100 Roll	Elephant Type
01-09	Normal Elephant
91-00	Prehistoric Elephant

Details of each type of creature are found in the *Monstrous Compendium*. The statuette can be used a maximum of 24 hours at a time, four times per month.

Obsidian Steed: An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse with the following additional powers: fly (at normal movement speed), go ethereal, go astral. It will allow itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the floor of the first layer of the Gray Waste and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 8-10, can communicate in the Common tongue, and has exceptional olfactory and visual abilities. The olfactory power enables the onyx dog to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dog is subject to being thrown off by false trails, breaks,

water, and masking or blocking substances or scents. The visual power enables the onyx dog to use 90-foot-range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War" in the *Monstrous Compendium*. An onyx dog can be used for up to six continuous hours, once per week. It obeys only its owner.

Serpentine Owl: A serpentine owl becomes a normal-sized horned owl (AC 7; move 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) if its possessor so commands, or it can become a giant owl if its owner so requires. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statuette moves with 95% silence, has infravision to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has his (or its) chances reduced 50% against the serpentine owl in smaller form. Furthermore, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a serpentine owl is in all respects the same as a giant owl. For information see "Owl, Giant," in the *Monstrous Compendium*. As with most other figurines of wondrous power, this one readily obeys all commands of its owner.

Fish Dust

(Source: *The Complete Barbarian Handbook*): A handful of this dust may be sprinkled over any 10-foot-radius area of a lake, river, or ocean. If any fish are below, the dust paralyzes them and causes them to rise to the surface, making them easy to harvest. The dust affects up to 10 HD worth of aquatic creatures that have animal intelligence or less; no single creature can have more than 1 HD. Once the fish surface, the paralysis persists for 4d4 rounds.

Flask of Curses

(Source: *Dungeon Masters Guide, 2nd Edition*): This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection will not reveal the nature of the flask of curses. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a curse of some sort will be visited upon the person or persons nearby. After that, it is harmless. The type of curse is up to the DM.

Suggestions include the reverse of the priest's bless spell. Typical curses found on scrolls are recommended for use here as well. Or perhaps a monster could appear and attack all creatures in sight.

Flatbox

(Source: *Tome of Magic*): A practical example of hypergeometry and hypermathematics, the *flatbox* appears to be a wooden box about 3' long, 2' wide, and two inches deep. It weighs eight pounds. The top of the box is a hinged lid. When the lid is opened, the interior of the box is filled with impenetrable darkness. This darkness cannot be dispelled by any form of magic; it is a characteristic of the hypergeometrical topography of the box. Although from the outside the *flatbox* appears to be only two inches deep, it actually has the internal volume of a box six feet deep. (Thus, it has a volume of 36 cubic feet.) The maximum weight that can be loaded into a *flatbox* is 500 pounds. No matter how much of its volume is filled, the *flatbox* still weighs only eight pounds. Since the inside of the box is completely dark, the only way to retrieve a specific item is to feel around within the box. Finding an object this way takes 1d4 rounds. There is a significant danger associated with the flatbox. If it is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or transported via *dimensional folding* or any analogous method, or if it ever suffers 15 hit points of damage, the *flatbox* explodes violently. This explosion destroys all contents of the box and inflicts 4d10 hit points of damage on any creature within 20 feet (save vs. spell for half damage). (Please also read the following from the DMs Option: *High Level campaign*)

Flatbox (Source: *DMs Option: High Level campaign*): The box can hold 60 gallons of water. A creature inside one of these items can breathe normally for six minutes if the lid is closed. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Forge of Metal Protection

(Source: *Tome of Magic*): The first of these heavy (1,000 lb.) forges was created an unknown number of centuries ago. Because of the specific magical properties involved, it is believed that a wizard, assisted by a number of dwarves (all of whom were interested in planar research), constructed the device. Although the secret of the construction has since spread, the forge is an extremely rare magical item. The forge is a furnace made up of enchanted rocks held together with a network of steel rods. When metal armor and weapons are placed within the

furnace and heated to glowing red, the armor becomes immune to the effects of heat on the inner planes. All metal items tempered in this manner suffer no ill effects from heat on any of the inner planes, but suffer the effects of heat normally on the Prime Material plane.

The effect of the magical protection lasts 12 to 30 days (2d10+10). Magical armor or weapons that are placed in the forge take on the protection from heat, but temporarily lose their other magical properties. Thus, a *sword* +2 placed in the forge will not melt on the plane of Fire, but it ceases to function as a *sword* +2 until the enchantment wears off. A weapon with an ego retains its ego, but loses all of its other magical properties.

Fur of Warmth

(Source: *Tome of Magic*): These large, white furs (5' by 8') are reportedly taken from the skins of creatures native to the para-elemental plane of Ice. A person wearing the fur still feels cold in a cold environment (such as the para-elemental plane of ice), but does not suffer damage from exposure. Anyone wrapped in the fur is immune to the natural effects of cold, including the environments of the inner planes. Anyone wearing the fur takes half-damage from cold-based attacks. The wearer need not be covered completely by the fur to receive the enchanted protection; the fur must simply be draped over him like a cape. If the fur is cut into more than one piece, it loses its magical property. If the fur is worn in pleasant or hot weather, it affects the wearer as any other large fur would.

Gauntlets of Dexterity

(Source: *Dungeon Masters Guide, 2nd Edition*): A pair of these gloves appears to be nothing more than lightweight leather handwear of the everyday sort. Naturally, they radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. Gauntlets of Dexterity increase overall Dexterity by 4 points if the wearer's Dexterity is 6 or less, by 2 points if at 7-13, and by 1 point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th-level thief. If worn by a thief, they increase these two abilities by 10%.

Gauntlets of Fumbling

(Source: *Dungeon Masters Guide, 2nd Edition*): These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, etc.). In the former instance, these will appear to be gauntlets of dexterity; in the latter case, they will appear to be gauntlets of ogre power. They will perform according to every test as if they were gauntlets of dexterity or ogre power

until the wearer finds himself under attack or in a life and death situation. At that time, the curse is activated, and the wearer will become very clumsy, with a 50% chance each round of dropping anything held in either hand—not from both singly. The gauntlets will also lower overall Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a remove curse spell or a wish.

Gauntlets of Ogre Power

(Source: *Dungeon Masters Guide*, 2nd Edition): These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 18/00 Strength in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted when a hit is made.

These gauntlets are particularly desirable when combined with a girdle of giant strength and a hurled weapon. They grow or shrink to fit human to halfling-sized hands.

Gauntlets of Swimming and Climbing

(Source: *Dungeon Masters Guide*, 2nd Edition): A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (halfling) size. The wearer can swim as fast as a triton (movement of 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not empower the wearer to breathe in water. These gloves give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

Gem of Brightness

(Source: *Dungeon Masters Guide*, 2nd Edition): This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of three sorts. One command word causes the gem to shed a pale light in a cone-shape 10 feet long, emanating from the gem to a radius of 2½ feet at the end of the beam. This does not discharge any of the energy of the device. Another command causes the gem of brightness to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw versus magic to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge. The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a

cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within its area must save versus magic or be blinded for 1-4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends five charges. Dazzling or blindness effects can be reversed by a cure blindness spell; eye damage can be cured only by a heal spell. The gem of brightness has 50 charges and cannot be recharged. A darkness spell cast at the gem's owner drains one charge from a gem of brightness, or makes it useless for one round, at the option of the gem owner. A continual darkness spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

Gem of Insight

(Source: *Dungeon Masters Guide*, 2nd Edition): This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. A gem of insight functions once every 50 years. If a character acquires a second gem, the second item has no effect. (Please also read the following from the DMs Option: High Level campaign)

Gem of Insight (DMs Option: High Level campaign): A character can benefit from one of these items only once, no matter how many gems are found over the course of the character's lifetime or how long a single gem of insight is kept.

Gem of Retaliation

(Source: *Tome of Magic*): The holder of this gem gains a special protection against Evocation spells directed at him. The owner of the gem gains a +4 bonus to any saving throw made against such a spell, and also acquires a base save of 18 (but not the +4 bonus) against any Evocation spell which normally does not allow a saving throw (such as *ice storm*). All standard modifiers (*ring of protection*, *Dexterity*, etc.) apply. Additionally, if the saving throw is successful, the incoming spell is converted into outgoing *magic missiles*. The number of missiles is equal to one-half the level of the spell negated, rounding fractions up. The *magic missiles* then streak back to strike the person or creature who cast the spell at

the owner of the gem. Maximum range for this strike is 160 yards.

Spell-like effects created from magical items are not affected by the *gem of retaliation* (thus, a *wand of magic missiles* will function normally against someone using this gem).

An individual holding a *gem of retaliation* who comes under attack by an area spell (*fireball*, *ice storm*, etc.) gains the advantages as described above. Other persons in the area of effect suffer all effects normally. Even if the gem's owner saves successfully, the area-effect Evocation is *not* transformed into *magic missiles* as described previously.

Gem of Seeing

(Source: *Dungeon Masters Guide*, 2nd Edition): These finely cut and polished stones are indistinguishable from ordinary jewels, although a detect magic will reveal its enchantment. When gazed through, the gem of seeing enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range. Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if small things are to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer will see an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

Girdle of Dwarvenkind

(Source: *Dungeon Masters Guide*, 2nd Edition): This belt lowers the wearers' Charisma score by 1 with respect to nondwarves and their ilk. The girdle causes the wearer to gain one point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he has Charisma two points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish language. The wearer also gains the racial benefits of dwarvenkind (i.e., +1 Constitution, saving throw bonuses based on total Constitution, 60-foot infravision, and detection/determination of approximate depth underground as described in the Player's Handbook). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

Girdle of Femininity/Masculinity

(Source: *Dungeon Masters Guide*, 2nd Edition): This broad leather band appears to be a normal belt, but,

if buckled on, it will immediately change the sex of its wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, although there is a 50% chance a wish might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty. Ten percent of these girdles actually remove all sex from the wearer.

Girdle of Giant Strength

(Source: *Dungeon Masters Guide*, 2nd Edition): This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult the table below. The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with gauntlets of ogre power and magical warhammers.

GIRDLE OF GIANT STRENGTH

D100 Roll	Giant Equivalent	Strength Rating	Bonuses To Hit Damage	Open Doors*
01-30	Hill	19	+3 +7	16(8)
31-50	Stone	20	+3 +8	17(10)
51-70	Frost	21	+4 +9	17(12)
71-85	Fire	22	+4 +10	18(14)
86-95	Cloud	23	+5 +11	18(16)
96-00	Storm	24	+6 +12	19(17)

* The number in parentheses is the number of chances out of 20 for the character to be able to force open a locked, barred, magically held, or wizard locked door. Only one attempt can be made per door; if it fails, no further attempts can be made.

The wearer of the girdle is able to hurl rocks and bend bars as if he had imbibed a potion of giant strength. These abilities are:

Rock Hurling Type	Weight Allowance	Range	Base Damage	Rock Weight.*	Bend Bars /Lift Gates
Hill	485	8 yds.	1-6	140	50%
Stone	535	16 yds.	1-12	198	60%
Frost	635	10 yds.	1-8	156	70%
Fire	785	12 yds.	1-8	170	80%
Cloud	935	14 yds.	1-10	184	90%
Storm	1,235	16 yds.	1-12	212	95%

* Approximate average missile weight.

Girdle of Many Pouches

(Source: *Dungeon Masters Guide*, 2nd Edition): This broad waistbelt seems to be nothing more than a wellmade article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration. Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact,

there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature bag of holding, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available. (Please also read the following from the DMs Option: High Level campaign)

Girdle of Many Pouches (DMs Option: High Level campaign): Though intended to hold equipment, this item's small pouches can hold about one gallon of water or a single tiny creature. If belted around a character's waist, the pouches are sealed and the creatures inside them have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Glass of Preserved Words

(Source: Tome of Magic): This magical magnifying glass has a band of silver around the lens and an ivory handle. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away through time, inked letters blurred due to moisture, messages clouded by magic, and magical and normal writings all become clear when read through the glass.

The actual words remain illegible; they are not altered in any way. Only a character looking at them through the glass can read them clearly. The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

Globe of Purification

(Source: Tome of Magic): These enchanted glass spheres, 6 inches in diameter, contain the swirling blue-grey essence of a *cloud of purification* spell. When the globe is broken, the cloud billows forth, acting exactly as if the spell had been cast by a 12th-level priest.

These devices are often given to a city's sanitation crews, who descend upon the streets and sewers during the wee hours of the morning.

Globe of Serenity

(Source: Tome of Magic): These glass orbs look very much like crystal balls. However, a *globe of serenity* emits a continuous, inaudible tone that affects all living creatures within 50 feet who fail a

saving throw vs. spell. While in the area of effect, affected creatures feel the utmost serenity and self-control. Strong emotions such as joy, love, and hatred are totally subdued.

Creatures affected by the globe gain a +3 saving throw bonus to resist spells and special attacks that affect emotions (such as *charm*, *fear*, or *emotion*). At the same time, they suffer a -2 to all Intelligence checks, the spark of insight also repressed. The globe also affects morale, raising the spirits of some while quelling the fires of fanaticism in others. All affected creatures have morale of 10, regardless of their training or skill. If a morale check is called for and failed, the affected creature does not rout or flee, but stays in place, taking no action until rallied.

Globes of serenity are best suited for lawful communities where open displays of emotion are frowned upon. Although crime and violence would be greatly reduced in these communities, citizens would also lack a sense of spirit. The people would go about their daily routines like emotionless automatons.

Gloves of Evasion

(Source: The Complete Thieves Handbook): These gloves are made of exceptionally supple, thin calfskin, and when put on they blend with the skin and become virtually undetectable (and are detection resistant). A thief wearing them gains a +10% bonus to open locks skill and can undo almost any knot automatically in one round. Any character wearing the gloves gains a proficiency in escapology, being able to manipulate his hands in such a way that he can escape from manacles, chains, irons or similar restraints if a Dexterity check (with a +2 bonus if the character is a thief) is made.

Gloves of Missile Snaring

(Source: Dungeon Masters Guide, 2nd Edition): These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

Gourd of Travel

(Source: *The Complete Bards Handbook*): By shaking this gourd and saying the command word, the bard is able to teleport himself and one other to any known place. A *gourd of travel* does not allow for travel between planes.

A *gourd of travel* has 1d10 seeds within it, which produce the rattling sound that causes the gourd to function. Every time the gourd is used, one of these seeds vanishes. When the last seed vanishes, the gourd becomes a nonmagical item.

Harp of Charming

(Source: *Dungeon Masters Guide, 2nd Edition*): This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one suggestion spell each turn of playing. Optionally, the DM can require a successful proficiency check be made to cast the suggestion. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear. *(If you're playing a bard please also read the following.)*

Harp of Charming (Source: *The Complete Bards Handbook*): Once per turn a bard is able to cause the harp to cast a *command* spell as a caster equal to the bard's level.

Harp of Discord

(Source: *Dungeon Masters Guide, 2nd Edition*): This harp appears normal in all respects. However, when played, the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a harp of charming. When discordant, the music has the effect of automatically enraging all those within 30 feet. Those enraged will attack the musicians 50% of the time or the nearest other target the remaining 50% of the time. The harpist is not affected by this frenzy unless he is being attacked. The frenzy lasts for 1d4 + 1 rounds after the music stops. *(If you're playing a bard please also read the following.)*

Harp of Discord (Source: *The Complete Bards Handbook*): Unfortunately for bards, their greater musical talents cause the effects of this instrument to last for 2d4+2 rounds after the music stops. Jesters cause the effect to last for 2d4 turns.

Harp of Healing

(Source: *The Complete Bards Handbook*): When this magical harp is played within 10 feet of wounded creatures, it heals each creature by one point per hour of playing. However, once the music stops or a new player takes over, further playing is useless unless new wounds are received. After eight

hours of continuous playing, a bard must begin to make successful Constitution rolls once an hour or he misplays the harp and healing ends.

Hat of Disguise

(Source: *Dungeon Masters Guide, 2nd Edition*): This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

Height:	+/-25% of actual height
Weight:	+/-50% of actual weight
Sex:	Male or female
Hair:	Any color
Eyes:	Any color
Complexion:	Any color
Facial features:	Highly mutable

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Hat of Stupidity

(Source: *Dungeon Masters Guide, 2nd Edition*): This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a beneficial item, for he will be overcome by stupidity. Intelligence is lowered to 7, or by 1 if the wearer has a 7 or lower Intelligence normally. The wearer will always desire to have the hat on—especially when he is engaged in any activity which requires thinking, spellcasting, etc. Without the benefit of a remove curse spell or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

Helm of Brilliance

(Source: *Dungeon Masters Guide, 2nd Edition*): When discovered, a helm of brilliance appears to be nothing more than an ordinary piece of armor for head protection—a helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm is armor of +2 value. It is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each of large size and magicked—which perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:

Diamond	<i>Prismatic spray</i> (as the 7th-level wizard spell)
Ruby	<i>Wall of fire</i> (as the 5th-level priest spell)
Fire Opal	<i>Fireball</i> (as the 3rd-level wizard spell)
Opal	<i>Light</i> (as the 1st-level priest spell)

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Until all of its jewels are magically expended, a helm of brilliance also has the following magical properties when activated.

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.
2. The wearer may command any sword he wields to become a sword of flame. This is in addition to any other special properties it may have. This takes one round to take effect.
3. The wearer is protected as if a double-strength fire resistance ring were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.

If a creature wearing the helm is attacked by magical fire and fails to save vs. magical fire, he must attempt another saving throw for the helmet without magical additions. If this is failed, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.

Helm of Comprehending Languages and Reading Magic

(Source: *Dungeon Masters Guide*, 2nd Edition): Appearing as a normal helmet, a helmet of comprehending languages and reading magic enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 5. (If you're playing a bard please also read the following)

Helm of Comprehending Languages and Reading Magic (Source: *The Complete Bards Handbook*): When worn by a bard, this helm

grants the ability to understand 95% of strange writings and 90% of magical writings. If the bard is 10th level or higher, the chance to understand magical writings rises to 95%.

Helm of Opposite Alignment

(Source: *Dungeon Masters Guide*, 2nd Edition): This metal hat looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is radically altered—good to evil, neutral to some absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.

Only a wish can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and atone if the curse is to be obliterated. Note that once a helm of opposite alignment has functioned, it loses all of its magical properties.

Helm of Telepathy

(Source: *Dungeon Masters Guide*, 2nd Edition): This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a helm of telepathy is able to determine the thoughts of creatures within a 60-foot range. There are two limitations on this power: The wearer must know the language used by such creatures (the racial tongue will be used in thoughts in preference to the Common, the Common in preference to alignment languages); and there can't be more than 3 feet of solid stone, 3 inches of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature will receive the emotional message of the wearer.

If the wearer of the helm wants to implant a suggestion (see the 3rd-level wizard spell of that name in the Player's Handbook), he can attempt to do so as follows: The creature receiving the suggestion gains a saving throw vs. spell with a -1 penalty for every two points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

Helm of Teleportation

(Source: *Dungeon Masters Guide, 2nd Edition*): This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may teleport once per day, exactly as if he were a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a teleportation spell, and use the helm to refresh his memory so he can repeat the spell up to three times upon objects or characters and still be able to personally teleport by means of the helm. As long as the wizard retains the teleportation spell uncast, he can personally teleport up to six times before the memory of the spell is lost, and even then a usage of the helm remains as noted above for all characters.

Helm of Underwater Action

(Source: *Dungeon Masters Guide, 2nd Edition*): When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head, and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

Helms of Valor

(Source: *Dungeon Masters Guide, 2nd Edition*): This item appears as a typical elven winged helm, but will radiate *enchantment/charm* if a *detect magic* spell is used on it. Originally inspired by those battle leaders who walked unflinching through hails of enemy arrow fire, a *helm of valor* enables its wearer to ignore missile fire. However, in order to do so, the users of such helms must have implicit trust in both themselves and their *helm*.

When a wearer first tries to use a particular *helm*, he or she must make a successful Wisdom check to attune with it. In unsuccessful, that *helm* will not function for the user until the individual's Wisdom score has changed for either better or worse (thus allowing another check).

A user who succeeds at the Wisdom check may then attempt to harness the *helm's* powers. The next time someone successfully attacks the wearer with a missile weapon, he or she may make another Wisdom check to avoid all but 1 point of damage, no matter the usual damage of the missile.

If this second Wisdom check fails, the wearer suffers the *maximum* damage the missile can inflict.

This check is made for every missile fired at the wearer during this combat, and the modifiers listed below do not apply until the next combat.

If this second Wisdom check is successful, the wearer gains a +1 to the Wisdom check for the next combat.

Note: *This applies only to the next combat in which enemies attempt to harm the user.* The helm does not work during sparring practice or training. A user who fails a Wisdom check picks up a –1 penalty for the next three combats, while he or she learns to trust in the powers of the helm again. No matter how often the user succeeds in the Wisdom check, the bonus can never exceed 19; a roll of 20 always fails.

Helms of valor provide no defense against melee weapons (although hurled daggers, axes, and other propelled melee weapons count as missile weapons), nor do they offer any protection against spells such as magic missile. Magical missiles, including enchanted arrows, affect the Wisdom check by –1 per +1 of the enchantment.

The *helm* is usable by warriors, priests, and psionically empowered individuals. As with all helms, it is not usable by either wizards or thieves who wish to practice their crafts.

Herbmaster's Pouch

(Source: *The Complete Druids Handbook*): This small bag of finely woven grass keeps herbs—including herbal magical ingredients—as fresh as if newly harvested. The –2 penalty for using preserved herbs to create magical herbal brews does not apply to ingredients kept in an *herbmaster's pouch*.

Heward's Handy Haversack

(Source: *Dungeon Masters Guide, 2nd Edition*): A magical backpack of this sort appears quite ordinary—well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a bag of holding and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. Heward's handy haversack and whatever it contains gain a +2 bonus to all saving throws. (Please also read the following from the DMs Option: *High Level campaign*)

Heward's Handy Haversack (DMs Option: High Level campaign): Though intended to hold equipment, this item's compartments can hold water or creatures. The side pouches can

hold two gallons of water or one tiny creature each. The central compartment can hold eight gallons of water or a single small creature. If strapped around a character's back and closed, creatures inside the haversack have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

Horn of Amplification

(Source: *The Complete Bards Handbook*): This horn is not hollow as one would expect. Rather, it is solid and resembles the horn of a rhinoceros. It is used by touching its base to the forehead. It magically attaches and conveys its special power. At this time, the one wearing the horn has his voice amplified from two to ten times in volume. The exact increase is up to the character using the horn. The horn has no other function. It can be removed by anyone who lightly pulls on it.

This horn increases the range of all songs, jokes, rhymes, and other forms of verbal communication proportionately (e.g., an amplification of five increases the range by five times the normal distance).

The character can also yell. A yell causes 2d10 points of damage to everyone except the user within a range of 5 feet times the amplification (e.g., setting 2 has a 10-foot range, setting 5 has a 25-foot range, etc.). A successful saving throw vs. petrification reduces damage by half. Only one yell per encounter can be attempted.

Each time the horn is used, there is a 1% chance that it permanently affixes to the user's forehead and loses all magical ability. It can then be used as a weapon for head butts, causing 1d3 points of damage. However, the oddity of having a horn growing from the character's head results in a -2 Charisma penalty. A wish must be used to remove the horn.

Horn of Animal Calls

(Source: *The Complete Rangers Handbook*): This wooden instrument, painted bright red with tiny silhouettes of various animals along the sides, resembles a recorder about six inches long. The instrument can duplicate the cries and calls of any animal. The user closes his eyes, pictures the animal in his mind, then blows into the instrument. The sound is indistinguishable from the cry of the actual animal. The instrument can be used to call particular animals or frighten them away. The DM determines the effect of any particular use of the horn; for example, summoning 2d4 animals might be 80% likely in an animal's home terrain, with an arrival time of 1-4 rounds.

Horn of Baubles

(Source: *The Complete Bards Handbook*): When

this instrument is blown, one 5'x5'x5' cube of useless baubles spews out of it per level of the blower. Although this is usually rather comical, it can be dangerous in a limited space.

The instrument can be safely blown once every hour. If blown more frequently, there is a 10% cumulative chance that the horn backfires, sucking the blower into it and spewing him out as a collection of useless baubles. It is impossible to resurrect or reincarnate a creature in this state, although a *wish* can be used to recover the victim.

Horn of Blasting

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical horn appears to be a normal trumpet, but it radiates magic if a detect magic is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area must roll a successful saving throw vs. spell. Those saving are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.
2. A wave of ultrasonic sound 1 foot wide and 100 feet long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled by a large catapult. See "Siege Damage" in Chapter 9, and suffer an additional -2 penalty to the die roll described there.

If a horn of blasting is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it. (*If you're playing a bard please also read the following*)

Horn of Blasting (Source: *The Complete Bards Handbook*): Bards are better able to play this instrument, so that there is only a 5% cumulative chance per day that the horn will explode. Furthermore, the listed "2% cumulative chance of the instrument self-destructing" is reduced to 1%.

Horn of Bubbles

(Source: *Dungeon Masters Guide, 2nd Edition*): This cursed musical instrument will radiate magic if

detected for. It appears as a normal horn, or possibly any of the many magical ones. It will sound a note and call forth a mass of bubbles that completely surround and blind the individual who blew the horn for 2d10 rounds, but these bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a very short or extremely lengthy period. *(If you're playing a bard please also read the following)*

Horn of Bubbles (Source: *The Complete Bards Handbook*): Bards are actually able to use this cursed magical item to their advantage (once they determine what the horn is). When properly blown by a bard, the horn emits a cone of bubbles 30 feet long with a 30-foot diameter end. Anyone caught in the bubbles is effectively blinded for 2d10 rounds unless he rolls a successful saving throw vs. breath weapon. However, there is a 5% chance that the horn backfires and sucks the bard through it, emitting him as a mass of bubbles. Once all of the bubbles pop (taking 2d10 rounds), the bard is irrevocably dead. Jesters have only a 1% chance of being turned to bubbles.

Horn of Collapsing

(Source: *Dungeon Masters Guide, 2nd Edition*): The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:

Out-of-doors: A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

Underground: The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each 10 feet of height which the material above drops (i.e., twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, etc.). Proper use of a horn of collapsing enables the character to sound it while it is pointed at the roof overhead from 30 to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (10-foot radius from the central aiming point) which inflicts damage as noted above if indoors or underground only. *(If you're playing a bard please also read the following)*

Horn of Collapsing (Source: *The Complete Bards Handbook*): Bards have only a 5% chance of sounding the horn improperly. Dwarven Chanters never use this instrument improperly once they know the command word.

Horn of Fog

(Source: *Dungeon Masters Guide, 2nd Edition*): This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a fog cloud spell. Each round spent blowing it creates a 10-foot cube fog cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new fog cloud will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end. *(If you're playing a bard please also read the following)*

Horn of Fog (Source: *The Complete Bards Handbook*): When this horn is blown, bards are able to create the typical fog, or they can create a region of magical rain. Rain can be very useful as a source of water, to put out fires, or to fill the bottom of a room with water. The rain will accumulate 1 inch of water per round in a 10-foot square.

Horn of Goodness/Evil

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical instrument adapts itself to the alignment of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good, then blowing the horn has the effect of a protection from evil spell in a 10-foot radius, and this protection will last for 10 rounds. Each friendly/allied creature within this area will be affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day. *(If you're playing a bard please also read the following)*

Horn of Goodness (Evil) (Source: *The Complete Bards Handbook*): Unfortunately for many bards, sounding this instrument might produce an alignment change. There is a 50% chance that the bard becomes neutral evil, otherwise he becomes neutral good. If the bard is already one of these two alignments, the horn functions normally.

Horn of the Tritons

(Source: *Dungeon Masters Guide, 2nd Edition*): This device is a conch shell horn which can be blown once per day (except by a triton who can sound it three times daily). A horn of the tritons can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius. (This has the effect of dispelling a water elemental or water weird.)
2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.
3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a horn of the tritons can be heard by all tritons within a three-mile radius.
(If you're playing a bard please also read the following)

Horn of the Tritons (Source: *The Complete Bards Handbook*): Bards are able to sound this horn even though it isn't normally usable by rogues. Meistersingers and halfling Whistlers are able to use this magical horn twice per day.

Horn of Valhalla

(Source: *Dungeon Masters Guide, 2nd Edition*): There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting the table below.

Any character whose group is unable to employ a particular horn of Valhalla will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 4, have 6 hp points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

Fully 50% of these horns are aligned and will summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

Berserk Fighters

D20 Roll	Type of Horn	Summoned	Usable By
1-8	Silver	2d4+2	2nd level any group
9-15	Brass	2d4+1	3rd level P, Wi, R
16-18	Bronze	2d4	4th level P, Wa
19-20	Iron	1d4+1	5th level Wa

(If you're playing a bard please also read the following)

Horn of Valhalla (Source: *The Complete Bards Handbook*): At 5th level bards can sound the brass horn, at 10th level the bronze horn, and at 15th level the iron horn. Skalds can play any of these horns without penalty.

Horn of Valor

(Source: *Tome of Magic*): This golden horn is indistinguishable from any other magical horn until it is sounded. When sounded, each unit hearing it who is allied with or loyal to the character sounding the horn gains the following benefits. First, the unit gains a +2 bonus to its morale for 1d4 BATTLESYSTEM™ rules turns. Second, any routed friendly unit who hears it immediately makes a rally check with a bonus of 2 to its morale (for that check only). (This check is made when the horn is sounded--during the magic phase-- rather than in the rally phase. If this additional check is failed, the unit is entitled to a second check in the rally phase, as normal.)

Enemy units who hear the horn are also affected: they suffer a -1 penalty to morale for 1d2 BATTLESYSTEM rules turns.

Under normal conditions, the sound of the horn can be heard at a range of 24". Unusual conditions, such as a raging storm, can decrease this range, but the horn can *always* be heard at a range of 9" (unless the character blowing the horn is within an area of magical *silence*, of course).

The horn of valor can be sounded only once per BATTLESYSTEM Rules turn, and no more than three times in any 12 hour period. If blown a fourth time within this period, it becomes totally nonmagical for 1d6 days, and any effects remaining from earlier soundings immediately terminate. Effects from multiple soundings are not cumulative. (Instantaneous effects such as the automatic rally check for friendly units take place each time the horn is sounded.)

Horseshoes of Speed

(Source: *Dungeon Masters Guide, 2nd Edition*): These iron shoes come in sets of four like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.

Horseshoes of a Zephyr

(Source: *Dungeon Masters Guide, 2nd Edition*): These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed—passed over without effort—and movement is possible without leaving

tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

Hourglass of Fire and Ice

(Source: Tome of Magic): This small, wooden-framed hourglass looks quite ordinary, but radiates invocation/evocation magic if detected. Half these hourglasses contain red sand and half contain blue sand.

An hourglass containing red sand in the lower portion enables a spellcaster to cast fire-based spells with increased potency: +1 per die of damage. Further, victims suffer a -1 penalty to all saves against such spells, and even saving throws against illusions of fire are made at -1.

When the hourglass is tilted, the red sand flows slowly through the aperture, turning blue as it does so. The hourglass takes 6 turns to fill with blue sand. When the hourglass has filled with blue sand, all cold-based spells cast by the owner of the hourglass have +1 per die of damage. Victims also suffer a -1 penalty to saving throws against cold-based spells, including saves against illusions of cold.

The hourglass may be inverted to re-create the red sand, with a corresponding flip in the effects after 6 turns.

The hourglass may be inverted up to three times per day. However, with every inversion of the hourglass there is a 1% chance that it will break, spilling its sands and losing its magic forever.

Ice Box

(Source: The Complete Rangers Handbook): This is an airtight box one foot square, made of black metal with a single hinged panel. Opening the panel reveals the hollow interior. Centered on the outside of the panel is a white metal pointer resembling a small arrow. This pointer can be rotated in any direction to regulate the temperature inside the box. If pointed straight up (toward the hinges), the temperature remains at 70 degrees F. For every complete clockwise rotation of the arrow, the temperature inside the box drops 1 degree. Therefore, if the arrow is rotated 30 times, the temperature drops to 40 degrees F. Rotating the arrow counter-clockwise raises the temperature 1 degree per rotation. The temperature can't be lowered below zero degrees or elevated beyond 70 degrees. The box is useful for making ice and preventing food spoilage.

Incense of Meditation

(Source: Dungeon Masters Guide, 2nd Edition): The small rectangular blocks of sweet-smelling incense of meditation are indistinguishable from nonmagical incense until one is lit. When burning,

the special fragrance and pearly-hued smoke of this special incense are recognizable by any priest of 5th or higher level.

When a priest lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, cure wounds spells are always maximum, spell effects are of the broadest area possible, and saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

When this item of magic is discovered, there will be 2d4 pieces of incense. Each piece burns for eight hours, the effects remain for 24 hours.

Incense of Obsession

(Source: Dungeon Masters Guide, 2nd Edition): These strange blocks of incense exactly resemble incense of meditation. If meditation and prayer are conducted while the lit incense of obsession is nearby, its odor and smoke will cause the priest to become totally confident that his spell ability is superior, due to the magical incense. The priest will be determined to use his spells at every opportunity, even when not needed or when useless. The priest will remain obsessed with his abilities and spells until all are cast or 24 hours have elapsed.

There are 2d4 pieces of this incense normally, each burning for one hour.

Ioun Stones

(Source: Dungeon Masters Guide, 2nd Edition): These magical stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. 1d10 ioun stones will be found, though there are 14 different kinds, in all. Roll 1d20 to determine the property of each stone, a duplication indicating a stone which is burned out and useless but counts as one of the number found:

Whenever ioun stones are exposed to attack, they are treated as Armor Class -4 and take 10 points of damage to destroy. They save as if they were of hard metal—+3 bonus.

IOUN STONES

D20 Roll	Color of Stone	Shape Effect
1	pale blue rhomboid	adds 1 point to Str. (18 max.)
2	scarlet & blue	sphere adds 1 point to Int. (18 max.)

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3	incandescent blue	sphere adds 1 point to Wis. (18 max.)
4	deep red	sphere adds 1 point to Dex. (18 max.)
5		pink rhomboid adds 1 point to Con. (18 max.)
6	pink & green	sphere adds 1 point to Cha. (18 max.)
7	pale green prism	adds 1 level of experience
8	clear spindle	sustains person without food/water
9	iridescent spindle	sustains person without air
10	pearly white spindle	regenerates 1 hp/turn
11	pale lavender ellipsoid	absorbs spells up to 4th level*
12	lavender & green ellipsoid	absorbs spells up to 8th level**
13	vibrant purple prism	stores 2d6 levels of spells
14	dusty rose prism	gives +1 protection
15-20	dull gray any burned out, "dead" stone	

* After absorbing 10-40 spell levels, the stone burns out and turns to dull gray, forever useless.

** After absorbing 20-80 spell levels, the stone burns out and turns dull gray, forever useless.

Iron Bands of Bilarro

(Source: *Dungeon Masters Guide*, 2nd Edition): When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch-diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully bending bars. Only one attempt is possible before the bands are so set as to be inescapable. (Please also read the following from the DMs Option: High Level campaign)

Iron Bands of Bilarro (DMs Option: High Level campaign): There is no saving throw against this item, though the user must make a successful attack roll to trap a target. A failed attack roll never entraps a creature. An entrapped victim's companions can attempt a bend bars/lift gates roll to break the bands if the victim cannot get free. Spells such as *free action*, *wraithform*, *antimagic shell*, and *duo-dimension* are all effective means of escape, but teleportation magic merely transports the trapped creature from one place to another with the bands still trapping him. Magical items such as a *potion of slipperiness* or *ring of free action* are also effective against the magic of the bands.

Iron Flask

(Source: *Dungeon Masters Guide*, 2nd Edition): These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with sigils, glyphs, and special symbols. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its saving throw vs. spell—after magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it very angry and totally hostile. A discovered bottle might contain:

D100 Roll Contents

01-50	Empty
51-54	Air elemental
55-65	Djinni
66-69	Earth elemental
70-72	Efreiti
73-76	Fire elemental
77-86	Invisible stalker
87-89	Rakshasa
90-93	Salamander
94-97	Water elemental
98-99	Wind walker
00	Xorn

Jar of Preserving

(Source: *Tome of Magic*): This piece of magical glassware is able to hold up to one cubic foot of material. The round jar is equipped with a glass lid that screws into place.

Any animal or vegetable matter placed in a *jar of preserving* enters a form of suspended animation. A rosebud never wilts, for example, and a small animal never ages and does not require food, water, or air. Spell components placed in the jar never lose potency.

Jewel of Attacks

(Source: *Dungeon Masters Guide*, 2nd Edition): This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered and the party seeks to evade them by flight. Once picked up, the jewel of attacks will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a remove curse spell or an atonement is cast upon him.

Jewel of Flawlessness

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a jewel of flawlessness is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the jewel of flawlessness (a roll of 2 on d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Keoghtom's Ointment

(Source: *Dungeon Masters Guide*, 2nd Edition): This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small—perhaps three inches in diameter and one inch deep—but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

Law's Banner

(Source: *Tome of Magic*): This blazing red standard has the magical ability to raise the morale of troops when held at the front of a lawful army. The banner inspires any soldier in the army who is within a quarter-mile of the banner and can see the flag. Troops inspired in this manner receive a +2 modifier to their base morale as per BATTLESYSTEM™ rules. In order for an army to be considered lawful, at least 90% of the troops must be of lawful alignment and no more than 1% can be chaotic. If the banner falls, the effects are lost immediately. If the banner is raised within 1 turn, the effect returns. If the banner is not raised within 1 turn, the inspired troops become filled with dread, feeling that the battle has clearly gone against their cause. The same troops now suffer a -2 morale penalty for the duration of the battle. The standard may be raised any number of times, but will improve or impair morale only once per day.

Lens of Detection

(Source: *Dungeon Masters Guide*, 2nd Edition): This circular prism enables its user to detect minute things at 50% of the ability of eyes of minute seeing, but it also enables the possessor to look through the lens and track as a 5th-level ranger does. The lens of detection is about six inches in diameter. It must be set in a frame with a handle in order to be properly used.

Lens of Remote Viewing

(Source: *The Complete Thieves Handbook*): These small, clear gems (the term "lens" is a slight misnomer here) appear to be worthless quartz, but in fact possess a powerful dweomer. If the owner attunes himself to a *lens of remote viewing* (a process which takes four hours of meditation), he can then "see" through the lens whatever scene is happening in front of the lens and within its field of vision, wherever the lens may later be. There is no range limit, save that no perception across the planes is possible. No auditory information is detected through the lens, and no spells can be cast through it. A *lens of remote viewing* is also detection resistant. At any one time, any thief may be attuned with a number of such lenses not exceeding one-half his Intelligence score (round fractions down). These items are usually found singly, and are of obvious value in spying.

Lens of Speed Reading

(Source: *Tome of Magic*): While looking through this lens, the user can read any book, document, or other written material at three times his normal speed with full comprehension. When used in conjunction with *read magic*, the *lens of speed reading* enables the user to quickly scan scrolls and magical tomes to learn their contents, but it has no effect on the time required to cast spells. The lens will not decipher codes, improve illegible writing, or allow magic to be read without the proper spells.

Lens of Valuation

(Source: *The Complete Thieves Handbook*): This highly-prized item consists of a lens some 3 inches in diameter with a handle some 6 inches long. The lens allows the viewer to estimate the true worth of any nonmagical object to within 5%, on studying it for five rounds or longer. Of course, this will be an average price, and special conditions of supply or demand may make this valuation wildly inaccurate. Merchants usually go to considerable lengths to prevent any *lens of valuation* from being used on their goods! In the thieving community, it is most sought-after by fences, who can widen their operations in a major way if they possess this item.

Libram of Gainful Conjuraction

(Source: *Dungeon Masters Guide*, 2nd Edition): This mystic book contains much arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-neutral wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, and must seek a priest in order to atone and regain the ability to progress in experience (until doing so, he gains no further experience).

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a remove curse and rest for 1 month or by having a priest heal them.

Libram of Ineffable Damnation

(Source: *Dungeon Masters Guide*, 2nd Edition): This work is exactly like the libram of gainful conjuration except that it benefits evil wizards. Nonevil characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

Libram of Silver Magic

(Source: *Dungeon Masters Guide*, 2nd Edition): This mystic text is the reverse of the libram of ineffable damnation. It is greatly beneficial to good wizards, most baneful to nongood ones. Like all magical works of this sort, it vanishes after one week of study, and the character having benefitted from it can never be so aided again.

Liquid Road

(Source: *Tome of Magic*): When sprinkled on water, swampland, quicksand, or a similar surface, *liquid road* causes the terrain to harden to the density of granite, enabling easy passage. Liquid road is also effective in negating the effects of spells such as *transmute rock to mud*. The *liquid road* stays hard for one hour, after which the terrain returns to its original state. One *flask of liquid road* can harden a 5'x 5' surface (for example, a path 25' long and 1' wide).

Lorloveim's Obsidian Mortar and Pestle

(Source: *Tome of Magic*): This magical tool allows the wielder to grind even the hardest materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in as little as 1d4 rounds.

Magical items pounded beneath the pestle are allowed a saving throw vs. disintegration. If the save is successful, the enchanted item cannot be destroyed in this fashion. If the saving throw fails, the item is reduced to nonmagical powder.

The obsidian mortar is commonly used by wizards in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other.

Lyre of Building

(Source: *Dungeon Masters Guide*, 2nd Edition): The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a horn of blasting, a disintegrate spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day. The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated. (*If you're playing a bard please also read the following*)

Lyre of Building (Source: *The Complete Bards Handbook*): A bard can negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effect of up to three rounds of attack from a ram or similar siege item. This works once per day for every three levels of the bard. When the lyre is used to perform work, a bard is able to achieve the work of 100 men + 10 men per level of the bard. If a bard should happen to fail the false chord check, a saving throw vs. paralyzation is also allowed. Success indicates that the bard recovered from his mistake without mishap.

Lyre of Wounding

(Source: *The Complete Bards Handbook*): This cursed item appears normal in every way until it is first played. When the musician's fingers strike its strings, they sever the tips of his fingers. Roll 1d6 for the number of fingers that the musician loses: 1-4 the number of lost fingers, 5 all fingers and the thumb, and 6 escaped unscathed. Each finger lost causes 1d2 points of damage, but the musician should not be lowered below 1 hit point due to lost fingers.

Each lost finger causes the musician's proficiency at playing musical instruments to suffer a penalty of -2. Other proficiencies and activities requiring manual dexterity are likewise reduced, at

the DM's discretion. Lost digits can be regenerated magically.

As with cursed swords, whenever the musician decides to play, the lyre leaps into his hands; magically altering the form of the instrument does not abate its curse.

Mantle of the Mundane

(Source: *The Complete Thieves Handbook*): This very ordinary, even shabby, brown or grey cloak makes its wearer appear utterly unmemorable. It gives a 5% bonus to hide in shadows in all circumstances and makes the wearer 80% undetectable if in a crowd (detection resistance applies here also). It also makes the wearer almost impossible to recognize after having been seen—very useful in avoiding identification after a crime. Unless a witness (and it must be an eye witness) makes a check against one-fourth of his Intelligence the wearer of the mantle will have appeared so mundane and boring in appearance that the witness will be unable to relate him to the thief (regardless of whether the thief is wearing the mantle the next time the witness sees him).

Manual of Bodily Health

(Source: *Dungeon Masters Guide, 2nd Edition*): The metal-bound manual of bodily health appears to be an arcane, rare, but nonmagical book. If a detect magic spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3-5 days) will know how to increase his Constitution by one point—this involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Dogmatic Methods

(Source: *Tome of Magic*): This silver-bound book, studded with jewels, appears to be a tome of considerable value. The book is actually cursed, although this is not immediately obvious.

The manual has the power to provide advice on any action that its owner might consider taking. The owner need only open to any page in the book, and there before him will be a list of actions, most of them ritualistic in nature, to insure the success of any project he undertakes.

The first time the book is used, the owner is suddenly struck with the idea that he now owns a

source of information that can give him valuable advice on any matter. It becomes a guide for his whole life. He will not share the book or let anyone take it away from him.

If anyone tries to remove it, he will fight to keep the book. Following the first use of the book, the owner cannot do anything without first checking the book. The information in the manual is completely worthless, but the owner of the book does not realize this. The pages in the manual change constantly, offering its owner an obscure (and usually ridiculous) ritual to perform before doing anything. Thus, if a character is about to go into battle, he might check the book and find several exercises he should undertake to loosen his muscles. If he is going to speak to a duke, he might find instructions for the color of his clothing according to the day of the year and the time of day of the meeting. If he is going to pray to his god for a spell, he might find six pages of cleansing rituals that should be performed first.

The manual's instructions are almost never harmful, but they might delay the owner's actions at a crucial moment.

Whenever a character is in a situation that requires hasty action (for example, he is attacked), the book will delay its owner by 1d8 rounds. If the owner is preparing for a lengthy activity (a long trip, for example), he will be busy for 1d4 days getting ready for the event. The DM should be creative in detailing the tasks the owner must perform before he can comfortably commit himself to his goal.

The compulsion to follow the manual's instructions can be ended with a *remove curse* spell. Following this, the next person to open the book becomes its new owner. If an owner should die, the book becomes the property of the next person to open its cover. If possible, the DM should hint that the character is actually gaining bonuses for using the book, while allowing the other characters in the group to figure out the effects for themselves.

Manual of Gainful Exercise

(Source: *Dungeon Masters Guide, 2nd Edition*): This work is similar to the manual of bodily health, but its reading and prescribed course of action will result in the addition of one point to the reader's Strength.

Manual of Golems

(Source: *Dungeon Masters Guide, 2nd Edition*): This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems. The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual

found is determined by rolling 1d20 and consulting the table below:

D20 Roll	Type of Golem	Construction Time Cost	GP
1-5	Clay (P)	1 month	65,000
6-17	Flesh (W)	2 months	50,000
18	Iron (W)	4 months	100,000
19-20	Stone (W)	3 months	80,000

Once the golem is finished, the writing fades and the book is consumed in flames.

When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.

If a priest reads a work for wizards, he will lose 10,000-60,000 experience points. A wizard reading a priestly work will lose one level of experience.

The DM must decide in advance which it is meant for. Any other class of character will suffer 6d6 hit points of damage from opening the work.

(please also read the following from the Editor)

(Source: *Monster Manual*) According to the *Monster manual* a **special variant** of the *Manual of Golem* exists, which also helps in the construction of Golem variants. When such a special manual is found, about 20% of them describe the construction of a *Caryatid column*. The following golems are also known to have been constructed with the help of spells or such special manuals: *Necrophidius*, *Scarecrow*

But other golem types are also supposed to have been created with such special manuals.

If the DM deems fit, he can determine a chance, that a given *Manual of Golems*, actually is a special variant, which allows the construction of other golem types, as mentioned above. (e.g. 25%)

Manual of Puissant Skill at Arms

(Source: *Dungeon Masters Guide*, 2nd Edition): This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single bard or fighter (but not a paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

The fighter cannot articulate what he has read, nor can it be recorded in any fashion.

Paladins and rangers will understand the work but cannot benefit from reading it. Priests and thieves

cannot understand the manual of puissant skill at arms. If a wizard so much as scans a few of its letters, he will be stunned for 1d6 turns and lose 10,000-60,000 experience points. A character can benefit from reading a manual of puissant skill at arms only one time.

Manual of Quickness of Action

(Source: *Dungeon Masters Guide*, 2nd Edition): The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, nonmagical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein. If this practice is faithfully done for one month, the character will gain one point of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or

otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

Manual of Stealthy Pilfering

(Source: *Dungeon Masters Guide*, 2nd Edition): This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level.

The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, if a saving throw vs. spell is failed, they lose 5,000-20,000 experience points as well. In addition, such characters must atone within one day or lose one point of Wisdom.

Mask of Beastliness

(Source: *The Complete Barbarian Handbook*): Carved from wood and colored with dyes, the *mask of beastliness* resembles an animal head with grotesquely exaggerated features. The DM may choose the type or roll 1d10 on Table 43 for a random determination.

A *mask of beastliness* covers the wearer's entire face, secured by a leather strap around his head. The wearer sees through a pair of eye slits and

breathes through holes in the nose. If the wearer presses the mask against his face for five consecutive rounds, it fuses with his flesh. The mask becomes animated, transforming the wearer's head into the head of the animal it represents. The mask lets the wearer make a special attack, as described in Table 43; he may make this special attack in place of any attack he's normally allowed. A *mask of beastliness* can be activated for one hour per day. The wearer deactivates the mask by slipping his fingers under the chin area and gently pushing it away from his face, a process taking one round; the mask can't be reactivated until the following day, even if a full hour hasn't yet expired. While using an activated *mask of beastliness*, the wearer can't speak, eat, or cast spells with verbal components; he continues to breathe normally through his nose.

Table 43 Mask of Beastliness
D10 Animal Head, Damage, and XP
Roll

1-2	Raven (bite: 1d6+2 damage; XP 500)
3-4	Wild stag (horns: 2d6 damage; XP 700)
5-6	Lion (bite: 4d4 damage; XP 800)
7-8	Rhinoceros (horn: 3d6 damage; XP 1,000)
9	Buffalo (horns: 2d10 damage; XP 1,200)
10	Cobra (bite: 1d3 points of damage; venom results in death 2d4 rounds after a strike unless victim saves vs. poison at -2, in which case he suffers only 10 hp of damage; XP 2,000)

Mattock of the Titans

(Source: *Dungeon Masters Guide*, 2nd Edition): This huge digging tool is 10 feet long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100-cubic-foot area in one turn. It will smash rock in a 20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see girdle of giant strength).

Maul of the Titans

(Source: *Dungeon Masters Guide*, 2nd Edition): This huge mallet is 8 feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or grater can employ it to drive piles of up to 2 feet in diameter into normal earth at 4 feet per blow—two blows per round. The maul will smash to flinders an oaken door of up to 10-foot height by 4-foot width by 2-inch thickness in one blow—two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

Medallion of ESP

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1 foot wide at the medallion and broadening 2 feet every 10 feet from the device the magic reaches, up to an 11-foot maximum width at 50 feet. Note that the wearer cannot send thoughts through a medallion of ESP.

Use of the medallion requires a full round. It is prevented from functioning by stone of over 3-foot thickness, metal of over 1/6-inch thickness, or any continuous sheet of lead, gold or platinum of any thickness greater than paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time is used. The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts will be understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. The type of medallion found is determined by consulting the table below:

D20 Roll	Medallion
1-15	30' range
16-18	30' range with empathy
19	60' range
20	90' range

(Please also read the following comments from theDMs Option: *High Level Campaign*)

Medallion of ESP (DMs Option: *High Level Campaign*): Refer to the wizard spell *ESP*.

Medallion of Spell Exchange

(Source: *Tome of Magic*): This medallion allows the spellcaster to exchange one memorized spell of up to 6th level for others of lower levels, rather in the manner of *Mordenkainen's lucubration*. The wizard loses the sacrificed spell and recalls one or more spells from those he had memorized and cast within the past 24 hours. The total levels of these spells must be one less in sum than the spell sacrificed. For example, by sacrificing a 5th-level spell, a wizard could recall one 1st-and one 3rd-level spell, two 2nd-level spells, four 1st-level spells, and so on. The medallion can function only once per day. The wizard must have available any spell components required for exchanged spells.

Medallion of Steadiness

(Source: *The Complete Wizards Handbook*): This is a silver medallion of a horse's head. While

wearing it, a character can never be thrown from his mount, whether a horse, a dragon, or any other creature suitable for riding.

Medallion of Thought Projection

(Source: *Dungeon Masters Guide, 2nd Edition*): This device is like an ESP Medallion in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it will broadcast the thoughts of the user to the creatures in the path of the beam, thus alerting them. To prevent projecting thoughts, the user rolls 1d6. On a roll of 6, the thoughts remain a secret.

Mirror of Life Trapping

(Source: *Dungeon Masters Guide, 2nd Edition*): This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 nonspatial/extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, the probability dropping to 50% if the creature is aware that the mirror traps life.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free in order to accommodate the latest one.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a mirror of life trapping can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

Mirror of Mental Prowess

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical mirror resembles an ordinary one 5 feet by 2 feet. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.
2. Scry with it as if it were a crystal ball with clairaudience, even being able to view into

other planes if the viewer is sufficiently familiar with them.

3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured—an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)
4. Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

(Please also read the following comments from the DMs Option: *High Level Campaign*)

Mirror of Mental Prowess (DMs Option: *High Level Campaign*): This item's thought-reading power works just like the wizard spell *ESP*. See the notes at the wizard spells *clairvoyance*, *clairaudience*, and *magic mirror* for information on the mirror's scrying powers. Travel through the portal created by the mirror is instantaneous. A *detect invisibility* or *true seeing* spell reveals the portal. The mirror's power to answer a question each week is similar to the priest spell *commune* in most respects, but the user is limited to questions about a creature whose reflection is being cast in the mirror.

Mirror Of Opposition

(Source: *Dungeon Masters Guide, 2nd Edition*): This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his item disappear completely.

Mirror of Retention

(Source: *Tome of Magic*): This appears to be an ordinary round silver mirror, about 12 inches in diameter. When the *mirror of retention* is hung in a 50 foot 0 50 foot or smaller room and the command word is spoken, the mirror records all events occurring in the room for 24 hours. During this time, the *mirror of retention* appears to be a normal mirror.

When the command word is spoken again, the mirror replays all the events it recorded. The events appear as a series of silent images in the surface of the mirror. By rotating the mirror clockwise, the images can be accelerated, appearing as much as 10 times as fast as they occurred. Rotating the mirror counter-clockwise causes the images to appear in

reverse. If the mirror is held parallel to the floor, the image freezes. Thus, by rotating the mirror and freezing the images, the user can scan for events, review previously viewed images, or freeze selected images for closer study. When the command word is spoken a third time, the *mirror of retention* is cleared of all images and is ready to record new images for another 24 hours.

Mirror of Simple Order

(Source: *Tome of Magic*): When a character steps in front of this mirror, he sees a strangely distorted image of himself. The reflection moves as he does, but the face reflected in the mirror is the image of an ordinary face. There are eyes, a mouth, and a nose, but all lack character. Although the figure moves as the character does, it is shorter or taller than he is, adjusted in whatever direction approaches the average height of the character's race. Any clothing worn by the character is altered as well. Bright colors will be muted, appearing to be shades of grey. Any ornamental work on armor, weapons, or clothing will be gone.

If the character stands in front of the mirror for more than two rounds, he is instantly *polymorphed* into the image in the mirror. The *polymorphed* character must succeed on a system shock roll to survive the change.

Like the *polymorph other* spell, there is a chance that the subject's personality and mentality change into that of the new form. In this case, each of his ability scores becomes 11 and his hit points become the average for his Hit Dice at his level. He retains his level and class, but is not as exceptional as he might have been. He is bland and boring. The character's alignment changes to lawful neutral, and he becomes interested in little else other than setting order to the world. He passionlessly travels to wipe out chaos wherever he finds it.

All effects of the mirror can be removed through a *dispel magic* spell. Until the effects are removed, however, the character is unaware that any change has occurred.

Mist Tent

(Source: *Tome of Magic*): A *mist tent* is contained in a small glass flask. Removing the stopper causes a stream of white mist to pour from the flask. One round later, the mist shapes itself into the form of a 10'x 12' tent with a single, open flap in the front. The stopper must be replaced in the flask as soon as the *mist tent* takes shape, or the tent will dissipate as described below.

The *mist tent* has the density of a cloud when unoccupied. When one or more characters enter the *mist tent*, the flap can be closed; from the inside, the flap has the density of canvas. From the inside, the walls and ceiling of the *mist tent* appear as opaque white mist, and the floor is transparent. Despite its appearance, the entire *mist tent* has the

density of canvas once the flap is closed. When the flap is closed, the following effects occur:

- The *mist tent* and all occupants and items inside become invisible to all creatures outside the tent. A *detect invisibility* spell cast by a creature outside the tent reveals the *mist tent*.
- The *mist tent* rises 10 feet off the ground; it continues to hover in place as long as the flap remains closed. The transparent floor allows occupants of the tent to clearly see the surrounding area. The floor of the *mist tent* can support 1,000 pounds without rupturing.

If the flap is opened, the *mist tent*'s walls, floor, and ceiling instantly become visible to outsiders, appearing as a thin, white mist. Additionally, the *mist tent* slowly descends, landing gently on the ground. If the stopper is removed from the flask, the tent dissipates, returning to the flask in a stream of white mist; if the bottle is not stoppered immediately, the mist will pour from the flask to form the *mist tent* again.

The *mist tent* is unharmed by all types of fire, but does not offer such protection to its occupants. The tent is susceptible to other forms of damage. It provides no more protection to its occupants than a normal canvas tent.

The *mist tent* has AC 10. If the *mist tent* sustains 10 points of damage, it dissipates in a shower of light and is permanently negated. If this occurs while the mist tent is hovering, all occupants plummet to the ground. If the *mist tent* sustains less than 10 points of damage, it can be returned to its flask, then released; all damage will be repaired.

Monkey Skull

(The *Complete Barbarian Handbook*): This resembles the skull of a small monkey, four inches in diameter, mounted on the end of a stick. If a chunk of fruit, a plump insect, or other food item normally eaten by monkeys is placed in the skull's mouth, the item vanishes and the *monkey skull* activates; its teeth begin to chatter and bulging eyeballs appear in its eye sockets. It remains activated for an hour. It can be activated once per day.

An active *monkey skull* has the following properties:

Anyone other than the person who activated the *monkey skull* who sees its face must save vs. spells. If the save fails, the victim reacts as if he had been subjected to the 1st-level priest cause fear spell. The victim flees in panic at maximum speed for 1d4 rounds.

A *monkey skull* may be used as a weapon. It may be thrown (short range 10 yards, medium 20 yards, long 30 yards) or used as a club. If using it as a club, the attacker may strike a victim with the front,

back, or side of the skull, depending on how he holds it. If a victim is successfully struck with the back or side of the skull, he suffers 1d4 bludgeoning damage. If struck with the front, the skull attaches itself to the victim, causing 1d4 chewing damage.

The skull continues to chew, inflicting an automatic 1d4 damage per round until the victim yanks it off with a successful Strength check. A thrown monkey skull that successfully hits causes 1d2 damage and also attaches to its victim, chewing for 1d4 damage per round until removed.

Mordom's Cauldron of Air

(Source: *Tome of Magic*): *Mordom's cauldron of air* is a round pot about two feet in diameter, weighing 60 pounds. There are two handles on either side of the pot and a compartment built like a small shelf under the cauldron. The compartment can be filled with wood or coal to heat the cauldron.

Although the device is heavy and bulky, the cauldron is valuable for characters planning an expedition to a place with little or no air. The cauldron functions as an air generator. To operate the device, the cauldron is filled with water and a fire is lit in the compartment. When the water boils, vapor is released. The air from the vapor creates a bubble of breathable air 10 feet in radius centered on the cauldron.

The water must not be allowed to spill out of the cauldron and the fire must be kept burning. As long as these conditions are met, the cauldron will provide air continuously.

The air produced is the same temperature as the surrounding environment. The device needs a minimum of one gallon of water per hour.

Mouse Cart

(Source: *Tome of Magic*): A *mouse cart* resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When a normal mouse is secured in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The mouse retains its normal size, but becomes enchanted, acquiring the ability to pull the cart plus 250 pounds of cargo at a movement rate of 12. As long as the mouse remains in the harness, it is compelled to obey all oral commands from the person who put him in the harness. The mouse will run forward, stop, turn, and obey all similar commands; it will not attack or take any action that a mouse is normally incapable of performing. No other creature attached to the *mouse cart* will activate the device's magical properties. A character or other creature *polymorphed* or otherwise transformed into a mouse can activate the cart's magic.

Murlynd's Spoon

(Source: *Dungeon Masters Guide, 2nd Edition*): This unremarkable eating utensil is typically fashioned from horn.

It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container—a bowl, a cup, dish, etc.—the vessel will fill with a thick, pasty gruel.

Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

Necklace of Adaptation

(Source: *Dungeon Masters Guide, 2nd Edition*): This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

Necklace of Beast Speech

(Source: *The Complete Druids Handbook*): This gold choker bears the image of a particular beast. To determine what kind, roll on the *reincarnate* table (*PH*, p. 235), rerolling any result that's not an animal. Anyone who dons the device loses all power of speech, except with the animal species on the necklace. The character cannot remove the choker without a wish spell; a carefully worded wish might allow a wearer to retain the necklace and beast speech and regain human speech.

Necklace of Memory Enhancement

(Source: *Tome of Magic*): The wearer of this brass necklace receives two benefits.

- The wearer is immune to all memory loss, from both natural and magical causes (such as a *forget* spell). The necklace has no effect on a wizard's spell memorization.
- The wearer can recall with absolute clarity any sight or conversation he experienced or any book he read within the previous seven days. Memories prior to seven days ago are recalled with only normal clarity. The necklace affects only events that occurred while the necklace was worn by the user.

Necklace of Missiles

(Source: *Dungeon Masters Guide, 2nd Edition*): This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is—it is actually a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer, who can easily hurl them up to a 70-foot distance. When

they arrive at the end of their trajectory, they burst as a magical fireball. The number of missiles, and their respective Hit Dice of fireball damage, are determined by rolling 1d20 and consulting the table below:

Number of Missiles and Power

D20	in Dice									
Roll	11	10	9	8	7	6	5	4	3	2
1-4	-	-	-	-	-	-	1	-	2	-
5-8	-	-	-	-	-	1	-	2	-	2
9-12	-	-	-	-	1	-	2	-	4	-
13-16	-	-	-	1	-	2	-	2	-	4
17-18	-	-	1	-	2	-	2	-	2	-
19	-	1	-	2	-	2	-	4	-	-
20	1	-	2	-	2	-	2	-	2	-

For example, on a roll of 9-12, the necklace will possess seven missiles—one 7-dice, two 5-dice, and four 3-dice fireballs. The size will show that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his saving throw versus a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.

Necklace of Prayer Beads

(Source: *Dungeon Masters Guide*, 2nd Edition): A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a priest (excluding druids and characters otherwise able to use spells of a priestly or druidical nature such as paladins and rangers). The necklace of prayer beads consists of 1d6+24 semi-precious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his deity to grant desired spells. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):

D20 Roll Results

1-5	<i>Bead of atonement</i> —as the 5th-level spell of the same name
6-10	<i>Bead of blessing</i> —as the 1st-level spell of the same name
11-15	<i>Bead of curing</i> —cures blindness, disease, or serious wounds (as the appropriate spells)
16-17	<i>Bead of karma</i> —allows the priest to cast his spells as if he were four levels higher (with respect to range, duration, etc.)
18	<i>Bead of summons</i> —calls the priest's deity (90% probability) to come to him in material form (but it had better be for a good reason!)
19-20	<i>Bead of wind walking</i> —as the 7th-level spell of the same name

Each special bead can be used once per day. If the priest summons his deity frivolously, the deity will, at the very least, take the necklace as punishment. The function of each bead is known only when the bead is grasped and a commune spell used. All powers of the special beads are lost if they are removed from the necklace.

Necklace of Strangulation

(Source: *Dungeon Masters Guide*, 2nd Edition): A necklace of strangulation can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a limited wish or wish spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

Nefradina's Identifier

(Source: *Tome of Magic*): This highly valued item is a magical test kit used to identify potions, powders, and other alchemical substances. It consists of a wooden box (typically measuring 1'x 1'x 3') containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex*. This book instructs the owner on how to use the test kit.

When the owner wishes to identify a potion, powder, oil, perfume, or similar liquid or powdered magical item, he looks up the substance's characteristics (odor, color, consistency, and so on) in the codex and follows the directions given to create a test mixture by combining a number of ingredients found in the kit. He then adds a drop of the test mixture to the substance he wishes to identify. The resulting effects (changes in color, sparks, smoke, bizarre odors, small explosions, and so forth) are looked up in the codex and the substance is identified through a process of elimination. The DM secretly rolls 1d100 to determine the actual results:

- 01-20:** The test kit is missing a vital chemical and can never identify that particular substance.
- 21-50:** The user comes to a false conclusion and believes the substance to be something it is not (DM's choice).
- 51-100:** The user successfully identifies the substance.

The DM should modify the roll by +2% per level of experience of the character using the test kit. The time required to perform a single test is 1d4+1 turns. A typical kit may be used 1d10+40 times before it becomes useless.

Nolzur's Marvelous Pigments

(Source: *Dungeon Masters Guide*, 2nd Edition):

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image.

One pot of Nolzur's marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot by 10-foot rendition of a pit would result in an actual 10-foot by 10-foot by 10-foot pit; a 10-foot by 10-foot depiction of a room would result in a 10-foot by 10-foot by 10-foot room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about 1 foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments—precious metals, gems, jewelry, ivory, etc.—will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

Parchment of Monster Holding

(Source: *The Complete Wizards Handbook*):

This 1-foot-square piece of parchment can hold any monster summoned by a *monster summoning I* spell. The wizard unfolds the parchment and lays it before himself prior to casting the spell. If the spell is successfully cast, the summoned monster is immediately absorbed into the parchment, appearing there as a colored image. The caster can then refold the parchment and carry it with him, holding the summoned monster indefinitely. When the parchment is unfolded and laid on the ground, and the wizard speaks a command word, the monster appears, remaining active for the normal duration of the *monster summoning I* spell. Any single parchment of monster holding can be used only once; after the monster is released, the parchment crumbles to dust. The parchment also crumbles if it is torn or defaced in any way.

Pearl of Power

(Source: *Dungeon Masters Guide*, 2nd Edition):

This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a pearl of power enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those he most recently memorized. The power of the pearl is determined

by rolling percentile dice and consulting the table below:

D100 Roll	Level of Spell Recalled by Pearl
01-25	first
26-45	second
46-60	third
61-75	fourth
76-85	sixth
93-96	seventh
97-98	eighth
99	ninth
00	recalls two spells of 1st to 6th level (use 1d6)

One in 20 of these pearls is of opposite effect, causing a spell to be forgotten. These pearls can be gotten rid of only by means of a wish!

Pearl of the Sirines

(Source: *Dungeon Masters Guide*, 2nd Edition):

This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item. The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor—less than 10 feet distant—to convey its powers to him.

Pearl of Wisdom

(Source: *Dungeon Masters Guide*, 2nd Edition):

Although it appears to be a normal pearl, a pearl of wisdom causes a priest to increase one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the priest must keep the pearl with him or the one point gain will be lost. Note that one in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent barring some magical restoration means such as a wish or tome of understanding.

Pen of Excellence

(Source: *The Complete Wizards Handbook*): A *pen of excellence* grants the user the following abilities:

?? He can write at twice his normal speed (particularly helpful for wizards copying new spells into their spell books).

?? He can draw accurate pictures of anything he sees with the precision of the finest artist.

?? If the user has a sample of another person's handwriting, he can create a perfect forgery of that handwriting. Any type of ink can be used with a pen of excellence.

Periapt of Foul Rotting

(Source: *Dungeon Masters Guide*, 2nd Edition): This engraved gem appears to be a gem of small value. If any character claims it as his own, he will contract a terrible rotting disease which can be removed only by application of a remove curse spell followed by a cure disease and then a heal, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses one point each of Dexterity, Constitution, and Charisma per week beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease will be permanent regardless of subsequent removal of the affliction.

Periapt of Health

(Source: *Dungeon Masters Guide*, 2nd Edition): This gem appears exactly the same as a periapt of foul rotting, but the possessor will be immune from all diseases save that of the latter periapt so long as he has it on his person.

Periapt of Proof Against Poison

(Source: *Dungeon Masters Guide*, 2nd Edition): The periapt of proof against poison is indistinguishable from other periapts. The character who has one of these magical gems is allowed a saving throw vs. poison that normally disallow any such opportunity. The Special Save column on the table below lists the saving throw for such poisons. The owner rolls against his normal score for poisons which are usually at a penalty, and gets a plus on all other poison saves. Roll 1d20 and consult the table below to determine the effectiveness of a particular periapt:

D20 Roll	Special Save	Plus of Periapt
1-8	19	+1
9-14	17	+2
15-18	15	+3
19-20	13	+4

(Please also read the following comments from the DMs Option: *High Level Campaign*)

Periapt of proof against poison (DMs Option: *High Level Campaign*): The item has three basic functions, out only one can be active at any given time. First, the periapt can allow a

saving throw against poisons that normally do not allow one. The required number for the saving throw varies with the periapt's strength as shown in the *DUNGEON MASTERES GUIDE*. Other magical protections are added to the roll. For example, a character with a *periapt of proof against poison + 1* and a *ring of protection + 1* would gain a saving throw of 18 against a toxin that normally allows no saving throw. The bonus for the periapt does not apply in cases where no saving throw is normally allowed.

Second, the periapt negates any penalty a particularly strong toxin might impose. Note that the penalty is entirely negated, not merely, subtracted from the periapts bonus. For example, a particularly virulent poison might have a -4 penalty to all saving throws. Even a periapt of proof against poison + 1 completely negates the penalty. Likewise, a poison with a -1 penalty to saving throws completely negates the bonus of a +4 periapt.

Third, the periapt grants a general bonus to normal saving throws against poisons. The bonuses are cumulative with other magical protections (but see the automatic failure rule on page 142).

Periapt of Proof Against Sound

(Source: *The Complete Bards Handbook*): This small periapt is indistinguishable from other gems. The character who has this periapt gains extra resistance to any sound-based attack or influence. If a saving throw is normally allowed, the periapt provides an extra bonus to the saving throw. The level of the bonus depends upon the quality of the periapt, as follows:

D100	Save Bonus
01-40	+1
41-60	+2
61-75	+3
76-90	+4
91-95	+5
96-00	+1, 5' radius

If no saving throw is usually allowed, the periapt provides a normal saving throw vs. spell against the sound. A *periapt of proof against sound* affects all hostile sounds, including harpy singing, sirens, screams or shrieks that cause damage or fear, all musical influences (including bard abilities), spells that rely upon verbal communication to affect their victims (e.g., *command*, *suggestion*, etc.), and so on. However, the periapt has no effect upon communication, such as, "Kill that stupid bard!", verbal components for spells, magical item command words, or any other sound that does not directly affect the individual who has the periapt.

Periapt of Wound Closure

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

Philosopher's Egg

(Source: *Tome of Magic*): This item is an enchanted retort: a long-necked piece of glassware in which substances are distilled. It is a highly prized addition to a wizard's laboratory, for it has two very important uses.

The first use of the *philosopher's egg* is in the creation of any magical or mundane fluid. The time required to create such a fluid is cut in half through use of the *philosopher's egg*.

The *egg's* second use is as a required component for creating the substance that turns lead into gold--the legendary philosopher's stone. Thus, it is sometimes said by wizards that "the stone hatches from the egg."

Philosopher's Stone

(Source: *Dungeon Masters Guide, 2nd Edition*): This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however.

From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single philosopher's stone.

Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

Two other substances may be found in a philosopher's stone instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 potions of longevity. There is a 25% chance that a white powder will be found in a stone. When mixed with a potion of longevity, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the raise dead spell).

Phylactery of Faithfulness

(Source: *Dungeon Masters Guide, 2nd Edition*): There is no means to determine what function this device performs until it is worn. The wearer of a

phylactery of faithfulness will be aware of any action or item that will adversely affect his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the priest, of course.

Phylactery of Long Years

(Source: *Dungeon Masters Guide, 2nd Edition*): This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he will age nine months in every 12 that pass; in 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

Phylactery of Monstrous Attention

(Source: *Dungeon Masters Guide, 2nd Edition*): While this arm wrapping appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the priest wearing it. This results in the priest being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear. If the priest is of 10th or higher level, the attention of his deity's most powerful enemy will be drawn, causing this being to interfere directly. Once donned, a phylactery of monstrous attention cannot be removed without a wish spell and then a quest must be performed to re-establish the priest in his alignment.

Pick of Earth Parting

(Source: *Tome of Magic*): This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have strength of 17 or better. By repeatedly swinging the pick at elemental earth, the wielder can carve out a 10'x 10'x 60' tunnel per round. The pick's magical properties create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

Pick of Strumming

(Source: *The Complete Bards Handbook*): This magical pick enables the user to play any stringed instrument that is normally plucked with fingers or a pick. This includes harps, lutes, mandolins, etc. The person grasping the pick can play any song he has ever heard. The pick's magic is so great that all functions of the instrument are instantly mastered. Thus, the bard automatically knows the proper grips to use on the lute, how to hold the harp, how

to adjust the strings of the mandolin, *etc.* His skill level rivals that of a master musician proficient in the instrument's use. Also, a bard who uses this pick to play the lyre of wounding does not suffer any severed fingers.

Pipes of Haunting

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls. (If you're playing a bard please read the following)

Pipes of Haunting (Source: *The Complete Bards Handbook*): When these powerful pipes are blown by a bard, those who fail their saving throws vs. spell are affected as if subject to a *fear* spell. Those who succeed on the roll still suffer the -2 penalty to morale checks and a -1 penalty to surprise rolls. The bard can choose to use the pipes normally.

Pipes of Pain

(Source: *Dungeon Masters Guide, 2nd Edition*): These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character proficient in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must save vs. spells or be enchanted by the sound. So long as the pipes are played, no one will attack or attempt any action if affected.

As soon as the piping stops, all those affected will be stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. This pain will last for 2d4 rounds. Thereafter, the least noise will cause the victim to wince, reducing the character's attack and saving throw rolls -2. The effect can be negated only by a forget or remove curse spell. (If you're playing a bard please read the following)

Pipes of Pain (Source: *The Complete Bards Handbook*): Because of the musical skills of bards, all within 60 feet are subject to the magic of these pipes when played by a bard. Saving throws are rolled with a -1 penalty per three levels of the bard.

Pipes of Sounding

(Source: *Dungeon Masters Guide, 2nd Edition*): When played by a character proficient in music, these

pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other similar sounds are possible.) (If you're playing a bard please read the following)

Pipes of Sounding (Source: *The Complete Bards Handbook*): Bards are able to generate any sound with these pipes, up to and including the volume of eight yelling men. The only limit is that the sound can't imitate any form of understandable verbal communication. Charlatans, however, can generate understandable communication.

Pipes of the Sewers

(Source: *Dungeon Masters Guide, 2nd Edition*): These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control. (If you're playing a bard please read the following)

Pipes of the Sewers (Source: *The Complete Bards Handbook*): When played by bards, these pipes actually teleport the rats from some unknown location. Thus, a bard can summon rats even if he is in an area completely devoid of rats. Meistersingers can select whether giant or normal rats arrive, and have a +10% bonus to any control rolls.

Portable Canoe

(Source: *Tome of Magic*): This ordinary, canvas-covered canoe is capable of comfortably holding two passengers. The canoe includes two wooden paddles. The *portable canoe* can be folded into a 6-inch-square packet, about an inch thick, weighing just under a pound.

With the exception of the paddles, the *portable canoe* must be emptied of all other objects before it

can be folded. Folding the canoe requires 5 rounds; unfolding requires 2 rounds.

Portable Shadow

(Source: *The Complete Rangers Handbook*):

Similar in appearance to a *portable hole*, a *portable shadow* resembles a gauzy black circle about 10 feet in diameter that can be folded up into a packet about 6 inches square. When unfolded and laid on any horizontal surface, the *portable shadow* looks like any normal area of shade, as dark as a shadow cast by a tree or other solid object under a midday sun. This magical item is useful for concealment and makes as good a hiding place as any naturally shaded area; rangers, thieves, and others have their normal chance of hiding in shadows when standing in a portable shadow. The shadow can be picked up by lifting the edge and folding it like a tablecloth.

Dungeon Masters should use common sense adjudicating the use of a *portable shadow*. If a character attempts to use it to hide in shadow while crossing a featureless plain, the presence of a "black hole" attached to nothing will be more likely to attract attention than to divert it. However, it can provide a shady place to cool off away from the desert sun.

Portable Hole

(Source: *Dungeon Masters Guide*, 2nd Edition): A

portable hole is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the Astral Plane, the portable hole and bag of holding being destroyed in the process. (Please also read the following comments from the DMs Option: High Level Campaign)

Portable Hole (DMs Option: High Level Campaign)

This item has a capacity of about 280 cubic feet. It has no weight limit, and about 2,100 gallons of water or 100,000 standard wins can be held inside. A creature in a portable hole has enough air for 10 minutes. See the note at *bag of holding* for the effects of depleted air, and see the general note on extradimensional spaces at the beginning of the miscellaneous sector for more information.

Pouch of Accessibility

(Source: *Dungeon Masters Guide*, 2nd Edition): This

normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or one cubic foot of volume, whichever is reached first. This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp. These items are similar to bags of holding and portable holes, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled. (Please also read the following comments from the DMs Option: High Level Campaign)

Pouch of Accessibility (DMs Option: High Level Campaign)

Though intended to hold equipment, this item's internal pouches can hold about one gallon of water or a single tiny creature. Closing the pouch seals all the internal compartments, and the creatures inside them have about four minutes of air. See the note at *bag of holding* for the effects of depleted air, and refer to the extradimensional spaces for more information.

Pouch of Protection

(Source: *The Complete Barbarian Handbook*): This is a pouch the size of a man's fist, made from the hide of a particular animal. The DM may choose the animal from Table 44 or roll 1d4 for a random determination.

(The DM may use other animals if he likes, providing they have hides similar to the animals in Table 44.)

The *pouch of protection* contains products of the animal from which the hide was obtained, such as teeth, claws, powdered bones, and dried meat. The pouch is sealed with the products inside. The owner ties the pouch to his clothing, hangs it from his neck, or attaches it to his shield.

Every *pouch of protection* has its own hit point total. When a pouch is acquired, the DM determines its hit point total by rolling the indicated dice on Table 44. For instance, if a character has a

shark pouch, the DM rolls 8d8. This total should be noted on a scrap of paper.

A *pouch of protection* absorbs damage normally offered by the owner. If the owner is a victim of a successful attack, the owner has the option of suffering the indicated amount of damage or saving vs. spells. If the saving throw fails, he suffers the indicated damage from the attack. If the saving throw succeeds, he suffers no damage; the damage is subtracted from the *pouch of protection's* hit point total. (Example: An enemy makes a successful spear attack against Grog, calling for 5 points of damage. Grog makes a saving throw vs. spells. Grog's pouch of protection, made of shark hide, currently has a hit point total of 34. The pouch absorbs the damage, reducing its total to 29. Grog is unharmed.)

A pouch can't lose more hit points than its current total. In the previous example, if Grog's pouch had a current total of 3, the pouch would absorb 3 points and Grog would suffer the remaining 2 points. All losses suffered by the pouch are permanent; it doesn't "heal," nor can it be repaired. When a pouch is reduced to 0 hit points, it crumbles to dust.

A *pouch of protection* is effective against all forms of magical and nonmagical attacks. However, it provides no protection against disease, poison, or any other attack form that inflicts cumulative damage over time.

Table 44: Pouch of Protection

D4Roll	HideType	HPValue	XP
1	Boar	4d8	300
2	Crocodile	7d8	500
3	Shark	8d8	600
4	Elephant	11d8	1,000

Powder of the Black Veil

(Source: *Tome of Magic*): This sooty, black powder causes temporary magical blindness to all those in the area of effect. If a creature's saving throw is successful, he suffers no effects. If the roll fails, the creature is blinded and suffers a -4 penalty to attack rolls, a -4 penalty to Armor Class, and a +2 penalty to initiative rolls. Blindness persists each round until the victim succeeds at a saving throw vs. spell, at which time the effect is instantly negated. An entire packet or blow tube must be used for each application.

Powder of Coagulation

(Source: *Tome of Magic*): When placed on an open wound, a pinch of this yellow powder stops all bleeding and heals 1d6 hit points of damage. Each pouch or packet contains 4d4 pinches. A blow tube contains one use, but stops bleeding and heals 1d4 hit points for all creatures in the area of effect.

Powder of the Hero's Heart

(Source: *Tome of Magic*): When used, this dull red powder instills bravery in all creatures within the area of effect (both friends and enemies). It grants such creatures a morale bonus of +2 and negates the effects of magical fear. The effect lasts for 5d4 rounds. An entire packet, pouch, or blow tube must be used for each application.

Powder of Magic Detection

(Source: *Tome of Magic*): Under close inspection, this ordinary-looking powder can be seen for what it truly is--an extremely fine powder of minute, crystalline granules.

When this powder contacts a magical object, the crystals spark and flash with a rainbow of colors. This effect does not reveal the nature or intensity of the enchantment--only that the item is magical. A small pinch of powder is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed on a nonmagical item yields no effect and cannot be reused.

Prism of Light Splitting

(Source: *Tome of Magic*): This useful device refracts light into the three primary colors of light--red, blue, and green. The user can choose the color of light that is emitted by the prism. When creating a magical fluid or powder, the wizard casts the *enchant an item* spell. Following this, the wizard may use the *prism of light splitting* to shine a blue, red, or green beam of light on the mixture. The light must shine on the substance for one full day. At the end of this time, the material gains an additional magical property, depending upon the color of the beam employed.

Red: The potion, powder, or aromatic oil is stronger than normal; targets of its effects suffer a -2 saving throw penalty.

Blue: The duration of the magical potion, powder, or fragrance's effect is doubled.

Green: The amount of liquid or powder is doubled; the wizard now has enough for two potions, powders, or aromatic oils.

Puchezma's Powder of Edible Objects

(Source: *Tome of Magic*): An inveterate traveler who was notoriously cheap, Puchezma could never bring himself to spend money on decent provisions or hire a quality chef for his long wilderness excursions. In his efforts to create a seasoning that would make the bland dishes of his second-rate cooks more palatable, Puchezma stumbled on a formula for the *powder of edible objects*. This powder, which resembles normal salt, causes any normally indigestible material to become edible, nutritious food. The material must be

nonliving and nonmagical, and must be in a form the consumer can swallow; for instance, dirt and cotton cloth are acceptable (the diner could chew up and swallow these materials), but large stones and planks of hard wood are not (these objects would have to be broken up into small pieces before they could be swallowed). All poisonous and otherwise harmful properties (such as sharp edges) are negated by the powder. One pinch of *powder of edible objects* is sufficient to treat one cubic foot of material. The powder is normally found in small bags containing 10 to 100 pinches.

Quaal's Feather Token

(Source: *Dungeon Masters Guide*, 2nd Edition): Feather tokens are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of feather token discovered, consult the following table:

D20 Roll Tokens

1-4	Anchor
5-7	Bird
8-10	Fan
11-13	Swan Boat
14-18	Tree
19-20	Whip

Anchor: a token useful to moor a craft in water so as to render it immobile for up to one full day.

Bird: a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).

Fan: a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds— if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It will not function on land.

Swan boat: a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 men or any equivalent combination (one-day duration).

Tree: a token that causes a great oak to spring into being (6-foot diameter trunk, 60-foot height, 40-foot top diameter).

Whip: a token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage

plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to six turns. (See *Sword of dancing*).

Quill of Law

(Source: *Tome of Magic*): This magical pen is used by despots and good rulers alike to ensure that their laws and proclamations are obeyed. Anyone reading a posted proclamation or law that was written with the pen must obey the law, regardless of whether it is a good law.

This effect applies only to persons who actually see the written message. If a person knows about the law but has not read a notice written with the quill, he still has the option to obey or break the law. Once he has read it, however, he must obey it. The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be the law, but citizens are not compelled to obey them.

Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are entitled to a saving throw vs. spell when viewing the proclamation. If the saving throw is successful, the effect is negated and the person is left to his own moral decisions.

Quiver of Ehlonna

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round. (Please also read the following comments from the DMs Option: High Level Campaign)

Quiver of Ehlonna (DMs Option: High Level Campaign): Only long, thin objects such as arrows, javelins, and bows can be placed in this item. Creatures cannot be placed inside, nor does the quiver hold water.

Recorder of Recording

(Source: *The Complete Bards Handbook*): This recorder has two magical functions. If, after a song is played on it, the bard says, "Play it again when X happens," the recorder will magically play the entire song over again any time condition X occurs (e.g., "When Tarnak comes within 20 feet.").

The other magical function is activated by speaking the word, "record," before playing a song. At any later time, the bard can say, "play back," and the recorder produces all sounds that it recorded within 30 feet during the song. Furthermore, these sounds are played back as if the recorder hadn't been making any noise at the time.

The recorder does not reproduce special sound-based attacks of any sort.

Robe of Vanishing

(Source: *The Complete Thieves Handbook*): This simple and innocent-looking robe is a boon for a thief needing to elude pursuers quickly. The thief only needs to grasp the hems of the robe and clutch it very tightly about him and he will simply seem to vanish, although the thief will just have been affected as per a *robe trick* spell (no rope is visible, of course) and also made invisible. Detection resistance applies to the extradimensional space created. The *robe trick* effect will last for up to six turns but the invisibility created is of the normal sort (permanent until some offensive action is undertaken). Wise thieves will make sure that other magical aids to escape (notably a *potion of flying*) are on hand to maximize the value of this robe. The robe can be used up to three times per day to create its magical effects.

Reglar's Gloves of Freedom

(Source: *Tome of Magic*): These gloves appear to be thick, leather, combat gloves. Silvered pearls are sewn along the stitching.

A character under the influence of a *charm* spell or similar enchantment can be freed of the enchantment by shaking hands with the wearer of the gloves. This item frees only characters who are enchanted against their will. Those who have willingly submitted to a charm (such as a *quest*) are not affected by the gloves. The former victim retains all memories of his enchantment. The gloves do not protect or release the wearer from such spells.

Robe of the Archmagi

(Source: *Dungeon Masters Guide, 2nd Edition*): This normal-appearing garment can be white (45%—good alignment), gray (30%—neutral, but neither good nor evil, alignment), or black (25%—evil alignment). Its wearer gains the following powers:

1. It serves as armor equal to AC 5.
2. The robe confers a 5% magic resistance.
3. It adds a +1 bonus to saving throw scores.
4. The robe reduces the victim's magic resistance and saving throws by 20%/-4 when the wearer casts any of the following spells: charm monster, charm person, friends, hold monster, hold person, polymorph other, suggestion.

The color of a robe of the archmagi is not determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he suffers 11d4+7 points of damage and loses 18,000-51,000 experience points at the DM's discretion. The reverse is true with respect to a black robe donned by a good aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points damage, 6,000-24,000 experience points loss, and the wearer will be moved toward the alignment of the robe by its enchantments (i.e., he will feel himself urged to change alignment to that of the robe, and he will have to make an effort to maintain his old alignment).

Robe of Blending

(Source: *Dungeon Masters Guide, 2nd Edition*): This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A robe of blending enables its wearer to appear to be part of a rock wall or a plant—whatever is appropriate. It can even make the wearer appear to be a creature of his choice. The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities—either understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.) Creatures with exceptional (15+) or better Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30 feet of someone disguising himself with a robe of blending. Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance—18% + 12%—of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer will see him normally.

Robe of Eyes

(Source: *Dungeon Masters Guide, 2nd Edition*): This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions at the same moment due to scores of magical "eyes" which adorn the robe. The wearer also gains infravision to a range of 120 feet, and the

power to see displaced or out-of-phase objects and creatures in their actual positions.

The robe of eyes sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if infravision is being used).

Invisibility, dust of disappearance, robes of blending, and improved invisibility are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a robe of eyes is impossible. Finally, the robe enables its wearer to track as if he were a 12th-level ranger. A light spell thrown directly on a robe of eyes will blind it for 1d3 rounds, a continual light for 2d4 rounds.

Robe of Powerlessness

(Source: *Dungeon Masters Guide*, 2nd Edition): A robe of powerlessness appears to be a robe of another sort, and detection will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a remove curse spell and then a heal spell placed upon him.

Robe of Repetition

(Source: *Tome of Magic*): This ordinary-looking robe radiates strong alteration magic if magic is detected. The wearer of this robe acquires a unique and powerful augmentation to his magic. After casting a spell, there is a percentage chance that a mnemonic/harmonic effect occurs so that the magical energies liberated in spellcasting are amplified and retained briefly. The wizard is then able to cast the same spell a second time. This must be done on the succeeding round or the bonus spell is lost.

Once the spell has been cast a second time, the energy is completely liberated. There is no possibility of a third casting. In all cases, the spell is lost from the wizard's memory until the wizard memorizes it again.

The chance of a spell being available for a second casting varies according to spell level:

- 1st Level 50%
- 2nd Level 40%
- 3rd Level 30%
- 4th Level 20%
- 5th Level 10%

Energy from spells of 6th level and above are not retained within the robe's magical weave. Furthermore, a maximum of 24 spell levels per day

can be reused with the benefit of this robe. If the wizard opts not to use a spell which is made available for a second use, this counts toward the maximum limit. If a wizard removes the robe, spells cast while the robe is off do not count toward the spell limit. For example, if a wizard casts 15 spell levels that count against the robe's daily limit and he then removes the robe, subsequent spells do not count against the robe's limit. If the wizard then puts on the robe during the same day and casts more spells, the robe retains the 15 spell levels that counted against it and all spells cast subsequently also count against the robe.

Only one wizard may use the robe's magic in a single day; if a second wizard puts on the robe, it does not function.

Robe of Scintillating Colors

(Source: *Dungeon Masters Guide*, 2nd Edition): This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a robe of scintillating colors to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 40-foot diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell (or magic resistance check, then save) will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attained—five continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10 feet from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for 1d4+1 turns.

Robe of Stars

(Source: *Dungeon Masters Guide*, 2nd Edition): This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the

void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws. The robe is embroidered with stars, and the wearer can use up to six of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60 feet and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Robe of Useful Items

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be an unremarkable item of apparel, but a wizard who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A robe of useful items always begins with two each of the following patches:

dagger
lantern (filled and lit)
mirror (large)
pole (10-foot length)
rope (50-foot coil)
sack (large)

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

D100	Roll Result
01-08	Bag of 100 gold pieces
09-15	Coffer (½' x ½' x 1'), silver (500 gp value)
16-22	Door, iron (up to 10 feet wide and 10 feet high and barred on 1 side—must be placed upright, will attach and hinge itself)
23-30	Gems, 10 of 100 gp value each
31-44	Ladder, wooden (24 feet long)
45-51	Mule (with saddle bags)
52-59	Pit (10 cubic feet), open
60-68	Potion of extra healing
69-75	Rowboat (12 feet long)
76-83	Scroll of one randomly determined spell
84-90	War dogs, pair
91-96	Window (2 feet by 4 feet—up to 2 feet deep)
97-00	Roll twice more

Multiple items of the same kind are permissible. Once removed, items are never replaced.

Robe of Vermin

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical-seeming garment will radiate a dim aura of

enchantment if magic is detected for. The wearer will notice nothing unusual when the robe is donned, and it will actually convey some magical power at that time—protection +1, for example. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment will be revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of extreme discomfort from the movement and biting of these pests. The wearer is unable to gain initiative, and has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at half normal probability. The garment can't be removed except by means of a remove curse spell or similar magic.

Rope of Climbing

(Source: *Dungeon Masters Guide*, 2nd Edition): A 60-foot long rope of climbing is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A rope of climbing can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

Rope of Constriction

(Source: *Dungeon Masters Guide*, 2nd Edition): This rope looks exactly like a rope of climbing or entanglement. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within 10 feet. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 hit points of damage), and the rope continues to constrict until a dispel magic is cast upon it. Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast a dispel magic or try to cut through the rope—it is AC -2 and takes 22 points of damage to cut through; all hit points must be inflicted by the same creature (not the one entangled).

Rope of Entanglement

(Source: *Dungeon Masters Guide*, 2nd Edition): A rope of entanglement looks just like any other magical rope. Upon command, the rope lashes forward 20

feet or upward 10 feet to entangle up to eight man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

Size	Value
Tiny	.33*
Small	.5*
Medium	1
Large	3
Huge	4
Gigantic	8

* Round up.

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.

The rope cannot be broken by sheer strength—it must be hit by an edged weapon. The rope is AC -2 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled). Damage under 22 points will repair itself in six turns. If a rope of entanglement is severed, it is destroyed. (Please also read the following comments from the DMs Option: High Level Campaign)

Rope of Entanglement (DMs Option: High Level Campaign): Use of this item does not require an attack roll. In addition to the size limitations included in the item description, all the rope's targets must fit within a single area of 200 square feet or less (eight 5-foot squares in any contiguous configuration). Targets who save vs. breath weapon can move 10 feet each round and can attack nearby creatures (but not the *rope of entanglement*). If other creatures fail their saving throw versus the rope, those who succeeded in their save can only move if the combined weight of those who failed is less than their maximum press. For instance, a fighter wearing a *girdle of hillgiant strength* could drag up to 640 lbs. of weight along with him. Of course, groups of creatures must move generally the same direction to initiate an attack. Entwined creatures suffer a +2 initiative penalty and attacks against them are at +2. Targets who fail the save are held completely immobile and cannot perform any actions that require movement; attacks against immobile creatures are made with a +4 bonus.

Rug of Smothering

(Source: *Dungeon Masters Guide*, 2nd Edition): This finely woven carpet resembles a carpet of flying and will detect as magical. The character seating himself upon it and giving a command will be

surprised, however, as the rug of smothering rolls itself tightly around him, suffocating him in 1d4+2 rounds. The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: animate object, hold plant, wish.

Rug of Welcome

(Source: *Dungeon Masters Guide*, 2nd Edition): A rug of this type appears exactly the same as a carpet of flying, and it performs the functions of one (6-foot by 9-foot size), but a rug of welcome has other, additional powers. Upon command it will function as a rug of smothering, entrapping any creature up to ogre-size which steps upon it. A rug of welcome can also elongate itself and become as hard and strong as steel, the maximum length being 27 feet by 2 feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 0 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

Saddle of Flying

(Source: *Tome of Magic*): This saddle resembles a normal leather saddle with a small, silver buckle near the pommel. When the saddle is secured to a horse or any other nonmagical mount and the silver buckle is fastened, the mount sprouts wings and acquires the ability to fly at its normal movement rate (Maneuverability Class D). The flying mount can carry its normal encumbrance.

The *saddle of flying* functions for only one hour per day. When the silver buckle is unfastened or the duration expires, the wings disappear and all flying ability is immediately lost, regardless of whether the mount is airborne or on the ground.

Saddle of the Spirit-Horse

(Source: *The Complete Fighters Handbook*): This is a very strange magical item which may only be used by warriors (either single-, multi-, or dual-class).

To all appearances, it is an ordinary, worn leather saddle of good quality. However, it is a magical item. If worn by a single horse, it attunes itself to that horse when worn for three days. (It doesn't have to be worn continuously for 72 hours—just worn as an ordinary saddle is.)

Once it is attuned to the horse, nothing remarkable happens . . . unless the horse dies while wearing the saddle. If it does, the spirit of the horse stays with the saddle for another 24 hours. Half an hour after the horse died, the spirit of the horse will "awaken," and climb to its unseen feet, and prepare to carry its master wherever he wants to go. The ghost-horse continues to wear the saddle and to carry it around.

... and the horse's master or other favorite riders may ride it during that time. For the next 24 hours, the horse-ghost will tirelessly carry its rider wherever he wants to go, at the full running speed the horse could manage when it was alive. But it's a spooky sight: The saddle floats in the air, four or five feet up (at the height the living horse carried it); the rider must mount normally, treat the horse as he did normally, and pretend all is as it ever was. Other than running, the horse-spirit has no unusual abilities. It cannot be seen or touched. It can whinny and neigh, and it *can* buck . . . though only the saddle is seen to buck in the air. It cannot truly fly; when it comes to a ravine, for instance, it must descend to the bottom and climb the other slope as it would have had to do if it were alive.

This frightens living horses. No normal horse will approach the animated saddle within a hundred feet. For this reason, it is best used when the character is alone and, has his horse killed out from under him. If a character kills his horse to get this 24 hours of fast, tireless service, the ghosthorse will remember this and be offended by it . . . even if the character did it secretly, by poison or long-distance magic, the horse will know it. It will allow him to mount the floating saddle, and behave normally for a while, but at some catastrophic time it will try to kill the character. It may jump off a cliff, or ride him straight back at the enemy he's trying to elude, or buck him off into a pit of snakes.

These saddles may also be made for donkeys, camels, or any other ground animals. They don't work with pegasi, griffons, or other flying beasts.

Salves of Far Seeing

(Source: *Tome of Magic*): These salves allow a character who puts a drop of the salve into each of his eyes to see as well as he would on a brightly lit day on his Prime Material plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different elemental, paraelemental, and quasi-elemental planes. The salves have no effect on normal or magical blindness.

The salves are found in small metal containers made of precious metals. A container contains 4d12 drops of salve. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work. A different salve exists for each of the planes where such a salve is required, and each has a distinct look and feel. The following table lists the planes that limit sight and the color and texture of each respective salve. The salves function only on their respective planes.

Plane	Color	Texture
Water	Blue	Smooth
Earth	Black	Grainy, Thick
Positive	White	Opaque Liquid

Negative	Clear	Liquid
Smoke	Ashen	Liquid
Ice	Bluish-white	Thick
Ooze	Gray	Rubbery
Magma	Copper	Thick
Steam	Gray	Liquid
Salt	White	Grainy
Radiance	Golden	Smooth
Ash	Gray	Grainy
Minerals	Silver	Grainy
Dust	Black	Dry

Saw of Might Cutting

(Source: *Dungeon Masters Guide, 2nd Edition*): This notched adamantite blade is 12 feet long and over 1 foot wide. It requires 18/00 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot diameter tree in three rounds, a 2-foot thick hardwood tree in one turn, or a 4-foot thick trunk in three turns.

After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

Scarab of Death

(Source: *Dungeon Masters Guide, 2nd Edition*): This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one round or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for one turn, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single round, causing death. It then returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal will prevent the monster from coming to life.)

Scarab of Enraging Enemies

(Source: *Dungeon Masters Guide, 2nd Edition*): When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

Scarab of Insanity

(Source: *Dungeon Masters Guide*, 2nd Edition): This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a confusion spell with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

Scarab of Protection

(Source: *Dungeon Masters Guide*, 2nd Edition): This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against magic missile attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a ring of protection, any roll of 15 or better would indicate that the missiles did no damage.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), death touches, death rays, or fingers of death. However, upon absorbing 12 such attacks the scarab turns to powder—totally destroyed.

One in 20 of these scarabs will be a cursed item, giving the possessor a -2 penalty to his saving throws. However, one in five of these cursed items will become a +2 scarab if the curse is removed by a cleric of 16th-level or higher. In this case, the scarab will have absorption capability of 24 rather than 12.

Scarab of Uncertainty

(Source: *Tome of Magic*): This scarab has a specific and potentially powerful effect. If the wearer is within range of a *monster summoning* or similar spell (*invisible stalker*, *conjure animals*, etc.) when cast by another creature or character, the summoned creatures make a saving throw versus spell the instant they appear. If the summoned creatures fail this saving throw, they mistakenly believe that the wearer of the scarab is the individual who summoned them and will then serve the scarab wearer as best they can, rather than the caster of the spell.

Scarab Versus Golems

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem. Roll percentile die and consult the table below:

D100 Roll	Type(s) of Golem Affected by Scarab	XP Value
01-30	Flesh	400
31-55	Clay	500
56-75	Stone	600
76-85	Iron	800
86-95	Flesh, Clay, Wood	900
96-00	Any golem	1,250

School Cap

(Source: *Tome of Magic*): The wearer of this cap gains a +2 bonus to saving throws against spells of one particular school of magic. In addition, specialists of the designated school do not inflict a -1 penalty on a wearer's saving throws against their specialist spells. The nature of the *school cap* is determined using a 1d8 roll.

D8 Roll	Affected School
1	Abjuration
2	Conjuration/Summoning
3	Greater Divination
4	Enchantment/Charm
5	Illusion
6	Invocation/Evocation
7	Necromancy
8	Alteration

Of these caps, 10% are mixed blessings since they have a cursed side-effect: The wearer suffers a -1 penalty to saving throws against spells of the opposition school(s). The curse takes effect the first time the wearer is subjected to a spell from the opposition school(s). Once the curse has been engaged, the cap cannot be removed except through a remove curse spell.

Seeds of Doom

(Source: *The Complete Druids Handbook*): A sack holding these seeds appears identical to one filled with *seeds of plenty*. However, sowing a field with these seeds leads to disaster. The night after the planting, a dense field of noxious weeds springs up, each weed 5 to 7 feet high. Anyone less than giant size passing through the weeds can move only 10 feet per round. One turn after spending any time in the weeds, those not fully covered in armor (generally, anyone not wearing plate mail or better)

must save vs. poison. Those who fail instantly develop a painful rash that lasts 2d6 days (-2 penalty to all attack rolls, as well as attribute and proficiency checks; -4 penalty if wearing armor or tight clothing).

Weeds set ablaze do burn, producing a foul stench that lasts 2d6 turns (equivalent to a *stinking cloud* spell over the field) and leaves a residual unpleasant smell for 2d6 days. Furthermore, the black ash left behind poisons the field so nothing will grow there for 2d6 years. Uprooting the weeds manually requires 100 people working for a week, due to the weeds' fast growth.

Seeds of the Hedge

(Source: *The Complete Druids Handbook*):

Usually found in a leather bag or pouch, these seeds resemble flower or grass seeds. A pinch of *hedge seed* sprinkled on earth or grass instantly causes a thorny hedge to grow. The user can decide to make this 10-foot - 10-foot - 5-foot hedge 5 feet long, 5 feet high, or 5 feet wide.

Creatures caught in the hedge's growth or trying to break through the hedge suffer 8 points of damage plus additional points equal to their Armor Class (excluding Dexterity adjustments). It takes two turns to safely cut through each 5-foot thickness. Normal fire does not harm it, but magical fire sets it ablaze in one turn, creating a temporary *wall of fire* effect (as if cast by a 9th-level wizard) of the same size. One bag of seeds sows three hedges.

Seeds of Plenty

(Source: *The Complete Druids Handbook*): An ample sack holds magical seeds of the crop most important to local farmers enough to sow a single large field. The only thing unusual about the seed is that it radiates magic (noticeable if a character checks). Fields sown with this seed produce superior crops: exceptionally large plants that prove resistant to disease.

Seeds of plenty double a normal harvest, increasing a typical farm family's income 50% to 100% for the year. Furthermore, products made from the crop are superior. Porridge or bread made from a grain harvest prove especially tasty and nutritious; clothes made from flax crops have exceptionally high quality; and so on. For this reason, a known sack of *seeds of plenty* sells for up to 2,000 gp.

Serpent Seeds

(Source: *The Complete Druids Handbook*):

Normally available in a packet of 1d3 seeds, a *serpent seed* springs up into a 20-foot tree one round after being planted in an inch of dirt, watered, and told to grow in the druids' secret language. A serpent tree has no branches; its limbs

are 1d8 brown serpents with green eyes, barklike skin, and wooden fangs dripping with poisonous white sap.

While the tree cannot move, its branches can reach out up to 20 feet and follow the druid's orders. Each serpent-branch's bite is poisonous. A person who fails to save vs. poison becomes incapacitated within one turn; the character does not die, but slowly becomes transformed into a "serpent of the tree," a nonpoisonous version of the branch-snakes.

Despite its barky appearance, this new creature resembles nonpoisonous snakes of the region in appetite and attacks. While serpents of the tree are not attached to the serpent tree, they remain subject to the druid's orders, just like the tree itself.

A victim can be restored with a *cure serious wounds* or *heal* spell administered within one day of the bite. On the second day, the transformation to a serpent of the tree is nearly complete; only a *wish* can return the victim to normal then.

The serpent tree remains permanently where planted and stays loyal to its maker as long as it exists. XP value: 1,000 per seed.

Serpent tree: Int Low (5); AL N; AC 6; MV 0; HD 6+6; THAC0 15; #AT 1/limb; Dmg 1d4/limb; SA poison changes victims into serpents of the tree; ML 8; SZ H; XP 875.

Serpent of the tree: Int Animal (1); AL N; AC 5; MV 15; HD 2+1; THAC0 19; #AT 1; Dmg 1; ML 8; SZ S (5 ft.); XP 90.

Shadowcloak

(Source: *The Complete Thieves Handbook*): This large, cowl'd cloak is made from pure black velvet. When worn by a thief it improves hide in shadows chances by 25% and makes a thief 50% likely to be invisible in near-darkness (even to infravision, ultravision, etc.). It can also be used to cast *darkness*, *darkness 15' radius*, and *continual darkness* once each per day (at 12th level of magic use). Finally, once per day the wearer can actually transform into a shadow (cf. *Monstrous Compendium I*) for up to 12 turns, becoming a shadow in all respects save for mental ones (thus, the wearer cannot be damaged by nonmagical weapons, undead take the wearer for a shadow and ignore him, etc.). Saves against light-based attacks (e.g., a *light* spell cast into the eyes) are always made at -2 by the wearer of a *shadowcloak*.

If a cleric successfully makes a turning attempt against the wearer in shadowform, the cloak wearer is permitted a saving throw (this is at -4 if the cleric is actually able to damn/destroy shadows). If the save fails, the wearer suffers 1d6 points of damage per level of the cleric and the *shadowcloak* is destroyed. If the save is made, the character takes half damage and must flee in fear from the cleric at maximum rate for one turn.

Sheet of Smallness

(Source: *Dungeon Masters Guide*, 2nd Edition): A magical item of this sort appears to be nothing more than a well-made piece of material—possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/12 its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material—it affects only non-living, ordinary magical items—and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Singing Skull

(Source: *The Complete Wizards Handbook*): This item resembles a small human skull, about 3 inches in diameter, made of ivory. Once per day, the owner can command the skull to sing. The *singing skull* sings eerie, depressing tunes for one hour (or less, as ordered by the skull's owner). All those within 50 feet of the *singing skull* must make a successful saving throw vs. spells or suffer the effects of a fear spell. The owner of the *singing skull* is immune to its effects.

Skie's Locks and Bolts

(Source: *Tome of Magic*): This device looks like a small, ornate lock with a tiny silver key. When the key is turned clockwise, all doors, windows and other portals within 50 feet of the item slam shut and become *wizard locked*. For purposes of opening them, the *wizard locks* are the equivalent of those cast by a 12th-level wizard. The effect lasts until the key is twisted counterclockwise or the device is transported more than 50 feet away. *Skie's locks and bolts* are sometimes found in the homes of wealthy merchants and secretive wizards.

Slippers of Spider Climbing

(Source: *Dungeon Masters Guide*, 2nd Edition): These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at a 60-foot rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make these slippers useless.

Smoke Powder

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate.

Smoke powder will be available in a campaign only if the DM allows it. If the DM doesn't want it in the campaign, it simply doesn't exist.

Smoke powder is commonly found divided into two separate components—one, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed together, the smoke powder is complete and dangerous.

When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion varies according to the amount of smoke powder used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage proportionally—doubling causes 2d2 points of damage, tripling causes 3d2, and so on. An explosion capable of causing 30 points of damage (15 charges) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a giant's blow. When discovered, a pouch of smoke powder contains 3d6 charges. Charges from several pouches of smoke powder can be combined to create bigger, more damaging explosions.

Sovereign Glue

(Source: *Dungeon Masters Guide*, 2nd Edition): This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with oil of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the oil of slipperiness must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when oil of ethereality or universal solvent is applied to the bond—sovereign glue is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

Spade of Colossal Excavation

(Source: *Dungeon Masters Guide*, 2nd Edition): This digging tool is 8 feet long with a spade-like blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Species Enemy Medallion

(Source: *The Complete Rangers Handbook*): A character wears this copper disk on a chain around his neck and under his clothing so that the metal touches his chest. When the character comes within 100 yards of his species enemy, the medallion becomes warm, alerting him to the enemy's presence. The intensity of the warmth varies according to the number and proximity of the enemy. The medallion doesn't get hot enough to cause damage, nor does it reveal the exact location or number of enemies in the vicinity.

Sphere of Annihilation

(Source: *Dungeon Masters Guide*, 2nd Edition): A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, utterly destroyed—even wishes and similar magicks have no effect! A sphere of annihilation is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. Control range is 40 feet initially, 10 feet/level once control is established. Basic movement rate is 10 feet per round, modified as shown below. Concentration control is based on Intelligence and level of experience—the higher the level the greater the mental power and discipline. For every point of Intelligence above 12, the wizard adds 1%; for every point over 15, he adds another 3%. In other words, add 1% for each point from 13 to 15, and an additional 3% for each point from 16-18—a maximum of 12% bonus at 18 Intelligence. The bonus applies to this table:

Level of Wizard	Movement/ Round	Probability of Control/ Round
up to 5th	8'	15%
6th-7th	9'	20%
8th-9th	10'	30%
10th-11th	11'	40%

12th-13th	12'	50%
14th-15th	13'	60%
16th-17th	14'	70%
18th-20th	15'	75%
21st & above	16'	80%

Any attempt to control the sphere will cause it to move, but if control is not established, the sphere will slide toward the wizard attempting to move it. The sphere will continue to move in this direction for 1d4 rounds and as long as the wizard is within 30 feet thereafter.

If two or more wizards vie for control of a sphere of annihilation, the one with the highest percentage chance to control the sphere is checked first, then the next strongest, etc. Control chance is reduced 5% per person, cumulative, when two or more wizards concentrate on the sphere, even if they are cooperating. If none are successful, the sphere will slip toward the strongest. Control must be checked each round.

Should a gate spell be cast upon a sphere, there is a 50% chance that the spell will destroy it, 35% that the spell will do nothing, and 15% that a gap will be torn in the spatial fabric, and everything in a 180-foot radius will be catapulted into another plane or universe.

If a rod of cancellation touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60-foot radius will sustain 3d4 x 10 points of damage. See also talisman of the sphere, below. (*Please also read the following comments from the DMs Option: High Level Campaign*)

Sphere of Annihilation (DMs Option: High Level Campaign): A wizard's maximum chance to control a sphere annihilation without the aid of a *talisman of the sphere* is 92% for a wizard of 21 st level and an 18 Intelligence/Reason. There are no additional bonuses for being higher level or having an Intelligence/Reason score greater than 18. A talisman of the sphere doubles a wizard's Intelligence bonus for controlling the sphere. Adjusted control scores of 100% or more indicate automatic success, but other wizards trying to usurp control reduce the control chance; see the *sphere of annihilation* in the DMC; description for details.

Spoon of Mixing

(Source: *The Complete Wizards Handbook*): This spoon increases the chance of successfully combining potions to create a new effect. When combining potions as per the rules on page 141 of the *DUNGEON MASTER Guide*, the percentile dice roll on Table 111 is modified by +10 when using the *spoon of mixing*.

Treat all results greater than 00 as 00. Note that by using the *spoon of mixing*, there is no chance that

the combined potions will create an explosion, a lethal poison, or a mild poison.

Stone Horse

(Source: *Dungeon Masters Guide, 2nd Edition*): Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of steeds:

Courser: This stone horse travels at the same movement rate as a light horse (movement rate 24) and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

Destrier: This stone horse travels at the same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed.

Damage inflicted upon it can be repaired by first using a stone to flesh spell, thus causing the stone horse to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

Stone of Controlling Earth Elementals

(Source: *Dungeon Masters Guide, 2nd Edition*): A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size will come to the summoner if earth is available, an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an eight-dice monster.) The area of summoning for an earth elemental must be at least 4 feet square and have four cubic yards volume. The elemental will appear in 1d4 rounds. For detailed information about elementals and their control see the *Monstrous Compendium*. The stone can be used to summon one elemental per day.

Stone of Good Luck (Luckstone)

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.—whenever dice are rolled to find whether the

character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice.

Additionally, the luckstone gives the possessor a +/- 1% to 10% (at owner's option) on rolls for determination of magical items or diversion of treasure. The most favourable results will always be gained with a stone of good luck. *(Please also read the following comments from the DMs Option: High Level Campaign)*

Stone of Good Luck (DMs Option: High Level Campaign):

The stone's +1 (or +5%) bonus applies whenever dice are rolled to see if the character (not the character's equipment) avoids an adverse happening. The bonus applies to saving throws, ability checks used as saving throws, system shock rolls, resurrection survival rolls, and any other event in which chance, not skill, is the determining factor. The bonus does not apply to spell failure, magical item creation, learning spells, or to most proficiency checks.

The character's good luck applies to rolls for party treasure distribution and to proficiency checks involving luck or dodging, such as *gaming* and *tumbling*.

Stone of Lost Ways

(Source: *The Complete Druids Handbook*): This pebble might be mistaken for any other magical stone. However, those who carry it through trackless wilderness (not following a road or path) increase their chances of becoming hopelessly lost. Having a character with a *stone of lost ways* in a party adds 20% to the group's chance of becoming lost, in any terrain. (See Table 81 in the *DMG*, p. 128.) Furthermore, two checks instead of the normal one are needed, one for each half-day's travel. The stone affects only characters traveling on the ground.

Stone of Weight (Loadstone)

(Source: *Dungeon Masters Guide, 2nd Edition*): This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a stone of weight is in a situation where he is required to move quickly in order to avoid an enemy—combat or pursuit—the item causes a 50% reduction in movement, and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any nonmagical means—if it is thrown away or smashed, it will reappear somewhere on the character's person. If a dispel evil is cast upon a loadstone, the item will disappear and no longer haunt the individual.

String Cage

(Source: *The Complete Rangers Handbook*): This looks like a piece of white thread 20 feet long, flecked with gold. When arranged in a circle so that the ends touch, the *string cage* creates an invisible barrier that prevents any creature contained inside from leaving. The invisible barrier has the strength of a *wall of force* and has the shape of a closed cylinder about 6' tall. The *string cage* only functions if placed on the ground or other solid surface; if moved, the barrier dissipates. Because of its light weight, the string can't be thrown like a lasso; if rocks or other weights are attached, its magic is negated. Therefore, the device is mainly useful to contain creatures that are sleeping, trapped, restrained, or cooperative.

A *string cage* can contain any single creature, so long as the creature fits inside the circle. Physical attacks and most spells have no effect on a string cage. The creature trapped inside can't move it. A *disintegrate* spell destroys the device, as will a *rod of cancellation* or a *sphere of annihilation*. A creature contained in a string cage can escape by using dimension door, teleport, or a similar spell.

Only the person who originally formed the circle can separate the ends and free the creature inside. Otherwise, a *string cage* lasts for 3-12 (3d4) hours, at which time the ends separate automatically. A *string cage* can be used only once per day.

Swarm Queen's Crown

(Source: *The Complete Druids Handbook*): This dread item resembles a gold tiara set with a piece of amber encasing an insect--usually a queen bee. The crown has a value of 2,000 gp.

With a command word, a user's body mutates into a human-shaped mass of stinging, venomous wasps, bees, and spiders: a miniature, living *creeping doom*. The user's new "body" contains 10 insects per hit point. For example, a character with 10 hit points becomes a mass of 100 insects.

The user attacks by touching someone (a normal attack roll). After a hit, the user decides how many insects sting or bite the victim. Either 10, 20, or 30 insects may swarm over a victim per attack; for every 10 insects that hit, the victim loses 1d10 hit points, and the wearer of the crown loses 1 hp--each insect dies after its attack. So, a character may inflict up to 3d10 points of damage per attack at the cost of 3 hp.

While in insect form, the user has a move of 3, but can climb walls and ceilings. The user cannot employ any weapons, spells, magical items, tools, or armor. The swarm, which has AC 0, suffers no damage from piercing weapons (P), 1 point of damage from slashing weapons (S), and half damage from bludgeoning weapons (B). Magical bonuses and fire inflict full damage. Every point of damage to the wearer kills 10 insects. The user

remains transformed as long as desired, but the crown can be used only once per day.

Talisman of Memorization

(Source: *Tome of Magic*): This talisman allows a wizard to memorize spells in half the normal time (i.e., 5 minutes per spell level). Half of these amulets (1-5 on 1d10) affect memorization of spells only of levels 1-5. The remaining half affect memorization of spells of levels 1-8. Spells of 9th level are never affected by this talisman.

Talisman of Pure Good

(Source: *Dungeon Masters Guide, 2nd Edition*): A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil priest will gain a saving throw vs. death. A talisman of pure good has seven charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he will suffer 7d4 points of damage. If an evil priest touches one, he will suffer 12d4 points of damage. Nonpriests will not be affected by the device.

Talisman of the Sphere

(Source: *Dungeon Masters Guide, 2nd Edition*): This is a small adamantite loop and handle which will be useless to nonwizards. Characters of any other class touching a talisman of this sort will suffer 5d6 points of damage. When held by a wizard concentrating on control of a sphere of annihilation, a talisman of the sphere doubles the Intelligence bonus percentage for control (i.e., 2% per point of Intelligence from 13-15, 6% per point of Intelligence from 16-18).

If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (16 feet/round). Note that a wand of negation will have no effect upon a sphere of annihilation, but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

Talisman of Ultimate Evil

(Source: *Dungeon Masters Guide, 2nd Edition*): This device exactly resembles a talisman of pure good and is exactly its opposite in all respects. It has six charges.

Talisman of Zagy

(Source: *Dungeon Masters Guide*, 2nd Edition): A talisman of this sort appears exactly the same as a stone of controlling earth elementals. Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a talisman of Zagy, a reaction check is made as if the individual were meeting another creature.

If a hostile reaction result is obtained, the device will act as a stone of weight, although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman.

If a neutral reaction results, the talisman will remain with the character for 5d6 hours, or until a wish is made upon it, whichever first occurs, and it will then disappear. If a friendly reaction result is obtained, the character will find it impossible to be rid of the talisman for as many months as he has points of Charisma.

The device will grant one wish for every six points of the character's Charisma. It will also grow warm and throb whenever its possessor comes within 20 feet of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses will be of no avail.)

Regardless of which reaction result is obtained, when its time period expires, the talisman will disappear. A base 10,000 gp diamond will remain in its stead.

Tallin's Tightrope

(Source: *The Complete Thieves Handbook*): This modified *rope of climbing* will only snake forward at an angle of up to 45 degrees upward or downward, but it also enables its owner and up to five man-sized or smaller creatures touched by its owner to walk upon it as if they had the tightrope walking proficiency, with a +4 bonus to any proficiency checks required. Anyone not touched by the rope owner attempting to walk on it will suffer a -4 penalty to any saves or checks made while on the rope. In all other ways, this item is identical to a normal *rope of climbing*.

Tapestry of Disease Warding

(Source: *Tome of Magic*): This is a 3-foot-square cotton tapestry bearing the image of a rainbow. When hung in a house or other building (10,000 square feet or less), it protects the occupants from nonmagical diseases. It has no effect on persons already suffering from diseases, but protects healthy characters from contracting contagious diseases ranging from common colds to deadly plagues. The tapestry offers no protection against any disease caused by magic or of a magical nature.

The *tapestry of disease warding* is subject to rips, fire, and other damage that could be sustained by a normal tapestry, although it is allowed a saving

throw. Its magic is permanent only as long as it remains intact. The tapestry may be moved to a new location, but has no effect outdoors.

Teleportation Chamber

(Source: *Tome of Magic*): These devices are used to teleport matter (as per the 5th-level *teleport* spell) and vary in size from a 1'x1'x1' box to a 10'x10'x10' room. They are usually made of ornate wood, but can be fashioned of stone or metal. In any case, the interior walls are always covered with mirrored tiles much like *disintegration chambers*. A small, green sphere is fastened to the outside of the chamber near the door, and another sphere is positioned on an inside wall.

To activate the device, a creature must touch one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *Player's Handbook* for casting the 5th-level *teleport* spell, with one exception. If the contents of the chamber are being sent to another teleportation chamber, the chance of a mishap is 0%.

The number of people or objects that may be teleported is limited only by the size of the chamber. The size of any given chamber can be determined from the table below.

D6 Roll	Chamber Size
1	1' cube
2	2'x2'x3' box
3	3'x3'x6' box
4	3'x5'x6' box
5	5'x5'x10' box
6	10'x10'x10' box

All travelers and materials in the chamber arrive at the same destination, which is determined by the activator. Distance is not a factor, but interplanar travel is not possible by means of this magical machine. Each use drains the device of one charge. *Teleportation chambers* generally have between 81-100 charges (1d20+80) and may be recharged.

Tenser's Portmanteau of Frugality

(Source: *Tome of Magic*): This moderately large, black leather traveling case contains a bewildering number of small instruments--tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain single-use magical items by partly diluting or admixing them. All potions, oils, dusts, incenses, glues, solvents, and *Nolzur's marvelous pigments* can be affected by *Tenser's portmanteau*. For every two potions, applications of dust, or similar substances that are treated by the portmanteau, a third active dose or use can be extracted. Any such item may be affected only once by the power of the portmanteau. Single doses (a

single potion, etc.) do not provide sufficient magic for treatment by the portmanteau.

The process of extracting the magic is not a simple task. The work takes 2d6 hours to complete. At the end of this time, the wizard must make an Intelligence check. If successful, the third dose is created. If failed, the third dose fails and only enough remains of the original materials for a single dose of the magical substance.

If *Alamir's fundamental breakdown* is cast during the process, the wizard gains a +2 to his Intelligence check. In this situation, the spell does not consume the magical items on which it is cast. Each use of the portmanteau consumes some of the special agents required for the process. When discovered, the case holds enough materials to attempt 4d10 duplications.

Thought Bottle

(Source: *Tome of Magic*): This item usually takes the form of a metal flask similar in appearance to an *efreeti bottle*. Bottle and stopper are usually engraved with intricate runes. The bottle can be used to store and protect important memories and thoughts, and is often used by powerful characters as a way of managing their (potentially cluttered) memories.

To use the bottle, a character concentrates on the thought or memory to be stored. He then uncorks the bottle and speaks the word of command. The thought or memory is then transferred from the character's brain into the bottle. All details of the thought or memory are held within the bottle. The caster remembers the general nature of the thought ("Oh, that was my thought on the design of an efreeti-powered steam engine") but need not worry about forgetting specific details, since these are trapped in the *thought bottle*. To retrieve a thought, a character uncorks the bottle and speaks another word of command. The thought or memory is then transferred directly into the user's brain. *Thought bottles* are sometimes used to protect vital information. A messenger carrying vital plans through enemy territory where there is a significant chance of capture and subsequent interrogation might carry all sensitive plans in one or more bottles. The messenger does not know the contents or the command word and therefore cannot reveal the contents of the bottles. Likewise, a spy could gain secret information, transfer it to a thought bottle, then use *forget* or *modify memory* to wipe this information from his mind. After this, regardless of the methods used, the spy is incapable of revealing the sensitive information.

Thought bottles are sometimes used as "memory archives," where characters can save memories that are "cluttering up" their minds. (This would be more of a problem for long-lived races such as elves, since the sheer volume of memories recorded over several centuries could be overwhelming.)

Thought bottles will function (in both storage and retrieval) for any intelligent creature.

When discovered, 75% of all *thought bottles* can hold only a single thought or memory. The remaining 25% have a capacity of 2d4 separate thoughts or memories. There is a separate word of command for each "thought slot."

Time Bomb

(Source: *Tome of Magic*): A *time bomb* resembles a small hourglass without sand. To set the bomb, the user removes one base from the hourglass and fills one end with an amount of sand of the user's choice (ranging from one minute's worth of sand to one hour's worth). When the hourglass is set on a flat surface so that the sand begins to trickle from one end to the other, the *time bomb* is activated. When all the sand has trickled to the bottom of the hourglass, it explodes in a ball of flame equal to a *fireball* spell cast at 5th level, delivering 5d6 points of damage and filling a 20-foot radius. Victims within this area who make a successful saving throw vs. spell suffer only half damage. If an activated *time bomb* is shattered, tipped over, or otherwise disturbed before it detonates, its magic is permanently negated; it cannot be reactivated. From that time on, however, it can be used as a normal hourglass.

Tithing bag

(Source: *The Complete Paladin Handbook*): This is a small purse made of black velvet, closed with a drawstring. Any coins, gems, or treasure placed in the bag are instantaneously teleported to the character's church or other charitable institution. The character keeps a small chip of stone, wood, or glass from the designated institution in the bottom of the bag to indicate the destination. It otherwise has a capacity of 20 gp. A *tithing bag* functions for lawful good characters only.

Tome of Clear Thought

(Source: *Dungeon Masters Guide, 2nd Edition*): A work of this nature is indistinguishable from any normal book. Any single character who reads a tome of clear thought will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a tome of clear thought will be of no benefit to the character.

Tome of Leadership and Influence

(Source: *Dungeon Masters Guide*, 2nd Edition): This leather-and-brass-bound book is similar to a tome of clear thought, but upon completion of reading and practice of what was revealed therein, Charisma is increased by one point.

Tome of Leadership and Influence (Source: *The Complete Bards Handbook*): When this is read by a bard, the character increases by one level. His experience points become equal to the minimum required to attain the new level. Unless stated otherwise, the following notes apply only to bard kits that have Musical Instrument listed as a bonus proficiency. Those kits that have Musical Instrument listed as a suggested proficiency are also affected, but only if the bard in question is proficient with the particular instrument.

Tome of Mystical Equations

(Source: *Tome of Magic*): This book is indistinguishable from other magical tomes. It contains charts and equations relating to several of the spells belonging to the sphere of Numbers. It can be used as the material component for the spells *personal reading*, *telethaumaturgy*, and *addition*. If it is used in this manner, the casting time for the spell is halved, and any saving throw that the subject of the spell might be entitled to suffers a -2 penalty.

Tome of Understanding

(Source: *Dungeon Masters Guide*, 2nd Edition): Identical to a tome of clear thought, this work increases Wisdom by one point.

Treeship

(Source: *The Complete Druids Handbook*): A living tree shaped like a currach (*PH*, p. 71), a *treeship* unites the magic of druids and the craftsmanship of elves. The mast is a magical tree, from which hang branchlike rigging and leaf-sails. The roots form the hull's ribs, covered by thick bark instead of hide. A ship carries up to eight people and 5 tons of cargo. While the vessel cannot sail by itself, a crew finds it quite seaworthy and swift (seaworthiness 80%, base move 3/6, emergency move 12).

Treeships can sail only in freshwater lakes, rivers, and seas; salt water poisons them within a week. When beached on grass or soil (not sand) for more than a week, they grow additional roots into the soil and require 1d6 days of pruning to become seaworthy again.

Trimia's Catalogue of Outer Plane Artifacts

(Source: *Tome of Magic*): This magical device is a large book bound in heavy wooden covers that do not reveal the title or nature of the work. Upon opening to the first page, the owner finds the title of the book along with a table of contents listing the various outer planes.

Upon opening the book to the desired page, the owner finds either a blank page (25% chance) or a description of a magical device (75% chance) that provides transportation to that particular plane. Along with the description of the device is a price ranging from 1,000 to 20,000 gp (1d20x 1,000). If the appropriate sum is laid on the open book and a *vanish* spell is subsequently cast on the coins, the transport device shown appears in place of the cash. The page then immediately goes blank and the catalogue disappears, teleported to a random location on the Prime Material plane.

The transport device can deliver characters to the outer planes and can return them to their point of departure on the Prime Material plane. Each transport device brings a person or persons to the upper layer of an outer plane. The point of arrival in the plane is left to the DM and usually changes each time the device is used.

Each device has a command word which is always the name of the plane associated with the device. Unless otherwise noted, anyone touching the device or touching the person who holds the device is transported to the upper plane of the outer plane named.

Each transport device can be used once per day. With each use, there is a 5% chance the device will malfunction, sending the characters to the desired plane, but with the device itself disappearing.

Nirvana: The device used to transport to the plane of Nirvana is a small pocket watch, a device of unspeakable rarity. The watch keeps perfect time according to the yearly cycle of the sun and never needs winding. The watch is solid gold and has two long, thin gold chains that run through a metal loop at the top of the watch.

Arcadia: Arcadia's transportation device is a palm-sized metal sculpture representing the outlines of geometrical shapes. The largest shape is a six-sided cubic cage made of 12 silver rods. Within this cube is a four-sided pyramid, also made of silver rods. Inside the pyramid is a circle of silver.

Seven Heavens: A featureless sphere of gold is used to travel to the Seven Heavens. The sphere is three inches in diameter and would appear to be nothing more than a valuable bauble if not for the golden glow it always radiates. The glow has the properties of a *continual light* spell.

Twin Paradises: This device appears to be a featureless cube of silver measuring three inches on a side. If it is carefully examined, four small, nearly invisible buttons will be visible. If the four

buttons are pressed in the correct order, the cube splits in half. (The correct order can be determined through the use of *legend lore* and similar spells.) The device will teleport to the Twin Paradises when half the cube is held in each hand and the command word is spoken. The travelers arrive in Dothion, considered the topmost plane. The two halves of the cube must be reassembled before it can once again be used to teleport.

Elysium: The device used to reach this plane is a sturdy currach, a primitive vessel made from thick hide stretched over a wood-and-wicker frame. This device functions as a normal ship, with a seaworthiness rating of 95%. If anyone touches the ship's mast and speaks the word Elysium, the boat, its passengers and crew, and all cargo are transported to the Oceanus River in the plane of Amoria.

Happy Hunting Grounds: A leaf sculpted of gold is the device used to arrive in the Happy Hunting Grounds. The leaf is about two inches long and is wrought in fine detail.

Olympus: The device used to reach the plane of Olympus is a silver chariot. The chariot can comfortably hold four passengers and their gear or eight passengers without equipment. A team of four horses must be attached to the chariot; when the chariot is in motion and the command word is spoken, the horses, chariot, passengers, and gear are transported to Olympus. The chariot arrives in the plane in motion.

Gladshiem: The device used to reach Gladshiem is a prism approximately three inches in length. To operate the device, the prism must be used outdoors to create a rainbow on the ground. When the command word is spoken, the rainbow grows out of the ground and rises up into the sky. The rainbow lasts for 1 turn. Anyone who steps onto the rainbow is whisked up the colored path and into the plane of Asgard.

Limbo: Limbo is reached through the use of a magical mirror. When a person stands before the mirror, he sees his own image reflected normally. The reflected world behind him, however, is in utter chaos—the bricks from the wall behind him float in the air, flames drift across the room, gold and silver pieces break apart and wander aimlessly. If the command word is spoken as a character looks into the mirror, he is transported to any

of the planes of Limbo. The mirror does not travel to Limbo. Another means of returning to the Prime Material plane must be found.

Pandemonium: This device is a jar perpetually filled with black pitch. When the pitch is spread on a stone wall and the command word spoken, a portal forms in the wall, leading to a cavern in Pandesmos. The pitch evaporates after 5 rounds and magically reappears in the jar.

Abyss: Pazunia, the uppermost layer of the innumerable layers of the Abyss, can be reached through the use of a circular black cloth that

looks like a *portable hole*. The cloth is three feet in diameter and can be folded to fit inside a pocket. When the cloth is spread on the ground and the command word is spoken, the cloth becomes a pit that leads to the plane. The cloth exists as a pit for 1 turn, then returns to its state as a piece of cloth. It

does not follow travelers to the Abyss.

Tarterus: This device is a necklace of dull, reddish pearls. A character who wears the necklace and speaks the command word will be transported (along with anyone touching him) to Othrys, the topmost layer of the plane.

Hades: The device used to reach Hades is an iron keelboat. When any character on the boat speaks the command word, the keelboat and all its passengers are transported to the river Styx in Oinos, the uppermost layer of Hades.

Gehenna: Characters who wish to travel to Gehenna must gather in a small, enclosed room with this magical urn of silver and bronze. A flame must be lit within the urn using materials that cause a great deal of smoke. When the room is so choked with smoke that breathing is almost impossible, the command word may be spoken. This transports everyone and everything in the room, including the urn, to Khala, the uppermost layer of Gehenna.

Nine Hells: The Nine Hells can be reached by using special pieces of blood-red coal. When one of these coals is lit or dropped into a flame, a ball of fire flares out from the coal. It does no damage, but transports all creatures and objects within 20 feet to Avernus. No command word is needed for the effect to take place.

Acheron: The device used to reach Acheron is a two-inch cube of black onyx. The cube always appears as a puzzle inside a black sack. The puzzle is made up of 43 small pieces, which must be fit together to form the cube. When complete, the command word must be spoken. Solving the puzzle require an Intelligence check at half a creature's Intelligence score. Each attempt to solve the puzzle requires 1d6 turns. Once the cube has been used to teleport, it falls to pieces. The pieces all reappear in the sack, wherever it might be. To use the device again, the pieces must be reassembled.

Tunic of comfort

(Source: *The Complete Paladin Handbook*): This light cloth garment may be worn over chain mail or other uncomfortable armor. The *tunic of comfort* distributes the weight of the armor evenly over the body, enabling the character to wear his armor indefinitely without chafing or fatigue.

Universal Solvent

(Source: *Dungeon Masters Guide, 2nd Edition*): This strange and magical liquid appears to be some sort

of minor oil or potion. Upon first examination, it seems to have the properties of both oil of slipperiness and a potion of delusion. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of sovereign glue will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is one cubic foot per ounce, and a typical container holds 27 ounces. If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, just as if a disintegrate spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegrate applies.

Vacuous Grimoire

(Source: *Dungeon Masters Guide*, 2nd Edition): A book of this sort is identical to a normal one, although if a detect magic spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine if one point of Intelligence is lost or not; the second is to find if two points of Wisdom are lost. Once opened and read, the vacuous grimoire remains; to be destroyed, the book must be burned and a remove curse spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of these other works.

War Paint

(Source: *The Complete Barbarian Handbook*): This magical paint increases the wearer's natural Armor Class. The amount of increase depends on the color of the paint, as shown in Table 45; a human with a natural AC of 10 has an effective AC of 1 when wearing gold paint. The DM may choose a particular color, or roll 1d12 on Table 45 for a random selection.

At least half of the user's skin must be bare to use war paint; in general, this means that his arms, legs, and head must be fully exposed. The paint must be applied to approximately 75% of the exposed skin.

Additionally:

If the user covers more than half of his exposed skin with a blanket, cape, or other garment, he loses the benefit of the war paint. The user receives no additional benefits from wearing armor. For instance, a character may wear leather armor along with his war paint, but he only receives a bonus from one or the other

(whichever is greater). If the armor covers more than half of his body, he can not benefit from the war paint. A war paint user may carry a shield, however, which boosts his AC by the standard +1 (a human wearing yellow war paint and carrying a shield has an effective AC of 5).

If available, two colors may be combined; the effective AC is determined by adding the bonuses shown on Table 48. For example, a character wearing white and red paint receives an AC boost of +8. In no case, however,

can war paint produce an AC better than 20. *War paint* lasts for 1d4 weeks. If the wearer or other character with the artistic ability proficiency (with a specialty in painting) applies the war paint and makes a successful proficiency check, the effects last for 2d4 weeks. War paint is unaffected by rain, extreme temperatures, or the normal wear and tear of the road. *Dispel magic* and similar spells, however, can render it useless.

Table 45 War Paint

D12

Roll Color	ACBoost	XP
1-3	White +3	1,500
4-6	Yellow +4	2,000
7-9	Red +5	3,000
10-11	Green +6	4,000
12	Gold +9	7,000

Warp Marble

(Source: *Tome of Magic*): This item is a small (1 - 2 inch diameter) sphere of fine crystal, often appearing with a rich blue or aquamarine hue. Each marble has three words of command associated with it.

The first command triggers the marble to create an extradimensional space large enough to contain a single large-sized creature. When this word is spoken, the closest creature to the marble is instantly transported to and imprisoned within this space. Similar to the seclusion spell, the inhabitant of this space can see and hear events in the "real world," but can do nothing to affect anything outside the prison. Spellcasting and use of psionics are impossible while within the prison. If the prison is already occupied, this first word of command will have no effect.

The second command word releases the occupant of the extradimensional space. The occupant is immediately returned to the "real world," appearing within three feet of the marble (wherever it might be). Note that this word of release can be spoken and will be effective from within the prison. Thus, the possessor of the marble can use it as a sanctuary to escape from harm.

The third word of command sets the marble as a trap. After this word is spoken, the first creature of large size or smaller to touch the marble is immediately imprisoned within the extradimensional space. If the first creature to touch

the marble is larger than size L, the magic is not triggered; if a size L or smaller creature subsequently touches the item, the magic takes effect.

Once one creature has been imprisoned, other creatures can touch the marble with no adverse effects. A creature trapped in this method can be freed only through the use of the word of release from outside the marble.

A marble trapped in this manner can be thrown at another creature in an attempt to trap the creature. If an attack roll is successful, the target creature is allowed a saving throw versus spell. Success indicates that the creature suffers no effect. Failure indicates that the creature is trapped in the *warp marble*.

If a marble is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or *transported* via dimensional folding or any analogous method, or if it is shifted to another plane of existence, any occupant of the extradimensional space is immediately expelled into the Astral plane.

Well of Many Worlds

(Source: *Dungeon Masters Guide*, 2nd Edition): This strange interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world—a parallel earth, another planet, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a portable hole. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

(Please also read the following from the *Tome of Magic*, if you're a wild mage.)

Well of Many Worlds & Wild Mages

(Source: *Tome of Magic*): Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. The wild mage can control this item 50% of the time, thereby allowing him to select the result or item instead of relying on chance.

Wind Fan

(Source: *Dungeon Masters Guide*, 2nd Edition): A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a gust of wind spell as if cast by a 5th-level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per

usage that the device will tear into useless, nonmagical tatters.

Wings of Flying

(Source: *Dungeon Masters Guide*, 2nd Edition): A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly as follows:

2 turns at speed 32
3 turns at speed 25
4 turns at speed 18
6 turns at speed 15
8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. Wings of flying can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.

Zither of Speed

(Source: *The Complete Bards Handbook*): This zither appears to be a normal musical instrument. However, if it is played in a rapid tempo and the musician says, "Adagietto," all allies within 30 feet are affected as if under the influence of a *haste* spell.

If the zither is played slowly and "Adagissimo" is spoken, all foes within 30 feet are affected as if under a *slow* spell (no saving throw). The effects last as long as the bard concentrates upon the music or until he plays the zither at a moderate tempo and says, "Andante." If he moves, defends himself, suffers damage, rolls for a saving throw, or performs any other action, his concentration is broken. A *zither of speed* functions only once per day. Furthermore, for every successive day in a row that its magic is used, there is a 10% cumulative chance that one of its strings breaks, rendering the item useless unless it can be repaired.

Zwann's Watering Can

(Source: *Tome of Magic*): Invented by the noted botanist Salerno Zwann, this otherwise ordinary watering can is activated when the user fills it with two gallons of water and lets it stand undisturbed for 30 days. At the end of that period, the user may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25-foot square. Seeds subsequently planted in this treated soil grow normally, but are permanently immune to disease, drought (the plants never need to be watered again),

insects, bad weather (such as hailstorms and early frost) and all other forms of nonmagical trauma. The plants can be harvested normally by the planter. Water from *Zwann's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants. The patch of soil retains its effectiveness for one year, after which time it must be watered again for the effect to be renewed.

Armor and Shields

In this section, you will find descriptions of some very special kinds of armor and shields. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system:

For each +1 bonus to armor, regardless of the type of armor, the wearer's Armor Class moves downward (toward AC 2 . . . to 1 . . . to 0, -1, -2, and so on). A normal shield improves the armor class by one. A magical shield improves Armor Class like magical armor—toward -1, -2, etc. Note, however, that Armor Class can never be improved beyond -10.

Thus, chain mail +1 is like ordinary chain mail (AC 5), but one category better (AC 4).

A shield +1 is equal to Armor Class 8—two places better than no armor (+1 for bearing a shield, +1 for the magical bonus of the shield).

When adding magical armor to the game, be aware of sizing problems: 65% of all armor (except elven chain mail) is man-sized, and 20% is elf-sized, 10% is dwarf-sized, and but 5% gnome- or halfling-sized. (Elven chain mail sizing is determined by the table found below.) Special armor and shields are described below:

Druids (Source: *The Complete Druids Handbook*): They can wear magical armor only when it is natural, such as wooden shields.

Elven items (Source: *Elves*): Most of the magical items listed of the elven race are rare and will not be found lying around in just any hoard. Instead, they can be incorporated into a campaign (preferably with elven overtones) to suit the Dungeon Master's purposes. These items should never be just random treasure. If they are going to be used in a campaign, there must definitely be a reason for their inclusion.

Antlered Helm

(Source: *The Complete Druids Handbook*): This metal-reinforced leather helm, adorned with a stag's antlers, allows the wearer to run like a deer, with a base movement rate of 18. Moreover, stags and

deer see, hear, and smell wearers of an *antlered helm* as if they were stags, and react accordingly. This power makes the item very useful for hunting.

Armor of Blending

(Source: *Dungeon Masters Guide, 2nd Edition*): This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a true seeing spell will reveal the true nature of the armor when disguised.

Armor of Command

(Source: *Dungeon Masters Guide, 2nd Edition*): This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Otherwise, the armor functions as plate mail +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function. (*If you're playing a bard please also read the following*)

Armor of Command (*The Complete Bards Handbook*): Bards wearing this armor are able to speak one *command* a day with the effects of the first level priest spell, *command*.

Armor of Missile Attraction

(Source: *Dungeon Masters Guide, 2nd Edition*): This armor appears to be a normal suit of magical armor (determine type and modifier normally). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of missiles fired at him. Furthermore, the magical protection of the armor will fail when calculated for missile attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, etc.) will not suffice.

Armor of Rage

(Source: *Dungeon Masters Guide, 2nd Edition*): This armor is identical in appearance to armor of command and functions as a suit of plate mail +1.

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However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by -2. The effect is not noticeable to the wearer or those affected (i.e., characters will not immediately notice that donning the armor is the cause of their problems).

Elven Chain Mail

(Source: *Dungeon Masters Guide*, 2nd Edition): This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions (see Chapter 3 in the PHB). Elven fighter/mages use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character elven chain mail will fit:

D100 Roll Size of Elven Chain Mail

01-10	gnome/halfling (hairfoot)
11-15	dwarf/halfling (Stout or Tallfellow)
16-80	elf/half-elf
81-95	man-sized, normal (up to 6 feet, 200 lbs.)
96-00	man-sized, large (up to 6½ feet, 250 lbs.)

Helms of Valor

(Source: *Elves*): This item appears as a typical elven winged helm, but will radiate *enchantment/charm* if a *detect magic* spell is used on it. Originally inspired by those battle leaders who walked unflinching through hails of enemy arrow fire, a *helm of valor* enables its wearer to ignore missile fire. However, in order to do so, the users of such helms must have implicit trust in both themselves and their *helm*.

When a wearer first tries to use a particular *helm*, he or she must make a successful Wisdom check to attune with it. In unsuccessful, that *helm* will not function for the user until the individual's Wisdom score has changed for either better or worse (thus allowing another check).

A user who succeeds at the Wisdom check may then attempt to harness the *helm's* powers. The next time someone successfully attacks the wearer with a missile weapon, he or she may make another Wisdom check to avoid all but 1 point of damage, no matter the usual damage of the missile.

If this second Wisdom check fails, the wearer suffers the *maximum* damage the missile can inflict. This check is made for every missile fired at the wearer during this combat, and the modifiers listed below do not apply until the next combat.

If this second Wisdom check is successful, the wearer gains a +1 to the Wisdom check for the next combat.

Note: *This applies only to the next combat in which enemies attempt to harm the user.* The helm does not work during sparring practice or training. A

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user who fails a Wisdom check picks up a -1 penalty for the next three combats, while he or she learns to trust in the powers of the helm again. No matter how often the user succeeds in the Wisdom check, the bonus can never exceed 19; a roll of 20 always fails.

Helms of valor provide no defense against melee weapons (although hurled daggers, axes, and other propelled melee weapons count as missile weapons), nor do they offer any protection against spells such as magic missile. Magical missiles, including enchanted arrows, affect the Wisdom check by -1 per +1 of the enchantment.

The *helm* is usable by warriors, priests, and psionically empowered individuals. As with all helms, it is not usable by either wizards or thieves who wish to practice their crafts.

Plate Mail of Ethereality

(Source: *Dungeon Masters Guide*, 2nd Edition): This is seemingly normal plate mail +5, but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if oil of ethereality had been used. While in the ethereal state the wearer cannot attack material creatures. A phase door spell will negate the ethereal state and prevent the armor from functioning for one day.

There are 20 charges placed upon plate mail of ethereality. Once used, these cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by one: If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

Plate Mail of Fear

(Source: *Dungeon Masters Guide*, 2nd Edition): This armor functions as normal plate mail +1. However, it is imbued with 2d2 fear charges. Upon uttering the command, a charge is spent and the wearer radiates a 30-foot aura of fear. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal plate mail +1. It cannot be recharged.

Plate Mail of Vulnerability

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to every test to be magical plate mail +1, +2, or +3, but it is actually cursed plate mail -2, -3, or -4. The armor's great vulnerability will not be apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor will fall to pieces whenever an opponent strikes the wearer with an unmodified attack roll of 20.

Shield of Medusae

(Source: *The Complete Fighters Handbook*): This magical item may only be used by warriors or priests (including multi-class and dual-class warriors or priests).

It is shaped like and works like a normal medium shield. But the outside (the side that faces the enemy) is mirror-reflective, and the inside (where the warrior's straps are) is crystal clear.

To use the *shield of medusae*, the warrior holds it up before him, in front of his eyes, and looks through its clear surface. While he is doing so, he is immune to the stoning gazes of creatures such as the medusa and basilisk, and to magical items which duplicate their gazes. When the character carrying this shield confronts a stoning creature, he reflects their images back at them, and it is *they* who must make saving throws vs. petrification or be turned to stone.

Unlike ordinary shields, the *shield of medusae* has only two damage points before it shatters. In other words, if it is hit twice, it is destroyed.

Shield, large, +1, +4 versus missiles

(Source: *Dungeon Masters Guide, 2nd Edition*): This is a large shield with a +1 bonus vs. melee attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating magic missile attacks (from a frontal position).

Shield -1, missile attractor

(Source: *Dungeon Masters Guide, 2nd Edition*): This not only makes the bearer equivalent to a shieldless person, it also attracts missiles of all types to itself: It doubles or triples the bearer's chances of being selected by random die rolling according to the size of the party he is with (see Chapter 9, "Firing into a Melee"). This cursed shield is not distinguishable from a useful magical shield.

Magical Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, or +4) to both attack and damage rolls. Any weapon that is not totally self-explanatory is detailed in one of the special paragraphs below. Most weapons are of the specific type listed. However, 70% of swords are long swords, 20% are scimitars or broad swords, 5% are short (small) swords, 4% are bastard swords, and 1% are two-handed swords, unless the description of a specific item indicates otherwise. Magical polearms can be of any type desired. Magical lances are always heavy lances. Other unusual weapons may have

special restrictions given in the description of the item.

Spears can be used as hand or missile weapons. As missile weapons, they can be broken by any creature with 18/00 or greater Strength or by one that is massive (cave bear, hippo, or rhino, for example). Intelligent creatures will be 70% likely to use the hurled spear against the hurler if struck by the weapon, 25% likely to break it (the spear must save versus crushing blow). Unintelligent creatures will be 25% likely to break it (save as above). Hand Axes (not battle-axes) can be thrown up to 30 yards and still gain any magical attack roll bonus, but no damage bonus.

Druids (Source: *The Complete Druids Handbook*):

Any magical weapon a druid uses must be of a type permitted to priests, as well as by the character's druidic kit and branch.

Light Generation

The DM can rule that magical weapons (particularly swords, daggers, and +3 or greater items) shed light and can't be concealed when drawn. However, a magical sword should never glow until the wielder is aware of its magical properties—the light-giving property of a weapon should never be used as an excuse to identify a magical item. Note that the flame tongue, frost brand, holy avenger, life stealing, and sharpness swords have special properties with regard to light. These are dealt with in the individual weapon descriptions.

Unknown or Unusual Qualities

Intelligent Weapons: One of the rare and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing intelligence. The chance of intelligence varies according to the type of weapon.

Swords have a 25% chance of some form of intelligence. Other melee weapons (axes, spears, polearms, etc.) have a 5% chance of intelligence, provided they do not already possess special powers. Missile weapons (including bows, crossbows, arrows, and bolts) never possess intelligence. Single-use items and those items that do not have a bonus to hit (such as a magical net) never possess intelligence.

If you determine that a weapon is intelligent, it will have one or more special powers. It may also have a special purpose or limitations on its use. This information is found under "Intelligent Weapons."

Unknown Qualities: Whenever a weapon has some unknown quality—such as the wishes in a luck blade—the DM should prepare a special 3-

inch by 5-inch index card on it and keep the information handy whenever the possessor of the weapon is playing.

Magical arrows: When a magical arrow misses its target, there is a 50% chance it will break or otherwise be rendered useless. A magical arrow that hits is destroyed. *(please also read the passage about magical arrows from the elven race)*

Elves (Source: Elves): By far the most common of magical elven weapons, magical arrows are still fairly rare for campaign purposes. Workmanship on elven magical arrows is such that the missiles are not always destroyed when they hit their target. Furthermore, if they miss their target, these arrows break only 25% of the time. If a magical elven arrow hits its target, it will be destroyed 75% of the time. Otherwise, it can be used repeatedly until it is finally destroyed.

Ancient elf arrowsmiths have created some amazing arrows, but they are extremely rare. If these could be found, they would make the owner a most happy individual.

Magical Items on the battlefield

(Source: PLO: C&T)

There are hundreds of magical items that can create various effects on the battlefield. The exact results of a magical item's use are left to the DM's discretion, but here are some general guidelines on some specific items. In cases where a magical item duplicates a spell effect, refer the spell sections.

Potion of Growth, Potion of Invulnerability, Apparatus of Kwalish, Boots of Speed Boots of Striding and Springing, Crossbow of Accuracy, Scimitar of Speed, Short Sword of Quickness, Sword of Sharpness, Vorpall Sword

List of Magical Weapons

Arrow of Direction

(Source: Dungeon Masters Guide, 2nd Edition): This typically appears to be a normal arrow. However, its magical properties make it function like a locate object spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc. Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Arrow of Extended Range

(Source: Elves): There are three versions of this arrow, which allow the user to double, triple, or even quadruple the normal ranges for any type of bow. The first version, which allows double range, is encountered about 60% of the time. The triple-range version is found about 30% of the time, and the quadruple-range arrow is chanced upon only 10% of the time.

Although these arrows do not have an attack bonus, they are effective against creatures who are immune to all but magical weapons (up to +1). In addition, these arrows cancel out the normal range modifiers of the bow being used, using instead the modified, multiplied range for purposes of figuring modifiers.

These arrows are usually found in bunches of 2d10.

Furthermore, if they miss their target, these arrows break only 25% of the time. If a magical elven arrow hits its target, it will be destroyed 75% of the time. Otherwise, it can be used repeatedly until it is finally destroyed. *(Please also read the entry at the beginning of the chapter concerning elvish weapons. Elvish weapons are very rare.)*

Arrow of Seeking

(Source: Elves): This is a more powerful version of an arrow imbued with the *seeking* spell. Not only does it round corners in pursuit of its prey, it also gains a bonus of +2 damage. These arrows are usually found in groups of 1d10, although sometimes as many as 2d8 can be found. Furthermore, if they miss their target, these arrows break only 25% of the time. If a magical elven arrow hits its target, it will be destroyed 75% of the time. Otherwise, it can be used repeatedly until it is finally destroyed. *(Please also read the entry at the beginning of the chapter concerning elvish weapons. Elvish weapons are very rare.)*

Arrow of Slaying

(Source: Dungeon Masters Guide, 2nd Edition): This is an arrow +3 with unusual physical characteristics—a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature. The following list comprises only a portion of the possible kinds of these arrows:

- | | |
|---------------|------------------|
| 1. Arachnids | 11. Illusionists |
| 2. Avians | 12. Mages |
| 3. Bards | 13. Mammals |
| 4. Clerics | 14. Paladins |
| 5. Dragons | 15. Rangers |
| 6. Druids | 16. Reptile |
| 7. Elementals | 17. Sea monsters |
| 8. Fighters | 18. Thieves |
| 9. Giants | 19. Titans |
| 10. Golems | 20. Undead |

Develop your own types and modify or limit the foregoing as fits your campaign.

Wooden Arrow

(Source: *Elves*): This is a totally organic arrow. Made completely from wood and carved with ornate runes, it appears as nothing more than a novelty, or perhaps a woodcarver's doodle. In reality, this arrow is a most dangerous weapon, and it radiates strong enchantment magic.

This weapon completely ignores all nonorganic armor. Thus, metal armor offers no protection against this missile, while leather, hide, and scale mail made from a creature's skin offer their normal bonus. Studded leather protects only as leather armor.

Those wearing metal armor are considered to be AC 10 against this arrow. Magical protection still applies; thus, *plate mail* +4, although normally AC -1, would instead be only AC 6 against the wooden arrow.

These arrows are never found in bunches. If encountered, there will be but a single shaft. Furthermore, the *wooden arrow* is an exception to elven arrows in that it will *always* be destroyed when fired, regardless of whether it hits. The wood necessary to the enchantment is such that it can function no other way.

Furthermore, if they miss their target, these arrows break only 25% of the time. If a magical elven arrow hits its target, it will be destroyed 75% of the time. Otherwise, it can be used repeatedly until it is finally destroyed. (*Please also read the entry at the beginning of the chapter concerning elvish weapons. Elvish weapons are very rare.*)

Axe +2, throwing

(Source: *Dungeon Masters Guide, 2nd Edition*): This hand axe can be thrown up to 180 feet with the same attack roll and damage bonuses (+2) as if it were swung by the character.

Axe of Hurling

(Source: *Dungeon Masters Guide, 2nd Edition*): This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180 feet, and it will return to the thrower in the same round

whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter. (For example, an axe of hurling +3 will inflict 2d6+3 points of damage vs. S- or M-sized creatures and 2d4+3 points of damage vs. creatures of size L if it hits the target after being thrown.) The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon.

After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization.

The magical bonus of an axe of hurling is determined by referring to the table below:

D20 Roll	Magical Bonus	XP Value
1-5	+1	1,500
6-10	+2	3,000
11-15	+3	4,500
16-19	+4	6,000
20	+5	7,500

Bow +1

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives a +1 bonus to attack and damage rolls to arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. A nonmagical arrow fired from a magical bow is a nonmagical missile.

Crossbow of Accuracy, +3

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives a +3 bonus to attack rolls with its missiles but not to damage. All ranges are considered short. About 10% of these weapons will be heavy crossbows. (*Please also read the following from the Plo: C&T for situations on the battlefield.*)

Crossbow of Accuracy: (Source: *Plo: C&T*): (On the battlefield): Although the weapon treats all shots as short range, it still has medium and long ranges for purposes of armor penetration. See crossbows in Chapter Seven of the *Plo: C&T: Weapons and Armor*.

Crossbow of Angling

(Source: *The Complete Thieves Handbook*): This appears to be a quite normal light crossbow, although it has a thick wrist strap attached which is of unusual design and toughness. On command it can fire bolts with special properties up to three

times per day. The magical bolt fired counts as a +2 *bolt* for determination of attack rolls (and damage if appropriate). When fired, this special bolt is trailed by a pencil-thin snaking line of faint blue light (which radiates magic fairly strongly) which connects it to the crossbow. When the bolt impacts, the head expands into a small claw which embeds itself in the target, such that the bolt grips it strongly. By the use of a second command word the crossbow user can "reel in" the target, the thin "cord" of magical energy shrinking to drag the target to the archer.

The speed at which the target is retrieved depends on its weight, friction, etc.; the maximum speed is 60 feet per round. The DM may need to exercise his judgement in most cases. If the target is heavier than the archer or is immovable or braced in some way, then the crossbowman may actually be dragged to the target rather than the reverse applying. This can be exploited, of course, to pull a thief up to a ceiling or up a wall. The magical cord is AC -2 and takes 15 points of damage (nonmagical weapons do no damage) to destroy.

Crossbow of Distance

(Source: *Dungeon Masters Guide*, 2nd Edition): This has double range in all categories. About 10% of these weapons will be heavy crossbows. This weapon is otherwise +1 bonus to attack and damage rolls.

Crossbow of Speed

(Source: *Dungeon Masters Guide*, 2nd Edition): This item allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the crossbow of speed will automatically cock itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls.

Dagger +2, Longtooth

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a normal weapon, or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a small demihuman (like a gnome or halfling), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

Dagger of Impaling

(Source: *The Complete Thieves Handbook*): These

daggers are +2 to hit and damage, and on a natural roll of 20 (and also of 19 if this is sufficient to score a hit) on a backstab attack they impale the target, inflicting an additional 1d4+2/1d3+2 points of damage and also staying in the wound, where they cause an additional 1d4+2/1d3+2 points of damage each round until removed.

Dagger of Resource

(Source: *The Complete Thieves Handbook*): These daggers usually have handles of ebony or ivory, or some similarly valuable and exotic substance, and have 1d3+1 small studs in the cross guards. The dagger has attack and damage bonuses, but it also has additional tools located within it, and depressing one of the studs will cause the corresponding item to spring from the hilt of the dagger, ready for use (only one tool at a time can be used). These bonuses and tools depend on the number of studs in the weapon, as shown below:

No. of studs	Hit/damage bonus	Tools avail.	Description of tools
2	+4	2	Lock picks adding +5% to Open Locks rolls, plus tool for removing stones from horses hooves'
3	+3	3	As above, plus <i>Lens of Detection</i> (see DMG p.173)
4	+2	4	As above, plus <i>Gem of Brightness</i> with 3d10 charges

Dagger of Sounding

(Source: *The Complete Thieves Handbook*): This oddly-designed dagger is +1 for attack and damage determination, but it has a peculiar, hollow bronze bulb at the end of its pommel. If this is gently tapped against a hollow surface, it gives a resounding ring quite different from the dull tone emitted if struck against solid stone. Tapping it gently against walls allows the thief a 5 in 6 chance for finding a secret door, rising to 11 in 12 if the thief is elven or half-elven. Also, the thief can search for secret doors at twice the normal rate when using this dagger. In other cases, the thief is 80% likely to be able to determine successfully the approximate thickness and nature of the material the dagger is used to sound.

Dagger of Throwing

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180 feet. A successful hit when it is

thrown will inflict twice normal dagger damage, plus the bonus provided by the blade, which will range from +1 to +4. To determine the bonus for a specific dagger, roll percentile dice and consult the following table:

D100	Magical Roll Bonus	XP Value
01-35	+1	250
36-65	+2	350
66-90	+3	450
91-00	+4	550

Dagger of Venom

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a standard dagger +1, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The dagger of venom holds up to six doses of poison. If the hilt contains fewer than six doses, the owner can pour more in up to the maximum. (Use of this weapon by good—particularly lawful good—characters must be carefully monitored for effects on alignment.)

Darts of Homing

(Source: *Dungeon Masters Guide*, 2nd Edition): These appear to be normal projectiles, but are actually +3 magical weapons. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful hit against any size creature (4-9 points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts—20 yards short, 40 yards medium, 80 yards long.

Hammer +3, Dwarven Thrower

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a standard hammer +2. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics: The hammer has a 180-foot range and will return to its wielder's hand like a boomerang. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage (plus the bonus of +3).

Hammer of Thunderbolts

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a large, extra-heavy hammer. A character less than 6 feet tall and with Strength less than 18/01 will find it too unbalanced to wield

properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and gains double damage dice on any hit.

If the wielder wears a girdle of giant strength and gauntlets of ogre power and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage dice, all girdle and gauntlet bonuses, and it strikes dead any giant upon which it scores a hit.

(Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.)

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures within 90 feet for one round. Throwing range is 180 feet. (Thor would throw the hammer about double the above range.) The hammer of thunderbolts is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn. Hammers can be hurled as hand axes.

Heartwood Cudgel

(Source: *The Complete Druids Handbook*): This club, made from the heartwood of an oak, is a *club* +1-- *club* +2 in a druid's hands.

Hornblade

(Source: *Dungeon Masters Guide*, 2nd Edition): This is a magical weapon with a sickle-like blade resembling some sort of animal horn. Hornblades range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of a ½-foot to 1¼-foot in length, set in some sort of handle or grip. If magic is detected for, a hornblade will radiate faintly of enchantment magic.

However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out.

The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. Smaller hornblades can be thrown, and the bonus applies to both the attack number and damage determination.

Any character class permitted to use sickle-like weapons can use a hornblade. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

The experience-point value of a hornblade depends upon its size and the amount of its magical bonus:

Size	XP Value
Knife-sized	500 per "plus"

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Dagger-sized	750 per "plus"
Scimitar-sized	1,000 per "plus"

Javelin of Lightning

(Source: *Dungeon Masters Guide*, 2nd Edition): A javelin of lightning is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 yards and whenever it strikes, the javelin becomes the head of a 5-foot wide, 30-foot long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not. From 2-5 javelins will be found. The javelin is consumed in the lightning discharge. (Please also read the following from the DMs Option: *High Level campaign*)

Javelin of Lightning (DMs Option: High Level campaign): This item has a maximum range of 90 yards. The lightning created is a single bolt that extends from the target toward the thrower. Thus, a javelin of lightning should not be used if the target is within 30 feet.

Javelin of Piercing

(Source: *Dungeon Masters Guide*, 2nd Edition): This weapon is not actually hurled—when a command word is spoken, the javelin of piercing launches itself. Range is 180 feet, all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range.) From 2-8 (2d4) will be found at one time. The magic of the javelin of piercing is good for only one throw after which it becomes a normal javelin.

Knife, Buckle

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point—it inflicts damage as a knife.

D10 Roll	Type	XP Value
1-4	+1	100
5-7	+2	200
8-9	+3	300
10	+4	400

Lunar Sickle

(Source: *The Complete Druids Handbook*): This weapon, a sickle crafted from silver and bound to the moon, may have been forged for druids as a symbol of the cyclic nature of time. The sickle boasts its greatest strength during the waxing moon. It has a +2 bonus from the new moon to half moon, a +3 bonus from the half moon to full moon, and +4 during the full moon. When the moon begins to wane, the *lunar sickle* drops to a +1 bonus. During the dark of the moon it loses all magical bonuses; until the new moon rises, it no longer affects creatures that can be hit only by magical weapons.

Mace of Disruption

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a mace +1, but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a mace of disruption strikes any undead creature or evil creature from one of the lower planes, may utterly destroy the creature. Skeletons, zombies, ghouls, shadows, wights, and ghosts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as follows:

Creature	Save
Wraiths	5%
Mummies	20%
Spectres	35%
Vampires	50%
Ghosts	65%
Liches	80%
Other affected evil creatures	95%

Even if these saving throws are effective, the mace of disruption scores double damage upon opponents of this sort, and twice the damage bonus.

Mistletoe Dart

(Source: *The Complete Druids Handbook*): The body and tip of this dart are fashioned from enchanted mistletoe. Magical armor, shields, or rings give no bonus protection against it; for example, a person wearing *chain mail* +4 would have AC 5, not AC 1. Darts, while not innately poisonous, can be coated with any venom. Characters usually find these darts in groups of 2 to 8 (2d4).

Net of Entrapment

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical rope net is strong enough to defy Strength under 20 and is equal to AC -10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 5 points of damage on a strand.)

Each net is 10 feet square and has a 3-inch-square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful saving throw vs. dragon breath to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to five cubic feet. It can be loosened by its possessor on command.

Net of Snaring

(Source: *Dungeon Masters Guide*, 2nd Edition): This net looks just like a net of entrapment, but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the net of entrapment.

Quarterstaff, Magical

(Source: *Dungeon Masters Guide*, 2nd Edition): This appears to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel, and has two magical qualities. Upon command, the staff will alter its length from as short as 6 feet to as long as 12 feet (or any length in between). It inflicts damage as a quarterstaff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.

D20 Roll	Type	XP Value
1-5	+1	250
6-9	+2	500
10-13	+3	750
14-17	+4	1,000
18-20	+5	1,250

Scabbard of Poison

(Source: *The Complete Thieves Handbook*): These scabbards have reservoirs in which poison can be stored, and when a blade is placed in the scabbard and then drawn, the venom will automatically and magically be drawn from the reservoir to coat the blade. The venom will be wiped from the blade after one successful hit on a target, or evaporate after 2d4 rounds in any event. Any venom can be used, for the dweomer gives the venom virulence against whatever creature is struck. The scabbard holds enough poison for six doses, but must be manually refilled when empty. 25% of these scabbards are the right size for long swords, 25% suitable for short swords, and 50% for daggers. All restrictions which apply to the use of poison weapons apply here, of course, and only evil characters would routinely use such a device.

Scimitar of Speed

(Source: *Dungeon Masters Guide*, 2nd Edition): This is a magical weapon, usually of +2 bonus, that

automatically grants its wielder the first attack in a melee round, even though some magical effect might have otherwise slowed his speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, then the improvement is to two attacks per round.

This increase in attacks is cumulative with any other bonus attacks (such as those provided by a haste spell).

The order of attacks in the round is determined normally after the wielder of the scimitar of speed has made his first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his remaining two attacks at the very end of the round.

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

D100 Roll	Type	XP Value
01-50	+1	2,500
(normal form)	+2	3,000
51-75	+3	3,500
76-90	+4	4,000
91-00	+5	4,500

(Please also read the following from the *Plo*: C&T for situations on the battlefield.)

Scimitar of Speed: (Source: *PIO*: C&T): (On the battlefield): The *scimitar of speed* is very fast, and its wielder always wins initiative if he declares a combat action that involves an attack with the weapon.
Please also read the following about the *Shortsword of Quickness*.

Shortsword of Quickness: (Source: *PIO*: C&T): (On the battlefield): See *scimitar of speed*, above. If two such weapons are involved in a single battle, their strikes are considered to be simultaneous.

Sheath of Holding

(Source: *The Complete Fighters Handbook*): This item looks like an ordinary sheath for a large knife; the sheath is anywhere from 6" to 10" long, including its belt loop.

But it doesn't hold a knife. It holds a sword—a full-sized sword. With magic rather like that found in the *bag of holding*, this item slides most of the length of the blade into a pocket dimension, so that only the weapon's hilt shows, with the sheath suggesting another 5" or so of blade. (This looks rather strange when it holds a

bastard sword, where the hilt will be longer than the apparent blade, but the *sheath of holding* can do it.) Each *sheath of holding* is designed to hold one type of sword. The DM can decide which sort of sword it's designed to hold, or can roll on the table below. The sheath will not hold a sword it is not built to hold.

Weapon

Roll d100	Held By Sheath	Alternate Roll
01–10	Bastard sword	01–15
11–15	Cutlass	
16–20	Dagger	16–25
21–25	Dirk	26–30
26–30	Gladius/Drusus	
31–33	Katana	
34–38	Khopesh	31–35
39–43	Knife	36–45
44–53	Long sword	46–65
54–58	Main-gauche	
59–68	Rapier	
69–73	Sabre	
74–78	Scimitar	66–75
79–88	Short sword	76–90
89–93	Stiletto	
94–98	Two-handed sword	91–00
99–00	Wakizashi	

Ignore any rolls which are not appropriate for your campaign setting; if you have no katanas, you don't need to accept any rolls for sheathes for katanas. The "Alternate Roll" column is used if you are not using the new weapons introduced in *The Complete Fighter's Handbook*.

This magical item can be used by any character class, but most end up in the hands of warriors and rogues.

Sheath of security

(Source: *The Complete Paladin Handbook*): Less than a foot long, this leather sheath appears to the perfect size for a dagger. In fact, a pointed weapon of any size—such as sword, spear, or lance—may be carried in the *sheath of security*. When the tip of the weapon is placed in the sheath, the entire weapon shrinks to the size of a normal dagger. The sheath holds the shrunken weapon tightly; the weapon can only be removed when a command word is spoken, or when affected by *knock* or a similar spell. The weapon retains its shrunken size until the tip leaves the sheath. It then expands to its normal size.

Shortsword of Backstabbing

(Source: *The Complete Thieves Handbook*): In the hands of any character this is a +2 magical weapon, but in the hands of a thief it is especially potent. When a thief makes a backstab attempt with this short sword, it allows him to attack as if four levels

higher than his actual experience level, with corresponding improvements in THAC0, attack rolls, and damage multiplier on a successful hit.

Shortsword of Quickness

(Source: *Dungeon Masters Guide, 2nd Edition*): This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a scimitar of speed), both strike simultaneously. (Please also read the following from the *Plo*: C&T for situations on the battlefield.)

Shortsword of Quickness: (Source: *PIO*: C&T): (On the battlefield): See *scimitar of speed*, above. If two such weapons are involved in a single battle, their strikes are considered to be simultaneous.

Sickle of the Harvest

(Source: *The Complete Druids Handbook*): This sickle appears to be a normal farm implement, albeit of superior quality. If used in combat, it functions as a +1 weapon. However, its real power is as a magical harvesting tool.

Anyone who grasps the sickle and speaks in the secret language of the druids can order the sickle to harvest a field on its own. When so commanded, the sickle takes to the air and harvests up to half an acre of grain per turn. It can accept precise orders, such as, "Cut down all stalks of ripe grain within a mile, save for Farmer Dowd's field."

The sickle continues working until: three hours pass; its owner orders it to stop; or it moves a mile from its owner. Characters can also halt the sickle by destroying it or snatching it out of the air. Anyone trying to grab the sickle must make a successful attack roll against AC -4. Those who fail suffer 1d6+1 points of damage; success means a character grabs it and stops the harvesting.

Treat attacks on the sickle as attacks against a *sword of dancing*; the sickle, while physically unstoppable, can be affected by failing a saving roll against a spell such as *fireball*, *lightning bolt*, or *transmute metal to wood*.

Sling of Seeking +2

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are regarded as +1 with respect to whether or not certain creatures are affected by the weapon (i.e., a special defense of "+1 or better weapon to hit" means the creature is vulnerable to normal missiles from this sling).

Spear, Cursed Backbiter

(Source: *Dungeon Masters Guide*, 2nd Edition): This is to all tests a magical spear with a +1 bonus (or at the DM's option +2 or +3). It may even function normally in combat against a deadly enemy, but each time it is used in melee against a foe, there is a one in 20 cumulative chance that it will function against its wielder. Once it begins functioning in this way, you can't get rid of it without a remove curse spell. The character always seems to find the spear in his hand despite his best efforts or intentions.

When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield and Dexterity bonuses to Armor Class, and inflicting normal damage.

The curse even functions when the spear is hurled, but if the wielder has hurled the spear, the damage done to the hurler will be double. Once the spear has returned to him, the character will again find himself compelled to use the spear.

Spear of the Eagle

(Source: *The Complete Barbarian Handbook*): This resembles a normal wooden spear, with 4d6 eagle feathers (the exact number is determined at the time of acquisition) attached near the blunt end. When thrown, the *spear of the eagle* sprouts a small pair of wings in mid-flight, allowing it to unerringly strike its target, much like a *magic missile*. As with a *magic missile*, the target must be seen or otherwise detectable to be hit. Unlike a *magic missile*, a *spear of the eagle* can be directed to strike inanimate objects. The target suffers 1d8 damage. The spear of the eagle has the same range as a normal spear.

After each strike, the *spear of the eagle* loses one of its feathers. When all of its feathers are lost, the spear loses its magical properties; it still functions as a normal spear. Feathers may not be reattached. A *spear of the eagle* only gains its magical properties when thrown. If used as a thrusting weapon, it functions as a normal spear. Successful thrusts won't cause it to lose feathers.

Spirit Arrow

(Source: *The Complete Barbarian Handbook*): The spirit arrow consists of an arrowhead of white flint attached to a wooden shaft. It may be fired from any bow, and if the attack is successful the victim suffers 1d6 points of damage.

Spirit arrows ignore various protection spells that seek to protect the target of the attack, such as *stoneskin*, *fire shield*, and others. In addition, Armor Class gained by magical means (*armor*, *bracers of defense*, *rings of protection*, *cloaks of protection*, etc.) are also totally negated. Only the actual armor class of the target is used for determining attack rolls; a wizard wearing *bracers*

of defense AC 2 and a *ring of protection* +3 is considered AC 10 for purposes of striking. Regardless of whether the *spirit arrow* strikes its intended target, the arrow is destroyed. *Spirit arrows* have no bonuses to hit save for any granted by the wielder from high dexterity, magical items, or other abilities.

Sun Blade

(Source: *Dungeon Masters Guide*, 2nd Edition): This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. In normal combat, the glowing golden blade of the weapon is equal to a +2 sword. Against evil creatures, its bonus is +4. Against Negative Energy Plane creatures or those drawing power from that plane (such as certain undead), the sword inflicts double damage. Furthermore, the blade has a special sunray power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword-wielder, spreading outward at 5 feet per round for 10 rounds thereafter, creating a globe of light with a 60-foot radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All sun blades are of good alignment.

Sword +1, +2 vs. magic-using and enchanted creatures

(Source: *Dungeon Masters Guide*, 2nd Edition): This sword always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, monsters that can cast spells, and conjured, created, gated, or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a ring of spell storing) to cast spells.

Sword +1, +3 vs. lycanthropes and shape changers

(Source: *Dungeon Masters Guide*, 2nd Edition): This gives its +3 against werecreatures—those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a polymorph or shape change spell.

Sword +1, +3 vs. regenerating creatures

(Source: *Dungeon Masters Guide, 2nd Edition*): This will give the +3 bonus to its wielder even when the regenerating creature does so because of a magical device—such as a ring of regeneration.

Sword +1, +4 vs. reptiles

(Source: *Dungeon Masters Guide, 2nd Edition*): this gives the +4 against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

Sword +1, cursed

(Source: *Dungeon Masters Guide, 2nd Edition*): This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can loose, but never rid himself of, the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by a remove curse spell.

Sword +1, flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead

(Source: *Dungeon Masters Guide, 2nd Edition*): This sheds light when its possessor speaks a command word or phrase. When activated, the flame tongue sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

Sword +1, Luck Blade

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 wishes. The DM should keep the number of wishes secret.

Sword +2, Dragon Slayer

(Source: *Dungeon Masters Guide, 2nd Edition*): This has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (i.e., 3d12+4). Note that an unusual sword with intelligence and alignment will not be made to slay dragons of the same alignment. Determine dragon type (excluding unique ones like Bahamut and Tiamat) by rolling 1d10:

1 black (CE)	6 gold (LG)
2 blue (LE)	7 green (LE)
3 brass (CG)	8 red (CE)

4 bronze (LG)	9 silver (LG)
5 copper (CG)	10 white (CE)

Sword +2, Giant Slayer

(Source: *Dungeon Masters Guide, 2nd Edition*): This provides a +3 bonus versus any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (i.e., 2d12+3).

Sword +2, Nine Lives Stealer

(Source: *Dungeon Masters Guide, 2nd Edition*): This will always perform as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

Sword +3, Frost Brand, +6 vs. fire-using/dwelling creatures

(Source: *Dungeon Masters Guide, 2nd Edition*): This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when the air temperature is below 0 degrees F. It does give special benefits against fire, for its wielder is protected as if he were wearing a ring of fire resistance.

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius—including a wall of fire but excluding a fireball, meteor swarm, or flame strike.

Sword +4, Defender

(Source: *Dungeon Masters Guide, 2nd Edition*): This gives its wielder the option of using all, some, or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a handheld weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

Note that there is also a sword, +5 defender. This is identical to the +4 sword with one extra bonus point.

Sword +5, Holy Avenger

(Source: *Dungeon Masters Guide, 2nd Edition*): In the hands of any character other than a paladin, this holy sword will perform only as a sword +2. In the

hands of a paladin, however, it creates a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius at the level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents. (please also read the following from the *Complete Paladins Handbook*).

Holy Sword

(Source: *The Complete Paladins Handbook*)

A holy sword is a special type of consecrated weapon that provides a paladin with unique benefits. Though the *sword +5, Holy Avenger* (described in the Appendix of the *DMG*) is one of the more common examples, others exist as well. A few are described in Chapter 6 of this book.

Aside from their exceptional craftsmanship, holy swords are often indistinguishable from ordinary magical weapons. A paladin may not become aware of the sword's special powers until he uses it. In some cases, a paladin may be able to identify a holy sword by its cryptic inscription (which may require the Ancient Languages proficiency or a friendly mage's *read magic* spell to translate). A skilled weaponsmith or sage may also recognize a holy sword. Occasionally, a holy sword will glow when touched by a paladin, or the paladin's arm may tingle when he picks it up.

Holy swords are hard to come by, and a paladin rarely finds more than one in his entire career. Usually, a paladin acquires a holy sword under difficult or extraordinary circumstances. A holy sword may be part of a venerable red dragon's treasure horde, concealed in a cave atop a high mountain. A paladin may hear rumors of a holy sword buried in a desert ruins; in fact, the ruins contain a map that shows the actual location of the holy sword, embedded in a glacier in an arctic wilderness. If a paladin reaches a high level without acquiring a holy sword, his deity might direct him to one in a temple on the ocean floor or a treasure chest on a remote island. In any case, the DM should treat the acquisition of a holy sword as a significant campaign event, and design the circumstances of its discovery accordingly.

When unsheathed and held by a paladin, every holy sword projects a *circle of power* 10 feet in diameter. The paladin's hand serves as the center of the circle. The circle moves with the paladin and persists as long as he grips the sword. The sword projects the circle even if a glove, gauntlet, or bandage covers the paladin's hand.

Note: The first sentence in the paragraph regarding the paladin's holy sword in Chapter 3 of the *Paladin Handbook* (page 27) should read: "A paladin using a *holy sword* projects a circle of power 10 feet in diameter when the

sword is unsheathed and held."

Within its range, the circle of power dispels all hostile magic of a level less than or equal to the paladin's experience level and creates a magic resistance of 50%.

Specifically:

All evil opponents within the circle are unable to cast spells, including monsters and characters of evil alignment; extraplanar, conjured, and summoned evil entities; and monsters and characters who have been charmed or controlled by evil casters. The circle neutralizes a spell the instant it's cast. Opponents may not make saving throws to resist the circle of power.

- Evil opponents have normal use of their spell and spell-like abilities once they leave the range of the circle. However, **the paladin remains immune to their spells, even when cast from outside the circle**. An evil wizard can cast a *fireball* spell at a paladin, but the *fireball* dissipates as soon as it enters the circle. An evil spellcaster's attempts to mentally probe or control a paladin (with spells such as *ESP* and *magic jar*) will also fail.
- **Magical items created by evil magic won't work within the circle**. Physical properties remain unchanged, however; a *sword +1* may still be wielded as a normal sword. Outside the circle, magical items function normally, but the paladin remains immune to their effects.

The following restrictions also apply:

- The paladin is always vulnerable to magic from opponents whose level exceeds his own. The paladin has the normal chances of avoiding the affects of these magical attacks.
- The circle functions only as long as the paladin grips the holy sword. Should he sheathe or drop it, he immediately becomes vulnerable to evil magic.
- The paladin must be conscious and in control of his own actions for the holy sword to project a circle of power. A holy sword doesn't dispel magic in the grip of a comatose or sleeping paladin.
- An evil spellcaster may temporarily negate the magic of a holy sword, including its power to project a circle of protection, by casting *dispel magic* directly on the weapon. The holy sword may resist the spell with a successful saving throw vs. spell, using the paladin's saving-throw number. If the throw fails, the holy sword's magic is inert for 1-4 rounds.
- A paladin is still subject to indirect effects of evil magic. If an evil spellcaster uses a *lightning bolt* spell to cause an avalanche, the paladin risks damage from falling boulders.

Certain holy swords may have additional benefits and limitations. A *Holy Avenger*, for instance, inflicts +10 points of damage on chaotic evil opponents. Each holy sword described in Chapter 6 has its own special properties. In designing holy swords, the DM may use the standard benefits and limits described above, perhaps adding a +1 to +5 bonus on attack and damage rolls against certain kinds of evil opponents.

Swords, Holy (Source: *The Complete Paladin Handbook*): Each of these four *holy swords* has all the special characteristics discussed in Chapter 2 (*s. boxed text above*), in addition to the specific benefits given in their individual descriptions. The bonuses (+3, +4, and so on) apply to both attack and damage rolls. In the hands of any character other than a paladin, all of these *holy swords* perform as *swords +2*.

Sword +3, Purifier

(Source: *The Complete Paladin Handbook*): When a paladin holds this weapon in front of him, he turns undead as a cleric of equal level; a 3rd-level paladin turns undead with the same effectiveness as a 3rd-level cleric (use Table 19 in Chapter 4). The paladin must be of 3rd level or higher to turn undead, with or without this sword. Ghosthunters receive no turning bonus.

The sword provides two benefits to paladins of all levels: a +5 bonus against all undead; and +2 bonus to saving throws against undead magical attacks, including a ghoul's paralyzing touch and a vampire's *charm*.

(Please also read the information regarding holy swords above and the boxed text above).

Sword +4, Divine protector

(Source: *The Complete Paladin Handbook*): This sword alerts the paladin to the presence of evil by generating a soft hum that only he can hear. The sword detects evil within a 60-foot-radius of the paladin, but does not indicate the direction or intensity of the source. The hum is automatic, so long as the sword remains on the paladin's person. The hum is loud enough to awaken the paladin from a normal sleep, alert him to an ambush, or warn him of an evil character behind his back. Otherwise, the sword has all of the benefits and limitations of the paladin's detect evil intent ability, described in Chapter 2.

Additionally, if the paladin spends one full round swinging this sword over his head, all evil creatures and characters within a 60-foot-radius hear a disturbing sirenlike sound, audible only to them. Any affected creature or character who fails to save vs. paralyzation will continue to hear the siren ringing in his ears for the next 2-5 (1d4+1) rounds, with similar effects as a *deafness* spell

(unable to hear any sounds, -1 penalty to surprise rolls, and a 20% chance of miscasting spells with verbal components).

(Please also read the information regarding holy swords above and the boxed text above).

Sword +4, Invigorator

(Source: *The Complete Paladin Handbook*): If the paladin heals a damaged creature or character by laying on hands, then touches him with this sword, the amount of recovered hit points increases by half. For instance, if a 6th-level paladin has just restored 12 hit points by laying on hands, the sword restores an additional 6 points. (Please also read the information regarding holy swords above and the boxed text above).

Sword +5, Hallowed redeemer

(Source: *The Complete Paladin Handbook*): Not only does this sword project a 10-foot-diameter circle of power, it also causes all evil characters and creatures within the area of effect to succumb to the effects of a *fear* spell. The *fear* effects may be avoided by a successful saving throw vs. spell. (Please also read the information regarding holy swords above and the boxed text above).

Sword -2, cursed

(Source: *Dungeon Masters Guide*, 2nd Edition): This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected.

All damage scored is reduced by 2 hit points, but never below a 1 in any event. The sword will always force the character to employ it against enemies, appearing in the character's hand. It can be gotten rid of only by means of *limited wish* or *wish*.

Sword of Dancing

(Source: *Dungeon Masters Guide*, 2nd Edition): On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance." Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of melee combat.

When dancing, the sword will leave its owner's hand and may go up to 30 feet distant.

At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a fireball, lightning bolt, or transmute metal to wood spell could affect it.

Finally, remember that the dancing sword fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desired—resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc.—as long as he remains within 30 feet of the sword. If he moves more than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped. *(If you're playing a bard please also read the following)*

Sword of Dancing (Source: *The Complete Bards Handbook*): Bards can release a *sword of dancing* on any round in which its plus isn't a 1 (e.g., round 2,3,4,6,7,8, etc.). Blades of 5th level or higher can release the weapon after the first round; it will fight on its own for a number of rounds equal to the Blade's level before returning for one round.

Sword of Wounding

(Source: *Dungeon Masters Guide, 2nd Edition*): This is a sword of only +1 bonus, but any hit made with it cannot be healed by regeneration. In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the sword.

Thus, an opponent hit for four points of damage on the first melee round will automatically lose one additional hit point on the second and each successive round of combat. Loss of the extra point stops only when the creature so wounded bandages its wound or after 10 melee rounds (one turn). Damage from a sword of wounding can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a wish. Note that successive wounds will damage in the same manner as the first.

Sword of Life Stealing

(Source: *Dungeon Masters Guide, 2nd Edition*): This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has

suffered loss of hit points can benefit from the function).

Sword of Sharpness

(Source: *Dungeon Masters Guide, 2nd Edition*): This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it will sever an extremity—arm, leg, neck, tail, tentacle, whatever (but not head) determined by random dice roll:

Modified Opponent is	score to sever*
normal/armored	19-21
larger than man-sized	20-21
Solid metal or stone	21

* Considering only the sword's bonus of +1.

A sword of sharpness will respond to its wielder's desire with respect to the light it sheds—none, a 5-foot circle of dim illumination, a 15-foot light, or a 30-foot radius glow equal to a light spell. *(Please also read the following from the Plo: C&T for situations on the battlefield.)*

Sword of Sharpness: (Source: PLO: C&T):

(On the battlefield): The magical properties of *sharpness* override the normal critical hit procedure. It is still possible to achieve a normal critical hit by rolling an 18 or 19, even if it doesn't quite activate the *sharpness* properties. If a limb is severed, consider the injury to be a critical one of the appropriate sort – Chapter Six details the unpleasant effects of losing limbs.

Sword, Vorpal

(Source: *Dungeon Masters Guide, 2nd Edition*): Similar but superior to a sword of sharpness, a vorpal weapon has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough to sever the neck/head of the opponent:

Modified score Opponent is to sever*

normal/armored	20-23
larger than man-sized	21-23
solid metal or stone	22-23

* Considering only the sword's bonus of +3.

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems). *(Please also read the following from the Plo: C&T for situations on the battlefield.)*

Sword, Vorpai: (Source: PLO: C&T): (On the battlefield): As with the *sword of sharpness*, the properties of a *vorpai blade* override the critical hit procedure. If the wielder rolls an 18 or higher that meets the criteria for a critical hit without invoking the vorpai power, a normal critical hit results.

Sword of the Planes

(Source: *Dungeon Masters Guide*, 2nd Edition): This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any Inner Plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against opponents from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane or when used against opponents from either of those planes.

Sword, Cursed Berserking

(Source: *Dungeon Masters Guide*, 2nd Edition): This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60 feet. The sword has a +2 bonus and otherwise acts as a cursed sword +1. The possessor of a cursed berserking sword can be rid of it only if it is exorcised via a remove curse spell or wish.

Thorn of Sleep

(Source: *The Complete Rangers Handbook*) The *thorn of sleep* looks like the thorn of a plant, about three inches long. It is dry and smooth to the touch. If pricked by the thorn, a creature must make a saving throw vs. paralyzation. Failure means the creature falls into a deep slumber. The creature will not waken until attacked or strongly roused. Noises, even those of battle, will not awaken the sleeping creature. Each thorn can be used but once. Only 1-8 thorns will be found at any one time. A *thorn of sleep* can be projected by a blowgun.

Trident of Submission

(Source: *Dungeon Masters Guide*, 2nd Edition): A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a trident of submission causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round instead of attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent will cease

fighting and surrender, overcome with a feeling of hopelessness.

The duration of this hopelessness is 2-8 rounds.

Thereafter the creature is normal once again. The trident has 17-20 charges. A trident of this type is a +1 magical weapon.

Trident of Fish Command

(Source: *Dungeon Masters Guide*, 2nd Edition): This three-tined fork atop a stout 6-foot long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident. In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity. A trident of this type contains 1d4+16 charges. It is otherwise a +1 magical weapon.

Trident of Warning

(Source: *Dungeon Masters Guide*, 2nd Edition): A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 19-24 charges in a trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.

Trident of Yearning

(Source: *Dungeon Masters Guide*, 2nd Edition): A trident of yearning looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of water—in any event, one that is sufficient to completely cover his or her person. Once there, he will immerse himself permanently.

The character cannot loose his grip on the trident, and only a water breathing spell (after submersion) or a wish will enable the character to do so. The trident is otherwise a - 2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

Intelligent Weapons

(Source: Dungeon Masters Guide, 2nd Edition):

Tables 113 through 119 should be used to determine the properties of an intelligent weapon: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Such weapons are useful to give higher-level fighters some additional tactical options and limited-use special abilities.

The DM is encouraged to design unusual magical weapons along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled doesn't mean it must be given out. If the DM feels a combination is too bizarre or powerful, he can simply change or ignore it.

The first step in creating an intelligent weapon is to determine its general capabilities.

These are found by rolling 1d100 on Table 113.

Then, move onto Tables 114-118 until all the capabilities of the weapon have been specified.

Table 113: Weapon Intelligence and Capabilities

Table 10: D100 Roll for Intelligence and Capabilities				
D100	Roll	Intelligence	Communication	Capabilities
01-34	12	Semi-empathy*	1 primary ability	
35-59	13	Empathy	2 primary abilities	
60-79	14	Speech**	2 primary abilities	
80-91	15	Speech**	3 primary abilities	
92-97	16	Speech**	3 primary abilities†	
98-00	17	Speech and Telepathy***	3 primary abilities††	

+1 extraordinary power

* The possessor will receive some signal (a throb, tingle, etc.) and feel urges when its ability functions.

** The weapon will speak the character's native tongue plus one or more other tongues as indicated on Table 118 below.

*** The weapon can use either communication mode at will, with language use as any speaking weapon.

†: The weapon can also read languages/maps of any nonmagical type.

††: The weapon can read languages as well as magical writings.

Intelligent Weapon Alignment

Any weapon with intelligence will have an alignment. Note that holy avenger swords have alignment restrictions. All cursed weapons are absolutely neutral.

Table 114: Weapon Alignment

D100	
Roll	Alignment of Weapon
01-05	Chaotic good
06-15	Chaotic neutral*
16-20	Chaotic evil
21-25	Neutral evil*
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral*
61-80	Neutral (absolute)
81-00	Neutral good*

* The item can also be used by any character whose alignment corresponds to the nonneutral alignment portion of the weapon's alignment (i.e., chaotic, evil, good, or lawful). Thus any chaotic character can use a weapon with chaotic neutral alignment.

Any character whose alignment does not correspond to that of the weapon, except as noted by the asterisk above, will sustain points of damage equal to the number of ego points (see Table 119) of the weapon. This damage is suffered every time (or for every round) the character touches any portion of the weapon unless the weapon is in the grasp or possession of a character whose alignment is compatible with the weapon.

Weapon Abilities

Using the number of capabilities determined by Table 113, the weapon's specific abilities are determined by rolling on the appropriate tables below.

Table 115: Weapon Primary Abilities

D100	Roll	Ability
01-11	Detect "elevator"/shifting rooms/walls in a 10-foot radius	
12-22	Detect sloping passages in a 10-foot radius	
23-33	Detect traps of large size in a 10-foot radius	
34-44	Detect evil/good in a 10-foot radius	
45-55	Detect precious metals, kind, and amount in a 20-foot radius	
56-66	Detect gems, kind, and number in a 5-foot radius	
67-77	Detect magic in a 10-foot radius	
78-82	Detect invisible objects in a 10-foot radius	
88-92	Locate object in a 120-foot radius	
93-98	Roll twice on this table ignoring scores of 93 to 00	
99-00	Roll on Table 116 instead	

If the same ability is rolled twice or more, range of the power is double, triple, etc. All abilities function only when the weapon is held, drawn, and the possessor is concentrating on the desired result. A weapon can perform only one function at a time, and thus can fight or detect but one thing at a time.

Other abilities can be created by the DM.

Table 116: Weapon Extraordinary Powers

D100	Roll	Power*
01-07		<i>Charm person</i> on contact—3 times/day
08-15		<i>Clairaudience</i> , 30 yards range—3 times/day, 1 round per use
16-22		<i>Clairvoyance</i> , 30 yards range—3 times/day, 1 round per use
23-28		<i>Determine direction and depth</i> —2 times/day
29-34		<i>ESP</i> , 30 yards range—3 times/day, 1 round per use
35-41		<i>Flying</i> , 120 feet/turn—1 hour/day
42-47		<i>Heal</i> —1 time/day
48-54		<i>Illusion</i> , 120 yards range—2 times/day, as the wand
55-61		<i>Levitation</i> , 1-turn duration—3 times/day, at 6th level of magic use ability
62-67		<i>Strength</i> —1 time/day (upon wielder only)
68-75		<i>Telekinesis</i> , 250 pounds maximum—2 times/day, 1 round each use
76-81		<i>Telepathy</i> , 60 yards range—2 times/day
82-88		<i>Teleportation</i> —1 time/day, 600 pounds maximum, casting time 2
89-94		<i>X-ray vision</i> , 40 yards range—2 times/day, 1 turn per use
95-97		Roll twice on this table ignoring scores of 95-97
98-99		Character may choose 1 power from this table
00		Character may choose 1 power from this table, and then roll for a Special Purpose on Table 117

If the same power is rolled twice, the uses/day are doubled, etc. Powers function only when the weapon is drawn and held and the possessor is concentrating upon the desired effect. Most powers require that the character stop and concentrate for a full round.

Table 117: Special Purpose Weapons**A. Purpose**

Purpose must suit the type and alignment of the weapon in question. Killing is always restricted to evil when the weapon is of good alignment. Weapons edicated to slaying monsters will always be either good and slay neutral or evil monsters, or evil and slay neutral or good monsters.

D100	Roll	Purpose
01-10		Defeat/slay diametrically opposed alignment*
11-20		Defeat priests (of a particular type)
21-30		Defeat fighters
31-40		Defeat wizards
41-50		Defeat thieves
51-55		Overthrow law and/or chaos
66-75		Defeat good and/or evil
76-95		Defeat nonhuman monsters
96-00		Other

* The purpose of the true neutral version of this weapon is to preserve the balance (see "Alignment") by defeating/slaying powerful beings of the extreme alignments (lawful good, lawful evil, chaotic good, chaotic evil).

B. Special Purpose Power

The power will operate only in pursuit of the special purpose.

D100	Roll	Power
01-10		blindness* for 2d6 rounds
11-20		confusion* for 2d6 rounds
21-25		disintegrate*
26-55		fear* for 1d4 rounds
56-65		insanity* for 1d4 rounds
66-80		paralysis* for 1d4 rounds
81-00		+2 to all saving throws, -1 to each die of damage sustained

* Upon scoring a hit with the weapon unless the opponent succeeds with a saving throw vs. spell.

Table 118: Languages Spoken by Weapon

The DM should determine languages spoken by the weapon based on his campaign and the history of the weapon. Thus, an intelligent warhammer fashioned by the dwarves would certainly understand dwarvish as one of its powers.

D100	Roll	Number of Languages
01-40		1
41-70		2
71-85		3
86-95		4
96-99		5
00		6*

* Or the result of 2 additional rolls ignoring a score of 00, whichever is the greater.

Weapon Ego

Only after all aspects of a weapon have been determined and recorded can the ego rating of a weapon be found. Ego, along with intelligence, will be a factor with regard to the dominance of weapon over character, as detailed on Table 119.

Table 119: Weapon Ego

Attribute of Weapon	Ego Points
Each + of weapon*	1
Each primary ability**	1
Each extraordinary power**	2
Special purpose	5
Each language spoken	1
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

* Thus, a sword +1 has one ego point, but if it has another (higher) plus, these are also counted. For example, a flame tongue +1 has a maximum plus of 4, so it is +1/+4 for five ego points. In addition, weapons that have no extra pluses but extra powers (holy avenger, sharpness, etc.) add double their + rating for ego.

** If double ability, double ego points.

Weapons Versus Characters

When a weapon possesses unusual characteristics, it has a personality, which is rated by combining its intelligence and ego scores. The weapon will, of course, be absolutely true to its alignment, and if the character who possesses the weapon is not, personality conflict—weapon versus character—will result.

Similarly, any weapon with an ego of 19 or higher will always consider itself superior to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

The personality score of a character is:

Intelligence + Charisma + Experience Level

Note that the personality score is reduced by one for every group of hit points of damage taken equal to the character's average number of points per level. Divide the character's total hit points by his level (round up). For example: A fighter of 7th level has 53 hit points: 53 divided by 7 equals 7.6. Thus for every eight points of damage he suffers, his personality score will be lowered by one. Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

1. Removal of associates, henchmen, hirelings, or creatures of alignment or personality distasteful to the weapon.
2. The character divesting himself of all other magical weapons.
3. Obedience from the character so weapon can lead the expedition for its own purposes
4. Immediate seeking out and slaying of creatures hateful to the weapon
5. Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its safekeeping.
6. Magical protections and devices to protect it from molestation when not in use 7. That the character pay it handsomely for all abilities and powers the weapon is called upon to exercise in behalf of its possessor
8. That the character carry it with him on all occasions
9. That the character relinquish the weapon in favor of a more suitable person due to alignment differences or conduct Any time the personality score of a weapon exceeds the personality score of the character who possesses it, the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:
 1. Force its possessor into combat
 2. Refuse to strike opponents

3. Strike at its wielder or his associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Naturally, such actions are unlikely where the character-weapon alignment and purposes are harmonious. However, the weapon might well wish to have a lesser character possess it so as to easily command him, or a higher level possessor so as to better accomplish its goals.

All magical weapons with personalities will desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same alignment. They will be aware of the presence of any similar weapon within 60 feet, and try their best to lead a possessor into missing or destroying the rival unless this is totally inimical to its nature—a holy avenger, for example, would certainly not allow destruction of any other lawful good weapon and might encourage their discovery, even at the risk of having to face grim odds to do so.

Weapons of this nature will never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force.

They may be powerless to force their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy, etc.

Note: Most players will be unwilling to play weapons with personalities as the personalities dictate. It is incumbent upon the DM to ensure that the role of the weapon is played to the hilt, so to speak, with the DM assuming the persons of the weapon if necessary.

Appendix

NPCs and magic item determination

The following is derived from the *Monster Manual*, AD&D 2nd Edition.

NPC Parties

To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially, and the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2-12 members -- 2-5 major characters and the rest henchmen or men-at-arms.

Characters: The Character Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered. Determine character race (20% demihuman) and demihuman multiclass on the Racial Subtable (multiclass results can exceed the Character Subtable limits).

Character Level and Equipment: These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: a 1st level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

Character spells: These are selected by the DM according to those most suited to the NPC party. Wizards are subject to the limits of spells known. Henchmen spellcasters are treated likewise.

Henchmen: The major NPCs will have a total of 2-5 henchmen, up to the party size, with any remainder men-at-arms. If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g., a paladin would not follow a thief, nor would a ranger below 8th level have henchmen). A henchman's level is one-third of that of his master (round up or down). If the master's level is above 8th, the henchman has 1 additional level per 3 full levels of the master. Thus, a 5th level mage would have a 2nd level henchman, while an 11th level mage would have a 5th level henchman (4 + 1). Henchmen are armed much as major NPCs, though they are not as heavily armored. Their magic is assigned as for major NPCs, but is usually less powerful.

Men-at-Arms: Little detail is needed for these other than hit points. They often have poor armor and few weapons: for example, studded leather, crossbow and dagger, or (at best) scale mail, shield, spear, long sword, and backpack. They are seldom found underground below the 3rd dungeon level.

Character Subtable

Dice Score	Character Type*	Maximum Number in Party
01-17	Cleric	3
18-20	Druid	2
21-60	Fighter	5
61-62	Paladin	2
63-65	Ranger	2
66-86	Wizard	3
87-88	Specialist	1
89-98	Thief	4
99-00	Bard	1

* Typically, 20% of these will be non-human.

Race Subtable

Dice Score	Race	% of Multiclass
01-30	Dwarf*	15%
31-55	Elf	85%**
56-65	Gnome*	25%
66-90	Half-Elf*	85%**
91-00	Halfling*	10%

* In an evilly aligned party, these will be half-orcs (elves will be renegade dwarf). The chance for a multiclass half-

orc is 50%: fighter-thief (01-33), fighter-cleric (34-45), or cleric-thief (46-50).

** If the roll for multiclass is 01-20, the character is triple-classed.

Multiclass levels: For two classes, subtract 1 level; for three classes, subtract 2 levels. Adjust each class downward to the racial maximum, if applicable.

Magical Items for NPC Parties

Level	Chance/No. of Items/Table
1st	10% / 1 / I
2nd	20% / 2 / I (im Original 2 items)
3rd	30% / 2 / I 10% / 1 / II
4th	40% / 2 / I 20% / 1 / II
5th	50% / 2 / I (im Original 2/1) 30% / 1 / II
6th	60% / 3 / I 40% / 2 / II
7th	70% / 3 / I 50% / 2 / II 10% / 1 / III
8th	80% / 3 / I

	60%	/	2	/	II
	20%	/	1	/	III
9th	90%	/	3	/	I
	70%	/	2	/	II (3/2/1 im Original)
	30%	/	1	/	III
10th	*	/	3	/	I
	80%	/	3	/	II (3/2/1)
	40%	/	2	/	III
11th	*	/	3	/	I
	90%	/	2	/	II
	50%	/	1	/	III (3/2/1/1)
	10%	/	1	/	IV
12th	*	/	3	/	I
	*	/	3	/	II
	60%	/	2	/	III
	20%	/	1	/	IV
(13th+	*	/	3	/	I
	*	/	3	/	II
	*	/	3	/	III
	60%	/	2	/	IV)

* Automatically has this with no roll needed. Use random determination only when any general magical item would be suitable to the individual. Note that some items are in groups or multiples.

	*	/	2	/	II
	*	/	1	/	III
	70%	/	1	/	IV
	30%	/	1	/	V
18th+	*	/	3	/	I
	*	/	2	/	II
	*	/	1	/	III
	80%	/	1	/	IV
	40%	/	1	/	V
19th+	*	/	3	/	I
	*	/	2	/	II
	*	/	1	/	III
	90%	/	1	/	IV
	50%	/	1	/	V
	10%	/	1	/	VI
20th+	*	/	3	/	I
	*	/	2	/	II
	*	/	1	/	III
	*	/	1	/	IV
	60%	/	1	/	V
	20%	/	1	/	VI

The following optional tables were added for NPCs of higher level.

NEW: Optional tables for level 13 and up

13th+	*	/	3	/	I
	*	/	3	/	II
	*	/	2	/	II
	70%	/	1	/	III
	30%	/	1	/	IV
14th+	*	/	3	/	I
	*	/	3	/	II
	80%	/	3	/	III
	40%	/	2	/	IV
15th+	*	/	3	/	I
	*	/	3	/	II
	90%	/	3	/	III
	50%	/	2	/	IV
	10%	/	1	/	V
16th+	*	/	3	/	I
	*	/	2	/	II
	*	/	1	/	III
	60%	/	1	/	IV
	20%	/	1	/	V
17th+	*	/	3	/	I

Magical Items for Character Encounters

TABLE I

Die Item (d20)

1	2 Potions: flying, healing
2	2 Potions: extra-healing, polymorph (self)
3	2 Potions: fire resistance, speed
4	2 Potions: healing, hill giant strength
5	2 Potions: heroism, invulnerability
6	2 Potions: human control, levitation
7	2 Potions: animal control, diminution
8	1 Scroll: 1 spell, level 1-6
9	1 Scroll: 2 spells, level 1-4
10	1 Scroll: protection from magic
11	1 Ring: mammal control
12	1 Ring: protection +1
13	1 Armor: leather +1
14	1 Shield: +1
15	1 Sword: +1 (no special abilities)
16	10 Arrows: +1
17	4 Bolts: +1
18	1 Dagger: +1
19	1 Javelin: +2
20	1 Mace: +1

TABLE II

Die Item (d20)

1	2 Potions: oil of etherealness, superheroism
2	2 Potions: ESP, gaseous form

3	1 Scroll: 3 Spells, level 2-9 or 2-7
4	2 Rings: fire resistance, invisibility
5	1 Ring: protection +2
6	1 Staff: striking
7	1 Wand: magic missiles
8	1 Wand: wonder
9	1 bracers of defense AC 4
10	1 brooch of shielding
11	1 cloak of elvenkind
12	1 dust of appearance
13	1 figurine: serpentine owl
14	3 javelins of lightning
15	1 jar Keoghtom's ointment
16	1 robe of useful items
17	1 set: chain mail +1, shield +2
18	1 chain mail +3
19	1 Sword: +2 (or +1 with abilities*)
20	2 Weapons: crossbow of speed, hammer +1

TABLE III

Die	Item (d20)
1	1 Ring: spell storing
2	1 Ring: mind shielding
3	1 Rod: cancellation
4	1 Staff: command
5	1 Wand: fear
6	1 Wand: negation
7	1 bag of tricks
8	1 boots of speed
9	1 boots of striding and springing
10	1 cloak of displacement
11	1 necklace of missiles
12	1 pipes of the sewers
13	1 rope of climbing
14	1 rope of entanglement
15	1 scarab of protection
16	1 set: plate mail +2, shield +3
17	1 Shield: +5
18	1 Sword: +3 (or +2 with abilities*)
19	1 Mace or hammer: +2
20	1 Spear: +2

TABLE IV

Die	Item (d20)
1	1 Ring: djinni summoning
2	1 Ring: human influence
3	1 Ring: spell turning
4	1 Rod: smiting
5	1 Rod: terror
6	1 Wand: lightning or fire
7	1 Wand: illusion
8	1 Staff: thunder & lightning
9	1 amulet of life protection
10	1 cube of force
11	1 deck of illusion

12	1 eyes of charming
13	1 helm of teleportation
14	1 horn of blasting
15	1 robe of blending
16	1 stone of good luck
17	1 set: plate mail +3, shield +4
18	1 Sword: +4 (or +3 with abilities*)
19	1 Arrow: of slaying (character class)
20	1 Net: of entrapment

* Intelligence, if any, will not exceed 16.

TABLE V (NEW)

Die	Item (d20)
1	1 Ring: protection+3
2	1 Ring: wizardry, doubles 1 st level spells
3	1 scroll: 5 spells, level 2-9 or 2-7
4	1 Staff: curing, serpent or swarming insects
5	1 Wand: lightning
6	1 Wand: paralyzation
7	1 bag of holding, 15 lbs., WL: 250 lbs.
8	1 boots of varied tracks
9	1 bracers of defense AC 3
10	1 cloak of protection +3
11	1 necklace of prayer beads (blessing, curing)
12	2 Ioun Stones: pale lavender (absorbs up to 4 th level spells), pink (+1 to charisma, max 18)
13	1 figurine: goat of travelling
14	1 Dagger or sickle +3
15	1 Mace or hammer or flail +3
16	10 arrows or bolts or stones or darts +2
17	1 set: chainmail +3, shield +4
18	1 set: leather or studded leather +3 (and wooden shield +4 in the case of druids)
19	1 Sword: +5 (or +4 with abilities*)
20	1 Spear or Pike or Halberd +3

TABLE VI (NEW)

Die	Item (d20)
1	1 Ring: blinking
2	1 Ring: jumping
3	1 Quarterstaff: +3
4	1 Staff: withering or power
5	1 Rod: Alertness or Lordly Might
6	1 Scroll: protection from demons or devils
7	1 boots of levitation or 1 boots of elvenkind
8	1 cloak of elvenkind
9	1 periapt of wound closure
10	1 beaker of plentiful potions
11	1 necklace of adaption
12	2 ioun stones: 1 deep red (+1 to dexterity, max 18), 1 vibrant purple (stores 2d6 levels of spells)
13	1 horn of goodness/evil
14	dust of disappearance
15	1 pair: gauntlets of ogre power
16	10 arrows or bolts or stones or darts +3
17	1 leather or studded leather or hide armor +4
18	1 set: plate mail +4, shield +5
19	1 Sword: frost brand or flame tongue or life stealing
20	2 Weapons: Sling +3, Mace or Hammer +4

New magical items (optional)

Diese Gegenstände sind optional und stammen aus laufenden AD&D Kampagnen.

Beaker of Plentiful Poisons

(Source: The poison table revisited 1.3.1)

This item resembles in many aspects the famous beaker of plentiful potions. It is a magical container which has the form of a jug or flask. The item alchemically creates 1d4+1 doses of 1d4+1 different types of poisons (determined randomly, possibly using table 51.5 in the source). The different sorts of poison are layered in the container and each pouring takes one round and results in one dose of one poison type.

First, the number of poison types the beaker contains is determined, then the number of doses. The beaker produces every poison once per week, so using a dose, leaves the layer empty for seven days. After that, the dose is produced again till all doses are used up. It is also possible that a poison type is produced two or even three times. Once opened the beaker loses its power after one year. In all other regards it is similar to the Beaker of plentiful potions (s. DMG, 2nd edition). **XP: 1.500**

Boromir's Antidote

(Source: The poison table revisited 1.3.1)

This potion is known to cure all kinds of poisons and two variants are supposed to exist. The first one known simply as "*Boromir's Antidote*" cures all types of poisons independent of their strength, except poisons of poison type Z. So poison of mystical or exotic creatures (non-animal and non-plant) are excluded.

The major version, "*Boromir's greater antidote*" even cures poisons of Type Z. So with the major antidote all poisons known in existence can be cured (up to the poison of demigods, except the poison of lesser gods, intermediate or greater gods). If not otherwise stated about 25% of poison types encountered are of poison type Z (exotic). Half the potion will cure the imbiber of all poisons in or on his body, even if he is victim of more than one poison effect at that moment. So every phial has two applications and can be taken in two different situations. Boromir was known as a great healer, adventurer and good aligned priest of renown and high standing and the potions are part of his legacy. (For further informations please refer also to the article: The poison table revisited V1.3.1)

Boromir's Antidote **XP: 350**

Boromir's greater Antidote **XP: 600**

Figurine of Wondrous Power: Giant Toad

(Source: Module: Legacy of the suel necromancers)

This small figurine is quite similar to all other figurines of this type and resembles a frog. When the command word "*croak*" is spoken the figurine is animated into a living Giant Toad, which is a bit larger than its normal cousins. Since the animal is a natural inhabitant of rivers, creeks, lakes and swamps and other damp areas, the conjured animal can help in finding a relative secure path through quicksand, hidden currents and past shallow waters. Further, it can be used as a mount for one person and can be commanded to attack or defend its owner. It has the following statistics:

[AC: 6; HD: 2+6; HP: 15-22; THACO 17; AT #1; D: 2-8, MV 7, hop 7, Size M (6' length), MI 8].

The statue can be animated once per day for a duration of 8 hours. The command word is scratched into the base of the figurine. **XP Value: 300**

Libram of Transcendence

(Source: New, unofficial)

Through this very rare libram a psionicist is able to gain new knowledge to advance one level. The xp is sufficient to place him half on his way to the next level. Wild Talents reading the book suffer no ill effect and also gain 20% of the missing xp to advance to the next level. As with all other magical tomes, a reader can profit from its content only once. To use it for its full effect the libram must be studied for one full week. All other character classes suffer a drain of 10.000-50.000xp (1d4+1*10000), 2d6 points of mental damage and have to save vs. a mental spell effect. If the save is failed the target loses 1 point of wisdom permanently, otherwise the target is the victim of a "Feeblemind"-effect (Int 6) for 1d4 turns. In all other respects the libram is similar to all other magical books, librums and tomes as described in the DMG. **XP: 9.000**

Manual of Inner Knowledge

(Source: New, unofficial)

This manual can be read only once and provides a psionicist with the knowledge and ability of one new science and one new devotion in a discipline he already knows. The powers which are discovered are determined randomly. When possible the devotion is tied directly to the science. This book can also be read by a wild talent, even if of chaotic alignment. To read it completely a character has to study it for one full month.

All other non-chaotic aligned character classes without psionic abilities gain another benefit. When opening the manual, the reader's mind is flooded with psionics energies in a way which can lead to the development of a wild talent. The person is checked immediately according to the rules as if he has been the target of a "*psychic surgery*" or the standard procedure for

checking starting characters, but gets double the normal chances, without any chance for malevolent sideeffects.

Even if the character becomes no wild talent, he still can benefit from a future *psychic surgery*, when this hasn't been done before. If a non-wild talent character becomes a wild talent through the manual, he first determines his powers, as described in the Complete Psionics Handbook but doesn't get the additional science and devotion as described above. Also, characters becoming a wild talent through this manual suffer under a mild confusion for about 1d4 turns because of the overwhelming experiences of pictures, colours and insights flooding through their mind (and damage if they are of chaotic alignment, see below).

If a chaotic aligned character reads just a word of the manual, he is shocked for 10d4 points of damage and instantly loses 10.000-40.000 experience points. So, a chaotic aligned wild talent first suffers the damage and is only then able to study the manual to full effect to gain new insights and additional science and devotion – this time without further damage.

After being studied completely by a psionist or wild talent or opened by a non-psionist the manual vanishes (of course a chance for becoming a wild talent always exists, as described above). In all other respects the manual is similar to all other magical books, librams and manuals as described in the DMG.

XP: 8.000

Staff of Flame & Smoke

(Source: New, unofficial)

This stout quarterstaff is inlaid with many red or sooty colored symbols of fire and smoke in an ancient language and can only be used by priests and druids. The staff has the powers of a +2 magical weapon. In addition to that, the staff holds the following priestly powers, usable at level 8 one per round:

The following powers cost 1 charge:

- *Firelight*
- *Produce Flame* (Pri 2)

The following spell effects drain 2 charges per usage:

- *Pyrotechnics* (as per the spell, 2 variants)
- *Produce Fire* (Pri 4)

The following power drains 4 charges per usage:

- *Flame & Smoke*: This power combines the spell effects of *Pyrotechnics* and *Flame Strike*.

When using this power, the *Pyrotechnics* effect will always produce the steaming and choking effect, which obscures vision beyond

2 feet in an hemispherical area of 60 feet around the designated point. Also, the centre of the smoke, a 10 feet radius area, is burned by a visible hot, blazing *flamestrike* which does 18-48 points of damage (6d8, 1s and 2s are counted as 3s, save for ½ damage). It ignites all combustible materials like paper, cloth, oil, parchment and wood. The smoke lasts 8 rounds.

The staff holds up to 25 charges and can be recharged. When the staff loses all of its charges, it loses its magical enchantment and can't be recharged.

XP Value: 8.000

Sword +1,+3 vs. poisonous creatures

(Source: New, The poison table revisited V1.3.1)

This sword acts as a normal sword +1 and has a +3 bonus when attacking or damaging creatures with poisonous abilities (bite, sting, breath, skin, etc.). This weapon is valued especially by characters hunting poisonous creatures to retrieve their venom. **XP: 700**

Sword +2, Poison Creature Hunter

(Source: New, unofficial)

This sword has a bonus of +2, but when used against creatures with poison abilities, its bonus is raised to +3 and its damage is doubled (e.g. 2d8+3 / 2d12+3). In addition to this, the sword grants a bonus of +3 on saves vs. poison and has a special detection ability which lets the blade glow in a slightly sick green, when a poison using creature is within 100 yards. **XP: 2.100**

DM Info on "Hunter" swords:

Both weapons, the *Sword +1,+3 vs. Poisonous Creatures* and the *Sword +2, Poison Creature Hunter* are valued by rogues and rangers when hunting or retrieving poison.

It is supposed that hunter swords against all different types of creatures exist, similar to the *giant slaying* and *dragon slaying* sword in the DMG, but even the lesser magical +1 weapons, which are targeted vs. reptiles, magic using, regenerating or lycanthropical creatures are believed to have stronger *slayer* and *hunting* cousins.

When designing a "**Slayer**" variant, make the basis a +2 weapon and add the +3 bonus and double damage effect vs. the special type of creature.

When creating a "**Hunter**" weapon, use a "Slayer" variant as the base and add a bonus of +3 to a relevant saving throw or to the AC (only, if a saving throw bonus is not possible) and a detection ability against that type of creature with the range of 100 yards, as can be seen above.

Finally, remember, that Dragons are very special and powerful creatures, so weapons forged against them have always to be more powerful than against other creatures. A *Dragon Hunter* weapon would be a +3 sword instead, with a bonus of +4 in melee against true dragons and would grant a +4 save vs. Breath weapons and Dragon fear. Also, the range of the detection power would be raised to 200 yards.) (*Sword +3, Dragon Hunter*)

Wine-glass of delight

(Source: The poison table revisited 1.3.1)

This infamous often non-permanent magical item has been known to have many different colours and forms but most often looks like a beautiful crystal-clear wine glass with many different ornamentals (worth about 5-50gp, but even cheaper or more valuable glasses have been found). When detected for magic a faint combination of enchantment and conjuration magic can be determined.

Filling the glass at least half full with any kind of fluid activates the magic of the item and a poison is conjured into the

fluid, which has been stored in it before, and the only charge is lost. When a single drop has been drunk, the victim feels very easy and good at first (as with a “*friends*” spell (Wiz 2) without save). But against it’s name, the magical glass does grant only one delightful gulp which then often leads to a mishap, demise or even death with the second sip. Worse still, the poison effect is only recognized after the elapsed time in the moment the saving throw becomes necessary (see Onset Time, below). The type of the poison usually conjured by the *Wine-glass of delight* can be determined as follows using a d100.

D100 roll	Onset	Strength*	Mod.	Rarity	XP / gp Cost**
01-15	5-50 minutes	<i>Tasha's Uncontr. Hid. Laughter</i> /0		Common	100 gp**
16-30	10-100 minutes	<i>Sleep</i> /0	+2	Common	25 gp**
31-40	1-10 minutes	<i>Charm Person</i> /0	0	Common	60 gp**
41-50	5-20 minutes	10/5	0	Common	175 gp
51-55	4-40 minutes	*Sedative (s.b.)	0	Uncommon	1.170 gp**
Duration 2-12 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 12 hours.					
56-60	2-12 minutes	*Sedative s.b.)	0	Uncommon	1.170 gp**
Duration 1-4 hours; first comes a period of weakness (1-6 rounds) which halves all ability scores and the movement rate. After that a poison save must be made. Failure renders the victim <i>unconscious</i> , success means that the weakness lasts for another hour up to 4 hours.					
61-65	10-100 minutes	<i>Disease</i> /0	0	Uncommon	240 gp**
66-70	10-100 minutes	<i>Hypnotism</i> /0	+2	Uncommon	60 gp**
71-75	10-100 minutes	<i>Paralytic</i> /0	+2	Uncommon	240 gp**
76-80	2-12 hours	20/10	0	Rare	300 gp**
81-85	1-4 hours	20/10	0	Rare	270 gp**
86-90	5-20 minutes	<i>Paralytic/Slow</i>	0	Rare	600 gp**
91-94	5-20 hours	<i>Death</i> /0	0	Very Rare	900 gp**
95-96	1-4 minutes	<i>Death</i> /20	0	Very Rare	1.520 gp**
97-98	50% empty or 50% filled with a poison (reroll). (But the wine glass is rechargeable. The magic of the glass is able to absorb one type and one application of an ingest. poison when held in a container to the glass.) **				
99-100	DMs choice. (choose one effect above or apply a new one)				

* In cases where the effect of a poison is written in cursive letters (e.g. *Sleep*, *Charm Person*, etc.) please refer to the spell description of the wizard or priest spell with the same name. In the case where it says “*Paralytic*” the effect is similar to a “*hold monster*” (Wiz 5) spell. For all spells mentioned, the effects should be treated as if cast by a level 12 wizard. Of course, all poisons can be slowed or cured with a “*Slow poison*”, “*Hold poison*” or “*Neutralize poison*”. If not otherwise stated, the duration of the poison lasts for 1d4 hours. All poisons work only when ingested, so contact is not sufficient. Finally, It is possible, that also wine-glasses with other types of poison exist.

** To the poison cost also the value of the glass must be added (about 5-50 gp: If recharged multiply the cost *10).

Often, the glass is used as a present for a future victim of an assassination attempt or for invited or unwelcome guests. In some cases the victim is made laughing, becomes charmed or hypnotised to become more communicative or cooperative (to get more secret informations from it about guards, passages, battle plans, magic items, etc.) Also, it is used to kidnap persons (making the victim sleepy, paralyzed, etc.) or for subtle assassinations without evidence (using the more deadly variants which work after hours, when the assassin has already left the place). Anyway, because the magic of the item works and then fades away instantly, there is seldom evidence that the victim was manipulated or killed and how it did happen. So even magic will not be able to detect poison in the body of the victim. The saving throw applies *once* after the

determined “Onset” time as shown in the table. If the save is successful the poison was not strong enough. Independent what happens to the victim, the glass still exists afterwards, keeping it’s value of about 5-50 gp (10% are cheaper, 5% are more valuable). So the glass is always a remembrance for a very delicious drink. Only a handful of trinkets are known to be rechargeable, possibly coming from the creator of the first glass. There is rumour that similar decanter, tablets or spoons like the *Wine-Glass of delight* exist, similar in power. The origin of the first *Wine-glass of delight* is unclear but some hints lead to the direction of an evil multi-classed half-elf, drow elf or elven thief-mage who fell in love and gave birth to the item because of envy or revenge. However, today this glass is rumoured to be used also by some Thief guilds on a more regularly basis...

Wine-glass of delight

XP: 100-525

Magic Item— Scroll determination

The Dungeon Masters Guide offers a random table for treasury. In here is an expanded subtable for all the different spells from the Core Books.

Indeed you will find a way to determine spell scrolls with a greater diversity, making the game more interesting and fun. *True Dweomer* and *Quest spells* are excluded. These should be given away with great care by the DM, possibly as part of adventures or as special gifts within the campaign.

(Or on a roll of 99-100 on a % die, after rolling a natural “20” on Table 90 (DMs choice, s.b.) At first use table 90 with subtable A and B from the Dungeon Masters Guide and the original scroll table from the item description sector in the DMG. Afterwards use the new Subtables C, D and E.

Table 90: Scrolls (D6)

Subtable A (1-4)

D20 Roll	Item* Level Range
1-3	1 spell 1-4
4-5	1 spell 1-6
6	1 spell 2-9 (2-7**)
7	2 spells 1-4
8	2 spells 2-9 (2-7**)
9	3 spells 1-4
10	3 spells 2-9 (2-7**)
11	4 spells 1-6
12	4 spells 1-8 (1-6**)
13	5 spells 1-6
14	5 spells 1-8 (1-6**)
15	6 spells 1-6
16	6 spells 3-8 (3-6**)
17	7 spells 1-8
18	7 spells 2-9 (2-7**)
19	7 spells 4-9 (4-7**)
20	DM's Choice —

* See “Scrolls” in Appendix 3 in the DMG to determine whether a priest scroll or a wizard scroll is found. (table 90.1 below)

** Level Range lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine priest spells.

Also: according to the DMG, the spells on the scroll are written one level higher than that required to cast the spell and never below 6th level of experience. (e.g. a 6th lv spell is written at the 13th level of ability minimum)

Subtable B (5-6)

D20 Roll	Item	XP Value
1	Map	—
2	Protection—Acid	2,500
3	Protection—Cold	2,000
4	Protection—Dragon Breath	2,000
5	Protection—Electricity	1,500
6-7	Protection—Elementals	1,500
8	Protection—Fire	2,000
9	Protection—Gas	2,000
10-11	Protection—Lycanthropes	1,000
12	Protection—Magic	1,500
13	Protection—Petrification	2,000
14	Protection—Plants	1,000
15	Protection—Poison	1,000
16	Protection—Possession	2,000
17	Protection—Undead	1,500
18	Protection—Water	1,500

19	Curse	—
20	DM's Choice	—

The XP Value (experience point value) for spell scrolls is equal to the total spell levels on the scroll x 100.

Table 90.1*:

D100 Roll	Scroll Type
01-70	Wizard
71-00	Priest

* This table also comes from the DMG item description sector.

System 1

After determining spell levels, kind and number above go on to the next pages and roll %-die to find the exact spell in the relevant spell level. The first two pages concern the spells of magic users and bards (“Complete Spell Lists”), page three and four cover the spells for druids, priests and rangers. The rows are counted. Also they are arranged in a way to be printed out, if you like.

System 2

After determining the number, level and kind of the spells on a scroll above, go further. First roll on subtable C. If the roll is a 96 or greater, advance to table D or E, else proceed to the “Final Step” below.

Subtable C : General Source

D100 Roll	Scroll Type
01-70	Players Handbook
71-87	Tome of Magic
88-95	Players Option: Spells & Magic
96-100	The “Complete”-Books and Racial Handbooks*

The following tables D and E are only for spells from the Complete Handbooks. If a spell is a priest type spell (table 90.1) roll on subtable D, else use subtable E.

Subtable D: Priest and druid spells only

D100 Roll	Scroll Type
01-70	The Complete Books of Druids
71-97	The Complete Books of Rangers
98-99	The Complete Books of Elves
100	New spell (or <i>Monster Manual</i> or campaign spell)

Subtable E: Bards and Wizards spells

D100 Roll	Scroll Type
01-70	The Complete Books of Wizards
71-97	The Complete Books of Bards
98-99	The Complete Books of Elves
100	New spell (or <i>Monster Manual</i> or campaign spell)

Final Step:

The separate lists of spells follow on the next pages according to their source (as “Seperate spell lists”). Spells are determined by rolling a %-die. If the roll doesn’t fit, reroll or relate the number of the die roll according to the number of spells available in the table. First the complete lists follow, then the sorted lists. The lists also have an additional benefit. You can look into them conveniently and print them out if needed.

Complete Wizard

1st Level

- 1 Affect Normal Fires
- Alarm
- Alter Instrument
- Armor
- 5 Audible Glamer
- Burning Hands
- Cantrip
- Change Self
- Charm Person
- 10 Chill Touch
- Color Spray
- Comprehend Languages
- Conjure Spell Compon.
- Chromatic Orb
- 15 Copy
- Corpse Visage
- Dancing Lights
- Detect Disease
- Detect Magic
- 20 Detect Phase
- Detect Secr. Passag.& Portals
- Detect Undead
- Dictation
- Divining Rod
- 25 Enlarge
- Erase
- Expeditious Retreat
- Feather Fall
- Find Familiar
- 30 Fire Burst
- Fist of Stone
- Friends
- Gaze Reflection
- Grease
- 35 Hold Portal
- Hornung's Guess*
- Hypnotism
- Identify
- Jump
- 40 Lasting Breath
- Light
- Magic Missile
- Mending
- Message
- 45 Metamorphose Liquids
- Mount
- Murdock's Feath. Flyer
- Nahal's Reckl. Dweomer
- Nystul's Magical Aura
- 50 Patternweave*
- Phantasmal Force
- Protection From Evil
- Prot. from Hunger & Thirst
- Protection from Vermin
- 55 Ray of Fatigue
- Read Magic
- Shield
- Shocking Grasp
- Sleep
- 60 Sound Bubble
- Spider Climb
- Spook
- Taunt
- Tenser's Floating Disc
- 65 Unseen Servant
- Ventriloquism
- Wall of Fog
- Wizard Mark

Spell list (LV1-4)

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Cat's Grace
- Chaos Shield*
- Choke
- Continual Light
- Darkness, 15' Radius
- Deafness
- Death Recall
- Deeppockets
- Detect Evil
- Detect Invisibility
- Detect Life
- Displace Self
- ESP
- Filter
- Flaming Sphere
- Fog Cloud
- Fool's Gold
- Forget
- Ghoul Touch
- Glitterdust
- Hornung's Baneful Deflection*
- Hypnotic Pattern
- Ice Knife
- Improved Phant. Force
- Insatiable Thirst
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- Locate Object
- Magic Mouth
- Maximilian's Earthen Grasp
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Moon Rune
- Nahal's Nonsense Nullifier*
- Past Life
- Protection From Cantrips
- Protection From Paralysis
- Protection from Poison
- Pyrotechnics
- Ray of Enfeeblement
- Ride the Wind
- Rope Trick
- Scare
- Sense Shifting
- Shatter
- Silence 15' Radius
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Unc. Hideous Laughter
- Vocalize
- Wall of Gloom
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Alacrity
- Alamir's Fundament. Breakdown
- Alternate Reality*
- Augmentation I
- Bands of Sirellyn
- Blink
- Bone Club
- Clairaudience
- Clairvoyance
- Delay Death
- Delude
- Dispel Magic
- Explosive Runes
- Feign Death
- Far Reaching I
- Fireball
- Fireflow*
- Flame Arrow
- Fly
- Fool's Speech*
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Hovering Skull
- Illusionary Script
- Improved Magic Mouth
- Instant Audience
- Infravision
- Invisible Mail
- Invisibility, 10' Radius
- Iron Mind
- Item
- Lance of Disruption
- Leomund's Tiny Hut
- Lesser Sign of Sealing
- Lightning Bolt
- Lorloveim's Creeping Shadow
- Maximilian's Stony Grasp
- Minor Malison
- Melf's Minute Meteors
- Monster Summoning I
- Nondetection
- Pain Touch
- Phantom Steed
- Protection from Amorphs
- Protection From Evil, 10' r
- Protect. Fr. Norm. Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Snapping Teeth
- Solvent of Corrosion
- Spectral Force
- Spirit Armor
- Squaring the Circle
- Suggestion
- Tongues
- Vampiric Touch
- Wall of Sound
- Wall of Water
- Water Breathing
- Watery Double
- Wind Wall
- Wizard Sight
- Wraithform

4th Level

- Charm Monster
- Confusion
- Conjure Cabinet
- Conjure Elemental-Kin
- Contagion
- Detect Scrying
- Dig
- Dilation I
- Divination Enhancement
- Dimension Door
- Duplicate
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Far Reaching II
- Fear
- Fire Aura
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Greater Malison
- Hallucinatory Terrain
- Halo of Eyes
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Improved Strength
- Leomund's Secure Shelter
- Lesser Geas
- Locate Creature
- Magic Mirror
- Mask of Death
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Minor Spell Turning
- Monster Summoning II
- Mordenkainen's Celerity
- Mordenkainen's Force Missiles
- Otiluke's Dispelling Screen
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Psychic Protection
- Rainbow Pattern
- Rary's Mnem. Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Summon Lycanthrope
- There/ Not There*
- Thunder Staff
- Turn Pebble to Boulder
- Ultravision
- Unluck*
- Vacancy
- Vitriolic Sphere
- Wall of Fire
- Wall of Ice
- Wind Breath
- Wizard Eye

Complete Wizard

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Cone of Cold
- 10 Conjure Elemental
- Contact Other Plane
- Conduit
- Demishadow Monsters
- Dismissal
- 15 Distance Distortion
- Domination
- Dream
- Extension II
- Fabricate
- 20 False Vision
- Far Reaching III
- Feeblemind
- Force Shapechange
- Hold Monster
- 25 Improved Blink
- Invuln. to Norm. Weapons
- Khazid's Procurement
- Know Value
- Leomund's Hidden Lodge
- 30 Leomund's Lament. Belab.
- Leomund's Secret Chest
- Lower Resistance
- Magic Jar
- Magic Staff
- 35 Major Creation
- Mind Fog
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Mordenk. Private Sanctum
- 40 Mummy Rot
- Passwall
- Proofing versus Combustion
- Prying Eyes
- Rary's Telepathic Bond
- 45 Rusting Grasp
- Safeguarding
- Seeming
- Sending
- Shadow Door
- 50 Shadow Magic
- Stone Shape
- Summon Shadow
- Telekinesis
- Teleport
- 55 Tenser's Destruct. Resonance
- Throbbing Bones
- Transmute Rock to Mud
- Vile Venom
- Von Gasik's Refusal
- 60 Vortex*
- Wall of Bones
- Wall of Force
- Wall of Iron
- Wall of Stone
- 65 Waveform*

* these spells are wild magics
from the Tome of Magic

Spell list (LV5-9)

6th Level

- Antimagic Shell
- Arrow of Bone
- Augmentation II
- Bigby's Forceful Hand
- Blackmantle
- Bloodstone's Spectral Steed
- Chain Lightning
- Claws of the UMBER Hulk
- Conjure Animals
- Contingency
- Control Weather
- Curse of Lycanthropy
- Dead Man's Eyes
- Death Fog
- Death Spell
- Demishadow Magic
- Dilation II
- Dimensional Blade
- Disintegrate
- Dragon Scales
- Enchant an Item
- Ensnarement
- Etherealness
- Extension III
- Eyebite
- Forest's Fiery Constrictor
- Geas
- Glasse
- Globe of Invulnerability
- Greater Sign of Sealing
- Guards and Wards
- Invisible Stalker
- Invulner. to Magical Weapons
- Legend Lore
- Lorloveim's Shadowy Transf.
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Superior Magnetism
- Tenser's Transformation
- Tentacles
- Transmute Water to Dust
- Trollish Fortitude
- True Seeing
- Veil
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Banishment
- Bigby's Grasping Hand
- Bloodstone's Frightful Joining
- Charm Plants
- Control Undead
- Create Crypt Thing
- Delayed Blast Fireball
- Descent into Madness
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Hatch the Stone From the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Limited Wish
- Malec-Keth's Flame Fist
- Mass Invisibility
- Monster Summoning V
- Mordenkain.'s Magnif. Mansion
- Mordenkainen's Sword
- Neutralize Gas
- Persistence
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Seven-Eyes
- Shadowcat
- Shadow Walk
- Simulacrum
- Spell Shape*
- Spell Turning
- Statue
- Steal Enchantment
- Suffocate
- Teleport Without Error
- Vanish
- Vision
- Zombie Double

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Analyze Dweomer
- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Defoliate
- Fear Ward
- Glassteel
- Gunther's Kaleidosc. Strike
- Heart of Stone
- Homunculus Shield
- Hornung's Rand.Dispatcher*
- Incendiary Cloud
- Iron Body
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Shadow Form
- Sink
- Symbol
- Trap the Soul
- Wildzone*

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Chain Contingency
- Crystalbrittle
- 5 Elemental Aura
- Energy Drain
- Estate Transference
- Foresight
- Gate
- 10 Glorious Transmutation
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- Mordenkainen's Disjunction
- 15 Power Word, Kill
- Prismatic Sphere
- Programmed Amnesia
- Shape Change
- Sphere of Ultimate Destruction
- 20 Stabilize*
- Succor
- Temporal Stasis
- Time Stop
- Wail of the Banshee
- 25 Weird
- Wildfire*
- Wildwind*
- Wish

Complete Priest Spell List (LV 1-4)

1st Level

- 1 Allergy Field
- Analyze Balance
- Animal Friendship
- Anti-Vermin Barrier
- 5 Astral Celerity
- Battlefate
- Beastmask
- Bless
- Blessed Watchfulness
- 10 Calculate
- Call Upon Faith
- Calm Animals
- Combine
- Command
- 15 Courage
- Create Water
- Cure Light Wounds
- Detect Evil
- Detect Magic
- 20 Detect Phase
- Detect Poison
- Detect Secr.Passag.&Portals
- Detect Snares & Pits
- Dictation
- 25 Dispel Fatigue
- Emotion Read
- Endure Heat/End. Cold
- Entangle
- Expedition Retreat
- 30 Faerie Fire
- Firelight
- Invisibility to Animals
- Invisibility to Undead
- Know Age
- 35 Know Direction
- Know Time
- Light
- Locate Anim. or Plants
- Log of Everburning
- 40 Magical Stone
- Mistaken Missive
- Morale
- Orison
- Pass Without Trace
- 45 Personal Reading
- Protection from Chaos
- Protection From Evil
- Protection from Vermin
- Puffball
- 50 Purify Food & Drink
- Ray of Fatigue
- Recover Trail
- Remove Fear
- Revitalize Animal
- 55 Ring of Hands*
- Sacred Guardian
- Sanctuary
- Shillelagh
- Speak with Astral Traveler
- 60 Strength of Stone
- Sunscorch
- Thought Capture
- Weighty Chest
- Whisperward
- 65 Wind Column

2nd Level

- Aid
- Animal Eyes
- Animal Spy
- Astral Awareness
- Augury
- Aura of Comfort
- Barkskin
- Beastspite
- Calm Chaos
- Cat's Grace
- Chant
- Chaos Ward
- Charm Person or Mammal
- Create Holy Symbol
- Cure Moderate Wounds
- Detect Charm
- Displace Self
- Dissension's Feast
- Draw Upon Holy Might
- Dust Devil
- Emotion Perception
- Enthrall
- Ethereal Barrier
- Find Traps
- Fire Trap
- Flame Blade
- Fortifying Stew
- Frisky Chest
- Gift of Speech
- Goodberry
- Heat Metal
- Hesitation
- Hold Person
- Iron Vigil
- Idea
- Lighten Load
- Locate Animal Follower
- Know Alignment
- Messenger
- Mind Read
- Moment
- Moon Rune
- Music of the Spheres
- Mystic Transfer*
- Nap
- Obscurement
- Produce Flame
- Protection from Poison
- Rally
- Resist Acid and Corrosion
- Resist Fire/Resist Cold
- Restore Strength
- Sanctify*
- Silence, 15' Radius
- Slow Poison
- Snake Charm
- Soften Earth and Stone
- Speak With Animals
- Spiritual Hammer
- Trip
- Wall of Gloom
- Warp Wood
- Watery Fist
- Withdraw
- Wyvern Watch
- Zone of Truth

3rd Level

- Accelerate Healing
- Adaptation
- Animate Dead
- Astral Window
- Bands of Sirellyn
- Call Follower
- Call Lightning
- Caltrops
- Chatterbark
- Choose Future
- Continual Light
- Control Animal
- Create Campsite
- Create Food & Water
- Cure Blindness or Deafness
- Cure Disease
- Detect Spirits
- Dictate
- Dispel Magic
- Efficacious Monster Ward
- Emotion Control
- Extradimensional Detection
- Etherealness
- Feign Death
- Flame Walk
- Fortify
- Glyph of Warding
- Helping Hand
- Hold Animal
- Hold Poison
- Invisibility Purge
- Know Customs
- Lance of Disruption
- Lesser Sign of Sealing
- Line of Protection*
- Locate Object
- Magical Vestment
- Meld Into Stone
- Memory Read
- Miscast Magic
- Moment Reading
- Negative Plane Protection
- Pass Without Trace, 10' R
- Plant Growth
- Prayer
- Protection from Amorphs
- Protection From Fire
- Pyrotechnics
- Random Causality
- Remove Curse
- Remove Paralysis
- Repair Injury
- Rigid Thinking
- Shape Wood
- Slow Rot
- Snare
- Solvent of Corrosion
- Speak With Dead
- Spike Growth
- Squeaking Floors
- Starshine
- Stone Shape
- Strength of One
- Summon Animal Spirit
- Summon Insects
- Telepathy
- Telethaumaturgy
- Thief's Lament
- Tree
- Unearthly Choir*
- Unfailing Premonition
- Water Breathing
- Water Walk
- Weather Prediction
- Zone of Sweet Air

4th Level

- Abjure
- Adamantite Mace
- Addition
- Age Plant
- Animal Summoning I
- Animal Trick
- Blessed Warmth
- Body Clock
- Call Woodland Beings
- Chaotic Combat
- Chaotic Sleep
- Circle of Privacy
- Cloak of Bravery
- Compulsive Order
- Conjure Elemental-Kin
- Control Temperature, 10' R
- Cure Serious Wounds
- Defensive Harmony
- Detect Animal Attacker
- Detect Lie
- Dimensional Anchor
- Dimensional Folding
- Divination
- Earthmaw
- Entrench
- Fire Purge
- Focus*
- Fortify*
- Free Action
- Genius
- Giant Insect
- Hallucinatory Forest
- Hold Plant
- Hunger
- Imbue With Spell Ability
- Improved Strength
- Inverted Ethics
- Join With Astral Traveler
- Knurl
- Leadership
- Lesser Geas
- Lower Water
- Mental Domination
- Modify Memory
- Needlestorm
- Neutralize Poison
- Omniscient Eye
- Plant Door
- Polymorph Plant
- Produce Fire
- Probability Control
- Protection From Evil, 10' R
- Protection From Lightning
- Psychic Protection
- Rapport
- Recitation
- Reflecting Pool
- Repel Insects
- Solipsism
- Speak With Plants
- Spell Immunity
- Sticks to Snakes
- Suspended Animation
- Tanglefoot
- Thought Broadcast
- Tongues
- Tree Steed
- Ultravision
- Unfailing Endurance
- Uplift*
- Vitriolic Sphere
- Weather Stasis
- Windborne

Complete Priest

Spell List (LV 5-7)

5th Level

- 1 Age Object
- Air Walk
- Animate Flame
- Animal Growth
- 5 Animal Summoning II
- Anti-plant Shell
- Atonement
- Barrier of Retention
- Blessed Abundance
- 10 Champion's Strength
- Chaotic Commands
- Clear Path
- Cloud of Purification
- Cloudscape
- 15 Commune
- Commune With Nature
- Consequence
- Control Winds
- Cure Critical Wounds
- 20 Dimensional Translocation
- Disguise
- Dispel Evil
- Easy March
- Elemental Forbiddance
- 25 Extradim. Manipulation
- Extradimension. Pocket
- Flame Strike
- Grounding
- Illusory Artillery
- 30 Impeding Permission
- Impregnable Mind
- Insect Plague
- Magic Font
- Meld*
- 35 Memory Wrack
- Mindshatter
- Moonbeam
- Nature's Charm
- Pass Plant
- 40 Plane Shift
- Othertime
- Quest
- Produce Ice
- Rainbow
- 45 Raise Dead
- Repeat Action
- Righteous Wrath o.t. Faithful
- Shrieking Walls
- Spike Stones
- 50 Strengthen Stone
- Thoughtwave*
- Thomwrack
- Time Pool
- Transmute Rock to Mud
- 55 True Seeing
- Unceas. Vig.o.t.H.Sent.
- Undead Ward
- Wall of Fire

6th Level

- Aerial Servant
- Age Creature
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Call Phoenix
- Command Monster
- Conjure Animals
- Conjure Fire Elemental
- Crushing Walls
- Disbelief
- Dragonbane
- Earthwrack
- Entropy Shield
- Find the Path
- Fire Seeds
- Forbiddance
- Gravity Variation
- Group Mind Heal
- Heroes' Feast
- Ivy Siege
- Land of Stability
- Legal Thoughts
- Liveoak
- Monster Mount
- Part Water
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Speak With Monsters
- Spiritual Wrath*
- Stone Tell
- The Great Circle *
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall
- Whirlwind

7th Level

- Age Dragon
- Animate Rock
- Antimineral Shell
- Astral Spell
- Breath of Life
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Air or Water Elemental
- Conjure Earth Elemental
- Control Weather
- Create Crypt Thing
- Creeping Doom
- Divine Inspiration
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Hovering Road
- Illusory Fortifications
- Impervious Sanctity of Mind
- Mind Tracker
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Succor
- Sunray
- Symbol
- Tentacle Walls
- Timelessness
- Transmute Metal to Wood
- Tree Spirit
- Tsunami
- Uncontrolled Weather
- Unwilling Wood
- Wind Walk

* indicates a cooperative spell

1st Level

- 1 Affect Normal Fires
- Alarm
- Armor
- Audible Glamer
- 5 Burning Hands
- Cantrip
- Change Self
- Charm Person
- Chill Touch
- 10 Color Spray
- Comprehend Languages
- Dancing Lights
- Detect Magic
- Detect Undead
- 15 Enlarge
- Erase
- Feather Fall
- Find Familiar
- Friends
- 20 Gaze Reflection
- Grease
- Hold Portal
- Hypnotism
- Identify
- 25 Jump
- Light
- Magic Missile
- Mending
- Message
- 30 Mount
- Nystul's Magical Aura
- Phantasmal Force
- Protection From Evil
- Read Magic
- 35 Shield
- Shocking Grasp
- Sleep
- Spider Climb
- Spook
- 40 Taunt
- Tenser's Floating Disc
- Unseen Servant
- Ventriloquism
- Wall of Fog
- 45 Wizard Mark

2nd Level

- Alter Self
- Bind
- Blindness
- Blur
- Continual Light
- Darkness, 15' Radius
- Deafness
- Deeppockets
- Detect Evil
- Detect Invisibility
- ESP
- Flaming Sphere
- Fog Cloud
- Fool's Gold
- Forget
- Glitterdust
- Hypnotic Pattern
- Improved Phantasmal Force
- Invisibility
- Irritation
- Knock
- Know Alignment
- Leomund's Trap
- Levitate
- 25 Locate Object
- Magic Mouth
- Melf's Acid Arrow
- Mirror Image
- Misdirection
- Protection From Cantrips
- Pyrotechnics
- Ray of Enfeeblement
- Rope Trick
- Scare
- Shatter
- Spectral Hand
- Stinking Cloud
- Strength
- Summon Swarm
- Tasha's Uncontr.Hid.Laughter
- Web
- Whispering Wind
- Wizard Lock

3rd Level

- Blink
- Clairaudience
- Clairvoyance
- Delude
- Dispel Magic
- Explosive Runes
- Feign Death
- Fireball
- Flame Arrow
- Fly
- Gust of Wind
- Haste
- Hold Person
- Hold Undead
- Illusionary Script
- Infravision
- Invisibility, 10' Radius
- Item
- Leomund's Tiny Hut
- Lightning Bolt
- Melf's Minute Meteors
- Monster Summoning I
- Nondetection
- Phantom Steed
- Protection From Evil, 10' R
- Protect. Fr. Normal Missiles
- Secret Page
- Sepia Snake Sigil
- Slow
- Spectral Force
- Suggestion
- Tongues
- Vampiric Touch
- Water Breathing
- Wind Wall
- Wraithform

4th Level

- Charm Monster
- Confusion
- Contagion
- Detect Scrying
- Dig
- Dimension Door
- Emotion
- Enchanted Weapon
- Enervation
- Evard's Black Tentacles
- Extension I
- Fear
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Hallucinatory Terrain
- Ice Storm
- Illusionary Wall
- Improved Invisibility
- Leomund's Secure Shelter
- Magic Mirror
- Massmorph
- Minor Creation
- Minor Globe of Invulnerability
- Monster Summoning II
- Otiluke's Resilient Sphere
- Phantasmal Killer
- Plant Growth
- Polymorph Other
- Polymorph Self
- Rainbow Pattern
- Rary's Mnemonic Enhancer
- Remove Curse
- Shadow Monsters
- Shout
- Solid Fog
- Stoneskin
- Vacancy
- Wall of Fire
- Wall of Ice
- Wizard Eye

5th Level

- 1 Advanced Illusion
- Airy Water
- Animal Growth
- Animate Dead
- 5 Avoidance
- Bigby's Interposing Hand
- Chaos
- Cloudkill
- Cone of Cold
- 10 Conjure Elemental
- Contact Other Plane
- Demishadow Monsters
- Dismissal
- Distance Distortion
- 15 Domination
- Dream
- Extension II
- Fabricate
- False Vision
- 20 Feeblemind
- Hold Monster
- Leomund's Lament. Belab.
- Leomund's Secret Chest
- Magic Jar
- 25 Major Creation
- Monster Summoning III
- Mordenk.'s Faithful Hound
- Passwall
- Seeming
- 30 Sending
- Shadow Door
- Shadow Magic
- Stone Shape
- Summon Shadow
- 35 Telekinesis
- Teleport
- Transmute Rock to Mud
- Wall of Force
- Wall of Iron
- 40 Wall of Stone

6th Level

- Antimagic Shell
- Bigby's Forceful Hand
- Chain Lightning
- Conjure Animals
- Contingency
- Control Weather
- Death Fog
- Death Spell
- Demishadow Magic
- Disintegrate
- Enchant an Item
- Ensnarement
- Extension III
- Eyebite
- Geas
- Glasse
- Globe of Invulnerability
- Guards and Wards
- Invisible Stalker
- Legend Lore
- Lower Water
- Mass Suggestion
- Mirage Arcana
- Mislead
- Monster Summoning IV
- Mordenkainen's Lucubration
- Move Earth
- Otiluke's Freezing Sphere
- Part Water
- Permanent Illusion
- Programmed Illusion
- Project Image
- Reincarnation
- Repulsion
- Shades
- Stone to Flesh
- Tenser's Transformation
- Transmute Water to Dust
- True Seeing
- Veil

7th Level

- Banishment
- Bigby's Grasping Hand
- Charm Plants
- Control Undead
- Delayed Blast Fireball
- Drawmij's Instant Summons
- Duo-Dimension
- Finger of Death
- Forcecage
- Limited Wish
- Mass Invisibility
- Monster Summoning V
- Mordenkainen's Magn. Mans.
- Mordenkainen's Sword
- Phase Door
- Power Word, Stun
- Prismatic Spray
- Reverse Gravity
- Sequester
- Shadow Walk
- Simulacrum
- Spell Turning
- Statue
- Teleport Without Error
- Vanish
- Vision

8th Level

- Antipathy-Sympathy
- Bigby's Clenched Fist
- Binding
- Clone
- Demand
- Glassteel
- Incendiary Cloud
- Mass Charm
- Maze
- Mind Blank
- Monster Summoning VI
- Otiluke's Telekinetic Sphere
- Otto's Irresistible Dance
- Permanency
- Polymorph Any Object
- Power Word, Blind
- Prismatic Wall
- Screen
- Serten's Spell Immunity
- Sink
- Symbol
- Trap the Soul

9th Level

- 1 Astral Spell
- Bigby's Crushing Hand
- Crystalbrittle
- Energy Drain
- 5 Foresight
- Gate
- Imprisonment
- Meteor Swarm
- Monster Summoning VII
- 10 Mordenkainen's Disjunction
- Power Word, Kill
- Prismatic Sphere
- Shape Change
- Succor
- 15 Temporal Stasis
- Time Stop
- Weird
- Wish

* *Italicized spells are reversible.*

Separated Wizard

1st Level

- 1 Conjure Spell Component
- Fire Burst
- Fist of Stone
- Hornung's Guess*
- 5 Lasting Breath
- Metamorphose Liquids
- Murdock's Feathery Flyer
- Nahal's Reckl. Dweomer*
- Patternweave*
- 10

15

Spell List (LV 1-9)

2nd Level

- Chaos Shield*
- Hornung's Baneful Deflector*
- Insatiable Thirst
- Maximilian's Earthen Grasp
- Nahal's Nonsensical Nullifier*
- Past Life
- Protection From Paralysis
- Ride the Wind
- Sense Shifting

3rd Level

- Alacrity
- Alamir's Fund. Breakdown
- Alternate Reality*
- Augmentation I
- Far Reaching I
- Fireflow*
- Fool's Speech*
- Lorloveim's Creep. Shadow
- Maximilian's Stony Grasp
- Minor Malison
- Spirit Armor
- Squaring the Circle
- Watery Double
- Wizard Sight

Tome of Magic

4th Level

- Dilation I
- Divination Enhancement
- Far Reaching II
- Greater Malison
- Locate Creature
- Mask of Death
- Minor Spell Turning
- Mordenkainen's Celerity
- Summon Lycanthrope
- There/Not There*
- Thunder Staff
- Turn Pebble to Boulder*
- Unluck*

5th Level

- 1 Far Reaching III
- Khazid's Procurement
- Lower Resistance
- Magic Staff
- 5 Mind Fog
- Safeguarding
- Von Gasik's Refusal
- Vortex*
- Waveform*
- 10

6th Level

- Augmentation II
- Bloodstone's Spectral Steed
- Claws of the UMBER Hulk
- Dilation II
- Forest's Fiery Constrictor
- Lorloveim's Shadowy
- Transformation
- Wildshield*
- Wildstrike*

7th Level

- Acid Storm
- Bloodstone's Frightf. Joining
- Hatch the Stone Fr. the Egg
- Hornung's Surge Selector*
- Intensify Summoning
- Malec-Keth's Flame Fist
- Shadowcat
- Spell Shape*
- Steal Enchantment
- Suffocate

8th Level

- Abi-Dalzim's Horrid Wilting
- Airboat
- Gunther's Kaleidoscop. Strike
- Homunculus Shield
- Hornung's Random Dispatcher*
- Wildzone*

9th Level

- 1 Chain Contingency
- Elemental Aura
- Estate Transference
- Glorious Transmutation
- 5 Stabilize*
- Wail of the Banshee
- Wildfire*
- Wildwind*

* Italicized spells are reversible.

Separated Wizard

Spell List (LV 1-9)

PlayersOption: Spells & Magic

1st Level

- 1 Detect Phase
Det. Secr.Passag.& Portals
Dictation
Expeditious Retreat
- 5 Protection from Vermin
Ray of Fatigue

2nd Level

- Cat's Grace
Displace Self
Moon Rune
Protection from Poison
Wall of Gloom

3rd Level

- Bands of Sirellyn
Lance of Disruption
Lesser Sign of Sealing
Protection from Amorphs
Solvent of Corrosion
Wall of Water

4th Level

- Conjure Elemental-Kin
Improved Strength
Lesser Geas
Mordenk.'s Force Missiles
Psychic Protection
Ultravision
Vitriolic Sphere

5th Level

- 1 Improved Blink
Leomund's Hidden Lodge
Proofing vs. Combustion
Prying Eyes
- 5 Rusting Grasp
Tenser's Destructive
Resonance
Vile Venom

6th Level

- Arrow of Bone
Dimensional Blade
Etherealness
Greater Sign of Sealing
Superior Magnetism
Trollish Fortitude

7th Level

- Descent into Madness
Neutralize Gas
Persistence
Seven-Eyes

8th Level

- Analyze Dweomer
Heart of Stone
Iron Body

9th Level

- 1 Programmed Amnesia
Sphere of Ultim. Destruct.

Separated Wizard

1st Level

- 1 Copy
- Chromatic Orb
- Corpse Visage
- Detect Disease
- 5 Divining Rod
- Protect. fr. Hunger & Thirst

5th Level

- 1 Force Shapechange
- Invulnerab.t.nor. Weapons
- Know Value
- Mordenkainen's Private
- 5 Sanctum
- Mummy Rot
- Rary's Telepathic Bond
- Throbbing Bones
- Wall of Bones

Spell List (LV 1-8)

2nd Level

- Choke
- Death Recall
- Detect Life
- Filter
- Ghoul Touch
- Ice Knife
- Vocalize

6th Level

- Blackmantle
- Dragon Scales
- Invulnerab.to Mag.Weapons
- Tentacles

3rd Level

- Bone Club
- Delay Death
- Hovering Skull
- Invisible Mail
- Iron Mind
- Pain Touch
- Snapping Teeth

7th Level

- Zombie Double

The Complete Wizards Handbook

4th Level

- Duplicate
- Fire Aura
- Halo of Eyes
- Otiluke's Dispelling Screen
- Wind Breath

8th Level

- Defoliate
- Fear Ward
- Shadow Form

Separated Wizard

1st Level

- 1 Alter Instrument
- Sound Bubble

Spell List (LV 1-4)

2nd Level

- Silence 15' Radius

3rd Level

- Improved Magic Mouth
- Instant Audience
- Wall of Sound

The Complete Bards Handbook

4th Level

- Conjure Cabinet

Separated Wizard

1st Level

- 1 -----

Spell List (LV 1-5)

2nd Level

- Camouflage*
- Seeking*

3rd Level

The Complete Book of Elves

4th Level

5th Level

- 1 Conduit

** These spells are available both as wizard and priest spells.*

Separated Wizard

6th Level

- 1 Curse of Lycanthropy

Spell List (LV 6-7)

7th Level

- 1 Create Crypt Thing*

Monster Manual

** This spell is available both as a wizard and priest spell.*

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Separated Priest

1st Level

- 1 Animal Friendship
- Bless
- Combine
- Command
- 5 Create Water
- Cure Light Wounds
- Detect Evil
- Detect Magic
- Detect Poison
- 10 Detect Snares & Pits
- Endure Cold
- Entangle
- Faerie Fire
- Invisibility to Animals
- 15 Invisibility to Undead
- Light
- Locate Animals or Plants
- Magical Stone
- Pass Without Trace
- 20 Protection From Evil
- Purify Food & Drink
- Remove Fear
- Sanctuary
- Shillelagh
- 25
- 30

5th Level

- 1 Air Walk
- Animal Growth
- Animal Summoning II
- Anti-plant Shell
- 5 Atonement
- Commune
- Commune With Nature
- Control Winds
- Cure Critical Wounds
- 10 Dispel Evil
- Flame Strike
- Insect Plague
- Magic Font
- Moonbeam
- 15 Pass Plant
- Plane Shift
- Quest
- Rainbow
- Raise Dead
- 20 Spike Stones
- Transmute Rock to Mud
- True Seeing
- Wall of Fire

Spell List (LV 1-7)

2nd Level

- Aid
- Augury
- Barkskin
- Chant
- Charm Person or Mammal
- Detect Charm
- Dust Devil
- Enthrall
- Find Traps
- Fire Trap
- Flame Blade
- Goodberry
- Heat Metal
- Hold Person
- Know Alignment
- Messenger
- Obscurement
- Produce Flame
- Resist Fire/Resist Cold
- Silence, 15' Radius
- Slow Poison
- Snake Charm
- Speak With Animals
- Spiritual Hammer
- Trip
- Warp Wood
- Withdraw
- Wyvern Watch

6th Level

- Aerial Servant
- Animal Summoning III
- Animate Object
- Anti-animal Shell
- Blade Barrier
- Conjure Animals
- Conjure Fire Elemental
- Find the Path
- Fire Seeds
- Forbiddance
- Heal
- Heroes' Feast
- Liveoak
- Part Water
- Speak With Monsters
- Stone Tell
- Transmute Water to Dust
- Transport Via Plants
- Turn Wood
- Wall of Thorns
- Weather Summoning
- Word of Recall

3rd Level

- Animate Dead
- Call Lightning
- Continual Light
- Create Food & Water
- Cure Blindness or Deafness
- Cure Disease
- Dispel Magic
- Feign Death
- Flame Walk
- Glyph of Warding
- Hold Animal
- Locate Object
- Magical Vestment
- Meld Into Stone
- Negative Plane Protection
- Plant Growth
- Prayer
- Protection From Fire
- Pyrotechnics
- Remove Curse
- Remove Paralysis
- Snare
- Speak With Dead
- Spike Growth
- Starshine
- Stone Shape
- Summon Insects
- Tree
- Water Breathing
- Water Walk

7th Level

- Animate Rock
- Astral Spell
- Changestaff
- Chariot of Sustarre
- Confusion
- Conjure Earth Elemental
- Control Weather
- Creeping Doom
- Earthquake
- Exaction
- Fire Storm
- Gate
- Holy Word
- Regenerate
- Reincarnate
- Restoration
- Resurrection
- Succor
- Sunray
- Symbol
- Transmute Metal to Wood
- Wind Walk

Players Handbook

4th Level

- Abjure
- Animal Summoning I
- Call Woodland Beings
- Cloak of Bravery
- Control Temperature, 10' Radius
- Cure Serious Wounds
- Detect Lie
- Divination
- Free Action
- Giant Insect
- Hallucinatory Forest
- Hold Plant
- Imbue With Spell Ability
- Lower Water
- Neutralize Poison
- Plant Door
- Produce Fire
- Protection From Evil, 10' Radius
- Protection From Lightning
- Reflecting Pool
- Repel Insects
- Speak With Plants
- Spell Immunity
- Sticks to Snakes
- Tongues

Separated Priest

1st Level

- 1 Analyze Balance
- Anti-Vermin Barrier
- Call Upon Faith
- Courage
- 5 Emotion Read
- Know Age
- Know Direction
- Know Time
- Log of Everburning
- 10 Mistaken Missive
- Morale
- Personal Reading
- Ring of Hands**
- Sacred Guardian
- 15 Speak W. Astral Traveler
- Thought Capture
- Weighty Chest

Spell List (LV 1-7)

2nd Level

- Aura of Comfort
- Calm Chaos
- Create Holy Symbol
- Dissension's Feast
- Draw Upon Holy Might
- Emotion Perception
- Frisky Chest
- Hesitation
- Idea
- Lighten Load
- Mind Read
- Moment
- Music of the Spheres
- Mystic Transfer*
- Nap
- Rally
- Sanctify**
- Zone of Truth

3rd Level

- Accelerate Healing
- Adaptation
- Astral Window
- Caltrops
- Choose Future
- Create Campsite
- Efficacious Monster Ward
- Emotion Control
- Extradimensional Detection
- Helping Hand
- Invisibility Purge
- Know Customs
- Line of Protection*
- Memory Read
- Miscast Magic
- Moment Reading
- Random Causality
- Rigid Thinking
- Slow Rot
- Squeaking Floors
- Strength of One
- Telepathy
- Telethaumaturgy
- Thief's Lament
- Unearthly Choir*
- Zone of Sweet Air

Tome of Magic

4th Level

- Addition
- Age Plant
- Blessed Warmth
- Body Clock
- Chaotic Combat
- Chaotic Sleep
- Circle of Privacy
- Compulsive Order
- Defensive Harmony
- Dimensional Folding
- Fire Purge
- Focus*
- Fortify*
- Genius
- Inverted Ethics
- Join With Astral Traveler
- Leadership
- Mental Domination
- Modify Memory
- Probability Control
- Rapport
- Solipsism
- Tanglefoot*
- Thought Broadcast
- Tree Steed
- Uplift*
- Weather Stasis

5th Level

- 1 *Age Object*
- Barrier of Retention
- Blessed Abundance
- Champion's Strength
- 5 Chaotic Commands
- Clear Path*
- Cloud of Purification
- Consequence
- Disguise
- 10 Easy March
- Elemental Forbiddance
- Extradimens.Manipulation
- Extradimensional Pocket
- Grounding
- 15 Illusory Artillery
- Impeding Permission
- Meld*
- Memory Wrack
- Mindshatter
- 20 Repeat Action
- Shrieking Walls
- Thoughtwave*
- Time Pool
- Unc. Vigil.o.t. H. Sentinel
- 25 Undead Ward

6th Level

- Age Creature*
- Crushing Walls
- Disbelief
- Dragonbane
- Gravity Variation
- Group Mind
- Land of Stability
- Legal Thoughts
- Monster Mount
- Physical Mirror
- Reverse Time
- Seclusion
- Skip Day
- Sol's Searing Orb
- Spiritual Wrath*
- The Great Circle **

7th Level

- Age Dragon
- Breath of Life*
- Divine Inspiration
- Hovering Road
- Illusory Fortifications
- Mind Tracker
- Shadow Engines
- Spacewarp
- Spirit of Power*
- Tentacle Walls
- Timelessness
- Uncontrolled Weather

Separated Priest

Spell List (LV 1-7)

Players Option: Spells & Magic

1st Level

- 1 Astral Celerity
- Battlefate
- Blessed Watchfulness
- Calculate
- 5 Calm Animals
- Dispel Fatigue
- Firelight
- Orison
- Protection from Chaos
- 10 Strength of Stone
- Sunscorch
- Wind Column

2nd Level

- Astral Awareness
- Chaos Ward
- Cure Moderate Wounds
- Ethereal Barrier
- Iron Vigil
- Resist Acid and Corrosion
- Restore Strength
- Soften Earth and Stone
- Watery Fist

3rd Level

- Control Animal
- Detect Spirits
- Dictate
- Etherealness
- Fortify
- Summon Animal Spirit
- Hold Poison
- Repair Injury
- Unfailing Premonition
- Weather Prediction
- Wind Servant

4th Level

- Adamantite Mace
- Dimensional Anchor
- Entrench
- Omniscient Eye
- Recitation
- Suspended Animation
- Unfailing Endurance
- Windborne

5th Level

- 1 Animate Flame
- Dimensional Translocation
- Impregnable Mind
- Othertime
- 5 Produce Ice
- Right. Wr. Of t.Faithful

6th Level

- Command Monster
- Entropy Shield
- Whirlwind

7th Level

- Antimineral Shell
- Conjure Air or Wat.Element.
- Imperv. Sanct. o. Mind
- Tsunami

Separated Priest

1st Level

1 Beastmask
Puffball
Whisperward

5

5th Level

1 Cloudscape
Nature's Charm
Strengthen Stone
Thornwrack

5

Spell List (LV 1-7)

2nd Level

Animal Spy
Beastspite
Fortifying Stew
Gift of Speech

6th Level

Earthwrack
Ivy Siege

3rd Level

Pass Without Trace, 10' R
Shape Wood

7th Level

Tree Spirit
Unwilling Wood

The Complete Druids Handbook

4th Level

Detect Animal Attacker
Earthmaw
Hunger
Knurl
Needlestorm

Separated Priest

1st Level

1 Allergy Field
Recover Trail
Revitalize Animal

Spell List (LV 1-4)

2nd Level

Animal Eyes
Locate Animal Follower

3rd Level

Call Follower
Chatterbark
Animal Trick
Polymorph Plant

The Complete Rangers Handbook

4th Level

Separated Priest

1st Level

1 -----

5th Level

1 -----*

* "Conduit" is not available
as a priest spell (S. Wizard
spells)

Spell List (LV 1-5)

2nd Level

Camouflage*
Seeking*

3rd Level

The Complete Book of Elves

4th Level

Separated Priest

6th Level

1 Call Phoenix

Spell List (LV 6-7)

7th Level

1 Create Crypt Thing*

Monster Manual

* This spell is available both
as a wizard and priest spell.

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(compiled by Talivar, 12th of octobre 2012)