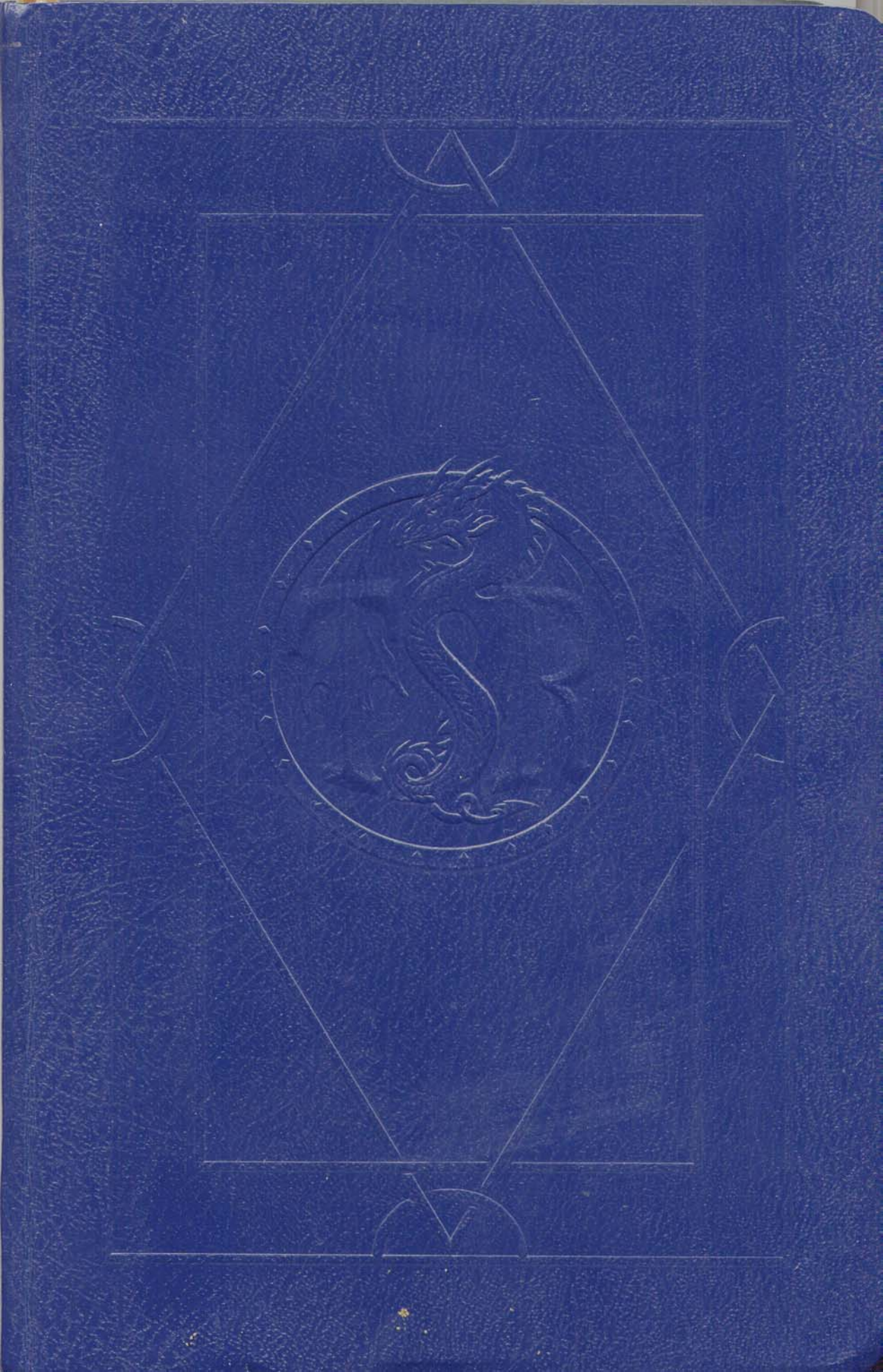


Encyclopedia Magica™

Accessory

Credits

Design: It is impossible to list all of the creators of the items cataloged in these volumes, but credit goes to everyone who has created a magic item in a module, boxed set, accessory, hardbound, or magazine article published in the last 20 years.

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Volume Four

Theories on Converging Transitions (Spellbook) to Zweiback of Zymurgy

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Spellbook

Theories on Converging Transitions

XP Value: 1,200 **GP Value:** 12,000

DRAGON® Magazine 82

Lhegrand's spellbook has *dimension door*, *passwall*, and an archaic version of the *gate* spell penned in it.

Theory of the Invisible Forces

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Penned by Tenser, this spellbook contains *push*, *unseen servant*, *strength*, and *Tenser's floating disc*.

Theory of Occult Visual Shock

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Ye'Cind penned *fear*, *minor creation*, *phantasmal killer*, and *major creation* into this small spellbook.

Theories on Perception

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

The wizard Kuroth penned this manuscript. The spellbook contains *detect evil*, *clairaudience*, *true sight*, and *deafness*.

of Thorns

XP Value: 1,600 **GP Value:** 16,000

The Magister

The *Spellbook of Thorns* is two plain oak boards, 2 hand widths wide by 3 tall, bound with a thornroot vine to four parchment sheets, on which are set down four druid spells, one to a page.

This plain tome was given to the reclusive Aubaerus "the Ravenmaster," a druid of the Dalelands, by the Battledale Seven, a now-vanished circle of druids. They in turn had it from an earlier circle of druids, the Ring of Wyvernwater. Its maker is unknown, but said by some to be the Hierophant Druid Khamlautas Iriphar of Cormyr.

The book's spells are *call lightning*, *greenwood* (a rarely seen druid spell, detailed hereafter), *control vapor* (another rarely seen druid spell, described below) and *wall of thorns*.

Greenwood

(Alteration)
Level: 3
Components: V, S, M
Range: 10 feet per level
Casting Time: 3
Duration: 1 turn per level
Saving Throw: None
Area of Effect: 9 cubic feet, plus 1 cubic foot per level
Definition: By means of this spell, a druid can temporarily make dead and withered trees appear living, green, and healthy. Dead or bare trees, shrubs, and vines can be made to cloak themselves in leaves (enough to afford concealment, but not enough to use for an *entangle* spell). Dry firewood can be made damp enough that it won't light—or, if already alight, the flames simply die down to a thick, choking smoke (in a cloud equal in effects to that produced by the druid *pyrotechnics* spell). Dry, seasoned wood (such as a ship's mast) can be made to bend and snap under a strain like green wood; rotten wood (such as an old bridge or ruin) will usually collapse or become unsafe to carry any future load.

Damage to plants from such a condition is permanent, but the wood otherwise reverts to its former state after the expiration of the spell.

Control Vapor

(Alteration/Conjuration/Summoning)
Level: 5
Components: V, S, M
Range: 40 feet
Casting Time: 6
Duration: 1 round per level
Saving Throw: None
Area of Effect: 10 feet per level, hemispherical
Definition: By means of this spell, a druid is able to alter the movement rate and direction of natural or magical smokes and vapors, including incendiary clouds, smoke ghosts, breath weapons, and creatures in gaseous form. Within the area of effect, wind effects are negated even if of magical origin, and a druid is able to hold the vapor stationary or move it up to 1 foot per level per round in any desired direction. If the vapor passes out of the stationary area of effect of the spell, control is lost.

Unlike the 5th-level wizard spell *hold vapor*, *control vapor* affords no saving throw to creatures in gaseous form. Vapors cannot alter their form or split it unless the druid wills it, although creatures normally able to alter their gaseous form into another form can do so despite the druid's wishes (the process takes twice as long as it ordinarily does). Clouds of insects and similar insubstantial or amorphous but nongaseous creatures or groups of creatures are not affected by this spell.

Phezult's Sleep of Ages

(Alteration/Reversible)
Level: 9
Components: V, S, M
Range: 10 feet per level

Casting Time: 3 rounds
Duration: Permanent
Saving Throw: Negates
Area of Effect: All living creatures in range
Definition: By means of this spell, a stasis field is created about the spell focus, radiating outward in an expanding sphere through solid rock and other physical or magical barriers (only an *antimagic shell*, *prismatic sphere*, or a closed cube or spherically shaped *wall of force* will stop its effects), 20 feet per round, until it reaches a maximum spherical volume of 10-foot-radius per level of the caster. All living creatures within this field except the caster and any beings protected as noted above must save vs. spell or be placed in suspended animation, whether they wish to be or not. Creatures of levels or Hit Dice equal to, greater than, or up to 3 levels or HD less than the spellcaster save "at par"; creatures of 4 to 7 HD or levels less than the caster save at –1, and creatures of even lesser levels save at an additional –1 penalty per level less than 7 below the caster's. The body functions of affected creatures' virtually cease, but they do not die as a direct result of this state nor will they grow older as the years pass. If a creature in stasis is slain by another means—physical attack, crushing, burial, or drowning due to physical changes around the body—stasis ends instantly and the body decays normally, for the affected victim only.

The caster requires his or her own blood (at least nine drops) smeared into an unbroken ring on any stable surface (usually stone) of a radius not more than the overall length of the caster's hand (wrist to fingertips), into which are placed at least six 500 gp value gems, of any sort. This is the "spell focus" referred to above. When the spellcasting is complete, four of these gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field, and dwindle slowly as the time passes (roughly one year of stasis being yielded per 10 gp of gem value). Removal of any gemstone from the circle, except its consumption by the field, or the breaking of the ring itself, instantly ends the stasis effect, as will using up all of the gems, but any number of gems that will fit can be added to the inside of the ring at any time to "refuel" the spell, extending its period of efficacy.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (see *temporal stasis* in the *PHB*) or the reverse of this spell, *Phezult's awakening* (which requires neither gems nor blood in its casting, but merely seven drops of pure or holy water) upon the spell focus rather than upon individual creatures. The stasis field shrinks gradually to nothingness at the same rate at which it originally expanded, freeing any creatures formerly within it instantly, and without any lingering effects as it does so. No further gemstone material is lost.

Creatures entering the field after it has reached its full extent, even decades or centuries after the spell was cast, must save vs. spell to avoid falling into stasis. The penalties for levels and Hit Dice described above apply, but so does a +3 bonus to the save for any creature arriving in the field after it has stabilized at full extent. Such a save must be made each time a creature enters the stasis field, even if it has entered and been unaffected before; but each creature needs save only once per exposure to a particular *sleep of ages* stasis field. Creatures who are physically removed from such a field without being magically roused wake up by themselves 2d4 rounds after removal with no ill effects; the casting of a *dispel magic* will awaken such beings instantly if cast upon them when they are outside a field, but physical means will not hurry the process. A creature taken out of a stasis field and then taken back in before awakening returns to stasis without becoming conscious. Creatures in stasis who are mentally contacted by magic or psionics while within the field do not respond, and the being contacting them is placed in stasis (temporary, awakening after 2d4 rounds as described above) each time such contact is attempted.

of Time

XP Value: 4,400 **GP Value:** 44,000

Lost Tomb of Martek

This book, bound between platinum plates, contains the following spells: *haste*, *slow*, *dimension door*, *distance distortion*, *passwall*, *teleport*, *disintegrate*, *limited wish*, *permanency*, *temporal stasis*, and *time stop*. This work may be handled by any player.

Tomorast's

XP Value: 10,000 **GP Value:** 100,000

Mordenkainen's Fantastic Adventure

This spellbook is scribed with the following spells: *affect normal fires*, *jump*, *magic missile*, *protection from good*, *darkness 15' radius*, *invisibility*, *levitate*, *web*, *wizard lock*, *dispel magic*, *flame arrow*, *lightning bolt*, *phantasmal force*, *suggestion*, *confusion*, *dimension door*, *polymorph other*, *wall of ice*, *cone of cold*, *feeblemind*, *magic jar*, *teleport*, *repulsion*, *spiritwrack*, and *monster summoning V*.

Trance of the Intellect

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Aspirin, a wizard believed to have appeared just outside the capital of Greyhawk during the recent wars that ravaged the lands—from an awry casting of *alter reality*—was carrying this book when he was incarcerated. To this day, the officials of

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Greyhawk believe he is a spy sent from Iuz to infiltrate the highest ranks of the country to assassinate the leaders (using *wish* and *limited wish* spells) as dictated by an extraplanar contact (using the book's *contact other plane* spell). The brigand was then to use *feign death* to deceive the officials that he was killed in action, so he could easily escape without provocation. Aspirin, to this day, denies any such aspirations.

Transcendental Impenetrabilities

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

This spellbook is one of Leomund's most famous works. It includes *Leomund's tiny hut, minor globe of invulnerability, globe of invulnerability, prismatic sphere.*

Tymessul's Enchiridion of Travel

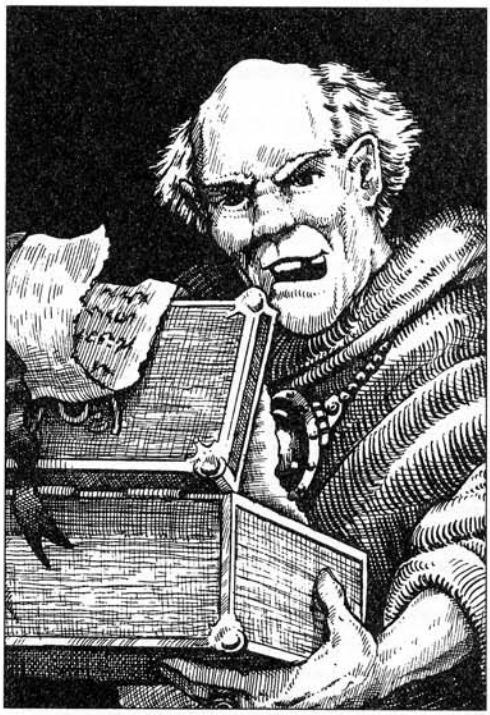
XP Value: 7,200 **GP Value:** 72,000

DRAGON Magazine 166

This volume actually consists of five waxed papyrus scrolls, each tied shut with a ribbon of red silk. Each ribbon has a small black symbol woven into it, in the form of Tymessul's rune. Each scroll is quite long, nearly 10 feet, and each bears, at the top, in silvery ink, the name of the work (the *Enchiridion of Travel*) and the number of the scroll (1 through 5). The five scrolls are held in a light-green box of oiled wood, with a simple yet devious lock on the front. The box is unremarkable except for the fact that it has survived for nearly 350 years without any apparent ill effects from age. The box has a jade rune set in the top—Tymessul's symbol when he was alive.

The rune of Tymessul "the Wanderer" on the box and each of the ribbons makes the origin of the work obvious to scholars of Shalomnese history. The *Enchiridion's* origins are further substantiated in this respect by the fact that the work is written in the delicate spidery glyphs of a tongue used on the upper Outer Planes, for the Wanderer was the only resident of Tikkun Shalom to know this language at that time. The Wanderer did acknowledge a secondary source: Acheulea, an archmage from the Paraelemental Plane of Magma, who was a longtime associate of Tymessul and often accompanied him on his voyages to the Outer Planes.

Previous to his disappearance, Tymessul was renowned for his prolonged trips to the Outer Planes, for his founding of the Alliance of Green Mages, and for the spells he had researched and perfected (some of which are written in the *Enchiridion*). Indeed, his castle, whose magical defenses remain unbreached to this day, is rumored to contain many powerful magical items and artifacts from the Outer Planes that he collected during the decades of his voyaging and must also



contain several previously unknown spells. Furthermore, although the exact date of origin of the work is unknown, it is evident that the Wanderer completed the scrolls at a time very near his disappearance, for the scrolls contain many powerful spells, none of which he is known to have used.

After Tymessul's official disappearance (this may have occurred at a much earlier date, but only became apparent when he failed to turn up for a meeting of the Green Mages), the *Enchiridion* was examined by his colleagues in the Alliance. The group is largely neutral, dedicated to the preservation of the natural order on the Prime Material Plane and the use of the combined magic of wizards and druids toward this goal. Accordingly, the group worked closely with the Sorrow Sea druids in the southern part of Shalom, where the Green Mages are also located. It was in the joint library that the two groups maintain that the *Enchiridion of Travel* ended, as did the rest of Tymessul's works, when his disappearance was acknowledged.

This work apparently remained in that library until it was lent to the secretive monks of Saint Shastri, who wished to examine the documents for clues that might help them in their private battle against the fiend Nuckalavee (this, almost 350 years after Tymessul disappeared). While the monks were examining the first two scrolls and consulting with Ghulam, a Hierophant of the Cabal allied with the Sorrow Sea druids, a ball of bright red light, 2 feet in diameter, appeared in the room,

scooped up the scrolls and the box, and disappeared with them. The Green Mages quickly instituted a magical search for the scrolls, but failed to turn up anything. Ghulam later speculated that it was Acheuba who abruptly took the scrolls to help his friend, but this theory must remain purely speculation, for neither Tymessul nor Acheulea have been heard from in all the intervening years.

Fortunately, the contents of the work are well documented by several of the members of the Green Mages who had occasion to study the scrolls during the time they were in their library. The notes of the Green Mages clearly show that the scrolls contained in the work were of the type that Tymessul favored. The scrolls also contain most of his major researches, to which he devoted much time in order that he could continue the love of his life: traveling to ever more exotic locations. From their notes then, it is apparent that the first two scrolls were filled entirely with text on the methods of traveling to the Outer Planes and various warnings and pieces of advice for planar travelers. The next two scrolls contain many spells used for travel of all sorts, including all of the following, in standard form and written in Common: *astral spell*, *blink*, *dimension door*, *fly*, *gate*, *levitate*, *mount*, *succor*, *teleport*, *teleport without error*, and *Tymessul's cerulean traverse* (unique spell). The final scroll of the collection contains the spells that Tymessul found particularly useful during his travels, all of which are written in Common but are otherwise in standard form: *airy water*, *antimagic shell*, *fireball*, *Leomund's secure shelter*, *sink*, and *Tymessul's planar pacifier* (unique spell, apparently a gift from Acheulea). The two unique spells described in the *Enchiridion of Travel* are as follows:

Tymessul's Cerulean Traverse (Alteration/Enchantment)
Level: 9
Components: V, S, M
Range: Touch
Casting Time: 3 rounds
Duration: 1 day per level
Saving Throw: None
Area of Effect: Caster plus special
Definition: When a wizard invokes this powerful enchantment, the wizard and a limited number of companions to journey through space and across planar boundaries. The caster may affect one companion for every 6 levels, in addition to the caster (all fractions rounded down). For example, a 23rd-level wizard could cast a spell that includes three companions.

Each recipient of the spell must hold hands with the caster for the entire time that the spell is being cast, or be a part of a circle that includes the recipients and the caster. Any interruption of the circle will ruin the spell. Once the dweomer is cast, the individuals affected by the spell may separate, though the recipients must rejoin in a circle if they wish to cross any planar boundaries. Although there is no saving throw against a *cerulean traverse*, it does not work on unwilling or unconscious subjects; if this is tried, the entire spell is ruined for all involved.

The prime function of the *traverse* is to allow the wizard and his companions to move to other planes, as if they had passed through a small, personalized gate. Each planar boundary that is crossed by the power of the traverse must be crossed by all the subjects of the spell simultaneously. Concentration must also be maintained for one round while the planar boundary is crossed. Each planar boundary crossed reduces the duration of the spell by one day. Furthermore, while under the influence of this spell, no person may cross a planar boundary by any means other than the *traverse*, including *wish*, *gate*, *well of the worlds*, or even with the presence of an artifact.

This spell grants certain lesser powers that may be used by the recipients, with no need to stay in a circle. These actions include the ability to *fly*, as the wizard spell, and the ability to enter *gaseous form* at will (along with all equipment) and move at three times the normal movement rate. A person in *gaseous form* is extremely hard to damage, immune to most magical attack forms and virtually all physical attacks—but cannot cross a magic circle or *antimagic shell*.

The use of this spell in no way guarantees the safety of its users once they reach their destination, and in no way protects them from any damage they take during their journey or while they are on a foreign plane. The material components of the spell are a circular platinum chain large enough for all who are to be affected by the spell to grasp, which must cost a minimum of 10,000 gp for each person the spellcaster wishes to enchant, and at least 1,000 gp of powdered emerald for each subject, to be sprinkled in a circle enclosing the subjects. The chain is not consumed by the spell, but the powdered emerald is.

Tymessul's Planar Pacifier
(Alteration/Evocation)
Level: 9
Components: V, M
Range: Touch
Casting Time: 1 per object
Duration: 1 week per level
Saving Throw: None
Area of Effect: 1 object per 6 levels of the caster
Definition: The casting of a *planar pacifier* by a wizard enables some types of magical items to

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operate normally while being used on a foreign plane. The magical items a *planar pacifier* may affect include only those items that have "pluses"—swords, shields, armor, *rings* and *cloaks of protection* (but not *bracers of defense*), luckstones, and so on. The protection extends across one planar boundary for every three levels of the wizard casting the spell. While the objects so enchanted remain within this limit, they operate at their normal strength. Thus, a *shield +4* taken to the first layer of Baator is still +4 in strength. However, once the object becomes farther removed than this from its plane of origin, it loses one "plus" for each additional plane it crosses, over and above the limit imposed by the level of the caster. If an 18th-level wizard were to protect a *sword +4*, the sword would remain +4 on the Astral Plane and on the first five layers of Baator; on the sixth layer, it is reduced to +3; on the seventh, to +2; on the eighth, to +1; and if taken to the ninth layer, it loses all magical power as long as it remains there.

The spellcaster loses 1 hp for each item protected with a *planar pacifier*, investing this hit point as a bit of energy from the Prime Material Plane that surrounds the object and simulates the conditions of the Prime Material Plane for the object. Furthermore, the wizard may protect only half as many items as the character has Constitution points (even if the *pacifier* is repeatedly cast). The wizard may regain lost hit points simply by touching the enspelled items within one day of the end of the dweomer. If the magic is dispelled or otherwise removed from the item (such as by means of *Mordenkainen's disjunction* or a *rod of cancellation*), the hit points are permanently lost and may be regained only by means of a *wish*. The *pacifier* is not affected by *dispel magic*—more powerful magic can dispel it.

Magical items from other planes may be protected in a similar manner, but only if the caster comes from the same plane as the item to be protected, or is able to expend a *wish* to enhance the *pacifier's* power (that also makes the *pacifier* permanent). In any case, the spell works only if cast while on the item's plane of origin. The material components of this spell are a drop of the caster's blood and 5,000 gp worth of powdered diamond for each item to be protected. Both are consumed when the spell is cast.

of Unicorns

XP Value: 400/spell **GP Value:** 4,000/spell

DRAGON Magazine 139

The *Book of Unicorns* explains the powers of unicorn items to the one chosen as the ruler of the unicorns. (The items of the unicorns include the *crown of unicorns* and the *bow of unicorns*.) It also serves as a wizard's spell book with all known spells from the *PHB* up to the 4th level. The DM may add spells to the book or rule that certain spells might be unknown to it, however.

Unique Mageries

XP Value: 8,400 **GP Value:** 84,000

The Magister

This large, thin tome measures 4 hand widths across by 10 in height and its covers are of carved and polished ivory, with black obsidian inlays picking out the letters of the title, surrounded by a circle. The book has 21 gilt-edged parchment pages; each contains one spell.

This boastfully titled volume is the work of the ancient wizard Nezram "Worldwalker," who left it behind some 700 years ago when he ventured to another plane—and never returned.

Nezram's tower in the sparsely settled southwestern reaches of Mulhorand was later destroyed by a young green dragon, Chathuuladroth. The dragon tore apart the tower and seized the tome along with Nezram's other treasures, flying off westward into lonely, mountainous areas. Somewhere therein was Chathuuladroth's lair, and it held the book in its hoard for six centuries, growing vast and terrible and amassing much treasure.

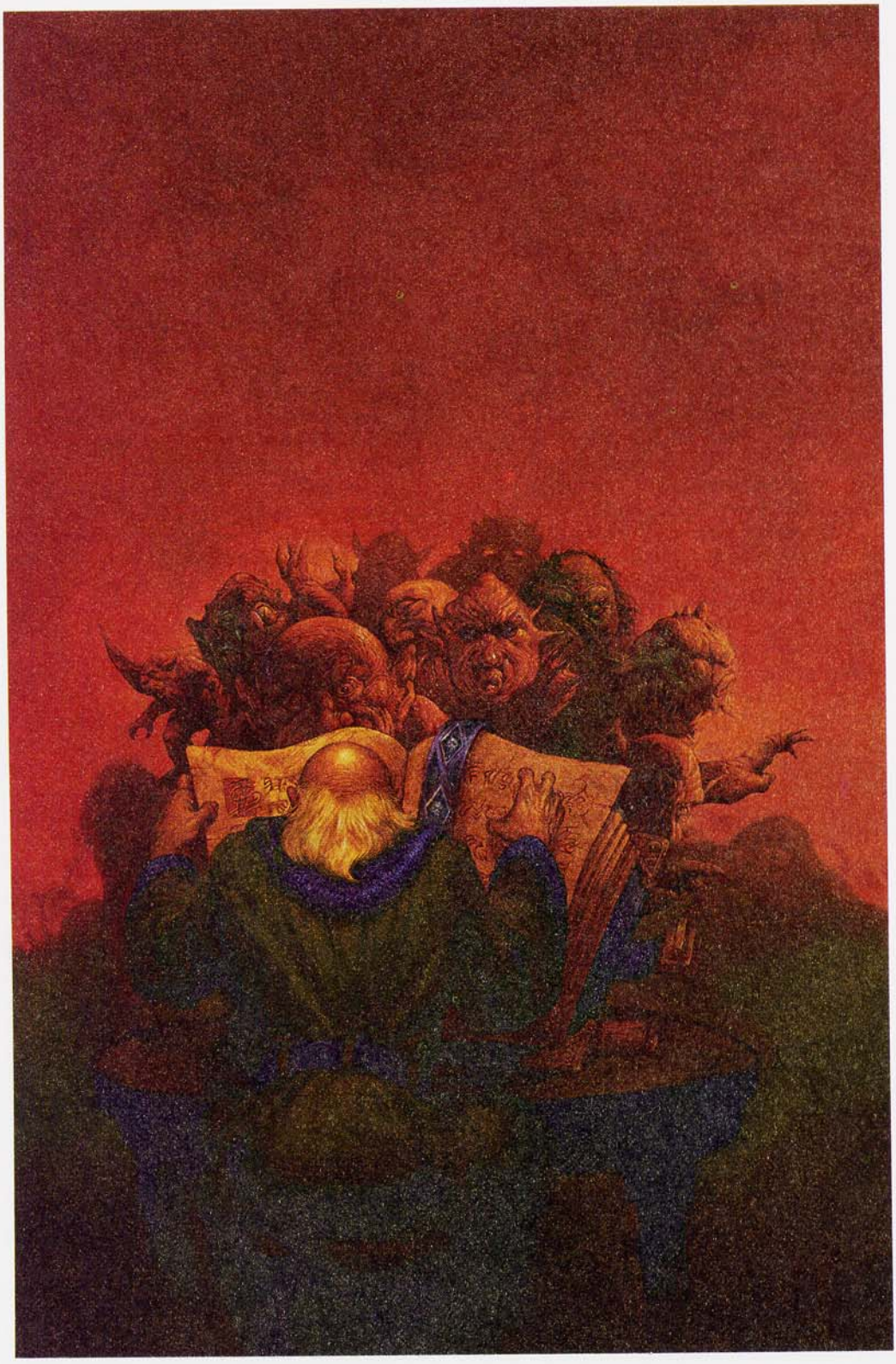
The adventuring company known as The Black Gauntlet finally slew the great dragon, and bore *Unique Mageries* back to their stronghold near Starmantle. The company later disbanded in disarray after the deaths of its leaders, the fighter Jhastan and the wizard Quarra, at the claws of an improperly summoned fiend. The book disappeared. In the meantime, in need of money, Quarra ("a fey lady," Elminster comments) had rented the book to Elminster for a time, and he noted its contents and copied those spells he needed.

The book contains four truly unique spells (that is, previously found nowhere else) and 17 standard spells, all listed below. The volume contains: *magic missile*, *stinking cloud*, *wizard lock*, *dispel magic*, *feign death*, *gust of wind*, *infravision*, *tongues*, *water breathing*, *fear*, *fumble*, *polymorph self*, *remove curse*, *wall of sand* (unique spell), *wizard eye*, *telekinesis*, *antimagic shell*, *Nezram's ruby ray* (unique spell), *spelltrap* (unique spell), *power word blind*, and *spellstrike* (unique spell).

Wall of Sand

(Evocation)
Level: 4
Components: V, S, M
Range: 5 feet per level
Casting Time: 4
Duration: 1 round per level
Saving Throw: None
Area of Effect: Special

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Definition: This spell creates a wall of swirling, opaque sand, 1-foot thick per level of the caster, 12 feet high, and 4 feet long per level of the caster. It must be cast so that it rests on a solid surface and must remain in contact with that surface, although the caster may move it about. The sand is thick and choking; insects cannot fly through it, but are battered to death, their wings crushed. All creatures save those with infravision will be rendered blind for as long as they are within the wall's confines, and are –2 on attack rolls and –3 on AC on the round after they emerge from the wall, as they try to draw breath, clear their eyes, ears, mouths, and noses of sand, and so on.

The sand extinguishes any open flame, and renders breathing difficult. Any creature that needs to breathe loses 1 point per round spent within a *wall of sand*, after an initial round of exposure in which no damage occurs.

Spellcasting and speech are both impossible within a *wall of sand;* normal vision and tracking are also prevented. Opponents fighting within a *wall of sand* are at –4 to attack rolls unless they possess infravision, which reduces the penalty to –2. Creatures possessing infravision can see dimly within the sand (though they must keep clearing sand from their eyes) but cannot see through the sand to areas outside the wall. The sand does not slow movement, nor is it solid enough to support weight or resist passage. The sand vanishes at spell expiration. A caster can move a *wall of sand* about, shifting it 10 feet per round in which such movement is concentrated upon (in other rounds, the caster can take part in such activities as normal combat and/or spellcasting without the wall ceasing to exist), so as to block different areas or keep opponents within it. A *wall of sand* can fit into a smaller space than its dimensions allow, simply by collapsing into itself (that is, the same sand fits into a smaller space). Once collapsed, it can never expand into its larger dimensions again. The compressed form does no greater damage to creatures within it.

The caster of a *wall of sand* can dispel it at will. The material component for this spell is a handful of sand. Note that electrical discharges of any sort (including lightning bolts) are conducted throughout a *wall of sand*, free of all its effects, by providing a protected area around the caster. No such spells, short of a *limited wish*, will permit a continuous hole in such a wall. The tunnel created by a *passwall* spell, for instance, is clear on the round following casting, begins to collapse on the following round (conducting electricity and obscuring vision, but not preventing speech or spellcasting, or causing damage or combat penalties), and is gone completely, obliterated by the shifting sands, by the third round.

Nezram's Ruby Ray
(Alteration)
Level: 7
Components: V, S, M
Range: 10 feet per level
Casting Time: 7
Duration: 1 round per level
Saving Throw: None
Area of Effect: Special
Definition: The material component for this spell is a ruby of not less than 1,000 gp value, which is consumed in the casting, and causes a red ray of force to lash out from the caster's pointing finger; where it touches, *webs* (like the spell or magical item function) and *viscid globs* melt away, locks (normal and magical) open, triggering any attached traps, knots untie, and chains and straps loosen and fall away. A *ruby ray* destroys *wizard locks* and holds on portals, and permanently breaks holes in *forcecages*, *shields*, and *walls of force* (although it does not cause such effects to be totally destroyed.) The ray can be ended at will by the caster. It can affect only one creature (see below) or device per round. It destroys any *magic jar* upon contact.

If a *ruby ray* touches any creature (or the direct shape or prison of a concealed creature) that has been magically transformed (such as turned to stone, polymorphed, or affected by *Tenser's transformation*) or concealed (perhaps by a *statue* spell, an illusion, or invisibility), the ray restores the creature to its original form. If a creature has been altered several times, it is changed back to its original form. These transformations are empowered by the ray's magic with such delicacy that a system shock survival roll is never required. Such transformations are involuntary (no saving throw), taking one entire round to complete after the touch of the ray. During that time, the creature being changed back can only think and use psionics. It is physically helpless—it cannot voluntarily move, speak, attack, cast spells, or exercise magical powers. Such creatures are not under the control of the caster ofthe ray. Beings who are astral or ethereal, or in another dimensional space through the use of *blink*, *rope trick*, or a *portable hole* or a similar magical item cannot be reached by a *ruby ray*. The ray cannot penetrate *antimagic shells* or stronger magical barriers (such as a *prismatic sphere*) and cannot penetrate solid matter (with the exceptions already noted). Thus, it cannot reach imprisoned creatures. A ray is destroyed if its caster begins to cast another spell, teleports, *dimension doors*, passes into another plane, or is rendered unconscious or feebleminded.

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Spelltrap
(Abjuration/Alteration)
Level: 7
Components: V, S, M
Range: Special
Casting Time: 7
Duration: 1 round per level
Saving Throw: None
Area of Effect: Special
Definition: When this spell is cast, the wizard causes an oval, glowing ball of silvery hue to form in the air over (1 to 2 feet above) his or her head. It floats there silently until the spell expires, and need not be further concentrated upon to maintain its existence. Any spell, magical power, or magical item effect that is cast directly upon the wizard (as opposed to area-effect magic) will be attracted to, and utterly absorbed by, this floating *spelltrap*. This includes *magic missiles* and other "never-miss" spells. Except by visual observation, the caster of the *spelltrap* does not know the precise nature (and level) of any spells absorbed by the trap, but always feels the assimilation of each and every spell incorporated by the trap. The trap can only absorb spells of the 6th level and lower, and magical abilities of like or lesser power. During any round in which the caster is awake, alert, and not engaged in spellcasting, he or she may mentally direct the *spelltrap* to unleash one spell upon a target, who must be within 10 feet per level of the caster.

The *spelltrap* unleashes the spell exactly as it was cast (except for the new choice of target and range) with normal effects.

Only one spell per round can be unleashed from a *spelltrap*. At the expiration of a *spelltrap*, its energies (including any stored spells) dissipate harmlessly and are lost. If a *spelltrap* is ever overloaded, it explodes with deadly effect, in a burst of pure energy that deals 6d4 points of blast damage to all within 20 feet, and stuns all survivors for 1d2 rounds after that. (All items within this radius must save vs. magical fire; no creatures are allowed saving throws to lessen or escape damage.) A *spelltrap* can only hold spell energy in spell levels equal to twice the number of experience levels of the caster, at any one time. Thus, a 17th-level wizard's *spelltrap* could hold a maximum of 34 spell levels during any round, and would explode if 35 or more were taken in. A *spelltrap* can absorb any number of spells during a single round—if a party hurls a variety of spells and item effects at it, all will be tracelessly absorbed until the maximum capacity is exceeded. Even a wizard who realizes the danger from overloading can unleash only one spell per round from the trap, and is never aware what is being released until the effects begin. (Released magic could well aid opponents.) Releases are at random once the controlling wizard wills the trap to let something out. A caster cannot will a *spelltrap* out of existence, nor escape it by teleportation or employing protective barriers; the *spelltrap* always accompanies the caster. There is one curious anomaly in *spelltrap* absorption; the casting of *dispel magic* on a trap always causes the trap—by itself, and in addition to any release directed by the trap's user—to unleash one spell at random directly at the caster of *dispel magic*. (This is the only case in which a *spelltrap* releases more than one spell in a given round; if the caster wills it to release a spell, both spells are cast out of the trap.) If no spells were absorbed by the *spelltrap*, nothing is unleashed, but in both cases the *spelltrap* absorbs the *dispel magic* spell and remains in existence.

Missile attacks upon a *spelltrap* have no effect; direct physical attacks drain a *spelltrap* of one spell, at random (unleashed directly upon the attacker in addition to any those ordered by the trap user). The material components of this spell are a diamond or diamond fragments of not less than 2,000 gp value and a moonstone of any size, both consumed in the casting.

Spellstrike
(Alteration)
Level: 9
Components: V
Range: 10 feet per level
Casting Time: 1
Duration: Permanent
Saving Throw: None
Area of Effect: Special
Definition: This rare and potent magic enables the wizard to instantly negate and cancel all effects of any one spell. The spell may only be one that took effect in the previous round, or that is being cast in the same round as the *spellstrike* is uttered. The precise nature of the spell need not be known to the caster of the *spellstrike*, but a particular spell must be consciously willed in order to cancel it—that is, "whatever spell that being is casting" or "the spell that made X turn purple last round," not "any spell that affected X last round."

Spellstrike does not cause a spell to be reflected back on anyone, but merely to go out of existence and dissipate harmlessly. Magical powers are affected by this spell, but magical item and artifact powers are not. *Permanency* is affected by a *spellstrike*, but *contingency* (and spells tied to it), *alter reality*, *limited wish*, and *wish* are not.

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Universal Astronomy

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Melf's work contains the spells *Melf's minute meteors*, *meteor swarm*, and *fireball*.

Unknown Movements of the Universe

XP Value: 2,000 **GP Value:** 20,000

DRAGON Magazine 82

Arnd penned *run*, *shadow walk*, *teleport without error*, *succor*, and *vanish* into this spellbook.

Vaerendroon's Ineffable Enchantments

XP Value: 2,400 **GP Value:** 24,000

The Magister

This slim volume is bound in red-dyed rothé hide and six vellum sheets have been sewn into it. Each sheet is edged all around by electrum edge-channels. The hide of the cover is stretched over slabs of slate and has electrum corner-caps. The tome's title is branded with small, flowing letters in Thorass into the cover, and each letter is carefully picked out in silver.

Vaerendroon was a sage of magical lore who was known to trade much magic for a particular spell he desired, often approaching the poor apprentices of great wizards to get this magic. He has not been seen for some 20 winters, and is generally presumed to have died or been slain (although Elminster suspects he may have taken up residence on another plane). Once, when in great need of cash, Vaerendroon assembled his manual, a collection of only six spells, and sold it in Baldur's Gate for 90,000 gp. Its purchaser was the wizard Haljann, who was murdered by the thief Galmorgh, who in turn was slain by unknown hands in the city of Scornubel.

Galmorgh's belongings were ransacked and a magical dagger, all his gold, and the spellbook were taken. The book's present whereabouts are unknown.

The manual's six pages bear six spells, one to a page. The first three are standard magic—*disintegrate*, *astral spell*, *antimagic shell*—and the last three are unique spells, collected in this spellbook for the first time. They are the spells *dire charm*, *vipergout*, and The *Simbul's synostodweomer*, the latter a spell devised by the famous ruler of Aglarond. Details of these spells are given hereafter.

Dire Charm

(Enchantment/Charm)
Level: 2
Components: V, S
Range: 120 feet
Casting Time: 1



Duration: 1d4 rounds plus 1 round per level
Saving Throw: Negates
Area of Effect: One person
Definition: By means of this magic, the caster *charms* one person ("person" is defined the same as for the *charm person* spell) to enjoy killing, and to indiscriminately attack any friend or foe nearby. The target creature is allowed an initial saving throw, but if this fails, the victim instantly attacks all living creatures visible to him or her, seeking to kill until the spell expires (the 1d4 extra rounds beyond the levels of the wizard are determined randomly and secretly by the DM). The caster is the sole exception to this murderous behavior; the *charmed* creature never harms or menaces the caster, and always attacks beings approaching the caster over other creatures. Such a berserker is not under the direct control of the caster, and gains no special physical endurance, Strength, or other abilities by means of this spell.

Vipergout

(Conjuration/Summoning)
Level: 7
Components: V, S, M
Range: 0
Casting Time: 7
Duration: 5 rounds plus 1 round per level
Saving Throw: None
Area of Effect: Special
Definition: By means of this magic, the casting of

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which involves a piece of snakeskin (or a portion of a dead snake) which is consumed by the magic, the caster instantly teleports snakes to his or her location. These living snakes appear in the caster's mouth, and are vomited out. They do not choke or otherwise harm the caster, and never attack a caster either. Until the spell expires, they serve the caster, fighting to the death. The snakes are normal, not giant varieties, and may be both venomous and constrictors. One snake appears for every three levels of the caster (rounding down); a maximum of six serpents can issue from a caster's mouth in any one round. Until all of them have been expelled out of the mouth, speech, spellcasting, or pronunciation of magical item activation words on the caster's part is impossible. The caster can breathe normally, can swallow without affecting the arrival of the snakes, and can freely engage in movement and combat.

Summoned snakes range in Armor Class from 9 to 6, move 12 to 15 per round, have up to 2+2 Hit Dice, and attack by biting for 1d2 points of damage (plus, if venomous, poison of insinuative types A, B, or C) and constricting (if constrictors) for 1d4+1 points of damage per round. While the spell lasts, the caster's control of the snakes cannot be broken by any means except slaying the caster or the snakes—*dispel magic* and charm magic do not end or overcome the caster's control of the reptiles. Controlled snakes attack or not as the caster wills, switch targets if desired, constrict without harming (or biting), use their coils and jaws to gnaw ropes or turn keys, carry wands to the caster or move other small objects about, and engage in other noncombatant activities.

However, a *vipergout* does not enable a caster to empower a snake with special powers, increased Dexterity or Intelligence, or force a snake to attack itself.

The Simbul's Synostodweomer

(Alteration/Necromantic)
Level: 7
Components: V, S
Range: 0
Casting Time: 7
Duration: Special
Saving Throws: None
Area of Effect: Special
Definition: Similar to a power possessed only by the most powerful of the mysterious incantatrixes, this spell allows the caster to use the magical energy of any spell already memorized by the caster to *heal* the caster or another being.

This second spell must be cast in the round following the casting of the *synostodweomer*; even if this subsequent casting is incomplete or interrupted, the *synostodweomer* works. The second spell is lost from the caster's mind, and any material components are consumed in the normal manner—but rather than taking effect, the spell's energy is channeled into the caster, who can absorb its energy as healing or pass it on by directly touching another (single) being. Only if there is excess energy can the caster choose to heal both self and another being—the other being is completely healed, and the remaining energy heals the caster, excess energy is simply lost. The healing occurs in the round following the infusion of spell energy. If the caster has extra energy but is unable to touch another injured creature during this time, the extra energy is lost. A spell used to heal by this means yields energy enough to heal 2 points of damage per level of the spell. Once the *synostodweomer* is cast whatever spell the caster casts in the following rounds is used to heal, regardless of the caster's subsequent wishes or the level of the spell unleashed. If no spell is cast on the following round, the magic is lost and no healing occurs. Spells from scrolls and magical item effects, as well as spells cast by beings other than the caster of the *synostodweomer*, cannot be used for such healing.

Vampire Book*

XP Value: +600 **GP Value:** +100

DRAGON Magazine 82

The unlucky owner of this volume will lose one book at random per week, as the contents of the owner's library are slowly drained by the *Vampire Book*. The books affected are left with blank pages, but those pages reappear in the *Vampire Book*. When another book is drained, the pages of the previously drained book disappear to make room for the new ones. However, the title and markings on the cover of the *Vampire Book* do not change, making it difficult and probably time consuming for the owner to discover which book is doing the draining. After the owner of a *Vampire Book* notices that the contents of some prized books are disappearing, he or she may choose to conduct a search of the library to find the cause (assuming that the owner figures out the cause). Each book must be examined individually to see if the contents match the cover, or to see if a book now contains writing drained from another book. This process takes one turn per book examined, and the chance of finding the *Vampire Book* on any given turn is expressed as "one in x," where "x" is the number of books in the library that have not yet been searched. This can be a long and tedious endeavor for a character who owns a large library, and for the DM who must determine if and when the search is successful. (Depending on circumstances, a *detect magic* spell or other magical or psionic methods may speed the

search.) The vampire power cannot function if the book is kept in a metal container by itself, or if it is stored at least 10 feet away from other books. Its power is triggered 1d12 weeks after it is obtained.

Variations on Visual Perception

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 82

Mhzentul placed *hypnotism*, *hallucinatory terrain*, *paralyzation*, and *veil* into this spellbook.

Weapons of the Ether

XP Value: 2,400 **GP Value:** 24,000

DRAGON Magazine 82

Melf and Mordenkainen collaborated on this work that contains *whip*, *Melf's acid arrow*, *magic missile*, *enchant an item*, *enchanted weapon*, and *Mordenkainen's sword*.

White's Codicil

XP Value: 2,000 **GP Value:** 20,000

DUNGEON® Magazine 15

The *White's Codicil* is a tall, thin volume bound in white ermine over seasoned boards of white pine and sealed with a clasp and lock of tarnished silver. The ermine is somewhat worn about the edges from use. The 27 pages within are of vellum edged in crimson paint on their outer borders. The whole is sewn to a leather binding with strips of sinew, making it quite durable.

It has been postulated that the *Codicil* was written by priests of Auril as a primer on her worship and on the uses of the cold in which the Frostmaiden revels. It has been seen only once outside the devout circle of her followers. Ten winters ago, an adventuring company known as the Company of Seven Stars gained the *Codicil* as part of the spoils from a group of bandits they slew while guarding an early spring caravan to Neverwinter. They sold the book to the sage Erpalio of Neverwinter, whose description of the volume is the only record of it in the Realms. Agents of the sect of Auril are assumed to have recovered the book the next winter, for Erpalio was found frozen in his warm study, and the *Codicil* was gone. It has not been seen since, although it is doubtless present at ceremonies in the North honoring the Frostmaiden. In addition to the denominational lore it contains and the knowledge of secret ceremonies it discloses, possession of the *Codicil* also grants the owner *resistance to cold* (as the priest spell) as long as it is carried on the owner.

The first page is simply a title page with the snowflake rune of Auril. The next 13 pages cover the rites and services of Auril, the Frostmaiden, in chilling detail. One of these rituals includes the summoning of an ice paraelemental. The next 13 pages include spells and major ceremonies. The priestly ceremonies for coming of age, burial, dedication, investiture, ordination, and special vows are all described. Due to the large number of evil spellcasters, witch doctors, and frostmen who worship Auril, the priest spells are followed by the wizard spells *chill touch*, *frost fingers*, *shatter*, *gust of wind*, and *wall of ice*.

Frost Fingers

(Evocation)
Level: 1
Components: V, S
Range: 0
Casting Time: 1
Duration: 1 round
Saving Throw: None
Area of Effect: Special
Definition: This is essentially a cold form of the *burning hands* spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120(DG) arc in front of the caster. Any creature in the area of cold takes 1 point of damage for every level of the spellcaster, and no saving throw is possible. Liquids engulfed by the cold will freeze unless it survives a saving throw vs. cold.

Wizard's Workbook

XP Value: 2,800 **GP Value:** 28,000

DRAGON Magazine 69

While the details of the physical appearance of the *Wizard's Workbook* (also known as *The Workbook*) are unknown, it is said to be a bound volume with no inscriptions on its covers. Once in the elven city of Myth Drannor there was a school of magic. Its teachers were known as the Seven Wizards, and included the one known only as Mentor. Its founding and objectives are forgotten, for Myth Drannor has long since fallen to ruins, and the Seven Wizards disappeared even before Myth Drannor's destruction. Many of the wizards, whose names are now known throughout the Realms, were tutored at the Wizards' school, and it is common knowledge that Mentor caused the spells of his pupils' devising to be collected in a book, once he had tested and approved their dweomercraft. Accounts of *The Workbook's* contents vary; it is quite possible that more than one such book was collected, although only the existence of this one book is certain.

The sage Flamsterd, of the Moonshae Isles, purchased the tome known as *The Wizards' Workbook* from a band of adventurers, and carefully copied its contents. He later sold the secrets of several of *The Workbook's* spells for very large amounts of gold, and purchased the entire island

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that now bears his name, though his enjoyment of the isle was short-lived. It is thought that one of his clients guessed what the sage possessed, for one night the sage and his entire Tower, on the leeward side of the island, simply vanished. Others believe the sage came to grief while practicing magic. Still others hold that he left this plane of existence.

No sudden rise in power was noted among those of the Art, however, and it is thought that *The Workbook* may have been lost or destroyed. Installments of Flamsterd's personal diaries, the *Moonshae Chronicles*, were sent regularly from the sage's isle to his friend Elminster, and in one was set down the entire text of *The Workbook*. The purchased records of individual spells still exist, of course, scattered throughout the Realms. It is from Elminster's library that we learn the spells below; the present contents of *The Workbook* may well vary slightly. *Dismind* is thought by some to be the work of Khelben "Blackstaff" Arunsun, and by others to be the work of Mentor himself. The other spells bear the names of their creators.

Spendelarde's Chaser
(Necromantic)
Level: 4
Range: Touch
Duration: 1 turn per level
Area of Effect: One creature
Components: V, S, M
Casting Time: 8
Saving Throw: None
Definition: This spell negates the adverse effects of all drugs (including alcohol) in the recipient. Dexterity and mental impairments are instantly "cured," leaving the individual clearheaded and free of pain, able to undertake complex tasks requiring intense concentration, such as spellcasting. The pain of even mortal wounds is removed, although the *chaser* does not heal any damage of mind or body. If the condition has not righted itself by the time the spell wears off, the effects return. But natural body processes continue while a creature is under the influence of the *chaser*, so that a hangover or other temporary discomfort may well vanish before the spell expires. The *chaser* has no effect on insanity or magical conditions (such as *feeblemind*), but does give a +4 saving throw vs. poison present in the recipient during the time the spell is in effect. (If a saving throw vs. poison has already failed, application of the *chaser* permits a second, though unmodified saving throw—no +4 bonus, but no subtractions either.) The material component of this spell is a drop of *holy water*, touched to the tongue or skin of the recipient. (The spell may be cast on oneself.)



Caligarde's Claw
(Conjuration/Summoning)
Level: 4
Range: 60 feet
Duration: 1 round per level
Area of Effect: One creature
Components: V, S, M
Casting Time: 4
Saving Throw: Neg.
Definition: Use of this spell requires the claw or foot of a creature, which is consumed in the casting, and brings into existence an invisible *claw of force*. The spellcaster indicates (by pointing toward a location; sight is not necessary) a target within 60 feet. If the target saves, the claw does not come into existence. If the target does not save, the claw must locate the target (with an attack roll, as though it was a weapon wielded by the caster). If it does so successfully, it immediately causes 1d4 points of damage. After that, it strikes infallibly once per round for 1d4 points of damage until the spell expires, the *claw* is destroyed, or the target escapes pursuit by becoming ethereal or otherwise physically leaving the plane of the caster.

Although the claw never misses, the damage done by its strike can be negated by an *antimagic shell*, *shield*, *Bigby's interposing hand,* or a similar magical barrier. It can be destroyed by *dispel magic*, but cannot be controlled or physically harmed. It is not a living thing, it is not intelli-

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gent, and it cannot perform any task other than slashing, tearing, and rending. It can be dispelled at will by the caster, but does not require continued concentration for its maintenance. It does not vanish if the caster is killed or rendered unconscious. Its attacks do not necessarily interfere physically with the actions and movements of the target, who may well cast spells or engage in physical combat.

The claw remains with its target unshakably, regardless of distance traveled, physical barriers, or aerial or underwater travel. It never changes targets, vanishing at the death or disappearance of its target. If it fails to initially locate its target, it remains within 10 feet of the intended target's initial location, an invisible presence, until the spell expires. If any creature approaches within 10 feet of its location after the intended target withdraws, the claw automatically strikes (attack roll required) without any attention or act of will on the part of the caster. The claw can be cast at a door to prevent unharried, future entrance or egress. Note that a careless or forgetful spellcaster could well be attacked by his or her own claw, if it is approached too closely after missing its intended target. A spellcaster does not know if a claw is active, once cast, except by observing the behavior of the target—or by suffering a surprise attack. The claw can be immediately dispelled by the caster. If unsuccessful in a second attack against a secondary target, the claw continues to attack any target within a 10-foot radius until the spell expires, and may attack the target it originally missed if the target leaves and reenters the area of a *Caligarde's claw*. The claw does not attack anything if the original target remains in the area—but such immobility seldom occurs in battle. The claw can only locate and affect targets with a tangible existence on the plane in which it is cast.

Tulrun's Tracer

(Divination/ Alteration)
Level: 4
Range: 10-foot-radius
Duration: 4 rounds per level
Area of Effect: Special
Components: V, S, M
Casting Time: 8
Saving Throw: None
Definition: When this spell is cast, the *tracer*—a continuous, luminescent pathway akin to a *light* spell—comes into being within a 10-foot radius of the caster. It shows the most recent trail of any single creature whose path the caster wishes to trace, described verbally by the caster over the material component (a pinch of phosphorus or a glowing life form such as a fungus or glowworm). The creature must have been present in the 10-foot radius about the caster within a period of one day per level of the caster for the *tracer* to appear. *Tulrun's tracer* shows the route of the creature within the 10-foot area, and then expands at a rate of 60 feet per round along the route taken by the creature, moving in that direction for the duration of the spell. Once beyond the 10-foot initial radius, it only shows the trail of the creature as long as it remains in physical contact with the ground. *Pass without trace* and similar spells do not confuse the *tracer*, and it will follow the creature's route through physical barriers and across all gaps of up to 14 feet. It will not otherwise show aerial travel, but it does shine in and under water.

The path ends when the target creature is reached, the spell expires, or at any place to which the target creature *teleported*, left the plane of the caster, or embarked upon a mount or conveyance such as a cart, ship, or *carpet of flying*. In the latter case, an individual reaching the path's end receives a clear mental picture of the destination, even if on another plane. If the target creature took a mount or conveyance, the mental picture is of the act of doing so and not of the eventual destination. Portions of the *tracer* can be negated by *dispel magic*, *continual darkness*, and the like, but it cannot be physically disturbed (a *gust of wind* would not shift it). When the spell expires, the *tracer* slowly fades into nothingness; if it has not its target, there is no mental picture of the target's destination. The *tracer* is intangible, it may be passed through or traveled within without harm and does not activate magic upon contact nor does it distort magic or physical phenomena passing through it.

Tasirin's Haunted Sleep

(Enchantment/Charm)
Level: 3
Range: Touch
Duration: 1 turn per level
Area of Effect: One creature
Components: V, S
Casting Time: 1 round
Saving Throw: Neg.
Definition: This spell can only be cast successfully upon a sleeping creature. The slumber must be normal—unconsciousness, coma, or similar states of mental injury, such as concussion, potions, astral or psionic activity, and charm-related spells cause the spell to be ineffective. *Tasirin's haunted sleep* puts the recipient into a deep sleep for one turn per level of the caster, and early awakening from this state can only be accomplished by *limited wish*, *dispel magic*, the infliction of acute physical pain

(wounding) upon the recipient, or at the caster's will. The target creature is allowed a saving throw, which, if successful, negates the effects of the spell.

The caster is never directly aware of the target's thoughts or mental state, or of the success of the spell. While in such a deep sleep, the creature is open to the influence of subconscious visions or dreams. The spellcaster can project one specific scene or vision into natural mental activity, and this will come into the victim's consciousness soon after awakening. The vision's clarity, detail, and accuracy depend upon the caster's concentration, for the scene must be held in mind during the casting. Such visions can masquerade as divine communications or memories, and can be used to influence decisions, goad the recipient into a certain course of action, trouble the recipient, or, conversely, to calm and rest the recipient at a time of mental anguish or troubles. A spellcaster skilled in the use of this spell can boost morale, joy, or enthusiasm—or crush them.

During "haunted sleep," the recipient is especially susceptible to any one *suggestion* spell, which can be cast by the caster of the *haunted sleep* or another spellcaster, and is saved against at –3 by the creature in "haunted sleep." Such a *suggestion* will be "heard" by the recipient as an inner mental voice, and must be in a language that the recipient understands to be successful. This spell cannot be cast on oneself.

Laeral's Dancing Dweomer

(Alteration/Illusion/Phantasm)
Level: 3
Range: 20 feet +10 feet per level
Duration: 1 turn per level
Area of Effect: 4-inch-diameter sphere
Components: V, S, M
Casting Time: 6
Saving Throw: Neg.
Definition: This spell requires a pinch of dust thrown into the air about the caster and any object (not changed in any way by the spell) radiating a dweomer at the time. When cast, the spell causes many magical auras to flicker and dance about from object to object (including creatures and areas with large surfaces, such as walls). The auras are not visible to the unaided eye (*detect magic* or similar means must be used), and are not seen by creatures saving against the spell or having *true sight*. If the saving throw fails, the auras will totally confuse *detect magic* or the like for the spell duration. The auras do not disappear when touched, but *dispel magic* destroys all auras within its area of effect.

Archveult's Skybolt

(Alteration)
Level: 4
Range: 10 feet per level
Duration: 2 rounds
Area of Effect: Special
Components: V, S, M
Casting Time: 4
Saving Throw: ½
Definition: This spell requires a crystal at least 1 inch in length. The crystal may be a faceted gem, a piece of quartz, or cut glass. The spellcaster throws the crystal at a target creature or area while speaking the final words of the spell, and its path creates a glowing "bolt" in the air, similar in appearance to *Tulrun's tracer*. The bolt is 4 feet in diameter, begins 10 feet from the caster, and extends onward to a maximum length of 10 feet per level of the caster. The bolt cannot materialize underwater and ends if the crystal strikes water, any barrier, or passes beyond the caster's range. The crystal is consumed instantly, in a burst, if it passes beyond the caster's maximum range, and is otherwise consumed at the expiration of the spell.

Any living thing coming into contact with the bolt suffers 1d4 points of shock damage per level or Hit Dice it possesses (ignoring additions; a 5+5-HD monster would take 5d4). A creature struck by the crystal (an attack roll, with any modifications for missile weapon ranges, is made when the spell is cast) suffers 1d6 points of damage per level or HD it possesses. The creature may grasp the crystal and hurl it back at the caster, and the bolt continues to form to the limit of the caster's range (so that a caster may be struck by his or her own bolt), but when directly grasping the crystal, any creature suffers a further 1d6 points of damage per level or HD and must make a system shock survival roll. A *skybolt* lasts for two rounds after its casting. It can be destroyed in whole or in part by contact with an *antimagic shell*, *wall of force*, *shield*, or similar spells, *dispel magic*, or *gust of wind*. It cannot be deflected, grounded, or opposed by insulation. It does not conduct through metallic substances, but note that armor that is not airtight and does not negate the effects of a *skybolt*. Creatures and nonmagical objects entering the *skybolt* do not deflect, negate, or sever it. A crystal entering an area of magical protection that does not allow formation of a bolt is instantly rendered harmless.

Dismind

(Enchantment/Charm/Reversible)
Level: 9
Range: Touch
Duration: Special
Area of Effect: One creature
Components: V

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Casting Time: 2
Saving Throw: Neg.
Definition: This spell consists of a phrase spoken while the caster touches the recipient (the spell may be cast on oneself, serving as a "last resort" escape from certain death, torture, or mental damage), causing the recipient's mind to fly from his or her body. The body instantly undergoes a curious transformation—it remains in the position it was in when the spell was cast, surrounded by a glowing aura of force that allows nothing to touch the body and stopping all physical and crushing attacks or probes. The limbs of the body can be shifted by pushing on the invisible armor of force, but when released will slowly drift back to the original position. Magical attacks, fire, poisons, and corrosive or disease-producing substances (including ochre jelly, green slime, rot grubs, and the like) cannot reach the body. The bodily processes of a *disminded* person are totally suspended, so that the body does not age or breathe. *Disminded* persons have a vacant stare. They cannot use any of the senses of the body they have abandoned, nor can they return to it without aid.

The freed mind wanders behind mental defenses of its own making, immune to all forms of magical, psionic, or other mental contacts and attacks. A wandering mind is not detectable by any known means, and never leaves the Prime Material Plane. It cannot control where it goes or what it observes, and typically retains little memory of its visions and speculations. (A DM should describe 1d6 scenes or phrases of thought without giving any explanations.) A wandering mind cannot deliberately pray, study, or research spells, or choose to observe any particular event, locale, or individual.

The mind can be fully restored to its body by *alter reality*, *limited wish*, or *restore mind*, the reverse of this spell. The reverse can also be used to *cure insanity* and all mental disorders, *feeblemindedness*, and physical brain damage. It will end any mental controls (including *quest*, *geas*, and magical *charms* cast by spell or by creatures such as nixies or vampires) of any form upon a recipient mind, totally freeing the mind from their influences without causing the individual any harm—but it cannot restore lost psionic powers. A delirious, drunken, or exhausted creature can become clearheaded and mentally alert by means of this spell. A saving throw applies to both spells, and, if successful against *restore mind* (regardless of the wishes of the *disminded* recipient creature), the spell has no effect. Such a failure does not mean the mind cannot be restored, but only that the particular spell cast at that time did not work.

of the Wyvernwater Circle

XP Value: 1,600 **GP Value:** 16,000

DRAGON Magazine 164

This spellbook is two octagonal, half-rounded slabs of shadowtop wood enclosing 16 vellum pages. Each page contains a single druidic prayer (written spell as follows: *detect magic*, *faerie fire*, *invisibility to animals*, *pass without trace*, *wailing wind* (a unique spell), *cure light wounds*, *fire trap*, *locate animals or plants*, *produce flame*, *touchsickle* (a unique spell), *call lightning*, *cure disease*, *flame shield* (a unique spell), *hold animal*, *mold touch* (a unique spell), and *water breathing*. The book is old and well worn, but protective magic prevents normal heat, flame, water (even a heavy rainfall), or cold from harming it.

The Wyvernwater Circle was a group of druids who flourished over 200 years ago, when elves ruled the western Dragonreach and much of Cormyr and what is now the Dales were still cloaked in heavy forest. The circle (of 12 to 16 members; their numbers varied over time) dwelt on the northern shores of the Wyvernwater, at its eastern end. The area they protected is now mostly rolling farmland, although part of its easternmost reaches survive as the Hullack Forest.

Hullack, leader of the circle, was a firm and true friend of the elves. It is said that he lies buried in a hidden magical refuge known as the Elfhold, somewhere in the depths of the forest that bears his name. Hullack created the book, well aware of his own mortality and of the need to preserve the woodlands—a need that could only grow more pressing as men became more numerous around the Wyvernwater. It was his intention that the tome serve as an aid in training new recruits to the circle. The book could also aid the druids' allies in the defense of the trees if the circle were absent, weakened, or destroyed.

In the end the circle did fall, battling beholders who were served by gargoyles, bugbears, and quicklings. The eye tyrants sought to establish a realm in the area, where they would be served by human and elf slaves (whom they might herd like cattle and hunt for sport and food). The circle slew at least five eye tyrants and drove the rest northward, into the mountains. The fell woodland, where the beholders continue to lurk, is known today as the Spiderhaunt Wood, but it was not then isolated from the great forest that covered all the land from the advancing desert of Anauroch to the coastal marshes of the Inner Sea. The tome was lost in the battles at which the circle members were slain, driven mad, or scattered. Today, the tome's whereabouts are unknown.

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The contents of the *Tome of the Wyvernwater Circle* come down to us from surviving initiates of the circle, and include four prayers said to have been given to Hullack by the goddess Eldath herself.

Wailing Wind
(Alteration)
Level: 1
Components: V
Range: 100 feet per level
Casting Time: 1 round
Duration: 1 turn per level
Saving Throw: None
Area of Effect: Special
Definition: By means of this spell, a druid or other priest creates a magical warning system. When any creature enters a guarded area (a passage, chamber, cavern, doorway, or cave mouth of up to a maximum size of 10 cubic feet per level of the caster), a wailing, whistling blast of wind blows from the guarded area toward the druid.

The wind travels toward the druid regardless of intervening distance if the druid is on the same plane as the guarded area. The wind can reach up to 100 feet per level of the casting druid. The *wailing wind* has a distinctive tone and can be heard by all creatures. It transmits and magnifies any sounds (speech and movement) made by the triggering being at the time it is activated, and it can give any listener a clue as to what sort of intruder approaches.

The spell cannot be modified to be activated by only specific beings or types of creatures. Once the guarded area is entered and the wind rises, the spell is exhausted. The wind itself lasts for one round per level of the druid, although the caster may end it sooner.

Once ended, the wind cannot be restarted except as follows: As the level of the caster increases, the number of activations per single spell (the number of blasts of wind, occurring for different intruders at different times) is also increased. A 1st- or 2nd-level caster creates only a single-blast wailing wind; a 3rd- or 4th-level caster creates a wind of two blasts; a 5th- or 6th-level caster creates a wind of three blasts, and so on (no known maximum).

Touchsickle
(Alteration)
Level: 2
Components: V, S
Range: 0
Casting Time: 2
Duration: 2 rounds per level
Saving Throw: None
Area of Effect: Self
Definition: By means of this spell, one of the caster's hands temporarily becomes a magical weapon. The extremity is able to strike all creatures who can be hit only by magical weapons (even if such creatures are normally hit only by magical weapons of +2 or greater). The extremity gains no attack bonus, but its slightest touch does the same damage as a sickle (1d4+1 vs. S/M; 1d4 vs. L). Its touch can slash or stab like a normal sickle, as the caster wills. A druid may use the enchanted extremity to harvest greater mistletoe as though it were a gold or silver sickle.

Flame Shield
(Evocation)
Level: 3
Components: V, S, M
Range: 0
Casting Time: 3
Duration: 1 round per level
Saving Throw: None
Area of Effect: Special
Definition: This spell brings into being a pulsating, 6-foot-high *shield of darkness* at the end of the druid's hand. The shield is weightless and has no solid existence. Missiles and other weapons and solid objects (including parts of the caster's body) pass harmlessly through it. The shield remains attached to one of the druid's hands (chosen during the casting) unless the druid touches another creature's hand and wills control of the shield to pass to the other (who must agree to the transfer or it cannot occur).

The shield works against flame. Its touch extinguishes normal torches, flaming oil, and candles instantly. Larger fires are diminished. A *fireball* striking or exploding around the bearer of a *flame shield*, for example, does only half damage. A *flame blade* coming into contact with a *flame shield* is harmlessly destroyed. A *flame shield* can prevent a *flame strike* only if it is directly in the path of the strike. Flame-related illusions, hypnotic patterns, and the like have no effect on any being viewing them through a *flame shield*. A magical *flaming sword* striking through a *flame shield* encounters no resistance and does normal weapon damage (but not flaming damage). The shield doesn't permanently affect the blade in any way, but the part of the blade that has passed through the shield remains free of flames while any part of the blade is in contact with the shield; thus a *flaming sword* striking through a *flame shield* cannot ignite a scroll or other flammable object by touch.

The material components for this spell are a piece of phosphorous, a drop of mercury, and a cobweb.

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Mold Touch
(Alteration)
Level: 3
Components: V, S, M
Range: Touch
Casting Time: 3
Duration: Special
Saving Throw: Special
Area of Effect: Creature touched
Definition: This spell empowers a druid to transmute mistletoe, holly, or oak leaves (the material components) into brown mold spores without suffering personal harm. Any creature touched by the caster within six rounds of the casting is infected by brown mold. (An attack roll is required; if the druid cannot touch any creature, the mold spores vanish at the end of six rounds.)

The mold spores created by this spell cannot live on plant or inorganic material. All the spores created by the spell are transferred to any creature touched by the druid. Thus, the druid can infect only one creature per spell (in the event of an accident, it could well be a friend or ally). A *mold touch* spell does 4d6 points of damage to the target creature (half damage if a saving throw vs. spell is made). Brown mold spreads upon the victim; in the second round after the attack, the mold does 2d6 points of damage (save for half damage). On every round after that, the victim receives a saving throw vs. spell. If the save is successful, no damage is taken and the spell ends. If the save fails, the victim takes 1d6 points of damage in that round. Brown mold created by this spell is of limited duration, and a victim cannot infect other creatures, even if intending to do so. Magical cold harms mold created by this spell in the usual manner (but also affects the creature on which the mold is growing).

of Zargos

XP Value: — **GP Value:** —

The Milenian Empire

As a greater artifact, this spellbook has 320 power points and recharges at the rate of 20 per turn.

This powerful artifact was created a century ago by the Entropic Immortal named Nyx while in her mortal form as a Milenian wizard named Zargos. With the "death" of Zargos, the book was left to his followers, the Zargosians, who have yet to uncover all of its powers. Nyx created the book in the hope that mortals would one day use it to destroy the sun, and plunge the Hollow World into eternal darkness.

The *Book of Zargos* is currently in the hands of the Zargosians, and is kept upon an altar within the Tower of Night. The Zargosians use it to control the weather around the tower, to create undead creatures and other monsters, and to develop new magical spells.

The covers of the book are made of a black, leathery substance like the skin of a bat's wings. Fixed to the front cover is the horned skull of some diabolical creature. Its eye sockets are filled with obsidian, and glow blackly. The pages of the book appear to be made of thin sheets of bone. A coded language of strange glyphs and sigils covers the pages, and seems to have been etched with a claw or sharp instrument.

Weapon Characteristics: None.

Armor Characteristics: None.

Constant Powers: The following two powers are permanent effects and cannot be used for any purpose other than that described:

- *Phantasmal force* (50 PP) makes the *Tower of Night* appear as a huge, gnarled tree. Anyone touching the "tree" sees it as it really is: a strange, obsidian tower.
- *Weather control* (80 PP) keeps thick clouds and fog around the *Tower of Night*, bathing it and 240 yards of terrain in all directions in deep shadow.

Other Powers: Through a secret ritual, priests and wizards of Zargos become "attuned" with the book. This allows them to draw upon any of the following powers, but only while they are within 420 feet of the artifact:

- *Animate dead* (50 PP).
- *Cause fear* (10 PP).
- *Create poison*, reverse of *neutralize poison* (30 PP).
- *Infravision* (20 PP).
- *Speak with monsters* (60 PP).

The following powers are actually spells written in the book. Because of the coded language in which these spells are written, not all of them have been deciphered by the Zargosians. Those marked with an * may be used by Zargosian wizards and may be found in their individual spell books. The others have not been deciphered, and cannot be used . . . yet.

- *Animate dead**.
- *Close gate*. This is a special version of the reverse of the *gate* spell in that range is extended to line-of-sight. Thus, it could be cast upon the sun of the Hollow World. This "sun" is actually the energy released from a permanent gate to the Sphere of Energy. If the "sungate" were closed, the Hollow World would be plunged into absolute darkness.
- *Cloudkill*
- *Lightning bolt**
- *Power word blind*
- *Shield**
- *Weather control**

Everyone attuned to the book becomes susceptible to the sun's rays, suffering 1 point of damage per round of exposure. The damage can be healed

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by spells and rest as normal. Those attuned to the *Book of Zargos* slowly change over time; their skin pales from lack of sunlight, their eyes become sunken, and their lips pull back from their teeth. The overall effect makes them look like undead creatures, though they do not truly become the undead. Affected characters lose Charisma at the rate of 1 point per month, until a minimum Charisma of 4 is reached.

Each use of the book's powers (but not spells learned from it) drains 1 hit point from the user. The damage cannot be healed by the use of spells; only by rest, and at the rate of 1 hit point per day. If a user's hit points drop to 0 as the result of using a power, the character is dead.

When using the artifact's *animate dead* power, there is a 40% chance the character's alignment changes to a chaotic bent, if not already chaotic.

Users of the book become obsessed with protecting it from harm.

Notes: A *detect evil* spell reveals the book's evil nature. It can be utterly destroyed only by being burned in the fiery heart of the Hollow World's sun.

Spelljammer Detector

XP Value	GP Value
Detector: —	300,000
Helmet: —	10,000

War Captain's Companion

This rare, almost priceless item looks much like a huge, insectoid face that stares blankly into the void of space. Commonly 40 feet long or more, found on asteroids or similar bases, the detector shows the location of all human-size or larger objects within a 20,000-yard radius (40 hexes). A *helmet of liaison* is needed to link the detector to the wearer of the helmet (much as a smaller *antennae of triangulation*). The helmet relays the information found by the detector in exact detail.

When the helmet is worn, the wearer immediately gains a 360(DG), spherical picture of the area around the base. Every minute detail can be seen in his or her mind. The positions of the details change as the base revolves, rotates, and changes heading. If there is a chance that the operator might lose an object being tracked, or that some significant detail might be missed, he or she must make a Wisdom check. Using the detector is fully as fatiguing as manning a *spelljammer* helm, and is subject to the same requirements for resting afterwards.

A *spelljammer detector* (and a *helmet of liaison*) might be purchased for 300,000 gp or more, depending upon availability and the reaction roll of the seller, but not for less than that price. The *spelljammer detector*, can be used as long as a rested operator is available.

Spelljamming Ram

XP Value	GP Value
Blunt +1: 50/ton	1,000/ton
Blunt +2: 100/ton	2,000/ton
Blunt +3: 200/ton	4 000/ton
Grappling +1: 50/ton	2 000/ton
Grappling +2: 200/ton	4,000/ton
Grappling +3: 400/ton	8,000/ton
Piercing +1: 50/ton	1,000/ton
Piercing +2: 100/ton	2,000/ton
Piercing +3: 200/ton	4,000/ton

War Captain's Companion

Somewhat rare items, magically enhanced rams are highly desirable additions to any ship. The bonus they possess applies to both the attack roll and the damage determination. A small ram fits a ship of 10 to 40 tons. A medium ram fits a ship of 40+ to 60 tons. A large ram fits a ship of 60+ tons.

Sphere

Spheres are ball-shaped objects and may be constructed from a multitude of different materials. They can be leather, sculpted wood, rock, crystal, or even chunks of absolute nothing. Spheres are commonly used to divine answers beyond the user's normal senses.

of Annihilation

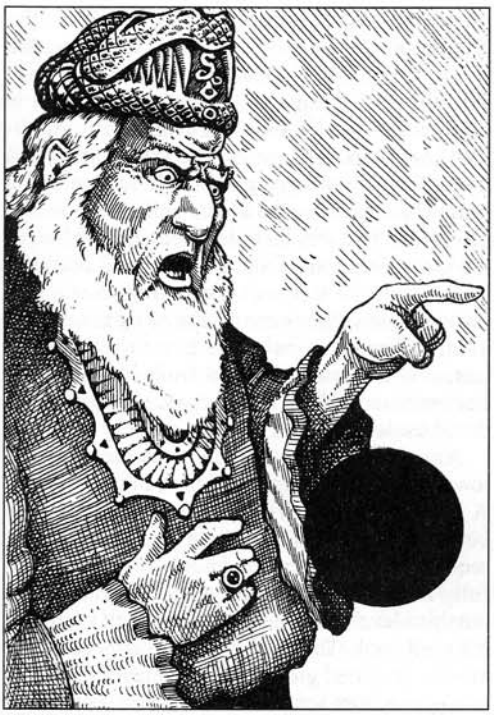
XP Value: 4,000 **GP Value:** 30,000

Dungeon Master® Guide

A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with this sphere is instantly sucked into the void, gone, utterly destroyed—even *wishes* and similar magic can't bring it back.

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 per 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, a wizard adds 1%; for every point over 15, another 3% is added. In other words, add 1 to each point from 13 to 15, and an additional 3% for each point from 16–18—the maximum to move it, 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 after that.

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, and so forth. 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 destroys it, 35% that the spell does nothing, and 15% that a gap is torn in the spatial fabric, and everything in a 180-foot radius is 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 sustains 3d4×10 points of damage. (See also **Talisman**, *of the Sphere*.)

In Ravenloft: Anyone who attempts to control this sphere in the demiplane captures the attention of the Ravenloft powers and must make a powers check.

of Darkness

XP Value: 2,000 **GP Value:** 20,000

DRAGON Magazine 30

The *sphere of darkness* was developed, it is said, to block the keyholes of the doors to Orlow's study and so prevent anyone from seeing that he was napping and not creating exotic magic as he claimed. These are spheres, 1-inch-diameter that consist of an area in which light cannot exist (and is thus totally black). They obey any command given by their owners, but never travel more than 20 feet from him or her for any reason. When not otherwise ordered, the sphere floats directly over the head of the user (probably attracting unwanted attention or even derision). They cannot be harmed and obey their owners until death. Upon the death of its owner, the sphere obeys the next sentient being that touches it.

of False Calling

XP Value: — **GP Value:** 1,000

DRAGON Magazine 145

A *sphere of false calling* resembles a *sphere of warning*. This cursed sphere, however, sounds a random alarm every 1d6 months, and tends to glow and hum at particularly inopportune moments (such as before a wedding or a visitation from friendly forces). This sphere never glows before an attack.

Gax's Sphere of Annihilation

XP Value: 4,000 **GP Value:** 30,000

1992 Fantasy Collector Card 29

This dangerous sphere can be commanded by any wizard, but only by one at a time. Intelligence scores are used to determine who controls the sphere when two or more wizards are vying for it. If both of the competing wizards are of the same Intelligence, then a successful initiative roll determines control for one round, during which time the sphere may be moved 10 yards in the direction of the controller's choice. Initiative must be reestablished every round. Unchallenged wizards are able to move the sphere 10 yards each round for every point of Intelligence they possess. The sphere cannot remain stationary when not uncontrolled.

Glain's Crystal

XP Value: 500 **GP Value:** 1,500

IMAGINE Magazine 12

These are small, 4-inch-diameter hollow spheres with porcelain cores. *Enlarge* and *shatter* are cast upon the cores, and *mending* upon the glass spheres, which binds them into incredibly strong, single units, without any flaws or weaknesses, each containing a core. Each individual *crystal sphere* has a command word that negates the effects of the *binding* spell. Once the command word is spoken, the slightest movement of the sphere causes the core to expand and shatter with a fragmentation effect. The effect causes 4d6 points of damage to all creatures within a 10-foot

radius. The spheres can be used as a booby trap by placing a *magic mouth* upon one, primed to repeat the command word.

Karnrohb's Airy

XP Value: 1,500 **GP Value:** 15,000

Otherlands

Used mostly in rescuing air breathing creatures from drowning, this tiny glass globe creates a globe of energy 6 feet in diameter. Inside the globe is a constantly replenishing supply of fresh air. Water is kept out, but the energy cannot keep out spells or living creatures.

To activate the tiny globe, it must be either hurled at the subject or tapped on the subject's forehead. The sphere can be hurled up to 20 feet away.

The sphere can be used three times a day, each use lasting three hours. This tiny item has a very limited offensive capability; a resourceful person could throw the sphere at a water-breathing foe, causing the enemy to "drown" in the air. The thrower performs this action by making a standard attack roll (the target is AC 10 minus any bonuses for Dexterity, quickness, or speed).

The sphere always remains centered on the subject, though he or she may voluntarily depart by actively concentrating on leaving the sphere. The subject can take no other action that round.

Mierest's Starlit

XP Value: 200 **GP Value:** 2,000

The Magister

Said to be a gift from the purple-cloaked archmage to a traveler who visited Shamblegate, the sphere is of shining silver metal that no blow can crush or mark and that does not tarnish, rust, corrode, or show any effects of heat or flame. It has a diameter of 4 inches, weighs about a pound, and always feels comfortably warm to the touch.

The sphere twinkles with a shifting pattern of cold, blue-white pinpoints of light, whose soft glow clearly illuminates a 20-foot radius. Within this area all sounds are hushed, no winds blow, and all *dancing lights*, *darkness*, *faerie fire*, *light*, and illusion spells are dispelled. Within the area of the globe's illumination, all vision is aided by true sight. If passed through an open flame, the sphere emits soft music of muffled chimes that dies away in 1d4 rounds if the sphere is not brought into a flame again. This music can be heard up to 110 feet away, and stills shriekers who hear it, as well as fascinating most bards.

Undead will not willingly enter or remain in the sphere's illumination, and the more powerful among them usually seek to kill the bearer by magical means and destroy the globe .

Thaddigren's Glowglobes

XP Value: 30 **GP Value:** 300

Dungeon Magazine 24

Thaddigren Dentiata's *glowglobes* are 1-foot in diameter silver spheres enchanted with modified *continual light* spells. The spell is triggered on and off by touching a 4-inch-square silver plate that was created at the same time as the *glowglobe* but was installed elsewhere. Most of the *glowglobes* are fixed in place and impossible to remove without damaging them. The portable *glowglobes* are activated by touching a 1-inch-diameter, ruby jewel on their square bases. If the jewel is pried from its setting, it becomes worthless and the *glowglobe* is rendered useless.

Any portable *glowglobe* removed from the tower requires recharging after 10d4 turns of use. A recharged *glowglobe* works for 10d4 turns before needing to be recharged again. Recharging requires a spellcaster who knows, or can successfully research, the modified spell. Dentiata has the third-level recharge *glowglobe* spell written in his spell book. The spell will work only on a previously prepared *glowglobe*, but manufacturing a *glowglobe* from scratch is much more difficult.

The silver content of a spent or damaged *glowglobe* is worth 20 gp; normal *glowglobes* are worth 300 gp each, and their encumbrance is 10 pounds each.

of Warning

XP Value: 2,500 **GP Value:** 18,000

DRAGON Magazine 145

A *sphere of warning* is a 2-foot-diameter globe suspended in gold or silver framework. The entire device is over 4 feet high and 3 feet in diameter, weighing about 300 pounds. The outside of the magical globe is bright green marble streaked with black or red. This sphere is a divination device that begins to glow and hum exactly three days before the structure in which it is contained is to be attacked by any force (an attack is defined as any outside party attempting forced entry into or committing hostile action against the edifice containing the *sphere of warning* or the proper ruler of this edifice). The sphere is capable of fine distinctions, and generally has the DM's tastes with regards to the definition of "proper ruler." The hum and glow of the sphere begin quietly, but increase in intensity during the three days before the attack. Unfortunately, the alarm of a *sphere of warning* is always the same, whether heralding an army of 3,000 orcs led by an archmage or signaling the arrival of three halflings armed with pointed sticks.

When a *sphere of warning* is taken from one structure to another, it ceases to function, resum-

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ing operation only when a command word is uttered (there is a 50% chance this command word is engraved somewhere on the sphere).

Spiderwalker

XP Value: 5,000 **GP Value:** 2,500

Maztica Campaign Set

The *spiderwalker* is an enchanted being created from the body of a dried tarantula. When imbued with the powers of hishna, the *spiderwalker* becomes a deadly terror.

It can only be activated at night, and lasts for the duration of that night only. It ceases to function when the first rays of the sun rise—even if that sunrise is concealed by clouds, or the *spiderwalker* is indoors or underground. It has the following statistics:

Spiderwalker: AC –4; MV 6; HD 13; THAC0 7; #AT 1; Dmg 1 + poison.

The creature can spring up to 10 feet in order to attack. It can drop from any height, falling with amazing accuracy (+2 on attack) onto a victim below.

A *spiderwalker* can be given very specific instructions by one who knows the command word. It can be directed to strike at a single individual, or to attack as many of a certain group as it encounters.

Spinning Wheel

XP Value	GP Value
Cursed: —	1,000
Normal: 600	3,000

The Book of Marvelous Magic

This rare item can be used to spin straw into gold. The user may spin up to 100 gp per night, for the wheel does not function during daylight hours. While being used, however, there is a 5% chance per night it will attract an undead monster (phantom, haunt, or spirit); if so, the monster arises from the earth with normal chances for surprise.

Some rare *spinning wheels* are cursed, so that the user automatically pricks a finger on a poisoned spindle. The victim must make a saving throw vs. poison with a –4 penalty to the roll or sleep until the curse is removed by the kiss of a prince or princess. This curse cannot be broken otherwise, even by a *wish*; however, the sleeping victim needs no food, water, or air.

Springerie

XP Value: 1,000 **GP Value:** 5,000

Secret of the Slavers' Stockade

Much like a *wand of opening*, a *springerie*, when struck against a locked or bound object, opens it like a *knock* spell.

Spyglass

XP Value: 500 **GP Value:** 2,500

Champions of MYSTARA®

This 2-foot-long, hollow metal tube has an eyepiece at one end and a large crystal at the other. Anyone looking through the eyepiece can view any spot up to one mile distant as though it were 10 feet away.

Staff

Staves are usually 5 or 6 feet long and as thick as a young sapling—about 1½ inches at the base, tapering to 1 inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, bound with metal, and likely to be gnarled and twisted. They can be unusual or quite ordinary.

Staves, like wands and rods, are powered by charges. A stave typically has 1d6+19 charges when found. 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 magic items. Once all the charges are used, the staff 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*, and other effects.

Remember that a wizard who possesses a staff always has a weapon in hand as well. A staff, although magical and possessing one or more magical abilities, can also be used as a hand-to-hand weapon. These staves cause the same damage as a normal quarterstaff.

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. The command can be as simple as a single word ("heal") or 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 greatest toil, I command thee, staff, uncoil!"). Since command words are the keys 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.

Roll	Staff Type
01–04	Blade Pole
05–08	Bo Stick
09–12	Climbing Pole
13–17	Fustibalus
18–21	Hooked Pole
22–25	Jitte
26–29	Jo Stick
30–33	Kumade
34–37	Lajatang
38–42	Lathi
43–46	Litte
47–50	Mirror Pole
51–54	Quabone
55–58	Quarterstaff
59–62	Shikomi-Zue
63–67	Sode Garami
68–71	Staff
72–75	Staff-Bow
76–80	Staff-Mace
81–83	Staff Sling
84–87	Stick
88–92	Sword Stick*
93–96	Sword-Staff
97–00	Tetsubo



of Air and Water

XP Value: 200 **GP Value:** 4,000

The Minrothad Guilds

This staff provides the ability to breathe water, and its effects on the Elemental Plane of Water automatically extend to a 10-foot radius.

Alar Ch'Aranol's

XP Value: 6,000 **GP Value:** 30,000

DARK SUN® MC Appendix

Alar Ch'Aranol, the leader of the Peace-bringers, owns a *staff of conjuring elementals* that is able to summon one of each type of lesser elemental each day. The summoned elementals always recognize Alar as a friend and treat him as they would an elemental noble.

of Aquatic Wizardry

XP Value: 1,000 **GP Value:** 50,000

Otherlands

Always made from a long piece of driftwood and ritually purified during Solinari's High Sanction, these staves are eagerly sought by all Dargonesti wizards. They can be wielded as normal weapons with a +2 enchantment. They act as *rings of protection +2* and as *necklaces of adaptation*, enabling the owner to exist above or below the sea.

The staff also enables the wielder to create a *waterspout* three times a week. The spout is a funnel of water 100 feet high and 40 feet wide at its top, tapering down to 5 feet in width. Anything caught up in this fearsome water form is helplessly tossed about, unable to take any action. If the staff's wielder wishes, the victim can be spat out of the spout at a movement rate of 48. Should the victim's momentum be halted by something hard, like a rock, the impact inflicts 5d12 points of damage. The waterspout can be created under the sea or on the water's surface. It lasts for 2d4 rounds, and has a speed factor of 1. Making a waterspout expends two charges.

The staff also has the following powers, requiring one charge each: *alarm*, *enlarge*, *fog cloud*, *shield*, *summon swarm* (tiny marine animals), and *whispering wave* (as *whispering wind*, but underwater).

The following spells can be cast at the expense of two charges: *airy water*, *animal growth* (sea creatures only), *chain lightning*, *control weather*, *crystalbrittle*, *dust*, *Evard's black tentacles*, *lower water*, *part water*, *summon water elemental*, *transmute water to dust*, and *water breathing*.

Arctor's Staff of Swarming Insects

XP Value: 150 **GP Value:** 1,500

1993 Collector Card 350

Arctor's staff functions much as a typical *staff of swarming insects*, expending one charge to create a swarm of insects (60 insects plus 10 per level of the user). However, Arctor can alternately choose to create 2d4 –1 giant insects by expending three

charges. In either case, the range of the created swarm is 60 feet +10 feet per level of the caster.

Aric's Staff of Power

XP Value: 12,000 **GP Value:** 75,000

1992 Fantasy Collector Card 22

Aric's version of this powerful staff is a variation of the *staff of power*. The following powers consume one charge: *continual light*, *fire burst*, *darkness 5' radius*, *ray of enfeeblement*, *cone of cold*, and *ride the wind*. Expending two charges will grant the following: *shield 5' radius*, *globe of invulnerability*, and *lower resistance*. In addition, the staff gives Aric a +2 bonus to his Armor Class and saving throws, and a +4 bonus to saving throws vs. alteration spells. Expending charges does not cause additional damage.

of Battle

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 173

This staff is a +3 weapon that cannot be cut by any blade. Its magical speed enables its bearer to strike first in any round, and it attracts all missiles (even *magic missiles*) passing within 10 feet of any part of it. The missiles avoid striking any living being, but touch the staff and are absorbed harmlessly. If a *staff of battle's* attack roll (adjusted with its bonus) is 20 or greater, any armed opponent that it strikes must make a successful Dexterity check on 4d6 or be disarmed, the opponent's weapon flying out of immediate reach (1d10+10 feet away). These functions are all automatic and continuous, and do not drain any charges.

A *staff of battle* can *repel* (as the 6th-level wizard spell *repulsion*) all creatures within 10 feet. This power drains two charges per use and can be exercised only once every six rounds. The *repulsion* lasts for only two rounds, after that affected creatures are free to return.

Once per day (144 turns), a staff bearer can designate any successful hit to be a *thunderstrike*. The decision must be made immediately upon striking the target, and the blow instantly drains eight charges from the staff (insufficient charges produce no result). A *thunderstrike* can be heard as a deep, booming noise; it is a magical force sufficient to deal double damage to any opponent of human-size or smaller (no saving throw) and triple damage to all larger creatures. Any creature struck must make a successful Dexterity check on 1d20 to avoid being thrown to the ground, and also make a successful Strength check on 1d20 or be stunned for 1d3 rounds. If stunned, the victim reels helplessly; gains a –3 penalty to Armor Class; is unable to attack, cast spells, or concentrate; and is liable to drop any held weapons or other objects unless a Dexterity check on 1d20 is made for each.

If used against nonliving objects, a *thunderstrike* does 1 point of structural damage and forces any object it strikes to successfully save vs. crushing blow at a –3 penalty or be crushed.

of Battle II

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 179

This *staff +1* allows its user double the normal number of attacks allowed per round. Once a day, it can also be thrown while spinning and does double normal damage to the first being it strikes.

Blackstaff

XP Value: 1,000 **GP Value:** 10,000

Iuz the Evil

This ghastly blackwood staff is shod with silver bands and topped by a carved head that is banded and decorated with runes of Iuz's cult. Only the highest-level (13+) priests of Iuz can possess a *blackstaff*, and very few of these staves exist. The staff may only be used by priests or clerics. *Blackstaffs* are charged items, rechargeable by the joint efforts of a priest of level 16+ and a wizard of the same level. They have a range of effects, some of which do not require the use of charges. A *blackstaff* is a +3 magical weapon, but on a successful attack roll of an unmodified 18, 19, or 20, it inflicts double damage (2d6+6) on creatures of good alignment.

A priest employing a *blackstaff* is permanently *protected from good* as long as he or she wields the staff. By gripping the staff firmly and touching one target creature, the priest may cast *command* or *cause fear* (reverse of *remove fear*) three times per day each. These functions do not expend charges.

By expending one charge, the priest may create any of the following effects:

- Create a *screaming skull.*
- Create an 8-HD *fireball.*
- Cast *cause critical wounds* to a range of 30 yards.
- Create an acid vortex of 10-foot radius to a range of 60 yards. Damage is 8d4 points, halved if a successful saving throw vs. staves is made.

By expending two charges, the priest may create any of the following effects:

- Summon a *vampiric mist* that persists for up to six hours.
- Inflict a *death touch*, which requires a successful attack roll to be made in melee combat.
- Cause harm to an opponent, again requiring a successful melee hit.

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Caduceus

XP Value: 900 **GP Value:** 9,000

DRAGON QUEST® Game

This magical staff is carved from oakwood. It has two feathered wings on top and two snakes coiled around the staff. Three times per adventure, the holder of the *caduceus* may command it to *cure* someone. The effects of this magic are the same as the spell of the same name (in other words, 1d8 points of damage are healed). Only priests can use this item.

of Caracanomnos

XP Value: 2,500 **GP Value:** 15,000

The Milenian Scepter

It is believed that Caracanomnos created this staff from the bones of his own father, who was himself a powerful sorcerer. Over the years, the staff has gained a reputation for its destructive power, having been the doom of several Milenian heroes who sought to defeat Caracanomnos.

The staff is made of fused bones and topped by a leering skull. The eye sockets of the skull are filled with obsidian. The staff is only usable by wizards. It may be wielded as a *staff +2*. Additionally, it may be used to duplicate the following magical spell effects:

- **Curse:** Black beams from skull's eyes, range, two charges.
- **Darkness:** One charge, radius 10 yards.
- **Magic missile:** Four missiles per round, one charge.

Catstaff

XP Value: 6,000 **GP Value:** 13,000

DRAGON Magazine 99

This item is a black, 7-foot-long staff of stout wood, topped with a sculpted knob resembling a cat's head. When carried or strapped to one's person, it imparts abilities related to silent movement and concealment. The bearer of a *catstaff* is able to perform the following thief-based skills.

Skill	Percentage Change for Success
Climb walls	98%
Move silently	70%
Hide in shadows	94%

The user can also see with *infravison* to a 60-foot range, and cast *shadow* six times per day. This shadow is a 10-foot-radius globe of *semi-darkness* centered on the staff; the gloom does not block *infravision*, and is negated by a light source within its confines. It can be dispelled by magical (not normal) *light* that touches its periphery. Unless dispelled or canceled by the desire of the staff holder it remains in effect for 1d4 turns. The *shadow* does not allow normal vision into or through its area of effect, and as such serves as a defense against visual attacks (gaze weapons, *hypnotic* and dazzling effects, and the like).

The *catstaff* is a magical weapon and can be used in combat as a normal quarterstaff would be; however, it has no bonuses to attack or damage. It can be employed as a weapon while any or all of its magical properties are being used. The staff never makes any noise while tapping, scraping, striking, or otherwise contacting solid objects. Many of these staves contain secret compartments for the carrying of small items such as thieves' tools, spell components, magical *tokens*, and the like. If broken in two, all magical properties are lost.

Catstaff II

XP Value: 6,000 **GP Value:** 13,000

The Magister

This item is a black, 7-foot-long staff of stout wood topped with a sculpted knob resembling a cat's head. When carried or strapped to one's person, it gives the user the abilities of silent movement and concealment. The bearer of a *catstaff* is able to climb walls (if both hands are free) and move silently as a 9th-level thief, hide in shadows with a 94% chance of success, see with *infravision* to a 60-foot range, and cast *shadow* six times a day. The *shadow* is a globe of semidarkness, 10-foot-radius, centered on the staff; its gloom does not block infravision, and is negated by a light source within its confines. It can be dispelled by magical (but not normal) light that touches its periphery, and unless dispelled or canceled by the desire of the staff holder, it remains in effect for 1d4+1 turns. The *shadow* does not allow normal vision into or through its area of effect, and serves as a defense against visual attacks (gaze weapons, hypnotic and dazzling effects, and the like).

The *catstaff* is a magical weapon and can be used in combat as a normal quarterstaff, although it gives no bonuses to attack or damage rolls. It can be employed as a weapon while any or all of its magical properties are being used. The staff never makes any noise itself while tapping, scraping, striking, or otherwise contacting any solid object. Many such staves contain secret compartments for carrying small items such as thieves' tools, spell components, magical tokens, and the like. If it is broken, the staff's magical properties are all lost.

Centeotl's

XP Value: 8,000 **GP Value:** 35,000

Legends & Lore

When victims are hit by *Centeotl's staff*, they must save vs. poison or fall ill and suffer an addi-

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tional 1d6 point loss from Constitution. The loss is permanent, although the points can be restored by a *cure disease* spell.

of Cirulon

XP Value: 1,000 **GP Value:** 7,500

Dragon Keep

This is a staff of clear crystal, 6 feet in length. It holds a maximum of 50 charges and can be recharged at a rate of three charges a day if exposed to sunlight. The staff can perform all of the following functions once a day like the various spells, each function requiring one charge: *detect evil*, *detect magic*, *cure light wounds*, *cure disease*, *neutralize poison*, and *purify food and drink.*

of Command

XP Value: 5,000 **GP Value:** 25,000

Dungeon Master Guide

This device has three functions, only two of which are effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The staff can be recharged. The three functions are:

Human influence: This power duplicates that of the ring of the same name. Each *suggestion* or *charm* 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 the same name, all types of animals listed). Either use drains one charge per turn or fraction of it.

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.

of Commanding

XP Value: 5,000 **GP Value:** 25,000

Dungeons & Dragons® Rules Cyclopedia

Usable by all spellcasters, this item has all the powers of the *rings of animal*, *human*, and *plant control.*

of Conjuration

XP Value: 12,000 **GP Value:** 60,000

Polyhedron® Newszine 82

This weapon is a magical *quarterstaff +3*. Carvings depicting animals, flying creatures, humanoids, and monsters of several kinds cover its complete length. Any conjurer (specialist wizard) can use the special powers of this staff.

- The staff can use up to seven charges per day to cast monster summoning spells. *Monster summoning I* costs one charge and greater spells cost additional charges according to their power; *monster summoning VII* costs seven charges. The staff cancels all *protection from evil/good* spells in a 30-foot radius, making it possible for the conjured creatures to attack.
- Once a day, the conjurer can cause four black tentacles to grow from his or her sides. Each tentacle is AC 4, 15 feet long, and has 20 hit points. The tentacles attack with a THAC0 of 15. A successful hit inflicts 1d6 points of damage and the tentacle wraps around the target. On each round after the first, the victim takes 2d6 points constriction damage and must make a saving throw vs. spell each round or loses 1 point of Strength. A creature can escape by making a successful open doors roll. This power drains three charges.



of the Couatl

XP Value: 7,500 **GP Value:** 20,000

Dragon Magazine 86

The *staff of the couatl* is a device much appreciated and used by good priests, particularly those who follow the good-aligned deities of the Central American mythos. The lawful neutral priests of Quetzalcoatl, however, may use staves of this sort normally. A *staff of the couatl* is about 7 feet long, with the top 3 feet of the staff fashioned in the shape of a winged couatl. Such staves are usually made from precious materials such as ivory

over a silver core, and are magically strengthened so they can be used in combat (as quarterstaves). This powerful staff has the following abilities:

- It can be used to summon one couatl a month to serve the needs of the priest possessing the staff. The couatl has randomly determined hit points and psionic abilities. It fights on behalf of the summoning priest until the opponent is vanquished or escapes, or until the user of the staff commands the attack to cease. If the couatl is summoned to fight against insurmountable odds, or if the combat does not seem to be favoring the side of the couatl and the priest, the couatl will wrap its tail around the priest and *transport* both of them to a place of safety elsewhere on the Prime Material Plane (by traveling through the Ethereal Plane). The destination is not under the control of the priest. In any event, the couatl vanishes back into the Ethereal Plane 1d4+4 turns after being summoned, or sooner if the priest commands it. This power may be used only by lawful good priests who follow Quetzalcoatl.
- So long as the staff is carried, the priest gains a +2 bonus to saving throws vs. spell, including magical effects, and a +4 bonus to saves vs. poison. These bonuses are cumulative with those offered by other devices, like a *ring of protection*.
- The staff is +1 on attack and damage rolls when used in combat.
- The staff may be used to affect the casting of certain spells: *detect evil* and *snake charm* each three times a day; *neutralize poison* and *sticks to snakes* each once a day; and *wind walk* once a week. All spell effects are at the 8th level of ability.

A priest of neutral alignment, with the exception of neutral good priests, (that is, lawful neutral, chaotic neutral, or neutral evil) who grasps the staff is never harmed, but cannot use any of its powers (except for priests of Quetzalcoatl). An evil priest who picks it up takes 1d4+1 points of damage each round the staff is held. If a priest of Tezcatlipoca, Quetzalcoatl's chief rival, is struck by or picks up this staff, damage is doubled, and the priest must save vs. poison each round the staff is held or die.

of Curing

XP Value: 6,000 **GP Value:** 25,000

DUNGEON MASTER Guide

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 a day (the staff can function only eight times during a 24-hour period). It can be recharged.

of Curing II

XP Value: 6,000 **GP Value:** 25,000

DRAGON Magazine 35

This staff has the ability to slay any porcine creature, including certain humans, for its strike turns them into a roughly triangular, semi-boneless heap.

Damh's

XP Value: 4,000 **GP Value:** 15,000

Monster Mythology

The avatar's staff can affect 2d4 korreds, satyrs, or atomies as a *potion of invulnerability* by touch once a day.

of Devotion

XP Value: 8,000 **GP Value:** 35,000

DRAGON Magazine 179

This magical staff may only be used by priests (of any kit). Hierarchy priests (pragmatists, ethoists, and moralists) gain additional advantages. Any priest may use the following powers without draining any charges, three times a day, once per round: *atonement*, *bless*, *create food & water*, *cure light wounds*, *avert evil eye*, *purify food & drink*. The following powers use one charge each but may be used multiple times in one day, once per round, by any type of priest: *cure serious wounds*, *dispel magic*, *enthrall*, *neutralize poison*, *remove curse*. The following powers use three charges each and may only be used by hierarchy priests (the pragmatist, ethoist, and moralist kits): *flame strike*, *holy word*, *legend lore*, *raise dead*, *restoration*. In addition, the staff provides a +2 bonus to all saving throws of the individual who holds it.

Dionysus's

XP Value: 1,000 **GP Value:** 7,500

Legends & Lore

Anyone who is touched by the staff of Dionysus's avatar must save vs. spell or suffer from *confusion* as the priest spell.

of Disjoining

XP Value: 4,500 **GP Value:** 22,500

DUNGEON Magazine 35

Records of how to construct this powerful staff have been lost in antiquity, though it seems certain to require the aid of a high-level priest. This type of staff is unadorned, resembling a gnarled walking stick. Sacred in nature, a *staff of disjoining* may be used only by a priest of the appropriate alignment.

A *staff of disjoining* has two powers. At the cost of one charge, the staff may inflict *feeblemindedness* (like the spell) on any being it hits. The staff's primary power, however, is much

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more awesome. At the cost of two charges (more may be spent for greater effect if the user so desires), the user may attempt to *disjoin* any being hit, separating the victim's body from its mind. The victim must be hit by the staff and is allowed a saving throw vs. staves at –2 to avoid the effect.

If the saving throw fails, the victim's body and mind enter a state of suspended animation for a number of turns equal to the number of charges spent. When the *disjoining* ceases, the victim returns to a normal state.

If the user of the staff is a high priest, he or she may opt to permanently *disjoin* the target. The target must first be *disjoined* by the staff in the normal way. Then the high priest speaks a special command word and the staff floats into the air, maintaining the state of *disjunction* in the target until the staff is moved by an outside force.

Each *staff of disjoining* has a specific alignment. Only beings of the same morals as the staff (good, neutral, or evil) may disturb a floating staff. Others who attempt to may conclude that the staff is illusory—hands or objects pass through it. If the staff is touched or bumped by a being of the same morals, there is a 75% chance that either the mind or the body of the disjoined being is released (50% chance for each). If the staff is grasped, both are released.

The act of permanently *disjoining* a target uses up all of the staff's remaining charges. Temporarily *disjoining* a target does not require the staff to remain in place and may be done any number of times, depending on the *staff's* total charges. These staves cannot be recharged.

of Dispelling

XP Value: 4,000 **GP Value:** 20,000

DUNGEONS & DRAGONS Rules Cyclopedia

The touch of this item has the same effect as a *dispel magic* spell from a 15th-level caster, but it will affect only the item or magical effect touched. Any potion or scroll touched is completely destroyed, and any permanent magical item touched becomes nonmagical for 1d4 rounds (including armor and weapons). This effect may be permanently harmful to intelligent swords (DM's choice). Each use of the staff costs one charge. This staff is usable by any character.

of Displacement

XP Value: 6,000 **GP Value:** 30,000

DRAGON Magazine 173

This magical staff functions at all times as a *cloak of displacement +2* when up to three beings hold it. The protection functions continuously and drains no charges.

The staff can also, upon command (a silent act of will not requiring a gesture or utterance), enable a single creature grasping the staff to *jump*, as the 1st-level wizard spell. This function drains one charge and may be activated as often as desired, once per round.

The staff can also *part water* by touch in a 5-foot cylinder. The cylinder is centered on the staff and extends 4 feet beyond either end of it, enabling beings to breathe air while submerged. Magical processes replenish the air continuously to keep it fresh and drain one charge per round from the staff while performing this function. This function requires the utterance of a secret command word to activate the staff. The function ceases upon the mental command of any being grasping the staff, and it may be used as often as desired.

Finally, all *staves of displacement* can temporarily negate (but not destroy) *wizard locks* and *hold portal* spells, regardless of the level of the caster. The touch of the staff causes the guarded door or portal to glow with a faint radiance for 1d4 rounds; during this time, all creatures who wish to do so may pass freely through the guarded area. When "free passage" ceases, any creatures caught passing through the guarded area may proceed but must suffer a system shock roll. This function operates automatically, whether passage is desired or not, and drains one charge per level of the caster of the *hold portal* or *wizard lock*.

of Divergence

XP Value: 1,000 **GP Value:** 9,500

The Ruins of Myth Drannor

This sort of staff is a defensive weapon. Upon its crafting, the staff must be set to guard against one type of attack (typically "fire" or"lightning"). It is effective only against the chosen types of attack, of both natural and magical origin, and regardless of intensity.

Any attack of the chosen type directed within 9 feet of any part of a *staff of divergence* is automatically turned away, to a spot or target within 90 feet chosen by the staff bearer. If no one is holding the staff or if the bearer does not choose a destination for the attack, determine where it takes effect randomly. This function of the staff drains three charges per use, and can be used only six times in any 24-hour period.

Divergence is effective against spells and magical item discharges employing the attack form guarded against, but it cannot guard against "all spells" or "all poisons." It could be crafted to ward off "all acids," but all flaming attacks and all electrical and energy discharge attacks are by far the most common attack types guarded against by such staves.

A *staff of divergence* has an additional power,

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usable at will and requiring no charges. It can emit a *faerie fire* radiance of any hue desired. The staff must be held to change the intensity and color of the radiance, or to end it. These processes require concentration that precludes spellcasting, but can be accomplished within a round.

Diviner of Life

XP Value: 1,000 **GP Value:** 7,500

Dragons of Dreams

This magical artifact was created by Waylorn Wyvernsbane during the Age of Might. The staff is 4 feet long. Each end is capped with a band of gold and steel that is 6 inches long. The staff has a 3-foot long section of what appears to be clear glass in the middle. It will withstand 20 points of damage before breaking. If the glass breaks, the staff is useless.

There seems to be a swirling white fog within the glass section. When the keyword is spoken, the fog clears completely. If the staff then touches a living being, the life force (hit points) of that being will register as a bright green line that extends from the bottom of the staff, 1 inch per 10 hit points registered. The staff was used by commanders for determining the general condition of their troops.

Dolmaria's Staff of Withering

XP Value: 9,000 **GP Value:** 40,000

1992 Fantasy Collector Card 75

Delmaria's staff is a +2 weapon to attack and causes 1d4+2 points of damage when a single charge is expended. If two charges are expended, the struck enemy also ages 20 years. Three charges will wither a random limb of the struck creature. Ageless creatures are unaffected by the staff. However, there is always a 5% chance per charge expended that the effects of the staff will backfire on Delmaria (one charge has a 5% chance; two charges, 10% chance, and so on).

Druid

XP Value: 10,000 **GP Value:** 50,000

Moonshae

The *druid staff* is a shaft of oak with a head carved in the shape of a wild animal, usually a boar, wolf, deer, or eagle. The staff allows the user to perform several special functions.

It can be used to *summon animals* of the type carved onto the staff. At a cost of two charges, the user can send out a call. All animals of the appropriate type within 12 miles hasten to the druid as quickly as possible. Once they reach the druid, they act as if under an *animal control* spell.

The staff can also be used to cast *animal control* on any animal within sight of the staff, at a cost of one charge. The staff functions as a magical weapon, with a +2 bonus to attack, inflicting 1d6+2 points of damage on a successful hit.

The staff also functions as a *python staff*, with the characteristics of the *staff of the serpent*. This includes the destruction of the staff if the snake is killed. Using the staff as a snake costs one charge.

At a cost of two charges, the staff can be used to cast one of the following druidic spells: *call lightning*, *dispel magic*, *cure serious wounds*, *plant growth*, *cure disease*, and *speak with plants*.

Once a month, with no cost in charges, the staff can perform one of the following greater abilities: *wall of fire*, *transmute rock to mud*, *conjure fire elemental*, *insect plague*, *wall of thorns*, and *conjure earth elemental*.

After using its greater power once, the staff only regains this ability if it is recharged in a Moonwell beneath a full moon.

of the Druids

XP Value: 10,000 **GP Value:** 50,000

DUNGEONS & DRAGONS Rules Cyclopedia

This staff is usable only by druids. A druid carrying one gains an extra spell at each spell level. The extra spells must be selected when the usual spells are acquired (usually during morning meditation). Each day's use of the staff uses one charge. The staff is a *weapon +3* as well, and may be used as such (inflicting 1d6+3 points of damage) without using any charges.

of an Element

XP Value	GP Value
Earth: 10,000	20,000
Air: 10,000	20,000
Fire: 10,000	20,000
Water: 10,000	20,000
Earth and Fire: 20,000	45,000
Air and Water: 20,000	45,000
Elemental Power: 30,000	65,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable only by wizards, there are seven types of these staves; roll 1d100 to learn the exact type found.

Roll	Staff Type
01–21	of Earth
22–42	of Air
43–63	of Fire
64–84	of Water
85–91	of Earth and Fire
92–98	of Air and Water
99–00	of Elemental Power

Each staff is a *staff +2* and may be used as one without using any charges, striking for 1d6+2 points of damage. Staves of two elements gain all the powers of both staves, and the staff of elemental power has the powers of all four.

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Each staff contains the following powers when used on the Prime Material Plane:

- A +4 bonus to saving throws vs. attack forms based on that element.
- Complete immunity to attacks by any elemental of that type.
- The ability to *summon* one 8 HD elemental of that type per day (as the wizard spell), each summoning costing one charge.
- Certain spell-like effects, each costing one charge per use. These created spell effects are treated as if cast by a 10th-level spellcaster. The effects are dependent on the type of element as follows:
- **Earth:** *web*, *wall of stone*
- **Air:** *lightning bolt*, *cloudkill*
- **Fire:** *fireball*, *wall of fire*
- **Water:** *ice storm* or *wall*

When used on the elemental plane of the corresponding type, the powers are quite different. As long as one or more charges remain in the staff, the powers granted to the holder are not the powers given above, but rather the following powers:

- Immunity to damage from the plane itself, with vision to 60-foot range.
- Movement within the plane at the rate of 120 feet per turn (60 feet/round).
- Communication ability with any resident of that plane.
- A –4 bonus to Armor Class if attacked by a resident of that plane.

Note that these staves do not provide the ability to breathe on the plane; some other device or spell must also be used. However, when a staff is used along with a matching *ring of elemental adaptation* or *talisman of elemental travel*, all effects given above are extended to a 10-foot radius around the user.

Except for the *staff of elemental power*, each staff can be used to negate effects relating to the element to which it is opposed at the cost of one charge if the effect was produced by the opposite staff or two charges if a normal spell was used. For example, a *staff of air* could be used to negate a *wall of fire* spell cast by any wizard, at the cost of two charges.

A summoned elemental may be sent back to its home plane with the same cost of charges (one if produced by the opposite staff, two if conjured by spell), but the elemental must be touched by the staff (possibly requiring a normal attack roll).

If a staff is ever taken to the plane it is opposed to, it immediately explodes, inflicting 20 points of electrical damage plus 1d8 points of damage per charge remaining in the staff. The explosion fills a sphere of 60-foot-radius; all creatures within the effect may make a saving throw vs. spell with a -4 penalty to the roll to take half damage. The wielder of the staff, however, gets no saving throw.

of the Elements

XP Value	GP Value
Earth: 10,000	25,000
Air: 10,000	25,000
Fire: 10,000	25,000
Water: 10,000	25,000

Tome of Magic

This powerful item appears to be a *staff +2*. If it is grasped by an elementalist, however, its true power becomes 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 1 Hit Die. When all charges are expended, 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. Rod, staff, or wand. If the save fails, 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.

The following powers require the expenditure of one charge per use:

Earth: *Dig*, *Maximilian's stony grasp*
Air: *Stinking cloud*, *wind wall*
Fire: *Fireball*, *pyrotechnics*
Water: *Water breathing*, *watery double*

The following powers drain two charges per use:

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Earth: *Passwall, transmute rock to mud*
Air: *Cloudkill, solid fog*
Fire: *Fire shield, wall of fire*
Water: *Airy water, wall of ice*

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

Earth: *Crystalbrittle, stone to flesh* (reversible)
Air: *Airboat, suffocate*
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 elementalist. Note that elementalists are restricted against the use of spells and magical items of the element that directly opposes their element of specialty. Thus, an elementalist 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.

of the Elements: Air

XP Value: 10,000 **GP Value:** 20,000

Infinity Sphere

Slightly modified from the version found in the *Tome of Magic*, this staff has the following properties:

- *Affect normal fires* three times a day
- *Fireball, pyrotechnics, magic missile* twice a day
- *Fire shield, wall of fire* once a day.
- *Forest's fiery constrictor, Malec-Keth's flame fist*

of the Elements: Fire

XP Value: 10,000 **GP Value:** 20,000

Infinity Sphere

A slightly modified version of that in the *Tome of Magic*, this staff has the following powers:

- *Wall of fog*, three times a day
- *Stinking cloud, wind wall*, twice a day
- *Cloud kill, solid fog*, once a day
- *Airboat, suffocate*, once a week

of Ethereal Action

XP Value: 7,000 **GP Value:** 15,000

The Magister

Also known as a *blink staff*, this item appears to be a normal wooden staff, but when a command word is spoken, it allows the holder to *blink*, as in the spell, for a cumulative period of up to two turns per day. In battle, the *blinking* stops (and begins again) instantly upon the holder's command.

This *staff +1* is able to strike creatures on the Ethereal Plane (such as couatl, ghosts, phase spiders, and characters using *armor* or *oil of etherealness*), as well as those on the Prime Material Plane. This staff neither has nor requires charges.

of the Fates

XP Value: 25,000 **GP Value:** 90,000

Fate of Istus

The *staff of the fates* can be used as a *staff of striking*, but it also has magical powers that the user can call upon. Every time the holder uses the staff in this fashion, his or her Intelligence score suffers a temporary decrease. The device goes inert (and no point loss occurs) if the user tries to call upon a power that would reduce the Intelligence to less than 9. Lost Intelligence points are regained at the rate of 1 each day, by resting or sleeping for at least four hours. Fractional lost points are disregarded for purposes of Intelligence-related abilities; for instance, a character with a score of 15½ makes Intelligence Checks as if his or her score was 16. The following powers can be employed by the user once a day:

Powers costing 2 points: *Timestop, tempus fugit, magic mirror* (unlimited range and duration, *contact other plane*; no chance of failure or insanity).

Powers costing 1½ points: *reincarnation, sending, truename, geas.*

Powers costing 1 point: *divination, true seeing, find the path, word of recall.*

Powers costing ½ point: all cantrips and all 1st-level priest spells.

Fiend

XP Value: 8,000 **GP Value:** 40,000

Vault of the Drow

The *fiend staff* has a number of functions, but each can be used only once per day.

- Touch causes *fear* (no save).
- A hit causes 4d6 points of damage.
- *Summon* any lesser baatezu.
- Transforms the holder into any lesser baatezu for 5 rounds.

of Flames

XP Value: 10,000 **GP Value:** 40,000

DRAGON Magazine 179

This staff allows any wizard to use the following powers, at the cost of one charge per use: *affect normal fires, flaming sphere, pyrotechnics, sun-*

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dazzle, *sunfire*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff: *conjure fire elemental*, *sun stones*, *enhance fire creatures*. Only a flame mage may use *conflagration*, it consumes four charges (the staff wielder's level is used to determine the duration of this spell). The wielder is also considered to be under the effects of a *flameproof* spell as long as he or she holds the staff. The *flameproof* effect disappears when all charges of the staff are expended.

Fraz-Urb-Iuu's

XP Value: 18,000 **GP Value:** 90,000

The Lost Caverns of Tsojcanth

Fraz-Urb-Iuu's own weapon is a staff that combines the abilities of a *rod of beguiling*, a *rod of rulership*, and a *staff of command*. This weapon was stolen when he was imprisoned, and has since disappeared. No one, not even other fiends, wishes to see this artifact recovered.

of Fury

XP Value: 8,000 **GP Value:** 40,000

Old Empires

This staff is used in conjunction with a wizard's normal arsenal of spells. When a wizard casts spells while holding this staff, all spells are +1 on casting time, but become devastatingly powerful. Damage spells gain +1 per die, even exceeding maximums. All saving throws against the spells of a wizard using a *staff of fury* suffer a –2 penalty. Each time this function is used, it drains the staff of a charge.

This staff can also be used as a defensive weapon. In this case, the caster cannot perform any offensive actions that round, but may use the staff to block up to three successful attacks each round, be it with a weapon in combat, or at range with a missile weapon. Each block drains the staff of one charge; the wizard must specify how many potential attacks are being blocked at the start of the round. It is rechargeable.

Geb's Quarterstaff

XP Value: 8,000 **GP Value:** 45,000

Legends & Lore

Geb's avatar traditionally carries a *quarterstaff +3* in combat that can duplicate the function of any magical item or spell relating to the earth. For example, it can be commanded to function as a *spade of colossal excavation* or to cast a *transmute rock to mud* spell.

of Glyphs

XP Value: 1,000 **GP Value:** 8,000

DRAGON Magazine 50

This is a charged item whose sole function is to create certain *glyphs of warding*. The staff has a predetermined set of *glyphs* (up to three), each of which require an increasing level of charges. For example, a staff might contain *Fryz*, cast by use of one charge, *Cino* by use of two, and *Wod* by use of three charges, the name of the *glyph* being the appropriate command word. The item is used by touching it to the area to be *warded* (the size of the area should also be predetermined and constant). Only a priest can use it, and it does not automatically give the priest the power to cast a particular *glyph*.

of Gnatmarsh

XP Value: 4,000 **GP Value:** 20,000

GREYHAWK® Adventures

Enchanted by a shaman of the tribesmen in Gnatmarsh, this rechargeable staff has the following magical functions:

- *Death* magic against a single insect or insectoid monster, fatal unless a saving throw vs. death magic is successful (one charge).
- *Animate dead insect* or fallen insect life in a 10-foot area (two charges).
- Summon 1d4+2 friendly thri-kreen (or insects chosen by the DM) to fight for the summoner for eight hours or until slain, at which time they disappear (three charges).

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of Harming

XP Value: 4,500 **GP Value:** 35,000

Red Arrow, Black Shield

The *staff of harming* functions like a reversed *staff of healing*, but at the cost of one charge per creature *harmed*. It inflicts 1d6+1 points of damage if it touches any creature (no saving throw); a normal attack roll may be required. This is in addition to normal weapon damages (1d6 points), if applicable. The staff can also create the following effects, with the costs noted. Each effect is identical to the reversed form of a priest spell. Note that the use of this staff is an evil act.

Effect	Charges
Cause blindness	2 charges
Cause disease	2 charges
Cause serious wounds	3 charges
Create poison	4 charges

of Healing

XP Value: 5,000 **GP Value:** 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable only by priests, this staff will heal 1d6+1 points of damage per use. It may only be used once a day per person, but it will heal any number of persons once a day. It does not have or use charges for healing.

As an option, the DM may add charges to the staff (in addition to its curing abilities) to create the following effects, at the cost of the charges indicated.

- *Cure blindness*: 1 charge
- *Cure disease:* 1 charge
- *Cure serious wounds*: 2 charges
- *Neutralize poison:* 2 charges

of Hornwood

XP Value: 4,000 **GP Value:** 15,000

GREYHAWK Adventures

This wooden staff was enchanted by a wizard who wanted to make his travels in the wilderness less dangerous. When the command word is spoken, the staff creates an area of antipathy in a 20-foot radius that is avoided by normal animals (including giant variations) unless attacked by the staff holder or the party. Animals with higher than animal Intelligence can enter the warded area if a successful saving throw vs. staff is made.

Enchanted creatures of the forest will be irritated by the operation of the staff; 75% of the time they will leave the area in disgust, and the other 25% of the time they take steps to drive away the staff holder.

The staff can also be used as a melee weapon, in which case the antipathy effect causes any animal struck to flee the encounter, subject to any applicable saving throw. Each hit drains a charge from the staff. Note that with sufficient time and effort, animals can be trained to withstand the effects of this staff. The staff can be recharged.

Idun's

XP Value: 2,000 **GP Value:** 45,000

Legends & Lore

Anyone struck by the avatar's staff becomes 10 years younger (save vs. spell to negate). If the victim's age falls below 15, one point of Strength and Wisdom is lost for every two years below 15. If the victim's age falls below 8, physical attacks are not possible. Below the age of six, magic can no longer be used.

Ixtlilton's

XP Value: 600 **GP Value:** 3,000

Legends & Lore

Anyone hit by the avatar's staff must save vs. spell or be stunned for 1d4 rounds and take normal damage.

Jizo

XP Value: 7,000 **GP Value:** 35,000

DRAGON Magazine 40

This staff can be used only by priests, and that includes druids. It has 1d100 charges of *protection from undead 15' radius*, each charge lasting 1d6 hours. While any charges remain, the staff is also a *staff of striking +2*. Striking with this staff does not use charges; only the use of the protection aspect drains charges. This staff has no *final strike*.

of Kitsyrral

XP Value: 3,500 **GP Value:** 42,500

Falcon's Revenge

This staff enables a priest to store spells for later use. The staff can hold 10 charges: each charge is equal to one spell level.

By casting spells on the staff, the priest imbues it with spell energy. This charges it and later allows the priest to draw upon the stored energy. Any level of spells may be cast on the staff, but the total levels stored can never exceed 10. Excess spell levels are lost.

The priest can cast any spells on the staff. Since they are stored as energy and not as spells, they may later be cast from the staff, regardless of when a specific spell was stored originally. Spell levels may be stored or cast in any combination.

The priest may expend charges at will, using them in any combination (any four 2nd- and two 1st-level spells, or ten 1st-level spells, or any combination totaling 10 charges). He or she may not cast spells that are above the character's level of spell ability. Spells cast from the staff take effect in half the normal casting time, but at the very least have a casting time of 1.

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Kuan Yin's Quarterstaff

XP Value: 1,500 **GP Value:** 15,000

Legends & Lore

In combat, Kuan Yin's avatar employs a magical *quarterstaff +5* that inflicts stunning damage only.

K'uei Hsing's

XP Value: 1,500 **GP Value:** 25,000

Legends & Lore

K'uei Hsing's avatar uses a *staff +3* that also acts as a *rod of cancellation*. This weapon is also known as *Chung Kuel's Staff*.

K'ung Fu-tzu's

XP Value: 3,000 **GP Value:** 18,000

Legends & Lore

Anyone hit by the staff of K'ung Fu-tzu's avatar must save vs. paralyzation or be stunned for 1d10 rounds.

Kura Okami's

XP Value: 10,000 **GP Value:** 72,000

Legends & Lore

Upon command, Kura Okami's staff unleashes a torrent of water 10 feet wide, causing creatures caught in its path to save vs. petrification or be washed 2d100 yards away.

Ky Trencha Ukang

XP Value: 3,000 **GP Value:** 30,000

Kara-Tur

The great wu jen Kixa To'u created the *Ky Trencha Ukang*, a staff of eldritch powers. Fearing his creation, Kixa To'u transformed the staff into five magical scroll reels with unbreakable (AC –2) enameled cases, each of which magically rewrote any spent, blank magic parchment placed inside. Only one of these scroll cases is known to still exist, and it is owned by the wu jen Yuraka of Singye. The other reels have been lost for more than five centuries. It is rumored that if all the pieces are brought together, the staff will reform. The *staff's* powers are *bind at will*, *disguise at will*, *fire enchantment*, *polymorph other*, *wall of fire* (three times a day), *wall of iron* (twice a day), *major creation* (once a day), *aura* (once a week), and *power word stun* (once a month). Its primary power is *call*, as in the 8th-level wu jen spell, but the wielder of *Ky Trencha Ukang* need not have actually seen the person or spirit called; he or she just needs to know the correct name. Its side effects are insomnia and arthritis. It has an Intelligence of 17 and a neutral evil alignment.

Lao Tzu's

XP Value: 9,000 **GP Value:** 82,000

Legends & Lore

Anyone hit by the staff of Lao Tzu's avatar must save vs. paralyzation or be permanently *paralyzed*. Nothing short of a *wish* can counter this curse.

of the Magi

XP Value: 15,000 **GP Value:** 75,000

DUNGEON MASTER Guide

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 use:

- *Invisibility*
- *Fireball*
- *Knock*
- *Lightning bolt*
- *Pyrotechnics*
- *Ice storm*
- *Web*
- *Wall of fire*
- *Dispel magic*
- *Passwall*

These powers drain two charges per use:

- *Whirlwind*[1]
- *Conjure elemental*[2]
- *Planar travel*
- *Telekinesis*[3]

[1] The *whirlwind* is identical to that caused by a djinni.

[2] The staff can be used to conjure one elemental of each type per day, each having 16 Hit Dice.

[3] *Telekinesis* is at 8th level (200 pounds maximum weight).

The *staff of the magi* adds a +2 bonus to all saving throws 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 or her, 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.

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Retributive strike is a breaking of the staff, it must be done purposefully 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 points of damage equal to eight times the number of spell levels of energy in the rod (1 to 25), those between 10 and 20 feet take 6 times, and those 20 to 30 feet distant take 4 times the number of levels. A successful saving throw vs. spell indicates that one-half damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if not, the explosive release of spell energy totally destroys the wizard. This staff and the *staff of power* are the only magical items capable of a *retributive strike*.

In a DRAGONLANCE® Campaign: *Staves of the magi* do not exist on Ansalon.

In Ravenloft: This staff is incapable of planar travel while in Ravenloft. Attempts to use it for planar travel do not expend any charges.

Magical Quarterstaff

XP Value	GP Value
+1: 2,500	15,000
+2: 3,000	20,000
+3: 3,500	5,000
+4: 4,000	30,000
+5: 4,500	5,000

DUNGEON MASTER Guide

This item seems 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 also inflicts damage as a quarterstaff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.

Roll	Type
01–25	+1
26–50	(normal form) +2
51–75	+3
76–90	+4
91–00	+5

of Magius

XP Value: 13,000 **GP Value:** 72,000

Tales of the Lance

This polished mahogany staff is topped with a crystal ball held tightly in a bronze dragon claw. Its powers are limited only by its user; once the wizard learns the staff's true nature, great power may be summoned.

Legends say the wizard Magius aided Huma in his quest to drive dragons from the face of Krynn.



Magius's staff of legend still bears the wizard's spirit and lends it to save the world Magius loved. Many wizards of renown have used this staff and added to its powers.

The staff acts like a *ring of protection +3*, improving the wearer's AC by –3, and adding a +3 bonus to all saves. The staff strikes with a +2 on attack rolls, inflicting 1d8 points of damage. Once a day, it can create *continual light*, 60-foot radius; it can save its owner with a *feather fall*. When used by a wizard of 6th level or higher, the staff doubles spell durations, adds +2 points damage per die, and maintains spells for one round after concentration is broken. Other powers may exist.

This staff has hidden powers. Only a master wizard can summon them. If a wizard of 6th level or higher uses the staff, the DM rolls 1d10. On a 1, a random effect occurs. The DM should select the effect from the list below. Once an effect has occurred three times, the wizard may attempt to master the power by making a ½ Intelligence check.

The following powers cost one charge each: *Continual light, featherfall, darkness 15' radius, hold portal, detect magic, protection vs. evil/good, enlarge, strike at double damage.*

The following cost two charges each: *Entangle, gust of wind, jump, magic missile (×3), knock spiderclimb, levitate telekinesis (25-foot range).*

The following powers cost four charges each.

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The user must make a Constitution check or become exhausted for 2d6 rounds, suffering a –2 on all rolls and moving only at half-rate: *Dispel magic*, *lightning bolt* (6d6 points damage), *feign death*, *locate object*, *fire shield*, *paralyze*, *invisibility*, *summon swarm*.

The staff recharges at the rate of one charge an hour while in the light of Solinari (up to 8 points a day). The staff can carry up to 20 charges.

of Magius II

XP Value: 10,000 **GP Value:** 50,000

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Magius was a wizard who aided Huma. His staff eventually fell into Raistlin Majere's hands. It can be used only by wizards. Any new owner immediately knows that it functions as a *ring of protection +3*, *weapon +2* (1d8 damage) and can perform *feather fall* and *continual light* once per day. Prolonged use will reveal that, in the hands of a 6th- or higher-level wizard, the staff doubles the duration of spells that influence light, air, and the mind. It also maintains spells that require concentration for one round after the wizard stops concentrating and adds 2 points of damage to every die of damage inflicted by a spell of the staff's owner.

of the Magius

XP Value: 15,000 **GP Value:** 75,000

Dragons of Triumph

The *staff of the magius* can only be used effectively by wizards. The first paragraph of abilities is automatically known to the wielder, while those in the second paragraph may be discovered when casting certain spells.

The *staff of the magius* functions as a *ring of protection +3*. It can strike as a +2 magical weapon and cause 1d8 points of damage. Once per day the user can command the staff to perform a *featherfall* and a *continual light* spell.

In the hands of a wizard of 6th-level or higher, the staff can enhance spells cast by the wizard. It doubles the duration of spells that influence light, air, and minds. It maintains spells that require concentration for one round after concentration ends. It also adds +2 points of damage to every die of damage done by a spell cast by the holder of the staff.

Meriadar's Quarterstaff

XP Value: 3,200 **GP Value:** 25,000

Monster Mythology

Meriadar's avatar carries a *quarterstaff +3* that affects any goblinoid struck by it as a *symbol of persuasion* (normal saving throw vs. spell).

of Miracles

XP Value: 4,000 **GP Value:** 20,000

The Ruins of Myth Drannor

These wizards' staves were once common, made in Myth Drannor and elsewhere, but the secrets of their crafting are known by but a few today. When firmly held and ordered, these staves glow with a brief, blue-white radiance and allow a +4 bonus on saving throws for up to four beings touching it. The protection lasts for the round in which the staff is touched and the following round, and drains the staff of four charges each time this power is activated. A *staff of miracles* may heal (as the 6th-level priest spell) once every 24 hours. This function drains five charges.

The staff may also be used to *delay death* once every 24 hours. This function, which drains six charges, is similar to the *death's door* spell, and permits a dead being, if touched within three rounds of death, to be brought to 1 hit point despite any wounds, dismemberments, or even decapitation. Breathing, bleeding, and all life functions are magically halted for seven turns; if curative magic or other means are applied to the unfortunate during this time, actual death may be averted. A system shock roll may apply if a DM judges it appropriate.

Once every 66 days, a *staff of miracles* allows the bearer one *limited wish*, at a cost of 12 charges (insufficient charges cause failure to function). When this function is used, a roll of thunder is heard overhead. The staff bearer is not aged by the use of this power. The *limited wish* is akin to the 7th-level wizard spell. If death is involved, it cannot be directly caused by the spell, and it can only be undone or reversed for one creature. If the *limited wish* involves the undoing of acts, spells cast, or words said, it can only reach back into the immediate past to a maximum of one turn.

Mirandos's Staff of Insect Command

XP Value: 5,000 **GP Value:** 25,000

1992 Fantasy Collector Card 130

Mirandos bears this magical staff and uses it in Ixtul, a lost city in Far Payit. The staff is a variation of the *staff of command*, with the following powers: It can cast *summon insects*, *speak with animals* (insects only), *giant insect*, and *repel insects* by expending one charge each, or it can cast *insect plague* when two charges are expended. Any insects summoned or created by the staff act as though *charmed* by Mirandos, with no saving throw.

of Mishakal

XP Value: 5,000 **GP Value:** 25,000

Tales of the Lance

The first gift of Mishakal to the people of Krynn upon her return to the world was the blue crystal *staff of Mishakal* given to Riverwind. Carved from crystal, its crown is topped with a bladed cap and a blue gem. Mishakal granted Riverwind the staff to bring Goldmoon to her and to the *disks of Mishakal* (see **Book**).

This staff is sentient and of lawful good alignment. Its Intelligence equals 13 (empathic with user) and its Ego is 10. It can control the actions of a user whose combined Intelligence, Charisma, and level (–1 per five rounds) is less than 23. Only lawful good characters may use the staff; others suffer 4d6 points of electrical damage if they try. The staff strikes as a +3 weapon, adding +3 to all attack rolls. For each attack the user can choose to spend 1, 2, or 3 charges to inflict +3, +6, or +9 (respectively) to damage. The staff can cast any of the following priest spells (cost of two charges per spell level).

- **1st:** *Command*, *cure light wound*, *remove fear*.
- **3rd:** *Continual light*, *cure blindness*, *cure disease*, *remove curse*.
- **5th:** *Cure critical wounds*, *raise dead*, *teleport* (15 charges).
- **7th:** *Restoration*, *resurrection*, *deflect dragon breath* (10 charges).

The staff holds up to 20 charges and regains one charge per day in moonlight.

of Mishakal II

XP Value: 5,000 **GP Value:** 25,000

Dragons of Despair

This staff is carved from a single piece of blue crystal. It is about 5 feet long and has a 2-inch-diameter shaft. The ornamentally bladed head of the staff bears a gem in its center.

Although Riverwind does not remember, a manifestation of the goddess Mishakal gave him the staff. It is an Intelligent artifact of lawful good alignment and has an Ego of 10. It can only be used by those of that alignment—others who try to wield the staff take 4d6 points of electrical damage. A lawful good person may use the staff to heal the electrical damage it has caused. The staff has the following powers:

- Strikes as a *staff of striking* (1d3 charges per use).
- Casts any of the following priest spells (two charges per level of spell):

  1st: *Command*, *cure light wounds*, *remove fear*

  3rd: *Continual light*, *cure blindness*, *cure disease*, *remove curse*

  5th: *Cure critical wounds*, *raise dead*

  7th: *Restoration*, *resurrection*
- *Teleports* at its own discretion, using 15 charges.
- Deflects dragon breath weapons in a 10-foot radius (10 charges per use).

The staff holds up to 20 charges at a time. It regains one charge a day from the combined influences of Krynn's three moons, but it can be recharged instantly and completely at the statue of Mishakal.

Monkey's

XP Value: 2,500 **GP Value:** 15,000

Hall of Heroes

The Monkey's strength lies within the towering oak staff he carries. The staff, capped with the three silver rings of his profession, enhances both the Monkey's saving throws vs. magical attacks by +4 and his *shukenja* spell rolls by +3.

of the Moonglow

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 173

Devised long ago in the early days of the northern city of Silverymoon, staves of this sort are most often found in the hands of Harpers and elves. They are activated and deactivated by silent act of will combined with physical contact and can be used by all races and classes of intelligent beings.

At a cost of one charge per round of use, the wielder of a *staff of the moonglow* can *pass without trace* (as the 1st-level priest spell), *find the path* (as the 6th-level priest spell), or have *free action* (as the 4th-level priest spell). A *staff of the moonglow* can also (at a cost of one charge per round of use) be made to glow with a pearly, blue-white radiance. The light fills a sphere 30 feet in radius, centered on the midpoint of the staff. Besides providing illumination for reading and other sight-related tasks, this radiance allows a *ring of shooting stars* located within it to operate as if it were underground, reveals the auras of all magical dweomers within its area of effect as amber *faerie fire* glows, and causes all undead within it to attack at –3 on their attack rolls. All magical inscriptions and *wizard marks* located within the moonglow shine forth clearly and distinctly, even if normally invisible or magically concealed.

Whenever a *staff of the moonglow* strikes an opponent, the bearer can elect (at a cost of two charges) to forego all physical attack damage in exchange for forcing the struck creature to "stay." This power allows no saving throw and operates as follows: All creatures able to shift out of phase (into the ethereal or elsewhere), *blink*, or *teleport* (including related spells or creature powers, such as the *dimension door* ability of a boggle) are pre-

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vented from doing so for one round. In other words, for the round that follows the staff attack, they cannot escape by magical means and may be attacked normally by the staff wielder and his or her companions. Creatures not able to use such abilities or spells are merely *slowed* for the one round following the staff attack.

A *staff of the moonglow* operates as a *weapon +4* when used under an open, moonlit sky. If used under a starlit sky or under a night sky in which the moon is concealed by weather, it functions only as a *weapon +1*. Underground, it has no bonuses, except that in all locations and conditions, the strike of a *staff of the moonglow* does double damage to all undead; it also counts as "holy," silver, and magical for attack purposes, and it affects trolls and other creatures susceptible to fire damage as though the physical damage of its striking were caused by flame. These staff properties drain no charges.

of the Necromancer

XP Value: 13,000 **GP Value:** 65,000

Old Empires

This staff belongs to Hodkamset, the most powerful wizard in the service of the god Set. Hodkamset made this alabaster staff from the spine bones of a dragon.

Hodkamset pursued the art of necromancy and built this item to aid in spellcasting. It was stolen from him by the priests of Osiris, in a battle two years ago, but assassins of Set retrieved it before the priests could destroy it, and once again Hodkamset wields it. It has a maximum of 25 charges, and absorbs magic as a *staff of the magi*. In addition, it has the following powers that cost no charges: *detect magic*, *speak with dead*, and *protection from good*.

The following powers cost one charge per use: *animate dead*, *darkness 15' radius*, *dispel magic*, and *hold person*.

The following powers cost two charges per use: *command undead*, *enfeeble*, *feeblemind*, and *life level drain*. This last attack form drains one life level, has a 100-foot range, and automatically strikes one target within that range.

of Night

XP Value: 3,000 **GP Value:** 15,000

The Ruins of Myth Drannor

A *staff of night* is not (despite folk beliefs to the contrary) an evil item; like many staves, it has no alignment. Anyone taking hold of this staff is automatically afforded *infravision* to a range of 90 feet. By wordless mental command (at a cost of one charge), this staff can dispel any magical spell radiance whose area of effect it contacts (*light*, *continual light*, or *faerie fire*, but not glowing magical auras, as from *swords*). Radiances of normally permanent duration return 1d4+1 turns after this function is exercised.

The bearer of a *staff of night* can also create *darkness* in a 10-foot-radius sphere centered on the midpoint of the staff. The *darkness* is equal in effect to that created by the 2nd-level wizard spell *darkness 15' radius*, and it moves with the staff. This function costs one charge per use and can be ended by mental command of the bearer; it can also be continued indefinitely, even if the staff is no longer in contact with a living being.

Once every seven days, the greatest power of a *staff of night* may be used. When the bearer of the staff feels (by a faint, continuous tingling) that this power is ready, a command word is spoken to activate the power. Doing this drains six charges from the staff each time it is invoked. Within one round, an umber hulk appears. It fights or otherwise performs at the staff bearer's bidding for three rounds, then vanishes again. The umber hulk always has 60+ hp and obeys diligently and loyally in undertaking even obviously dangerous tasks (if directly asked to harm itself, it does nothing). The bearer of the staff is rendered immune to the *confusion* power of the gaze of all umber hulks while the staff is held. If the umber hulk is slain while in service to the staff bearer, the staff instantly crumbles to dust, its power gone forever.

Lord Aumry of Shadowdale (husband of the "witch" Syluné) once bore such a staff. It was stolen from his tomb by Lashan of Scardale, who is thought to be still alive and in hiding—he may well still have it.

of the Ninja

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 126

This staff appears to be an ordinary bo stick until checked for magic. It is +2 to attack and damage rolls, and has other special abilities as well. If the appropriate command words are known, the following things may occur at the user's command:

- A spear head slides out of one end, turning the weapon into a *shakujo yari +2*. The head retracts when the command word is repeated.
- A sword blade juts out of the other end, turning the staff into a *shikomi-zue +2*. As before, the blade retracts if the command word is repeated.
- The staff has a saving throw vs. crushing blows of 1, making it virtually unbreakable.
- It has balancing ability.
- Once a day, each concealed weapon blade may be envenomed. The venom is wiped off and expended on the first successful blow, acting as if it had come from a *dagger of venom*.
- The staff *dances* for five rounds, attacking the

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enemy as if wielded by an 8th-level ninja. The staff can *dance* as a bo stick, shakujo yari, or shikomi-zue—the form in which the owner wishes it to fight, however, must be determined before the weapon is made to *dance*. When time runs out or it is recalled, the staff returns to the owner.

- It acts as a *ring of water walking*.
- Four times a week, the bearer of the staff can pass through stone or metal walls up to 3 feet thick.

Oberon's

XP Value: 7,000 **GP Value:** 20,000

Monster Mythology

Oberon's avatar carries an enchanted staff that can be used as a *changestaff* once a day.

of Oceans

XP Value: 8,000 **GP Value:** 20,000

Kara-Tur

This is an ornate staff, laminated from many types of wood and carved into intricate designs of dragons, hawks, and faces. It was created by the first Lord of Oceans, who used it to flood a frozen battlefield and defeat the nobility's forces. It has the following powers (all using one charge): *spell immunity* (one turn duration), *create water*, *air walk*, *and cure serious wounds*. For three charges, the staff can *raise dead* or cast an *ancient curse*. It can discharge up to 10 *lightning bolts* each day (6d6 each, no charge required). The *staff of oceans* is the ruling instrument of Tabot, so it is always carried by the High Lord of Oceans when in public.

O-Kuni-Nushi's

XP Value: 1,000 **GP Value:** 7,500

Legends & Lore

Any being struck by the avatar's staff must make a Strength check or fall to the ground.

of Osiris

XP Value: 1,500 **GP Value:** 7,500

Old Empires

This staff is made of dark mahogany and is covered with painted hieroglyphs. A *quarterstaff +3,* it is a favored weapon of the priests of Osiris; at least 20 are known to still exist today.

In addition to its attacks, the staff blocks one successful attack each round; the first successful melee attack against the wielder is automatically negated. This does not prevent ranged attacks, such as missile weapons and spells, from causing damage but it does stop sword thrusts, other staves, daggers, and melee weapons. In spite of its name, a *staff of Osiris* may be used by any priesthood, including Set's.

Osmal's Staff of the Woodlands

XP Value: 9,000 **GP Value:** 45,000

1992 Fantasy Collector Card 264

Osmal's staff is made from the severed limb of a treant—a bolt of lightning cut the branch free and nearly killed the treant in the process. As a result, the staff has all of the powers of a *staff of the woodlands +2*, and it can *call lightning* (three bolts) in two rounds, once a week. Each bolt of lightning inflicts 5d8 points of damage (save for half damage). There must be at least partial cloud cover in order for the staff to work. Osmal abhors violence, so he has never called upon the staff's unique power, and the electrical ability may become a lost secret if Osmal dies without revealing it.

Panzuriel's Quarterstaff

XP Value: 1,500 **GP Value:** 8,500

Monster Mythology

The avatar's powerful *quarterstaff +4* delivers 1d10 points of electrical damage in addition to normal melee damage (a saving throw vs. spell is allowed to halve the electrical damage).

Pharaoh's Ruling

XP Value: 5,000 **GP Value:** 25,000

Pharaoh

In the hands of one who knows how to use it, this staff is capable of three magical acts:

- Striking the tip to the ground three times causes the staff to *polymorph* itself into a large venomous snake (AC 4; MV 15; HD 4; hp 28; #AT 1; Dmg 1d4 + save vs. poison or die; AL the same as whoever wields the staff). The snake will not attack the wielder of the staff. Grasping the snake by the tail firmly, at –2 on attack rolls, *polymorphs* the snake back into the golden staff.
- Striking the ground twice and then spinning the tip in the air creates a globular *ball of lightning* that, for every round it is spun before released at its target, develops 1d10 points of damage potential. Note, however, that the person spinning the lightning must concentrate both on its spinning and on its direction for detonation. If the spinner is disturbed during spinning (moves, is hit, or is distracted) then the ball detonates on the spot with as much damage as had been spun to that point.
- Striking the ground once and then pointing it skyward produces a clap of thunder of such volume that all exposed creatures within 1,000 feet must save vs. petrification or be struck with *fear* for 1d10 rounds.

The staff holds only five charges of each type. Only a sage (for a fee) can extract the above information—or a little lucky experimentation.

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of Power

XP Value: 12,000 **GP Value:** 60,000

DUNGEON MASTER Guide

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*
- *Darkness, 5' radius*
- *Ray of enfeeblement*
- *Levitation*
- *Cone of cold or fireball*

The following powers drain two charges each:

- *Shield, 5' radius*
- *Globe of invulnerability*
- *Paralyzation*[1]

[1] *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. The staff may be used to smite opponents. It strikes as a magical *weapon +2* 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.

of the Priest Kings

XP Value	GP Value
Type I: 5,000	25,000
Type II: 5,500	27,500
Type III: 6,000	30,000
Type IV: 6,500	32,500
Type V: 7,000	35,000
Type VI: 7,500	37,500

Strategic Review Magazine 7

This staff is the priestly equivalent of a *staff of wizardry*, and combines the following functions:

- The *snake staff*
- *Sticks to snakes* spell.
- *Insect plague* spell.
- *Create/pollute food and water* spell.
- *Cure/cause disease* spell.
- *Continual light* spell.
- *Neutralize poison* spell.
- *Cure light and serious wounds* spell.

This is the basic staff, which is +1 on spell effectiveness. Other staves may be found, according to the following percentages:



Roll	Other Staves
00–65	Basic staff.
66–75	As basic staff with the *pillars of flame and smoke* (a spectacular *find the path* spell).
76–85	As basic staff with *earthquake* and *hold person*.
86–95	As basic staff with *raise dead* (2d4, burns two charges).
96–99	As basic staff with *resurrect* (1d6, burns three charges per spell).
00	As basic staff with *restoration* (1d4, four charges per spell), and *blade barrier*, +2 on spell effectiveness.

Like *staves of wizardry*, these have 200 charges, but have no *final strike* capacity.

Quirks of Magical Staves*

XP Value: — **GP Value:** —

DRAGON Magazine 163

The AD&D® game has one of the largest compilations of magical items in the fantasy gaming industry. The following tables have been created to add some spice and variety to existing magical items in the AD&D game worlds. A table of nonstandard, magical item abilities is offered for each major type of magical item in the AD&D game.

Most items are created normally, and they function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a

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slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibilities of quirks existing (and the actual number of quirks) are determined by using the table below to determine the exact quirks a magical staff possesses.

Roll	Quirks Present
01–86	No quirks
87–94	One quirk
95–98	Two quirks
99–00	Three quirks

Roll	Result
01–04	Staff is inefficient; double the number of charges expended for each use.
05–07	Staff has an extra command word that allows it to shrink to half its regular size or return to normal.
08–13	Staff is made of metal and is magnetic; consequently, the staff is attracted to any large concentration of metal of at least 30 pounds.
14–18	Staff glows a random color (as *faerie fire*) whenever its powers are used.
19–22	Staff radiates nondetection and registers negatively at any attempt to *detect magic*.
23–25	Staff does 1 point of damage to its wielder each time its powers are used.
26–30	Staff is easily broken; the staff must make all saving throws at –2 to the roll.
31–34	Somatic gestures, as well as a command word, are necessary to activate the staff's powers. The gestures force the user to suffer a –1d4+4 initiative penalty. If the gestures cannot be performed (if, say, the wielder's arms are tied), the staff does not work.
35–39	Staff does not work if the wielder's hand is covered, gloved, or gauntleted.
40–44	Staff is unstable; it fizzles out and does nothing 10% of the time that is activated.
45–50	Staff is unaffected by fire, magical or normal.
51–52	Staff is *invisible* to everyone except its user.
53–55	Staff's wielder must concentrate for one round when speaking the command word in order to activate the staff's powers.
56–60	Staff is unaffected by acid.
61–63	Staff cannot be snapped or broken by any creature of less than 18/50 Strength. This also applies to any retributive strike made by another wand, staff, or rod.
64–68	Staff does not work if the wielder is wearing metal armor of any kind (including elven chain mail).
69–71	Staff has a tendency to overload. It can be used up to three times in a 24-hour period. Any attempted use beyond that limit causes the staff to short itself out for 24 hours, and the charges activated are lost.
72–74	Staff is extremely powerful; any saves against its effects are at –2 to the die roll.
75–79	Staff is unable to function in environments colder than freezing.
80–83	Staff is unable to function in environments warmer than normal human body temperature.
84–86	Staff does not function underwater.
87–89	Staff activates whenever the command word is spoken by anyone within 30 feet, whether it is being held or not.
90–93	Staff can be used as a weapon (if it is not already one). It has a +1 bonus with respect to hitting creatures unharmed by normal weapons, but has no actual bonus on attack or damage rolls. A wand does damage as a jo stick; a rod does damage as a club; and a staff does damage as a quarterstaff.
94–96	If all of the staff's charges are used, the staff explodes in a fiery blast. The blast has a radius of 15 feet and does 5d4 points of damage to anyone therein. Those within 5 feet of the staff receive no saving throw; others may save vs. breath weapon for half damage.
97–99	Staff is capable of being placed in automatic mode; every round, it performs one function as designated by the wielder, using the normal amount of charges, until it is taken out of automatic mode. During this time, the wielder is able to cast short spells (initiative modified spells of three or less), or with a –1 penalty on attack rolls.
00	Staff is intelligent; roll on the **Sword Intelligence Table** (see **Sword**, *Special*) and disregard any result of no Intelligence. The staff also has an Ego; its personality must be determined as well. Though the staff does tell its owner of the powers it offers, it never reveals the number of charges it possesses. Note that an Intelligent staff never willingly uses its last few charges. These staffs can always be recharged, regardless of type.

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of Raket

XP Value: 10,000 **GP Value:** 50,000

DRAGON'S CROWN® Sourcebox

Only 4 feet long, this staff was originally empowered by Raket's master with the psychometabolic science Energy Containment. He further modified it as a receptacle, holding a pool of 383 PSPs to access in times of need. He was able to give the staff access to this pool to maintain its inertial barrier. Though intelligent, the staff communicates only *semi-empathically*, by tingling. The watery blue crystal in the head of the staff protects him from the effects of the *Psionatrix*. The staff has the following statistics: Intelligence 12; Ego 3; Alignment N; **Psionic Summary:** PSPs 12; **Sciences:** Energy Containment.

Ranike

XP Value: 2,500 **GP Value:** 12,500

DRAGON Magazine 197

This enchanted staff has the same powers as the *ranike rod*, though it strikes any target as a *quarterstaff +1*. It is also restricted to 25 charges (1d6 + 19) at most. If two charges are expended at once, the staff creates a billowing cloud of ranike sap smoke, 40 feet wide, 20 feet high, and 20 feet deep. The cloud's movement is controlled by the staff's wielder as long as there is no strong wind. Wind dissipates the cloud as a *cloudkill* spell. The cloud travels at a speed of 10 feet per round and lasts for 12 rounds. The smoke is not heavy like a *cloudkill* vapor, so it does not sink into low areas, making it useless for driving out a colony of giant ants from their underground nest. However, it is still a useful weapon, particularly against the thri-kreen. The staff may not be recharged.

of Recording

XP Value: 2,000 **GP Value:** 10,000

The Revenge of Rusak

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

Reptilla's Staff of the Serpent

XP Value: 7,000 **GP Value:** 35,000

1992 Fantasy Collector Card 265

This staff was specially created by Reptilla, but she lost it in a battle with a bronze dragon whose lair she attempted to occupy while he was not at home. This staff is an *adder staff*—it strikes as a +1 magical weapon and does 2d2 points of damage. Upon command, the head of the staff becomes that of an adder (AC 5, 20 hp) and remains so for one full turn. When the snakehead scores a hit, the victim must make a saving throw vs. poison. Because Reptilla is an expert with poisons, she has designed the staff to inject different classes of poison—classes C–F and O–P. Each poison type has its own command word.

Rheddrian's

XP Value: — **GP Value:** —

Wrath of the Immortals

This item is a 6-foot-tall black staff made of heavy enchanted ebony. The weapon is +1 on attack and damage rolls, and causes 1d10 points of damage per strike.

Defense Power: *Protection from normal missiles* as spell of same name. The power can be used five times a day.

Information Power: Can be used to commune with the artifact's creator once a week.

Activation of Powers: All that is needed to activate *commune* is to meditate for a minute and then call "Rheddrian." To activate *protection from normal missiles*, the wielder simply says "Shield me!"

Handicap: Saving throw penalty. The character suffers a –2 penalty whenever attacked by fire magic.

Penalty: *Forgetfulness*. When the *commune* power is used, the invoker suffers a 20% chance to forget one spell from memory; the *protection from normal missiles* power causes a 10% chance to forget one spell from memory. Only mortals are affected by these penalties.

Rilantaver's

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 173

The elusive trickster Rilantaver long ago vanished from his usual haunts around the Sea of Fallen Stars and is believed to have perished in some misadventure. Elminster suspects he merely decided to make his home on some other plane of existence. His legacy to the Art of the Realms includes some spells (of spectacular effect but minor power) and the process of making the sort of staff named after him. Many were made in Amn and Starmantle, where Rilantaver ran a business of sorts to fund his carefree travels and shady pursuits.

A *Rilantaver's staff* affords +3 protection on saving throws and Armor Class for up to six beings touching it. This power is automatic and drains no charges. Upon command, the staff can *detect magic* in a 20-foot radius sphere centered

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on the staff. The staff bearer can clearly see magical auras, but the staff does not enable others not touching it to do so. No charges are drained.

The bearer can also exercise *telekinesis* on any object touched by the staff. This function must be exercised as the touch is made, is activated and ended by silent force of will, and drains three charges, plus one charge per round after the round of activation. Moving creatures and objects require a successful attack roll to be touched, and any living, conscious, unwilling creature receives a saving throw vs. spell each round to break free of the power. *Telekinesis* is identical in effect to the 5th-level wizard's spell, but the staff's weight limit is 1,000 pounds. Once *telekinetic* control over an object or creature is lost, it cannot be regained except by touching the target again and reactivating the power.

Rohalan

XP Value: 2,500 **GP Value:** 12,500

1992 Fantasy Collector Card 25

This staff belongs to Avenel Whytstagg. It is made of rosewood, shod in iron at one end and silver at the other, and is covered with magical sigils and runes. It can cast the following spells without expending any charges: *continual light*, *knock*, and *detect magic*. If one charge is expended, the wielder can cast *lightning bolt*, *shocking grasp*, *fireball*, or *dispel magic*. Two charges allow the wielder to cast *wall of force* once per day or *teleport without error* once per week. The staff also provides the user a base AC of 8.

of the Sands

XP Value: 10,000 **GP Value:** 50,000

DRAGON Magazine 179

This staff allows any wizard to use the following powers, at the cost of one charge per use: *move sand*, *sand slumber*, *sand sword*, *stoneskin*, *traceless travel*. The following powers use two charges, except in the case of sand mages, who may expend only one charge from the staff: *conjure earth elemental*, *desert first*, *create shade*. Only a sand mage may use the following power, which consumes four charges of the staff: *sink*. Additionally, the individual holding the staff is considered to be under the effects of a *cool strength* spell while holding the staff. The *cool strength* effects disappear when the last charge of the staff has been expended.

of Savona

XP Value: 2,500 **GP Value:** 12,500

Nightwatch in the LIVING CITY™

This staff allows the possessor to *gate* a single para-elemental of the summoner's choice once a week. If the creature summoned has fewer Hit Dice than twice the summoner's level, it is able to be controlled—if the creature has more Hit Dice than twice the summoner's level, it may turn on the owner. The creature remains for one turn before returning to its own plane of existence.

of Scrivening

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 173

One end of a *staff of scrivening* will transfer a written spell of any level and type from its original text to another surface, such as a blank page of the staff-bearer's spell book. It even transfers spells forever denied to the staff bearer for reasons of class. The original text must be touched. This function is by touch, drains two charges, and takes four rounds. In the first round, the original text must be touched; in the second, the staff must be moved to the surface to be written upon; in the third and fourth, the staff must be continuously touched to the surface to be inscribed. One charge per round is drained, and if the process is interrupted, the charges used thus far are lost, and the attempt to write the spell fails. Writing requires no special spell inks or movements of the staff, nor even adequate light. The end product is always an exact duplicate of the original, including any faults. A spell concealed by a *secret page* spell cannot be written by use of this sort of staff, but the staff can be employed to copy a *secret page* spell itself.

At a cost of one charge per round, the bearer of a *staff of scrivening* can *read magic* (as the 1st-level wizard spell). Note that this power does not reveal the auras of magical dweomers, nor does it identify, activate, or reveal *glyphs* or *symbols*.

Anyone touching a *staff of scrivening* when a *glyph* or *symbol* is discharged is automatically protected against all effects of that *glyph* or *symbol*. This protection drains six charges per spell effect being defended against.

All staff functions are activated by silent force of will and require physical contact with the staff and concentration that must precede spellcasting.

of the Sea

XP Value: 10,000 **GP Value:** 50,000

Land of Fate

This staff allows any wizard to use the following powers, at the cost of one charge per use: *cool strength*, *depth warning*, *converse with sea creatures*, *water blast*, *waterbane*. The following powers use two charges, except in the case of sea mages, who expend only one charge from the staff: *conjure water elemental*, *ice storm*, *command water spirits*. Only a sea mage may use the following power, which consumes four charges of

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the staff: *maelstrom*. The individual holding the staff is considered to be under the effects of a *water breathing* spell as long as the staff is held. The *water breathing* effect disappears when all charges of the staff are expended.

of the Serpent

XP Value	GP Value
Adder: 7,000	35,000
Python: 7,000	35,000

DUNGEON MASTER Guide

There are two varieties of this staff—the python and the adder. Neither staff has nor requires charges.

The *python staff* strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If a priest throws the staff to the ground, it grows from its 6-foot length, to become a constrictor snake, 25 feet long (AC 3, 49hp, MV 9). This happens in one round. The snake entwines if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim remains trapped by the python until he or she 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 staff* 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 hp). The 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 employ *adder staves*. If the snake head is killed, the staff is destroyed.

Roll	Staff Type
01–60	Python
61–00	Adder

Shadowstaff

XP Value: — **GP Value:** —

The Official RPGA® Tournament Handbook

The *shadowstaff* is an artifact that draws its power from the Demiplane of Shadow. When used as a weapon, it acts as a *staff of striking* with an unlimited number of charges; thus, the possessor always gains the greatest possible damage bonus.

In addition, the *shadowstaff* is linked with the Demiplane of Shadow, constantly drawing power from that place, which it feeds to its possessor. Because of this shadow power, the possessor instantly becomes a shade upon grasping the staff. As a shade, the holder retains all normal powers and abilities.

The *shadowstaff* generates shadowy light in a 120-foot sphere around the user. This effect is drawn from the Demiplane of Shadow, and cannot be halted or dispelled by any mortal spell or device. Only *divine light* or *darkness* or the death of the *shadowstaff's* holder will stop this effect.

Minor benign powers: *Shield* (3/day); immune to *sleep*, *charm*, *hold*, and *paralysis*; possessor need not eat or drink for up to one week.

Major benign powers: *Minor globe of invulnerability* (once a day), *regenerate* 2 hp per turn.

Minor malevolent effect: –1 penalty to saving throws vs. spell.

Major malevolent effect: User becomes a shade upon first use of major power.

Shang-ti's

XP Value: 8,000 **GP Value:** 20,000

Legends & Lore

Shang-ti's avatar carries a *staff of thunder and lightning*.

of Shock

XP Value	GP Value
Greater: 2,000	5,000
Lesser: 1,000	2,500

The Final Enemy

This is a device peculiar to priests of marine races, though it can be used by any character class. It is made of metal with a high resistance to corrosion and can be used under water without deterioration. The staff is about 3 inches long and ½ in diameter; one end has a handgrip made of insulating material and a cup-shaped hand-guard of the same material. It is employed in a thrusting mode, similar to that of a fencing foil, but has neither edge nor point.

The staff is rechargeable and can hold up to 100 charges. A single charge is expended when the metal comes into contact with an opponent; an attack roll is required, though no command word is necessary and the target is not allowed a saving throw. When not in use, the staff is usually kept in a cylindrical scabbard of insulating material to prevent accidental contact with the body of the owner or anyone nearby. The staff is just as effective under water as in air; note that, unlike the *wand of lightning* and the spell *lightning bolt*, the use of this weapon under water does not produce a sphere of effect—only the person or creature touched suffers damage, along with anyone else in physical contact with the victim at the time the staff is used. In this case the effect is conducted through the body of the first victim to the second, who takes 2 fewer points of damage than the first victim. The effect can be transmit-

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ted through multiple victims if all are in contact with the staff's target. There are two varieties of this device:

The *lesser staff of shock* causes 1d6 points of electrical damage on its victim. It confers a +1 attack bonus, but no damage bonus.

The *greater staff of shock* causes 2d6 points of electrical damage and confers a +2 attack bonus. Otherwise, it is identical to the lesser staff.

Shou Hsing's Walking Stick

XP Value: 16,000 **GP Value:** 70,000

Legends & Lore

Shou Hsing's avatar carries a walking stick that is a +5 magical weapon and also functions as a *staff of withering*. In addition to the normal powers of this weapon, it can cause any living creature to age 5d10 years instantly. This special power can be used once per day and, although an attack roll is required to hit the target, no saving throw is allowed.

of Silence

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 173

A *staff of silence* drains one charge per round when activated. It can be used continuously, as long as the activator retains hold of the staff. Activation and deactivation are by silent act of will and take only an instant. This type of staff conceals all noises created by the bearer from all other beings, including footfalls, spell incantations, the sounds made by things the bearer breaks by direct contact, and so on, within a 12-foot radius.

The bearer may also invoke a special sort of deafness upon himself to provide total protection against all spell, magical item, or monster attacks that rely on sound (the roar of an androsphinx or the singing of harpies or bards). The deafness prevents real deafness from being inflicted upon the staff bearer (except by physical damage to the auditory organs), but does not prevent *truename*-based magic from affecting the staff bearer, or similar magic from taking normal effect. Other creatures, even if they touch the staff, are not protected by the staff in any way.

Once per day (144 turns), the bearer of a *staff of silence* can release the sounds it has "swallowed" and stored in a sonic blast attack. This attack has a cone-shaped area of effect, extending from one end of the staff up to 60 feet away, widening from 1-foot in width at the tip of the staff to a 30-foot-diameter circle at the farthest extent of the cone. It is activated by will and occurs instantly, its effects ceasing at the end of the round of activation. The sonic blast sounds like a high-pitched shriek. It can cause deafness (lasting 1d4+1 turns) and stun (lasting 1d6 rounds) all creatures in the area of effect who are able to hear and who fail saving throws vs. poison against each effect. The sonic blast also deals physical damage to living and nonliving objects, equal to one structural point or 2d12 damage (a successful save vs. spell equals half damage). Any tiny object may, at the DM's option, be flung 2d10 feet away from the staff by the blast. Any creature who fails a Dexterity check on 1d20 may be hurled off its feet and thrown 1d10 feet farther away from the staff.

There is no known "overload point" for such staves. A *staff of silence* has never exploded nor ceased to function because its stored sounds were not discharged. Activation of a sonic blast drains only one charge; the blast itself is powered by the sound energy stored by the staff.

of Skulls

XP Value	GP Value
Greater: 1,500	25,000
Lesser: 900	15,000

The Magister

This staff, usable by all classes, can animate skeletal remains. Each operation—triggered by the word "Arise!"—drains one charge. Animated skeletons are under the command of the wielder of the staff (see *animate dead* spell). If the staff should change hands, control of the skeletons goes with it. Skeletons need not be complete, but the skull must be present, and skeletons lacking parts of course have their actions and mobility impaired. Such animation is permanent, lasting until the magic is dispelled or the skeletons destroyed.

Twenty-five percent of these staves have a secondary function: mending the broken bones of both living and dead creatures. This takes 1 charge, and in a round it can reattach a severed limb or digit, although it does not restore hp lost due to the wounds. Limbs or bones not belonging to the recipient may be used; thus a heap of bones can serve as "spare parts" for a guard of skeletons. Typically, these staves are of ebony topped with an ivory skull, or constructed of a smooth-polished skull and a thighbone of giant size.

Roll	Staff Type
01–75	Lesser staff of skulls
75–00	Greater staff of skulls

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Skull-Staff of Hepmonaland

XP Value: 5,000 **GP Value:** 20,000

GREYHAWK Adventures

This is a 7-foot-long pole that is topped with a skull with a wild mane of white hair and sharp, fiendish features. The shaman who uses the staff claims that it is the skull of an ancient fiend, though many suspect that it belonged to an evil wizard who died in the hands of headhunters in Hepmonaland.

The skull can magically cause *fear* in any creature gazing upon the skull when this power is invoked. Its secondary powers, which require no charges, are a personal *protection from evil* effect that surrounds the wielder, and *displacement*, as a *cloak of displacement* (a +2 bonus to Armor Class and saving throws, and the first attack misses) against creatures from the lower planes. The rod has up to 25 charges and cannot be recharged.

of Slinging

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, when 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) of up to 9 inches in diameter and 5 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 1 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 1-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.

Snake

XP Value: 7,000 **GP Value:** 35,000

The Keep on the Borderlands

The *snake staff* adds +1 to attack rolls and does 1d6+1 points of damage. On command the staff turns into a snake and coils around the person hit. The victim is held helpless until the user recalls the staff (or for 1d4 turns maximum). The *snake staff* crawls back to the priest on command.

Snake II

XP Value: 7,000 **GP Value:** 35,000

DUNGEONS & DRAGONS Rules Cyclopedia

Usable only by priests, this magical staff is a *staff +1* and inflicts 1d6+1 points of damage per hit.

Upon command, the staff turns into a snake and coils around the creature struck. The command may be spoken when the victim is hit. The victim is allowed to make a saving throw vs. spell to avoid the serpent's coil. Any human-size or smaller victim is held helpless for 1d4 turns (unless the snake is ordered by the owner to release the victim before that time). Larger creatures cannot be ensnared in the snake's coils. The snake's characteristics are as follows.

Snake: AC 5; HD 3; hp 20; MV 6; #AT 1 (special); Dmg Nil (special); ML 12; XP 6

When freed, the snake crawls back to its owner and becomes a staff once again. The snake is

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completely healed when it returns to staff form. If killed in snake form, it cannot return to staff form and it loses all magical properties. This item does not have or use charges.

At the DM's option, the staff can be given charges. The user can spend charges to add bonuses to the snake's attack roll (+1 bonus per charge spent); up to five charges can be used in a single attack (for a +5 bonus).

A charge can also be used to cure the snake while it is in combat. The user casts a curing spell of any type and expends one charge to transfer the cure to the snake. The amount of curing is determined normally; no range limit applies.

of Spell Focusing

XP Value: 6,000 **GP Value:** 25,000

DRAGON Magazine 91

This staff aids in the casting of a wizard's spells, and makes the magic more effective if the spell is cast successfully. It must be held in the caster's left hand throughout the casting of the spell, whether or not the magic requires a somatic component. (Any gestures requiring movement of the left hand are automatically modified by the staff if necessary.)

When properly employed, the *staff of spell focusing* causes the target of a spell to suffer a –4 penalty on the saving throw against the magic, if a saving throw is normally allowed. If the spell does not allow a saving throw, the duration of its effect is increased by 50% of the normal time. This effect does not apply to spells with a nonspecific duration or to those that have a permanent duration.

Each use of the staff, for either purpose, expends one charge from the item. It can be recharged. If the holder of the staff tries to enhance a spell that cannot be affected (such as *hallucinatory terrain*, which allows no saving throw and has a nonspecific duration), the staff simply fails to function and a charge is not wasted.

The *staff of spell focusing* can only be used in this manner by a wizard. It can be wielded as a weapon by characters able to employ a quarterstaff, but grants no combat bonuses and has no magical properties.

of Spheres

XP Value: 4,000 **GP Value:** 20,000

Dragon Magazine 173

This rare, strange staff was devised by Elminster himself long ago, when he was in Myth Drannor at the height of its greatness. All the staff does is create spheres—giant, transparent, floating bubbles that glow with a faint silver blue radiance. The bubbles are 6 feet in diameter and, upon their



creation, can be commanded to remain floating and motionless, to follow or precede the staff at a certain distance, height, and orientation, or to follow a straight-line journey away from the staff wielder, in any direction.

A bubble can carry any collection of things, of up to 140 pounds, including living manner (if this limit is exceeded, the bubble will instantly burst). Any pointed or sharp objects allowed to contact the surface of a bubble will also destroy it. A bubble gives off enough light to read by, but not enough to blind any creature or affect undead.

If cast around beings, a sphere allows the enclosed creatures clear vision and breathing, and it protects them with a *feather fall* spell if its movement is directed downward or it bursts in a location that spills its occupants out for a fall (if the bubble fails due to weight overload, this protection does not apply). A spell, magical item, or artifact power of any sort cast into or out of a sphere is negated, but it destroys the sphere. When a sphere fails due to the contact, it negates any magic (including magical creature powers) entering or leaving its area in that round, not just one spell or effect.

Spheres are not prisons; any conscious, mobile being can easily break a sphere to escape (securely bound creatures cannot, nor can caged creatures, if the sphere is formed around a smooth-edged cage). Wizards typically use such

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spheres as traveling storage for coins, food, weapons, or even open spell books, for which the sphere provides handy reading light. Spheres can also be used to convey food, treasure, or other items to creatures one does not wish to approach too closely.

A sphere has a movement rate of 16 when traveling "free" (that is, not linked to the location of the staff that formed it), but it can never develop sufficient velocity to break or move objects in its path, nor to deliver a weapon in an attack. Spheres can serve to deliver lit oil pots or torches to intended destinations, as nonmagical flame does not affect a sphere.

A *staff of spheres* can create a maximum of one sphere per round. Each sphere drains one charge during its creation, which requires an entire round to complete.

Staff-Mace

XP Value	GP Value
Great Mace: 1,500	7,500
Mace: 1,500	7,500
Quarterstaff: 1,500	7,500

The Land Beyond the Magic Mirror

This priests' weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This staff 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: iron-shod *quarterstaff +3*.
- Great Mace: *iron footman's mace +1*.
- Mace: *iron horseman's mace +2*.

Staff-Spear

XP Value	GP Value
+1: 1,000	5,000
+2: 1,500	7,500
+3: 2,000	10,000
+4: 2,50	12,500
+5: 3,000	15,000
+3: 3,500	17,500

DUNGEON MASTER Guide

When this seemingly ordinary quarterstaff is examined magically, it displays an aura of alteration. Upon proper command, a long and sharp spear blade shoots forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the weapon elongates to a full 12 feet, and a third command recalls it to its original form. The powers and value of each *staff-spear* are determined randomly when the item is first employed:

Roll	Attack & Damage[1]
01–06	+1
07–10	+2
11–13	+3
14–16	+4
17–19	+5
20	+3 (grants +3 AC bonus when held)

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

of Striking

XP Value: 6,000 **GP Value:** 15,000

DUNGEON MASTER Guide

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, expending one 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.

of Striking (Local 531)

XP Value: 500 **GP Value:** 1,500

DRAGON Magazine 156

When this heavy oaken staff is swung at an opponent in combat, a large placard pops out of the end, reading "ON STRIKE! PCs Unfair to Magical Items!" After that, it resists all attempts to wield it in combat, making hits impossible. If the owner persists in trying to use it, it may animate and attack, although PCs take no damage if they happen to be wearing *scarabs of protection*. The staff can be temporarily returned to normal functioning by burning at least three sticks of *incense of mediation*.

of Striking and Curing

XP Value: 8,000 **GP Value:** 20,000

Mists of Krynn

This glowing, wooden staff combines the powers of a *staff of striking* and a *staff of curing*, and is usable by any good priest. The staff contains 20 charges but recharges itself at the rate of five charges a day in sunlight, to a maximum of 50.

As a *staff of striking*, it acts as a +3 weapon, inflicting 1d6+3 points of damage per use, without draining a charge. If two charges are expended, the staff can strike for double damage. However, it cannot be used for curing until an hour has passed after a double-damage blow is struck.

As a *staff of curing*, two charges are required

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for each usage. The staff will cure disease, blindness, or 3d6+3 points of damage with the following limitations: It may only be used once per day on any given individual and only six times in a 24-hour period.

of Stunning

XP Value: 1,000 **GP Value:** 5,000

Old Empires

This is a *quarterstaff +3*, with the added benefit that, on a natural roll of 18–20, a blow from this quarterstaff knocks an opponent unconscious (no saving throw) for 3d4 rounds. If a natural 18–20 is not a successful attack against the opponent, the staff has no effect. These staves are typically made from yew; many of them are used by sailors on the Alamber Sea.

of Surprises

XP Value: 4,000 **GP Value:** 20,000

The Ruins of Myth Drannor

This type of staff is usable by all intelligent creatures who know the command words of the particular specimen they are holding. Each staff function can be used in combination with all other staff functions, but only one function can be activated or deactivated per round. Each function drains one charge whenever activated, but "programming" item functions requires only the necessary spellcasting, speech, and concentration; no charges are drained. Activation requires a command word; deactivation requires that the word be spoken backward.

A *staff of surprises* can, upon command, suddenly grow a blade from either end of itself, doing 1d8 hp damage (1d12 to creatures larger than human-size) when used as a weapon. The weight and balance of the staff do not change. Such a staff can also suddenly extend in length up to 60 feet, to serve as a pike, sliding pole, bridging or reaching aid. It will remain utterly straight and rigid, and can withstand 16 hp damage or 777 pounds before breaking.

A *staff of surprises* can emit a "preprogrammed" sound or speech, of up to seven seconds' duration or 15 spoken words. This may be a message, warning, incantation, threat, or an intent to deceive others into thinking a particular being or monster is near. If the sound is a spell incantation, no spell can be cast or set off, but the sound can be an activation word for a magical item if touch or will power is not also required. The staff's user determines what sounds will be "programmed."

A *staff of surprises* can also emit a visual illusion of any human-size creature or object. This image must be created by casting any illusion-producing spell upon the staff, which absorbs an illusion contacting it if the staff's command word is spoken at the time. The illusion will be as good as the cast original (ranging from vague and fuzzy to utterly lifelike) and can move, gesture, and act; range and area of effect are as per the original spell or power. The image cannot speak or be made to react to its surroundings in any way, but it lasts for up to seven rounds (fewer if the programmer desires or if the staff wielder ends it sooner). Touching the image will not dispel or disrupt it.

of Swarming Insects

XP Value: 100/charge **GP Value:** 500/charge

Dungeon Master Guide

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

Range is 60 feet +10 feet per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects inflicts 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in flames, or in another impossible position for the insects. Note, however, that the insects cannot affect creatures larger than human-size with a natural Armor Class of 5 or better.

When a vulnerable target is attacked by the swarm of flying insects, the creature 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 disappears, so it is easy to determine how many charges are left in the staff. Unlike others of its kind, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

Thoth's

XP Value: 48,000 **GP Value:** 200,000

Legends & Lore

Thoth's avatar wields a magical staff that acts as a combined *staff of command*, *staff of curing*, *staff of the magi*, *staff of striking*, and *staff of power* with unlimited charges. No other being can handle this staff without being instantly affected as if hit by *feeblemind*. There is no saving throw and even characters who do not use magic can be affected by this curse.

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of Thunder & Lightning

XP Value: 8,000 **GP Value:** 40,000

DUNGEON MASTER Guide

Casual examination of this stout quarterstaff shows it to be exceptional, and if it is magically examined, it radiates an aura of alteration magic

Constructed of wood (ash, oak, bronzewood, or similar woods) 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 attacked opponent saves successfully vs. staves, he or she is stunned from the noise of the staff's impact—unable to take any further action in that round, 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, and 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. staves 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 8d6 in strength, causing 16–48 points of damage (all 1s are counted as 2s) to failed saving throws. The stroke can be single or forked; this 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.

Ushas's

XP Value: 3,000 **GP Value:** 25,000

Legends & Lore

The avatar can fire a brilliant ray of golden light from her staff, up to a distance of 100 feet. This ray always hits its target, inflicting 4d8 points of damage. Those struck must also save vs. paralyzation or are blinded for 1d10 rounds.

of Vision

XP Value: 5,000 **GP Value:** 25,000

The Ruins of Myth Drannor

This rare type of staff drains one charge per round when activated and held by a living creature. It is usable by all intelligent creatures, and is controlled by force of will. A *staff of vision* may be activated and used within the same round. Shutting down any power of the staff requires only an instant, but switching from one power to another requires an entire round between uses of the different powers.

Such a staff can empower the bearer or any creature touching the staff (but only one being at a time) to *detect invisibility* (as the 2nd-level wizard spell, with an effective range of 90 feet), or use *infravision* (as the 3rd-level wizard spell), or have *true seeing* (as the 6th-level wizard spell, without any use of ointments).

Such staves never allow X-ray vision, and cannot be used continuously for very long, as their effects are mentally tiring. A *staff of vision* can be used by one being only for as many rounds as the user has Intelligence points. After using such a staff for six rounds or more, any user must refrain from using it for at least four rounds, or wild hallucinations will result (precluding proper use of the staff powers, and possibly guiding the affected being into behavior dangerous to self or companions).

Each *staff of vision* has a secret command word. Anyone who knows and utters it while touching the staff to any being (including themselves) may call forth the special power of this type of staff at a cost of three charges. Such a staff can *cure blindness* (unlike the 3rd-level priest spell, the staff repairs or restores damaged eyes). Insufficient charges cause this special power to fail.

War Staff of Nyrond

XP Value: 5,000 **GP Value:** 30,000

GREYHAWK Adventures

Just after Nyrondal, when troops willingly withdrew from the Theocracy of the Pale and the County of Urnst, a Nyrond wizard created this staff because he feared that other lands might see this as a sign of weakness and attack the Kingdom of Nyrond. Though such attacks never

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occurred, the staff was useful to certain powerful wizards guarding the borders of Nyrond.

Possession of this wooden staff allows a wizard of at least 11th level to attract personal followers as a fighter of the same level. A wizard can use the staff only once per year, and it must remain in the spellcaster's possession for a full month after the followers have gathered, or the troops will disband and desert. Once the month has passed, the troops will be personally loyal to the spellcaster for one year, barring exceptional conditions or poor treatment. Note that this in no way affects the hiring of men-at-arms in the normal fashion.

of the White Well

XP Value: 15,000 **GP Value:** 75,000

Hall of Heroes

The *staff of the white well* is a superior form of druid staff. It is a long staff of white ash that allows the user to perform several special functions.

Unlike other druid staffs that have an animal likeness carved into them, and can summon animals of all members of the species carved on the staff, this staff can summon animals of any species the bearer chooses. However, the user must be specific as to the species summoned, nor can the user summon every species in the forest at once. Each summoning takes two charges. All animals of the called species within 12 miles hasten to the druid as quickly as possible. Once they reach the druid, they act as if under an *animal control* spell. The staff can also be used to cast *animal control* at any animal within sight of the staff's user, at a cost of one charge.

The staff is also a magical weapon, with a +2 bonus on attack rolls, inflicting 1d6+2 points of damage on a successful hit. The staff also functions as a *python staff* with the characteristics of the *staff of the serpent*. This includes the destruction of the staff if the serpent is killed. Using the staff as a snake costs one charge.

At a cost of two charges, the staff can be used to cast one of the following druidic spells: *call lightning*, *plant growth*, *dispel magic* (as if cast by a 15th-level druid), *cure disease*, *cure serious wounds*, *speak with plants*.

Once a month, with no cost in charges, the staff can perform one of the following greater abilities: *wall of fire*, *insect plague*, *transmute rock to mud*, *wall of thorns*, *weather summoning*, *conjure fire elemental*, *conjure earth elemental*, *fire storm*. After using its greater power once, the staff only regains this ability if it is recharged in the Moonwell beneath a full moon.

Use of the spells of the staff by a druid who does not have the experience to normally use the spells drains the energy of the druid. For every such spell used in battle, the druid must rest for 10 minutes after the battle. If more than one such spell is used in a battle, the user must make a Constitution ability check every time the staff is used, after the first time. If the staff is touched by a person or creature of evil alignment, the toucher takes 3d6 points of damage every round the staff is held. The staff can be fully recharged by exposing it to the light of the full moon once a month.

of the Winds

XP Value: 10,000 **GP Value:** 50,000

Land of Fate

This staff allows any wizard to use the following powers, at the cost of one charge per use: *alter normal winds*, *flying jambiya*, *solid fog*, *wind blade*, *wind wall*. The following powers use two charges, except in the case of flame mages, who expend only one charge from the staff for the following effects: *conjure air elemental*, *cloudkill*, *wind carpet*, *summon wind dragons*. Only a wind mage may use the following power, which consumes four charges of the staff—*windtomb*. The individual holding the staff is in addition considered to be under the effects of a *feather fall* spell as long as he holds the staff. This *feather fall* effect disappears when all charges of the staff are expended.

of Withering

XP Value: 8,000 **GP Value:** 35,000

Dungeon Master Guide

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, fiends, and the rest) 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 has little effect, while aging a dragon could actually aid the creature.

of Wizardry

XP Value: 15,000 **GP Value:** 75,000

Dungeons & Dragons Rules Cyclopedia

Usable only by wizards, this staff +1 has all the powers of a *staff of power*, plus the wizard spell effects of *invisibility*, *passwall*, *web*, and *conjure elemental*. It may also be used to create a *whirlwind* (as if from a djinni) or shoot a *cone of para-*

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lyzation (as the wand). In addition, the user may break the staff, which releases all of its power at once. This final strike is an explosion that inflicts 8 points of damage per charge remaining in the staff. All creatures within 30 feet (including the user!) take damage (but all may make a saving throw vs. staff for half damage).

of the Woodlands

XP Value: 8,000 **GP Value:** 40,000

DUNGEON MASTER Guide

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* and *speak with animals*
- *Animate tree*[1]

[1] This function duplicates the ability of a treant to cause a large tree to move at a rate of 3 and attack as if it were the largest size treant. In all other respects it becomes 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, e*ach 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. To determine which sort of staff has been discovered and its powers, roll on the table below.

Roll	Staff Type
01–25	The +4 staff has no additional powers.
26–50	The +3 staff also confers the power of *pass without trace*
51–75	The +2 staff confers the powers of *pass without trace* and *barkskin*
76–00	The +1 staff confers the powers of the +2 staff and the power of the *tree spell.*

In a DRAGONLANCE Campaign: The *staff of the woodlands* does not exist on Ansalon.

Stair

A magical stair is a wooden board, usually 5 feet long, a foot wide, and a half-inch thick. When placed on a floor and commanded, it creates a magical wooden stairway of some kind, which remains until it is commanded to vanish or until *dispel magic* is applied (treat the stairway as 25th level magic). Most stairways created in this fashion can support up to 2,000 pounds of weight (counting all items and creatures upon them); any additional weight causes it to collapse as if commanded to disappear.

of Ascending

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

On command, this board creates a stairway 10, 15, or 20 feet high. The stairway appears leading up from the user. When commanded to disappear, the uppermost stair remains and may be picked up and reused. This item functions up to three times a day.

of Breaking

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This item appears and functions as either an *ascending* or *descending stair* but supports only 500 pounds of weight before collapsing. It may be used up to three times a day.

Cold

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This stair appears and functions as either an ascending or descending stair. Upon command, it becomes ice cold, inflicting 1 point of damage per foot traveled upon everyone using it. Creatures resistant to cold are not affected, and any other victim may make a saving throw vs. spell to take half damage. For example, one might take 10 points damage descending a 20-foot stairway if the saving throw is made. When collapsed, the stair returns to normal temperature.

of Descending

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This stair is similar to an *ascending stair* but creates a stairway leading downward. When commanded to disappear, the bottom stair remains and may be picked up and reused. This item functions up to three times a day.

Endless

XP Value: 15,000 **GP Value:** 75,000

POLYHEDRON Newszine 58

This magic item consists of two 2-foot by 1-foot rectangular metal plates. When cast at the ground, both hover in place, one above the other, forming a small stairway. When someone steps on the first plate, the plate levitates to a position above the second, thus continuing the stair. The stair can be turned by climbing in the desired direction, for a maximum of a 45(DG) angle change per step. The stair has no altitude limit, but neither does it confer any special abilities on the user. Therefore,

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if the user climbs above the atmosphere, he or she will die unless some form of magical protection is used. The plates can be used in a vacuum, but not in a zero gravity environment, as they would not sense where to go next. If the climber falls or otherwise leaves the stair in midair, the plates will collapse. However, if the climber ascends to a safe surface, the plates will stay in place. Each plate has an armor class of –1 and can sustain 10 points of damage before becoming useless. The plates cannot be used to descend.

of Judgment

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This stair appears and functions as either an *ascending* or *descending stair*. However, anyone using the stairway in the wrong direction (up on a *descending stair*, down on an *ascending stair*) never reaches its end and instead walks through a gate to an Outer Plane. Any victim of this effect is met by an Immortal and immediately judged on alignment behavior. After the judgment, the victim is returned to a safe spot in the Prime Material Plane, near the point of departure.

If alignment behavior has been perfect, no ill effects occur (even to chaotics). If alignment behavior is flawed, a *quest* is assigned (as the priest spell) which must begin within one month. Death is the reward for poor alignment behavior. (Alignment judging is a tricky matter and the DM should handle it carefully.)

of Slipping

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This stair appears and functions as either an *ascending* or *descending stair* but on command becomes quite slippery. Each victim using the slippery stairway must make a saving throw vs. spell or fall and tumble down the stairs. The fall inflicts 1 point of damage per foot; a victim slipping from the top of a 20-foot stairway thus takes 20 points of damage.

Standing Stones

XP Value: 50,000 **GP Value:** 25,000

Legends & Lore

Celtic priests can create formations of standing stones in order to intensify their magic. The ceremonies during the creation of a *ring of standing stones* make them highly magical places where mere lesser mortals fear to tread.

The creation of *standing stones* is a lengthy process that requires many priests. There must be at least 50 levels of priests or druids who worship at least four different Celtic gods. One of the priests must be at least a 10th-level worshiper of



Belenus in order to have the all important *enchant stones* spell. The site must have stones available and be at least five miles from any other existing *standing stones*. All of the priests must spend an entire month assembling the stones and attending ceremonies—the *enchant stones* spell must be cast at the end of each week and again at the end of construction. If the priests are interrupted in any way during that time, the enchantment fails and they must start again. During creation, the *standing stones'* site must be dedicated to one sphere of spells forever (for instance, *standing stones—divination*). Once created, the magic of the standing stones is permanent.

The actual physical parameters of the *standing stones* are fairly loose. The exact size and number of the stones are unimportant for game purposes—they are arranged at creation to follow the seasons, stars, constellations, suns, moons, or whatever. It is only important that they be arranged in a series of circular patterns. Since they are generally between 10 and 30 meters across, standing stones are some of the largest magical items in existence.

Once created, ceremonies can take place at the site to cast spells within its assigned sphere. The total of priest levels involved in the ceremony can be used as a direct multiplier to any of the following: range, duration, or area of effect. As an example, if 50 priest levels are involved in a ceremony at *standing stones* to cast an *animate object*

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spell, they could either multiply the range by 50 (to 1500 yards), the duration by 50 (to 50 rounds per level), or the area of effect by 50 (50 cubic feet per level). One of the priests must actually cast the spell to be amplified by the *standing stones*, and his is the base from which all other information is extrapolated.

Holy Star of the Bright Desert

XP Value: 1,000 **GP Value:** 6,000

GREYHAWK Adventures

This is a copper star marked with the silver axe and energy bolts of Heironeous the Invincible. It was fashioned by dervishes to aid them in holy battles against infidels. The star gives a good wearer 30% immunity to fear, and a +20% bonus to reactions with dervishes in the Bright Desert. An evilly aligned wearer has a –4 penalty on all saving throws involving fear (magical or otherwise), and a –4 morale penalty. The device glows brightly within 30 feet of any extremely evil creature.

Statue

Statues are carved from wood, stone, or marble and their subject matter varies widely according to the whim of the sculptor or the demands of a commission. Statues have also been produced by pouring molten metal, ceramic, or plaster into a mold.

Boli

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 189

Boli is a human-size statue of humanoid figure that is dedicated to the skilled crafts—metal and leatherworking, jewelers, all smiths, or any other craft. If the *boli* is given a small offering of food or drink every day, the craftsperson can only automatically fail proficiency checks on a roll of 20, and receives a –1 bonus to the die roll. If the offering is not made, the craftsperson always fails proficiency checks until the offerings are made again.

Corellon's Crystal Statuette

XP Value: 3,200 **GP Value:** 16,000

Monster Mythology

Corellon's avatar typically carries a crystal statuette that allows him to summon 1d4 16-HD air elementals to do his bidding for 2d4 turns once a day.

Golden

XP Value: 2,000 **GP Value:** 15,000

Storm Riders

This golden statue depicts the Padhrasattva of Erudition, Mahavidi. Mahavidi is the personal Padhrasattva of the Dalai Lama, and is considered the highest of Padhra's incarnations.

Mahavidi's statue is solid gold and is valued at more than ten million gold pieces. It weighs over 30 tons, and is built directly into the foundations of a building. Other than this, its only defense against theft is the famous Ra-Khatian karma curse, in this case, a permanent karma curse. The curse is activated whenever someone touches the statue while thinking thoughts of larceny. The conditions for removing the curse are returning anything that was stolen from the statue, and then performing an act of contrition equivalent to the act that began the curse.

Old Salt Statues of Power

XP Value	GP Value
Medic with Bag: 1,500	7,500
Old Captain with Pipe: 1,900	9,500
Old Salty with Raincoat: 800	4,000
Pirate Mate with Rapier: 900	4,500
Pirate with Pegleg: 1,400	7,000
Sails Boy with Rope: 900	4,500
Skipper with Hat: 1,000	5,000
Swabbie with Bucket: 700	3,500
Weaponsmaster: 850	8,500
Whaler with Harpoon: 800	4,000

War Captain's Companion

There are several different *old salt statues of power.* Each appears as a small statue of a sailor a foot or so tall. When the statue is rubbed and the command word (usually engraved on the bottom of the stand) is spoken, its power is activated.

If an *old salt statue of power* is broken or destroyed, it is forever ruined, all magic is lost, and it has no power. If it is slain in its human form, it merely reverts to statue form and can be used again at a later time. They can be used once per day, unless otherwise stated in the following text.

Medic with Bag: At a word, this statue grows to human size. It has AC 10, hp 8, and MV 12. The statue can *cure light wounds* five times a day, *cure serious wounds* twice a day, or *cure critical wounds* once a day. It cannot use more than one cure type in a single day. Alternately, the statue can *heal* once a week, but this power replaces all other curative powers of the statue for that week. The *old salt statue* can only be used to cure an individual once in a single 24-hour period, which means that all five *cure light wounds* cannot be spent on the same individual.

Old Captain with Pipe: Once a day, this statue can be activated to give the ship's captain unerring advice. The advice the statue gives is limited to directions toward an intended destination, or the advice on how to better attack an enemy ship. (When the latter advice is used, the ship gains a + 1 bonus on all initiative and attack

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rolls for 1d4 rounds.) The statue has AC 4, hp 23, and MV 12. After use, it reverts to statue form, leaving behind a pleasant odor of beechwood pipe smoke.

Pirate with Peg Leg: When this statue is activated, all enemies aboard a ship must roll a save vs. spell or be forced to dance the pirate's jig for 1d6 rounds. During that time, all those who failed the save cannot fight. Those who make the save have their attack rolls penalized by –1. The statue has AC 10, hp 2, and MV 12. If destroyed, its magical effects on the opponents are immediately dispelled.

Pirate Mate with Rapier and Parrot: Once a day, this statue can be activated to fight with the ship's crew. The *pirate mate with rapier and parrot* can be used once a day. With an evilly aligned crew, the statue gains the following statistics:

> **Statue, Evil Crew:** Int Average; AL LE; AC 6; MV 12; HD 6; hp 60; THAC0 15; #AT 3/2; Dmg 1d8+3; SA +3 on attack and damage rolls; SZ M (6′ tall); ML 20; XP 650.

With a good or neutrally aligned crew the statue has the following statistics:

> **Statue, Good Crew:** Int Average; AL LN or LG; AC 5; MV 12; HD 6; hp 60; THAC0 16; #AT 3/2; Dmg 1d8+2; SA +2 on attack and damage rolls; SZ M (6′ tall); ML 20; XP 650.

Sails' Boy with Rope: This statue can be activated once a day for one hour each use. The *sails' boy* can increase the MC of a spelljamming ship (or even a normal sailing ship) by one class for that time. If killed while performing his duties, the *sails' boy* cannot be reactivated for one full week. Only one can be active on a ship at one time. It has AC 6, hp 12, and MV 12.

Old Salty with Raincoat: This *statue of power* has no human form. Instead, it divines the weather for the next 24 hours. (If the weather is being magically tampered with, the sailor's squinty eye glows and the divination will change to match the approaching weather.) When the weather is divined as being fair, the statue appears as a barechested sailor with short legged pants and no shoes.

If the weather is to be stormy and wet, the statue wears a raincoat. If the weather is cold or snowy, the statue wears a thick parka and tall, stout boots. This item is useful in the phlogiston as well, since it predicts the occasional eddies and high and low pressure cross-currents that resemble ocean storms. It operates constantly, and cannot be deactivated or fooled, save by magic.

Skipper with Hat: When this statue is active, it directs the motions of the ship by yelling (often obscene) commands to the helmsman. As a result the ship is able to perform faster than normal. The ship gains a +1 to its SR. The skipper can be used once a day for one hour at a time. If more than *one skipper with hat* is used on the ship at one time, the number of skippers equals the SR penalty the ship receives instead. With two *skippers with hat*, SR 6 turns into SR 4. This penalty arises from the skippers yelling different commands; thus confusing the crew. The statue has AC 2, hp 35, and MV 12.

Swabbie with Bucket: When activated, this statue will clean and polish every deck on the ship. The job takes one round per 5 square feet (keel length multiplied by beam width gives square footage). It continues its job until it either finishes, or until killed. It has AC 8, hp 12, and MV 9, and can be activated once a week.

Weaponsmaster: This statue takes the place of a whole weapon's crew. It can be activated for one hour every day, or until the human form is destroyed. This statue has AC 4; 6th-level fighters, hp 45; MV 12.

Whaler with Harpoon: When activated, this statue goes to the edge of the ship, armed with its harpoon and summons fish. Even in the phlogiston, the whaler can summon and spear 1d12 fish every day (each fish averages 1d20+20 inches long). Once the DM determines the number of fish that are caught, the *whaler* returns to statue form, and cannot be reactivated for 24 hours.

If a large aquatic creature (whale, sea serpent, kraaken, or the like) is attacking the ship, the *whaler* can, if not previously activated, fight during the encounter with a +2 bonus, inflicting double damage.

Roll	Statue Type
01–10	*Medic with Bag*
11–20	*Old Captain with Pipe*
21–30	*Old Salty with Raincoat*
31–40	*Pirate Mate with Rapier*
41–50	*Pirate with Pegleg*
51–60	*Sails' boy with Rope*
61–70	*Skipper with Hat*
71–80	*Swabbie with Bucket*
81–90	*Weaponsmaster*
91–00	*Whaler with Harpoon*

Scorpion Ward

XP Value: 250 **GP Value:** 1,250

The Glory of Rome

Romans greatly feared the power of wizards with the evil eye. One of the magical items used to protect against it was the *scorpion ward*. This is a small, hardened clay or metal statue of a scorpion

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of average workmanship. If one is placed just inside the doorway of a home and a short prayer said to the household gods, the magic of the statue protects the people who live in the house against the evil eye. Any residents of the household (including family members, servants, and slaves, but not guests) receive a +3 bonus to saving throws against the evil eye, as long as the *scorpion ward* remains in the doorway.

Singing

XP Value: 1,000 **GP Value:** 5,000

Dragons of Light

The *statue of singing* is a hollow statue of beaten gold, formed in the shape of Mishakal, the Healer. If water is poured into the hole at the top, the statue begins to hum a varied, peaceful tune. The statue has the following properties while singing: it acts as a *chime of opening* against any locked or *held* door; it prevents undead from approaching within 20 feet of its wielder; it *heals* 1d6 points of damage, once a day, on any person within 10 feet.

Singing II

XP Value: 3,750 **GP Value:**

Tales of the Lance

These hollow statues of gold were smithed into their form by the goddess Mishakal, the Healer. Each statue stands about 6 inches tall.

If water is poured into the hole at the statue's top, the statue begins to hum a peaceful tune. When the statue "sings," it acts as a *chime of opening* against any locked or held door, it prevents undead from approaching within 20 feet of the wielder, and it *heals* 1d6 points of damage to all people within 10 feet (including the wielder). This last power is usable only once a day. The duration of singing is 4d4 turns. If the water is prematurely spilled, the singing stops.

These statues were common in pre-Cataclysmic times. Now that the clergy of Mishakal have been restored, the *singing statues* have begun to reappear with increasing frequency.

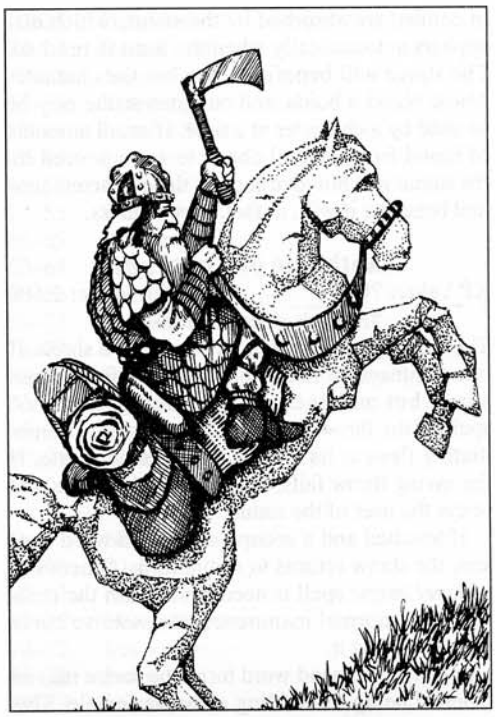
Stone Horse

XP Value	GP Value
Courser: 2,000	12,000
Destrier: 3,000	15,000

Dungeon Master Guide

Each of these items appears to be full-size, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings a steed to life, enabling it to carry a burden, and even to attack as if it were a war-horse. There are two sorts of mounts:

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 war-horse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves vs. 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 war-horse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves vs. 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 can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If allowed to graze and rest, the animal heals its wounds at the rate of 1 point per day. When fully healed, it automatically reverts to magical form.

of Substitution

XP Value: 500 **GP Value:** 10,000

Dragon Magazine 126

Upon close examination, this statue reveals a small cavity in its back. The statue is hollow and large enough to hold one pint of blood. In order to make the statue work, the character to carry or use it must pour one pint of blood into the statue, which magically seals when full. Once this bond has been created, the statue benefits the character using it as if using the shukenja spell *substitution*. The first 20 points of damage the character takes

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in combat are absorbed by the statue, which disappears automatically when the limit is reached. The statue will benefit no one but the character whose blood it holds, and only one statue may be so used by a character at a time. If small amounts of blood from several characters are poured in, the statue will not give each of the characters limited benefits; it will, in fact, be worthless.

Xanthippe of Annoyance

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

This item appears to be a tiny statue of a shrew. If one command word is spoken, it turns into a giant shrew but may then make a saving throw vs. spell. If the throw is successful, the shrew immediately flees at its maximum movement rate. If the saving throw fails, the shrew understands and obeys the user of the statue.

If touched and a second command word spoken, the shrew returns to statue form. Otherwise, a *dispel magic* spell is needed to return the creature to its normal inanimate state; *remove curse* does not affect it.

A third command word turns the statue into an ethereal being resembling a human female. This being is immune to all attacks and has no attack forms itself. When created, however, it immediately begins loudly criticizing the user; all with 60 feet understand the words. This speech can continue for any duration but the being returns to statue form on command of the user or if *dispel magic* is applied.

Stick of Standing

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 30

The *sticks of standing* were developed to support Orlow's tomato plants. These are ½-inch-thick, 2-foot-long pieces of wood. When placed perpendicular to any horizontal surface they remain standing unless moved by a living creature.

Stirrups of Horsemanship

XP Value: 2,500 **GP Value:** 12,500

DRAGON Magazine 126

When fitted on a horse, these stirrups give any character who rides that animal the same skills in riding that he or she would have with the horsemanship proficiency (this applies to riding skill, leaping onto the animal, using two-handed weapons on horseback while guiding the animal with the legs alone, and so on). The stirrups may be used on any horse or horselike animal (ki-rin, unicorn, or the like), and must be attached to the saddle trappings if they are to work properly. No additional bonus is given to characters who already have the horsemanship proficiency.

Stocking

Stockings are long, tight-fitting garments that are often worn in place of socks. Stockings protect the whole leg, where socks only keep the calf and feet warm. Some cultures frown upon men's stockings, however, frigid climates generally prompt everyone to wear stockings, especially in cultures where trousers haven't been invented.

of Elf Summoning

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

This plain, long stocking is typical of the type of socks worn by peasants. When hung by a chimney and the command word is spoken, a fat, 10th-level elf will appear by descending through the chimney, wearing a bright red and white fur outfit. The elf will assist the user for up to one hour, and then vanish. The stocking functions once a year.

of Mystery

XP Value: 400 **GP Value:** 2,000

POLYHEDRON Newszine 23

This stocking is useful when pulled over the head. The user then becomes completely unrecognizable, even by close friends. The stocking functions once a day, for up to three turns per use.

Stone

Magical stones are generally polished to a brilliant shine. See **Gem** and **Rock** for additional magical possibilities.

Roll	Stone Type
01–25	Ornamental Stone
26–50	Semiprecious Stone
51–75	Fancy Stone
76–00	Hardstone

Roll	Ornamental Stone Type
01–03	Agni Mani
04–05	Algae
06–08	Augelite
09–11	Bluestone
12–13	Chrysocolla
14–16	Corstal
17–18	Crown of Silver
19–21	Disthene
22–24	Epidote
25–26	Fire Agate
27–29	Fluorspar
30–32	Frost Agate
33–34	Goldline
35–37	Greenstone
38–39	Hyaline
40–42	Lynx Eye

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43–45	Mocrocline
46–47	Nelvine
48–50	Nune
51–53	Oolite
54–55	Ophealine
56–58	Rosaline
59–61	Sagenite
62–63	Sanidine
64–66	Sarbasso
67–68	Satin Spar
69–71	Sharpstone
72–74	Sheen
75–76	Silkstone
77–79	Snowflake Obsidian
80–82	Sunstone
83–84	Thurarlial
85–87	Variscite
88–89	Violane
90–92	Webstone
93–95	Wonderstone
96–97	Woodtine
98–00	Zarbrina

Roll	Semiprecious Stone Type
01–04	Alestone
05–07	Andar
08–11	Aventurine
12–14	Boakhar
15–18	Cleiophane
19–21	Datchas
22–25	Dioptase
26–29	Gold Sheen
30–32	Hambergyle
33–36	Hydrophane
37–39	Hypersthene
40–43	Iol
44–46	Irtios
47–50	Luriyl
51–54	Malacopn
55–57	Meliochrysos
58–61	Mykaro
62–64	Mynteer
65–68	Orprase
69–71	Phenalope
72–75	Rainbow Obsidian
76–79	Samarshite
80–82	Serpentine
83–86	Skydrop
87–90	Spodumene
91–93	Tabasheer
94–96	Tchazar
97–00	Witherite

Roll	Fancy Stone Type
01–05	Angel Skin
06–09	Brandeen
10–14	Euclase
15–18	Flamedance
19–23	Heliodor
24–27	Horn Coral
28–32	Jargoon
33–36	Kornerupine
37–41	Laeral's Tears
42–45	Octel
46–50	Orbaline
51–55	Raindrop
56–59	Rusteen
60–64	Scapra
65–68	Shandon
69–73	Sinhalite
74–77	Sphene
78–82	Star Siopside
83–86	Tremair
87–91	Ulvaen
92–95	Waterstar
96–00	Ziose

Roll	Hardstone Type
01–06	Alabaster
07–11	Archon
12–17	Hornbill Ivory
18–22	Iris Agate
23–28	Ivory
29–33	Lumachella
34–39	Luspeel
40–44	Marble
45–50	Meerschaum
51–56	Pipestone
57–61	Psaedros
62–67	Serpentine Stone
68–72	Soapstone
73–78	Star Metal
79–83	Sulabra
84–89	Tempskya
90–94	Turritella
95–00	Xylopal

Beauregard's Beautiful Bauble

XP Value: 600 **GP Value:** 3,000

POLYHEDRON Magazine 57

This small stone looks very much like a robin's egg and will radiate a faint aura if *detect magic* is used. The bauble has the power to release a calming effect on all who look at it. Anyone viewing the bauble must make a saving throw vs. charm; those who are successful hear soft music and believe that the bauble is one of the most beautiful things they have ever seen. Those who fail the saving throw are instantly calmed, at peace with themselves and their surroundings. When placed in the hands of someone who is angry or afraid—even one who is magically enchanted to be angry of afraid—the person becomes calm and happy and any enchantment of anger or fear is instantly negated.

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Bimbomushi

XP Value: 3,000 **GP Value:** 20,000

DRAGON Magazine 40

These come in two imitative forms, either similar to magical gems or to other magical stones (lodestone, earth elementals, and the like). When carried on a person in battle with a creature of more Hit Dice (in a mixed group, if any one of the enemy has more Hit Dice) than the carrier, the *bimbomushi* acts as a *ring of protection –3* for its carrier as long as he or she is conscious and in active battle..

Bloodstone of Fistandantilus

XP Value: 15,000 **GP Value:** 75,000

Tales of the Lance

Legends state that no one can possess the *bloodstone of Fistandantilus*; one is possessed by it; such is the *bloodstone's* power—such is evil. Even if the artifact itself does not turn the user mad, it offers prizes that just might—a new body, a new mind, and immortality. In mortal combat, Raistlin wrested this artifact from Fistandantilus. Some say the *bloodstone* wanted Raistlin to win, some say it drove him mad.

The *bloodstone* has survived from the early days of magic, crafted from the blood-speckled jasper found at the Ravaged Heart valley of the Khalkist Mountains. A 3-inch-long, teardrop-shaped gem, the *bloodstone* takes its name from the scarlet speckles that run through it. The gem rests in a plain silver setting that is worn about the neck on a silver chain.

Once a day, the wearer can speak a command word to cause the *bloodstone* to cure 2d8+1 points of damage to himself. The stone cannot cure systemic damage as caused by poison or petrification.

A separate command word causes the *bloodstone* to activate in the following round, attacking anyone in a 40-foot radius. When successfully used, the *bloodstone* dislodges the victim's spirit and transfers the wizard's spirit into the victim's body. Use of the *bloodstone* in this fashion automatically shifts the character one full alignment toward evil (good becomes neutral, neutral becomes evil and so on). In the round after the second command word is spoken, both victim and wielder roll a saving throw vs. spell with the following results:

- If both fail, each loses 1d10+5 hit points. The victim can make one attack. The wizard can elect to receive the attack, hoping to use the *bloodstone* again in the next round, or may break concentration and try to avoid the attack.
- If both save, the victim's spirit is firmly entrenched and has battled back the attack. Both roll again.
- If the victim saves and the wizard fails, the wizard suffers 1d10+5 points of damage and cannot perform an action in the next round. The victim takes a free action that round.
- If the wizard saves and the victim fails, the victim's spirit dislodges and departs to the gods. The wizard's spirit inhabits the emptied body and his old body crumbles to dust. The wizard all former ability scores (Str, Dex, Con, and so forth) except where the victim's scores are higher. For such abilities, the wizard's scores increase to match those of the victim. If the victim exceeded the wizard in level, the wizard attains the higher level, gaining the experience points and powers of the new level.



Chardalyn

XP Value: 4,000 **GP Value:** 20,000

Volo's Guide to the North

These rare, black stones are found only in the northern Sword Coast area of Faerûn. They occur naturally, and are not a specially enchanted stone. Each stone can naturally entrap a single spell cast into it, releasing the magic for its usual spell effects later, when the stone is shattered.

If a *chardalyn* is hurled at an enemy and breaks, it could become the focal point of a fireball cast into it years earlier. A *chardalyn* can only absorb one spell. Once it is "full," other

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magic has no effect on it.

These stones always absorb spells cast deliberately into them. They can also absorb incoming spells on a roll of 7 or less on 1d12. This is useful when the incoming spell is hostile and directed at the stonebearer. *Chardalyn* can take in *lightning bolts* and *fireball* flames that have already manifested (preventing any damage from them from occurring), but the bearer of a stone can't choose when this power will or won't work. (Once again, it only has the potential to work if the *chardalyn* is not already holding a spell.) Several veteran Riders of Nesmé wear *rings of fire resistance* coupled with shields studded with *chardalyns* that hold *fireball* spells into battle. A foe who shatters a *chardalyn* with a weapon blow suffers immediate damage from the exploding flames.

of Cold Immunity

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

No command word is needed for this rare item. It automatically absorbs cold damage that could otherwise affect the bearer. All cold damage is reduced to 1 point per die, and the bearer may make appropriate saving throws to take damage equal to half of the reduced figure. The *stone of cold immunity* functions for 1d6+6 months (regardless of the amount of cold absorbed) before becoming nonmagical. This item cannot be constructed or recharged. It is a disposable body part from a very rare creature (the sotyuch).

of Continual Light

XP Value: 300 **GP Value:** 1,500

Talons of Night

These normal stones are enchanted with the *continual light* spell. Generally they are attached to the walls of dungeons or castles in order to light the hallways.

of Controlling Earth Elementals

XP Value: 1,500 **GP Value:** 12,500

DUNGEON MASTER Guide

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 HD will come to the summoner if earth is available, an 8-HD elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be called out of mud, clay, or even sand—although one from sand is an 8-HD monster.) The area of summoning for an earth elemental must be at least 4-foot square and have 4 cubic yards of volume. The elemental appears in 1d4 rounds. For detailed information about elementals and their control see the Monstrous Manual accessory. The stone can be used to summon one elemental a day.

In Ravenloft: The elemental can only return to its native plane through one of Ravenloft's rare exits. If it some how gains its freedom, it attacks the summoner.

Coruskian

XP Value: 1,500 **GP Value:** 8,000

GREYHAWK Adventures

Set in a golden necklace, this green stone was enchanted by a Nyrondese spellcaster who sought to control the griffons of the Corwkian Mountains. Though the magical item worked well, the wizard overlooked his inability to ride airborne creatures, and he met his doom at the bottom of a deep and jagged chasm. Since then, the stone has been used by the nomads and tribesmen who happen to find it.

The stone gives its owner the ability to *charm griffons* (saving throw applicable) once a day. *Charmed griffons* will allow the charmer and all allies to ride them. Airborne riding maneuvers that do not require a proficiency check can be accomplished using land-based riding techniques, but airborne maneuvers that require a check automatically fail if the rider has no proficiency in airborne riding. If the wearer rides a griffon into combat, the chances of breaking the spell are doubled (check before the battle).

Cursed Well

XP Value: — **GP Value:** 1,000

DRAGON Magazine 145

In appearance, this stone looks exactly like a *stone of the well.* A *cursed well stone*, though, causes any well into which it is placed to dry up immediately; likewise, all wells within a one-mile radius of a *cursed well stone* also dry up immediately. This item counters a *stone of the well*, and no new well dug in the area of effect of a *cursed well stone* will yield water, even if the ground is saturated. Once activated, an *exorcism* or *remove curse* is required to be rid of this malefic stone's influence.

Dream

XP Value: 1,000 **GP Value:** 5,000

In Search of Dragons

Dream stones are golden pebbles that reveal actual or possible events in the future. Eons ago, the gods of neutrality presented the bag of *dream stones* to the primitive Lor-Tai tribe. Lor-Tai leaders use the stones to help predict natural disasters and to forecast the year's harvest.

Each *dream stone* is etched with from 1 to 3 symbols of a moon at high sanction. When the

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number of symbols on a *dream stone* is the same as the number of high sanction moons in the sky, a dream is revealed, but only if the owner sleeps through the night with the stone beneath his or her head. Each *dream stone* can be used once.

The *dream stones* can be useful tools for providing the PCs with information, clues, and warnings. They can also be helpful in getting stalled PCs back on the track. However, the dreams are not necessarily accurate, nor are they always easy to interpret.

To receive a dream, the PC must sleep with the *dream stone* under his or her head for at least six uninterrupted hours. The symbols on the *dream stone* must match exactly with the moons in the sky. For instance, if a particular *dream stone* shows two moons in full sanction and there are three moons in full sanction, no dream cream will occur.

The dreams are visions of events that may occur in the future. A dream is experienced as a series of flickering images; the end of one image dissolves into the beginning of the next. Unless the DM is using the *dream stones* to feed specific information to particularly incompetent or unlucky PCs, the images should be vague and indefinite. It makes for a more interesting adventure if you can tie these dreams into the personalities of the PCs.

of Everburning

XP Value: 500 **GP Value:** 2,500

Old Empires

This stone is unremarkable, except that it radiates searing heat at all times. If a *stone of everburning* contacts exposed flesh, it inflicts 1d3 points of damage for each round of contact. The stone's most remarkable property is its longevity; some have stayed hot more than 3,000 years, even when continuously immersed in water. These items are used in the steam engines of Mulhorand.

Finder's

XP Value: 3,500 **GP Value:** 17,500

1992 Fantasy Collector Card 409

This artifact was destroyed in the final battle against the evil god Moander. By holding this unique magical item and concentrating, any person could get it to emit a *beacon of light* indicating the quickest path to any object, Any member of the Wyvernspur family could: peer into the stone to *read knowledge* stored within; cause the stone to cast an *illusion* of the bard Finder Wyvernspur, singing any of his songs: use the stone as a rechargeable wand, holding many spells, including *detect magic*, *continual light*, *dispel magic*, *fly*, *tongues* (permanent), and *teleport*.

Glowstone

XP Value: 1,400 **GP Value:** 7,000

Dwarves Deep

These famous "gems" are synthetic crystals. Clear, faceted, and oval, and as long as a man's hand, *glowstones* bloom with a continuous, heatless white radiance equal to a *continual light* spell. The radiance cannot be dimmed by magical *darkness*, *dispel magic*, or other means, with the exception of draining the stone of all power. When power is being drained from a *glowstone,* it pulses and flickers.

Glowstones are used to power all magical items requiring charges. A *glowstone* that is brought into contact with an item sticks to it. This is an attraction akin to magnetism, which can be broken by a strong pull, but not by accidental contact. Once attached to another magical item, the *glowstone* begins to recharge the item, restoring one charge per full turn of continuous contact. If the item is used during this time, it loses no charges, the required magical energy being drawn from the *glowstone* in addition to the recharging energy being released.

Magical items which do not use charges but which can normally be used only a limited number of times in a set period gain one additional use (of each power or function) after they are exhausted. They must be touched to a *glowstone* for five continuous rounds. This boost cannot be fed into an item before a given power is exhausted, storing the energy for later use.

In addition, dwarf priests can release the power of a *glowstone* which they are touching by means of a special spell, *glowglory*. This potent magic allows them to unleash beams of power from a *glowstone*, as weapons or tools. A beam of power is a cutting beam of radiant force that cuts stone, wood, and flesh alike—doing an automatic 6 points of structural damage per round to the former two objects, and does 6d6 points of damage per contact to living things. For more information on beams of power, please refer to the spell *glowglory*.

Unleashing a beam of power from a *glowstone* drains it of 20 charges per round. Charging an item from a *glowstone* drains however many charges are transferred to the item, at the rate given above. Boosts for chargeless items cost seven charges each.

Glowstones have 1,000 charges when made, and can never be recharged, but charges can be transferred from one *glowstone* to another. A little-known side benefit of this last practice: any being holding two *glowstones* together and willing one to give the other energy experiences the energy flow through his or her body. It does not heal damage, but does burn away poisons, dis-

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eases, parasitic infestations, and embedded foreign materials, purifying the body.

To destroy a *glowstone*, one must strike it with a *disintegration* spell or magical effect, or deal it physical or magical damage (or a combination of the two types) totaling more than 66 points in one round (cumulative totals are ignored). Even when *disintegrated*, a *glowstone* explodes in a violent blast dealing 1d10 points of damage per charge it had left, to all creatures within 70 feet (save for half damage, allowed only if at least 25 feet distant from the stone). *Glowstones* that are entirely drained do not explode. Their light simply fades silently, and then they crumble away to dust.

of Good Luck

XP Value: 3,000 **GP Value:** 25,000

DUNGEON MASTER Guide

The *luckstone*, a 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, or dodging—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 division of treasure. The most favorable results will always be gained with a *stone of good luck.*

of Gul and Thiondar

XP Value: 10,000 **GP Value:** 75,000

DUNGEON Magazine 30

In the distant past, long before the rise of man and the creation of dwarves and gnomes, giants ruled the surface of the continent and worshiped many deities. One of the giants' deities, a young and rash demigod named Gul, provoked the terrible wars that fragmented the giants into separate races and created the mutant ettins, cyclops, and fomorians. As punishment for his terrible deed, the deities of the giants stripped Gul of most of his powers and imprisoned his essence forever in a 2,500 lb. ruby. Unwilling to destroy another immortal being, the gods of the giants deposited this prison in the heart of a mountain and tried to forget about Gul. Near the mountain, the gods raised a temple to commemorate their deed and to warn mortals to beware the terrible Gul.

The *stone of Gul* is a relic of awesome and formidable power. Designed especially for its immortal prisoner, who was once a deity of flame and travel, the stone drains the magical and spiritual abilities from Gul and shunts them into the nearby environment. The stone drains Gul's most powerful immortal powers, using them to teleport a nearby river in an endless loop and to heat a nearby valley.

Millennia passed, and the climate of the mountain range gradually became colder, except for the valley warmed by the stone. When the Ch'thar discovered the valley, King Thiondar found an opening at the base of the tallest mountain at the south of the valley. Intrigued, he descended beneath the mountain and discovered the *stone of Gul.*

As the king (a powerful wizard) studied and tested the relic, he fell into its power and became insane. Thiondar emerged from the mountain a week later to tell his worried subjects that the Ch'thar would be settling in the valley. He ordered the Ch'thar to build a town, while he returned to guard what he now considered his relic.

It was plain to all of the elves that something had befallen their leader. Lioshand, the king's champion, followed the king into the mountain and witnessed Thiandar meditating in the presence of a huge glowing ruby. Lioshand confronted the king about the relic, whereupon Thiandar, deranged by the power of the stone, accused him of treason and slew him with magic. The king emerged from the mountain to denounce his faithless subjects and to pronounce a horrible curse on Lioshand's soul. Thiondar repeated his order for the Ch'thar to build a town, and again returned to the mountain to guard the relic.

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As soon as Thiondar left, the Ch'thar began to argue bitterly among themselves. They speculated about what Thiondar had found under the mountain, which was soon named King's Mountain by the elves. Many despised the king's actions, for they knew that Lioshand had always protected the king and acted out of concern for Thiondar's safety. Even more hated the environment of the valley, which was filled with a dark rain forest and populated with great reptiles.

The dissenters—nearly a thousand strong—left the valley and called themselves the gray elves. Ashamed for their king's unjust behavior, their own weakness, and their cowardly escape, the gray elves never documented what happened in the valley and retain their somber name to this day.

A few hundred of the Ch'thar remained in the valley, some out of loyalty, some out of fear. Inspired by the divine intelligence in the stone, Thiondar devised two *wards* to prevent interruption from the outside world. As the centuries passed and Thiondar's insanity developed, he ordered all of the Ch'thar to settle inside King's Mountain.

Thiondar began experimenting with the powers of the stone, and in doing so diverted energy from the relic's original tasks. As a result, the valley became too cold to support a rain forest. As the millennia passed, the swampy valley dried up and all the water settled in a lake at the foot of King's Mountain. Time soon eroded the Ch'thar's abandoned buildings in the valley, and the entrance to the caverns under King's Mountain became partially flooded with water from the lake.

If a spellcaster spends but eight hours meditating in the presence of the stone, he or she can learn how to invoke some of its powers at the 20th level of ability: *fireball* (three times a day), *fire charm* (once a day), *levitate* (at will), *dimension door* (once a week), *control weather* (once a week), and *earthquake* (once a week). Spending one day pondering the mystical energies of the stone permanently raises a spellcaster's Intelligence by 1 point due to the close contact with a work of divine genius.

In addition, the stone has the ability to inspire a spellcaster to create a new work of magic. For every day spent in meditation in front of the stone, there is a 1% cumulative chance that the spellcaster will be imparted with a burst of genius and understand all the steps to manufacture a magical item or research a spell. If the character is inspired, roll percentile dice and consult the following table:



Roll	Inspiration
01–36	Spell
37–45	Ring
46–50	Rod
51–60	Staff
61–70	Wand
71–90	Miscellaneous magical item
91–95	Miscellaneous magical weapon
96–00	Armor

The specific item or spell can be determined by using the spell tables in the *PHB* or the magical item tables in the *DMG*, or the magical generation tables in this back of this volume. An inspiration will result in a 100% chance of success and one-fourth the time and expense required in research for the particular item or spell. However, the knowledge gained by the inspiration lasts for only as many months as the spellcaster has points of Intelligence, and a recipient cannot be visited by more than one inspiration at a time. If the inspiration is not or cannot be immediately acted upon (perhaps because the spellcaster receives inspiration for a spell beyond his ability), the spellcaster will never be able to enchant the item or research the spell, no matter how much time and effort are expended. Furthermore, the inspiration is a gut feeling, a hunch, an indescribable instinct to complete the item or spell. It cannot be translated into words and can never be written down.

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Hampering with divine insight has its dangers. For every day spent meditating in front of the stone, there is a 5% cumulative chance that the spellcaster will be afflicted with one of three major forms of permanent insanity. If the PC fails a Wisdom check, roll percentile dice and consult the following table:

Roll	Insanity Result
01–40	**Delusional Insanity:** The character becomes utterly convinced that he is the demigod Gul and will be violently upset if any mortals around him do not recognize his divine status. The PC will otherwise act in a normal manner.
41–90	**Split Personality:** The character develops an additional personality that is chaotic evil. Every day, there is a 1-in-6 chance of the personality emerging; this chance becomes 1-in-6 per round in stressful situations (like combat). The new personality makes up a new name for itself but retains the old personality's abilities. It is perfectly aware of its other self and despises it but will not commit suicide.
91–00	**Feeblemind:** The character behaves as if he or she were the victim of the 5th-level wizard spell.

A character can be afflicted with but one form of insanity; the condition can be reversed only by a *wish* or *restoration* spell cast at the 20th level.

Finally, the relic seeks its own preservation at any price. Once a character has been granted a point of Intelligence by the stone, he or she becomes extremely protective of the relic and desires to spend all of his available time in its presence. The stone's new guardian will attempt to destroy anyone that is perceived as wanting to harm the stone, and will allow no one to approach it.

Since effective protectors are hard to find, the *stone* has the ability to halt its guardian's aging (and all need for nourishment and rest). Should the protector be separated from the stone (by more than a mile) for over a day, the character returns to his normal physical age and starved condition. After 10–40 years have passed in the service of the stone, the protector becomes increasingly paranoid and forgets his previous name, instead referring to himself as "The Keeper."

Honing

XP Value: 500 **GP Value:** 5,000

POLYHEDRON Newszine 82

This magical item appears to be a normal stone, but it will glow faintly green if a *detect magic* spell is cast. If a sword or other edged weapon is rubbed against the stone, the weapon permanently gains or loses one plus. Consult the table below. Each stone has 2d4 charges when found. Sharpening a weapon expends one charge.

Weapon Bonus	Percentage chance to: Increase Bonus by 1	Decrease Bonus by 1
0	01–90	91–00
+1	01–70	71–00
+2	01–60	61–00
+3	01–40	41–00
+4	01–30	31–00
+5	01–10	11–00

Myste's Stone of Mixed Luck

XP Value: 2,500 **GP Value:** 12,500

1992 Fantasy Collector Card 132

This stone gives Myste good luck 85% of the time on all die rolls involving saving, slipping and dodging. Myste gains a +1 (or +5%, when applicable) bonus to her rolls. This does not include attack or damage rolls or spell-failure chances. However, 15% of the time, the stone causes Myste to automatically suffer a failure to those rolls, with the most disastrous effects possible. Thus far, Myste has only had to endure some rather comical, embarrassing, and annoying gaffes.

of Mysterious Sounds

XP Value: 500 **GP Value:** 5,000

DRAGON Magazine 99

This stone appears to be similar to any other magical stone, though it is malleable and can be easily grasped and reshaped. The stone cannot be pulled apart into smaller stones, and it has only limited elasticity. Each stone weighs 5 pounds.

This stone may be thrown up to 30 feet. If the character's Strength is 15 or greater, the stone sticks to whatever (nonliving) surface it strikes (attack rolls are against AC 6). The stone remains stuck until pulled off (which doesn't require a Strength roll). Beginning the next round after it sticks to a surface, the stone emits one of a number of different sounds. The stone broadcasts this sound until it is pulled free of the surface to which it is stuck.

A character may also fit the stone onto a solid surface (requiring a Strength of 15 or better, but no attack roll), then strike it with a heavy, blunt object to start the sound production (again, no attack roll).

The *stone of mysterious sounds* is useful for distracting and deterring opponents from pursuit, to allow the characters to escape or gain time for other actions. Each time the stone is activated, a

roll must be made on the following table to determine what sound it produces.

Roll	Noise produced
01–04	creaking
05–08	buzzing bees
09–12	groaning*
13–16	footsteps
17–20	ocean waves on
21–24	stones grinding
25–28	laughter*
29–32	coughing*
33–36	sneezing*
37–40	muted whispering*
41–44	whip cracks
45–48	fingers snapping
49–52	mumbled chanting*
53–56	screaming*
57–60	animal growling
61–64	birds chirping
65–68	horns (musical)
69–72	steady rain beach
73–76	wind chimes
77–80	fighting (swords clashing, shouts, etc.)*
81–84	speech**
85–88	whistling*
89–92	chains rattling
93–96	crying*
97–00	wind blowing

* The race of the person making the sound cannot be determined, and no intelligible speech can be discerned.

** The race of the person speaking can be determined using the **Random Languages Table** in the *DMG*. The content of the speech may be determined by the DM as desired.

Nanorion

XP Value: 11,000 **GP Value:** 55,000

Gods, Demigods, & Heroes

These stones are mainly found in the hearts of fiends—in fact they are fiends' hearts. Their function is to awaken sleepers no matter what the cause of slumber, or raise the dead regardless of when death occurred.

Oval Stone of Tzolo's Guardian

XP Value: 4,000 **GP Value:** 20,000

DUNGEON Magazine 37

The *oval stone of Tzolo's guardian* is a magical stone connected to a stone-shaped chain that allows its user to wear it like a necklace. Possession of this item allows the ability to cast a *sink* spell once a week and a *wall of stone* spell twice a day.

Philosopher's

XP Value: 1,000 **GP Value:** 10,000

DRAGON Magazine 2

The *philosopher's stone* looks exactly like the *luckstone* and *loadstone*, but is valuable only in the hands of an alchemist. The stone contains 2d4 charges. One charge may be used to add 20% to a research roll or to *transmute* 10 pounds of lead into gold or silver (50% chance of each). In addition, while the stone has any charges left, the alchemist may use it to *cure disease* once per day without the use of a charge. The alchemist may not contract a disease while he carries the stone on his person. As the stone is immune to heat (even dragon breath), it may be tested by throwing it into a vat of molten lead (which would, of course, destroy a *luckstone*). The stone *disintegrates* when the last charge is used.

Philosopher's II

XP Value: 2,000 **GP Value:** 10,000

Unearthed Arcana

This is a rare and magical substance that appears to be an ordinary, rather blackish, sooty piece of rock. It radiates a faint dweomer of indeterminate sort. If the stone is broken open, a geode cavity will be discovered. The interior of this cavity is lined with a quicksilver that will enable the transmutation of the base metals, iron and lead, into silver and gold. Either an alchemist or a wizard is required to effect such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or 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. Better still, there are two additional substances possible within such a stone. The first is a greenish, crystalline salt that allows the manufacture of 1d4 *potions of longevity*; this substance has a 75% chance of occurring inside a given stone. The second is a pure white powder that, when mixed with a *potion of longevity*, can actually restore life to a dead human or demihuman if administered internally within one week of his or her demise (see the *raise dead* spell). There is a 25% chance that the white powder occurs. Note that the experience point value and gold piece sale value apply only to an unopened stone.

of Sampling

XP Value: 1,200 **GP Value:** 6,000

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The stone allows the owner to record up to fifty 20-second pieces of speech or music. These "samples" can be recalled mentally by the owner of the stone at any time with no effort, and the

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samples will remain in the stone until erased by the owner of the stone. The stone is green and smooth, and glows when replaying samples.

of Shielding

XP Value: 100 **GP Value:** 500

The Ruins of Undermountain

This single-use item is a spherical white stone about an inch in diameter. When crushed, it activates its power, and can thus be unintentionally activated by a fall or attack. A *stone of shielding* causes a sparkling, winking aura to spring into being around the creature who crushed it. This aura lasts for three rounds, boosting the Armor Class of the affected being by a –6 bonus on the first round, a –3 on the second round, and –1 on the third round, during which it flickers before finally winking out. Therefore, a wizard of AC 6 crushes a *stone of shielding* and gains an Armor Class of 0 the next round. This reduces to AC 3 at the end of the following round, and AC 5 after that.

of Silence

XP Value	GP Value
Khelben's: 1,200	6,000
Normal: 1,000	5,000

The Ruins of Undermountain

This is a hand-size stone with the spell *silence 15' radius* cast on it. Ten percent of these stones carry a *Khelben's suspended silence* spell.

Spongestone

XP Value	GP Value
1 cubic foot: 2,000	15,000
2 cubic feet: 4,000	30,000
3 cubic feet: 6,000	45,000

DRAGON Magazine 48

In its "dry" state, a *spongestone* is a chunk of stone that is rigid, quite porous, and relatively light in weight compared to an ordinary piece of stone. This substance has the ability to absorb water from any solid or liquid substance with which it is placed in contact. Each *spongestone* can absorb a volume of water equal to 30 times the volume of the stone itself—a *spongestone* with a volume of 1 cubic foot will soak up 30 cubic feet of water before becoming saturated. A dry stone will automatically soak up its capacity in water in the space of three rounds, assuming that a sufficiently large source of water is at hand. When dry, a *spongestone* is light brown in color. When it is filled with water to one-third of its capacity, it becomes a darker brown. At two-thirds of capacity, the stone turns light blue, and when it is filled to the maximum, the stone assumes a deep blue color. (This property makes a *spongestone* quite conspicuous in certain circumstances, such as when it is found on the bottom of a body of water.) A *spongestone* is not "softened" by the absorption of water, such as an actual sponge would be; it retains its rigidity no matter how much water it contains. Any *spongestone* which is saturated to capacity can be forced to release its stored-up water by the utterance of a command word. Water that is released in such a manner will drain out of the stone twice as fast as it was absorbed, so that 1½ rounds after being commanded, a *spongestone* will be dry and the water it contained will have drained into a receptacle or onto the ground. A stone which has just released all its water will not be able to begin absorbing water again for one round; at the end of that time, the stone will begin to reabsorb the water it had just released, if it has not yet been removed from the water.

A *spongestone* which has absorbed water up to its capacity can be transported without danger to the bearer. However, a dry or partially filled stone will draw water from the body of a character or creature who touches it without the benefit of clothing or armor or some other protection which acts as a barrier to absorption. Anyone who comes into contact with the stone against an unprotected body part will take 1d6+4 points of damage per round due to dehydration, risking unconsciousness and death if the contact with the stone is not broken in time.

A *spongestone* will absorb pure water, filtering out all impurities and pollutants, so that the water which is released is equally pure and may be safely consumed. A *spongestone* of relatively large size may be cleaved in half by a blow from any magical edged weapon, as long as the original stone was at least ½ cubic foot in volume. However, each time such a cutting is attempted, there is a 50% chance that one of the resulting halves will lose its magical properties, a 25% chance that both halves will be rendered useless, and a 25% chance that both halves will be unaffected.

Roll	Effect of Cutting
01–50	One half loses it magical properties.
51–75	Both halves lose their magical properties.
76–00	Both halves retain their magical properties.

Travel

XP Value: 400 **GP Value:** 2,000

DUNGEON Magazine 31

Centuries ago, a race of psionicists, known in legend as the Mystics, experimented with modes of teleportation and dimensional travel. They wanted to create a mode of travel usable by all Mystics, regardless of their psionic talents, and their first experimental teleportation devices

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were called *travel stones*.

The most powerful Mystics worked together to empower the stones, but the stones had limiting and catastrophic flaws. First of all, travel from stone to stone was made possible only by opening entry and exit gates on the Quasielemental Plane of Vacuum (otherwise known as the Void). Initially, both the entry and exit gates were practically superimposed, and one could travel between gates with little or no physical discomfort. However, over time the entry and exit gates in the Void began to drift apart. As decades passed, those who used the stones found themselves spending more and more time in the Void between gates. The power of the stones is enough to partially shield travelers from the intense cold (absolute 0(DG)) and the absence of atmospheric pressure in the Void, but as the distance between the gates increased, even shielded travelers fell subject to dangerous side effects.

Finally, the use of these gates attracted the attention of some of the Void's inhabitants. The longer the gates were kept open, the more likely it became that a shadow or a group of shadows would step through the portals and enter the Prime Material Plane. By the time the Mystics discovered the flaw in their creations and started dismantling the stones, it was already too late. Many shadows were already on the rampage near the Mystics' cities and were multiplying too quickly in some areas to be controlled.

The Mystics were forced to abandon some of their settlements because of the shadows. Where the Mystics finally settled remains a mystery; none remain on the worlds where stones still exist (the Mystics considered those worlds unsafe). In time, the Mystics and the use of the stones were forgotten. Today in Silver Rise, what was once a *travel stone* is now remembered as The Travel Stone, a shrine of good luck for travelers on the north road leading out of the village.

If the sole power of the stones was simply to open gates, then their history would have ended long ago once their use was forgotten. However, the Stones also have the ability to temporarily endow psionic powers on strong-willed human and demihuman minds. Characters and NPCs of 1st or higher level will be endowed with wild-talent psionic power after spending one month within two miles of the stone, or immediately after passing through its gate. This is what happened to Lenchros, Ardy, and Dame Moore, who have kept their talents a closely guarded secret for many years. Born and raised in Silver Rise, the three went their separate ways but returned to their home town—and soon developed psionic powers.



Travel Stone Wild Powers: Entries in this table use the following format (page references are to *The Complete Psionics Handbook*): **Name of power** (*CPH* page reference) **PS** = Power Score; **SS** = Starting Strength (in PSPs)*; **IC** = Initial Cost (in PSPs); **MC** = Maintenance Cost (in PSPs over time); **R** = Range; **Prep** = Preparation Time (in rounds); **A/E** = Area of Effect.

d100 Roll	Powers
01–08	**All-Round Vision** (page 33)**: PS** Wis –3; **SS** 22; **IC** 6; **MC** 4/round; **R** 0; **Prep** 0; **A/E** personal. The PC effectively sees in all directions at once; no one can sneak up without using magic or concealment, but there is a –4 penalty on gaze attacks.
09–12	**Clairaudience** (page 30)**: PS** Wis –3; **SS** 22; **IC** 6; **MC** 4/round; **R** unlimited; **Prep** 0; **A/E** special. A PC can hear sounds from distant location by mentally picking a spot from which "hear," then covering his or her ears and concentrating. Anything can be heard that would normally be heard while standing in that spot. The more distant the image, the harder it is to use this power; selecting listening spots up to 100 yards from the psionic character may be done normally, but selecting a listening spot

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farther away places a power-score modifier on the use of this power (up to 1,000 yards, –2; up to 10 miles, –4; up to 100 miles, –6). This form of scrying is nonmagical and cannot be detected or warded off by magic.

13–16 **Clairvoyance** (page 30)**: PS** Wis –4; **SS** 23; IC 7; **MC** 4/round; **R** unlimited; **Prep** 0, **A/E** special. A PC can see a view of a distant location by mentally picking a spot from which he wishes to "see," closing his or her eyes and concentrating. Anything can be seen that would normally be seen standing in that spot. The more distant the image, the harder it is to use this power; viewing spots up to 100 yards from the psionic character may be viewed normally, but selecting a viewing spot farther away places a power-score modifier on the use of this power (up to 1,000 yards, –2; up to 10 miles, –4; up to 100 miles, –6). This form of scrying is nonmagical and cannot be detected or warded off by magical means.

17–24 **Combat Mind** (page 33)**: PS** Int –4**;** SS 21; **IC** 5; **MC** 4/round; **R** 0; **Prep** 0; **A/E** personal. This power gives a –1 bonus to party initiative thanks to the user's understanding of his enemy's fighting tactics.

25–32 **Conceal Thoughts** (page 80)**: PS** Wis; **SS** 17; **IC** 5; **MC** 3/round; **R** 0; **Prep** 0; **A/E** 3-yard radius. The PC is protected against all psionic powers and magical spells that detect or read thoughts, including *ESP*, *probe*, *mindlink*, and *life detection*.

33–40 **Danger Sense** (page 33)**: PS** Wis –3; **SS** 13; **IC** 4; **MC** 3/turn; **R** special; **Prep** 0; **A/E** 10 yards. This power warns a PC when danger is imminent. Information about the type of peril involved is not gained, but the general direction of the threat is given.

41–48 **Know Direction** (page 34)**: PS** Int; SS 1; IC 1; MC n/a; R 0; Prep 0; A/E personal. The PC knows in what direction north lies.

49–56 **Lend Health** (page 62)**: PS** Con –1; **SS** 4; **IC** 4; MC n/a; **R** touch; **Prep** 0; **A/E** individual. With a successful power check, the PC can transfer as many of his or her own hit points as desired (to a minimum of 1) to the person touched, thus healing the recipient. This takes one round. The user cannot go below 1 hit point, and the recipient cannot get more hit points than the character would normally have.

57–64 **Life Detection** (page 87)**: PS** Int –2; **SS** 15; **IC** 3; **MC** 3/round; **R** 100 yards; **Prep** 0; **A/E** 40 yard. A PC can detect the presence of all living, thinking creatures in range within a 180(DG) arc. Two rounds of scanning accurately reveals all beings, including unintelligent monsters.

65–68 **Object Reading** (page 31)**: PS** Wis –5; **SS** 16; **IC** 16; **MC** n/a; **R** 0; **Prep** 1; **A/E** touch. A PC can detect and interpret the psychic residue imprinted on an object by its most recent owner, gaining information on the owner's race, sex, age, alignment, and how the item was gained and lost.

69–76 **Poison Sense** (page 91)**: PS** Wis; **SS** 1; **IC** 1; **MC** n/a; **R** 0; **Prep** 0; **A/E** 1-yard radius. The character can detect any poison and its exact location within the area of effect, but cannot identify the poison type. Any substance causing a saving throw vs. poison counts, even animal venom and poisonous gases and potions.

77–84 **Psychic Messenger** (page 90)**: PS** Con –4; **SS** 16; **IC** 4; **MC** 3/round; **R** 200 miles; **Prep** 2; **A/E** 1 square yard. This power lets the character to create an insubstantial, three-dimensional, personal image that can appear in range and deliver a message that everyone present can see and hear. Communication is one-way only; the PC cannot hear or see anything going on around the messenger's image.

85–88 **Sensitivity to Psychic Impressions** (page 32)**: PS** Wis –4; **SS** 20; **IC** 12; **MC** 2/round; **R** 0; **Prep** 2; **A/E** 20-yard radius. A PC can detect psychic residue imprinted on a place by events that involved strong emotions or psychic energy. Divide the power check roll by 2 and round up to get the number of strong events that can be sensed in one place.

89–96 **Spirit Sense** (page 37)**: PS** Wis –3; **SS** 10; **IC** 10; **MC** n/a; **R** 0; **Prep** 0; **A/E** 15-yard radius. The PC with this power can sense the presence of ghosts, banshees, wraiths, haunts, and other noncorporeal undead that bear the remnants of their former personalities. This awareness extends out to 15 yards, but the user cannot tell exactly where the undead are. Spirit Sense

cannot detect zombies, skeletons, shadows, or similar undead. (Lenient DMs may allow the detection of other noncorporeal undead, such as shadows, but should strictly define which undead fall into this category.)

97–00 Choose one of the above powers.

* Details for determining starting Strengths for wild powers are given in the *CPH*, page 20. Wild talents gain 4 PSPs for every level of experience they attain after they acquire psionic powers, not for levels they possessed before such powers were gained.

Wardstone

XP Value: 500 **GP Value:** 2,500

Otherlands

Carved into the shape of a sea creature friendly to the Dargonesti, *wardstones* are made from small pieces of coral. When held in the palm of the hand, they sense the presence of hostile creatures in a 100-foot radius.

As a user of a *wardstone* gets closer to the belligerent creatures, the stone gets warmer to the touch. If the user so wills, the stone can also emit a soft, greenish light either in place of, or in addition to, the heat.

Warfu

XP Value: 500 **GP Value:** 2,500

Kara-Tur

The magical stones were placed on Kara-Tur by the Lords of Karma, at the direction of the Celestial Emperor. They have many colors, but always sparkle with an inner fire or seem to encase movement. They cannot be crushed or melted, and, when in use, float over the head of the wielder, or circle the head like a miniature moon. *Warfu stones* have been found and used by heroes and villains throughout history, and the stories that surround their use often mention incredible feats attributed to the stones. Here are the types of *warfu stones* known in T'u Lung:

Roll	Color	Power
01–11	Green	Raises level by 1
12–22	Blue	Bestows flight
23–33	Red	Protects from fire
34–44	Yellow	Raises Strength by 1 point
45–55	Violet	Raises Charisma by 1 point
56–66	Opal	Doubles ki power.
67–77	White	Raises comeliness by 1 point
78–88	Black	Allows one additional martial art special maneuver
89–00	Crystal	Increase weapon proficiency by +2

Warmth

XP Value: 500 **GP Value:** 2,500

Dragon Magazine 73

A flat oval stone, about ½ inch thick and 4 inches long. When placed between two hands, the stone becomes very warm.

of Weight

XP Value: — **GP Value:** 1,000

Dungeon Master Guide

A *loadstone* is a magical stone that 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 reappears somewhere on the character's person. If *dispel evil* is cast upon it, the item disappears and no longer haunts the character.

of the Well

XP Value: 500 **GP Value:** 30,000

Dragon Magazine 145

A *stone of the well* is highly prized in villages and castles located on dry plains and deserts. In spite of the facts that these items command prices as high as 30,000 gp in dry regions, and wars are sometimes fought for their possession, *stones of the well* are worthless in much of the world. Such an item appears as a perfectly spherical, black granite rock with a smooth surface. It functions when placed within a well at least 30 feet deep, as long as the stone is covered by at least 2 feet of standing water. The stone immediately fills its well to a depth halfway between its bottom and upper rim, and similarly fills and maintains all wells within a one mile radius. The water produced by a stone of the well is pure and refreshing. No well within one mile of the stone will run dry. A *stone of the well* placed in a dry well cannot work until covered with water.

String

String is woven flax or hemp, a thin version of normal rope. Magical string may be found in short lengths or in a *ball of string*, (a single piece of 50-foot-long string with 1d4 pieces of magical string wound into a ball), from which pieces may be pulled. It may be found entangled in the hair of a monster, forgotten in a corner, or in a carefully guarded treasure room. Magical string cannot be broken or harmed by force, even from magical weapons, but it can be destroyed by any damage-causing spell (such as *fireball*), any dragon breath except gas, and by normal fire.

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of Attachment

XP Value: 50 **GP Value:** 250

The Book of Marvelous Magic

This short piece of string may be tied to any other normal or magical item. If tied to a creature or to an item that does not belong to the user, it unties itself. Once properly tied, it cannot be untied except by a *wish* or the proper command word. If the tied item is taken from the owner without permission, the string tugs at the owner and stretches up to 50 feet; it cannot stretch further.

of Lashing

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This apparently normal piece of string will, on command, turn into a *whip +3*. It remains in whip form for up to one turn, or until a second command word is spoken, and then returns to string form. The whip may be created up to three times a day.

of Pearls

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

When the command word for this 2-foot-long piece of string is spoken, 5d6 pearls appear upon it, with one firmly attached to each end. Each pearl may be removed easily, magically, without damaging the string. Except for the end pearls, each has a randomly determined effect (roll 1d6).

Roll	Effect
1–3	A pearly white light fills the area within 60 feet of the pearl; all within the effect must make a saving throw vs. spell or feel peaceful enough not to attack unless attacked.
4–5	Strange music is heard by all within 60 feet of the pearl; all those affected must make a saving throw vs. spell or begin swaying and dancing until the music ends (but with no effect on Armor Class or saving throws or other statistics).
6	Nothing happens, but the pearl remains (2,000 to 8,000 gp value).

The light or music lasts for 1d4+1 rounds, and then the pearl disappears. If either end pearl is removed while others remain on the string, all the pearls remaining fall off and roll around on the floor or ground for 1d6 rounds, immediately becoming nonmagical. The user and all others within 30 feet must stand where they are; if they attempt to walk they fall down and are unable to rise or even crawl. A victim standing still may cast spells, use items, and the like, but a fallen victim cannot. Magical *flight* or other means of escape may enable the victims to avoid the effect, but there is no saving throw. If the end pearls are left alone until all the others have been used, they have normal effects determined randomly as above.

of Shackles

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This short piece of string may be tied about a creature's wrists and commanded to *hold*. However, the string does not work unless the victim is held, paralyzed, asleep, or gives its consent (which may be accomplished with a *charm*). Creatures entrapped by the *string of shackles* cannot break the string by force. The string frees the victim if the command word to release it is spoken within 10 feet.

of Tangle

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This item looks like any other ball of string, but anyone unraveling it is immediately *confused* and may not speak, attack, cast spells, or perform any other action voluntarily. The victim may be led about at half normal movement rate. If the *tangle of string* is taken from the victim, paralysis strikes both the creature removing the tangle and the original victim and lasts until the tangle is replaced. If a *remove curse* is applied by a caster of 15th or higher level while the victim holds the tangle, the string and the *confusion* both vanish.

of Warding

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

On command, this small piece of string may be stretched as long as 50 feet. If tied to two upright objects (such as trees), it prevents certain objects and creatures from passing between it and the ground; a maximum of 1,000 square feet of space can be affected (20 feet high, 50 feet wide). The *string of warding* cannot block spells but prevents the passage of all nonliving items (including missiles) and all creatures of 3 Hit Dice or less. Other creatures may make a saving throw vs. spell to break through the effect (but not the string). If the string is tied and looped in an attempt to ward a space more than once, it has no effect and can be easily broken, which destroys the magic permanently. It can, however, be tied so as to enclose a horizontal area (for example, around an outdoor encampment). If any creature is between the string and the ground when it is tied in place, the string wards against items only.

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Stringed Instruments

Stringed instruments are musical devices that have strings which must be plucked or stroked to produce sound. See the other two musical instrument categories, **Percussion Instruments** and **Wind Instruments**, for more magical possibilities:

Roll	Instrument Type
01–02	Aeolian Harp
03–04	Amir al-Tarab
05	Bagpipes (see **Wind Instrument**)
06–07	Balalaika
08–09	Bandora
10–11	Biwa
12	Buzuk
13–14	Chitarrone
15–16	Cimbal
17–18	Cimbalom
19	Citole
20–21	Cittern
22–23	Clarsach
24–25	Clavecin
26	Clavicembalo
27–28	Crwth
29–30	Double-necked Lute
31–32	Dulcimer
33	Ganun
34–35	Guitar
36–37	Handharp
38–39	Harp
40	Harpsichord
41–42	Hurdy Gurdy
43–44	Jawzah
45–46	Kit
47	Koto
48–49	Lira da Braccio
50–51	Lira da Gamba
52–53	Lirica Fiddle
54	Lute
55–56	Lyra
57–58	Lyre
59–60	Mandoline (Mandolin)
61	Mandora
62–63	Organistrum
64–65	Pandora (Bass Cittern)
66–67	Psaltery
68	Qanun
69–70	Rababah
71–72	Rebec
73–74	Rota
75	Santouri
76–77	Santur
78–79	Shamisen
80–81	Short-Necked Fiddle
82	Sitar
83–84	Spiked Fiddle
85–86	Spinet
87–88	Tallharpa
89	Theorbo
90–91	Tromba Marina
92–93	'Ud ('Oud)
94–95	Viol
96	Violin
97–98	Virginal
99–00	Zither

Fochlucan Bandore

XP Value: 1,000 **GP Value:** 7,500

DUNGEON MASTER Guide

If this small, three-stringed instrument is played by a 1st-level bard (probationer) or a nonbard, it has a 50% chance per round of playing to cast a *faerie fire* spell, but there is a 10% chance that the musician will be limned by the glow of the spell, rather than the desired target. A bard of Fochlucan or of a higher college casts the *faerie fire* spell at base 50% per level of bard experience above 1st, reducing the reverse effect by 1% per level above 1st. Furthermore, the *Fochlucan bandore* also has four song properties when properly played.

- Add 10% to the bard's charm percentage. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest 5th digit.
- *Entangle* once a day.
- *Shillelagh* once a day.
- *Speak with animals* once a day.

If a 1st-level bard attempts these powers, there is a 30% chance that they will work, but a 70% chance that the player will take 2d4 points of damage.

Any character able to play this instrument can sing and do one of the following for as many turns as the character's has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation.*
- *Fly.*

Biwa of Calming

XP Value: 1,000 **GP Value:** 8,000

Oriental Adventures

The biwa is a stringed instrument similar to a lute. This biwa, like all magical instruments, is of exceptionally fine and tasteful construction. When played by a person proficient in its use, the clear and dulcet tones of the instrument produce

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an air of dignified calm. This has the effect of a *pacify* spell to all listening within a 30-foot radius. The effect lasts only so long as the instrument is played. Furthermore, the musician must roll against his or her proficiency each round of playing. If the die roll is 1, the music is exceptionally poor and unharmonious, and the calming effect is immediately broken for the remainder of the encounter. The instrument cannot be used effectively again so long as there are hostile creatures present who previously heard the musician's musical butchery.

of Charming

XP Value: 1,000 **GP Value:** 7,000

Oriental Adventures

This instrument appears identical to other magical biwa. When played by a person proficient in the instrument, a proficiency roll is made. If successful, the character can cast one *suggestion* spell that round. If the saving throw fails (but is greater than 1), the music has no effect. If a 1 is rolled, the musician's playing is so poor that the instrument acts as a *biwa of discord.*

of Discord

XP Value: — **GP Value:** 8,000

Oriental Adventures

Identical to other magical biwa, this instrument emits painful and discordant tones when played, enraging all within 30 feet. Those enraged attack the musician 50% of the time and the nearest target the other 50%. This frenzy lasts for 1d4+1 rounds. The player of this instrument is not affected by the frenzy. The properties of the instrument cannot be detected until it is actually played in earnest—tuning and idly strumming the strings only create lucid, clear tones.

MacFuirmidh Cittern

XP Value: 2,500 **GP Value:** 17,000

DUNGEON MASTER Guide

This instrument, similar to a lute, is 50% likely to deliver 3d4 points of damage to any nonbard or bard under 5th-level who picks it up and attempts to play it. A 5th- or higher level bard who uses the cittern has a 15% better chance of charming and can sing the following songs once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Barkskin* once a day.
- *Cure light wounds* once a day.
- *Obscurement* once a day.

Lower level bards cannot use the cittern in the above fashion even if they do not harm themselves (whether they take damage or not).



Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation.*
- *Fly.*

Dugal's Musical Instrument

XP Value	GP Value
Alter Self: 600	3,000
Blur: 600	3,000
Change Self: 500	2,500
Comprehend Languages: 500	2,500
Continual Light: 600	3,000
Detect Invisibility: 600	3,000
Detect Magic: 500	2,500
Dispel Magic: 700	3,500
Gust of Wind: 700	3,500
Knock: 600	3,000
Tongues: 700	3,500
Whispering Wind: 600	3,000

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Myriad tiny runes are etched into the wood of these instruments. Most customers see the runes

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only as decorative additions already finely crafted instruments. However, wizards who examine them immediately notice a similarity between these runes and ones found on magical scrolls.

The runes are part of a unique process to enchant musical instruments without using high level spells. Each special instrument is endowed with one magical spell of first through third level that can be cast up to three times a day by playing a melody to which the instrument's runes are attuned.

The enchantments require only verbal and somatic components. The runes on the instrument are an inscribed version of a particular spell, and the melody is a repetitive musical rendition of the verbal component. When the melody is played, which takes a full turn, the instrument resonates and activates the runes, thus serving as the somatic component and in effect casting the spell.

Dugal's enchantments are limited to those spells in his spell book. Of these, he uses only defensive or benign spells. A devout individualist and recent pacifist, he never uses a spell such as *charm* that infringes on the freedom of another, or a spell such as *magic missile* that would harm another.

The spell on an enchanted instrument can be invoked by any musician who plays the appropriate melody. Dugal teaches the melody to the buyer at the time of purchase. He also explains to customers that, except for casting time, the capabilities of a spell cast using one of these instruments are exactly as if Dugal cast it himself. Thus, all spells are cast at 5th level.

Anstruth Harp

XP Value: 4,000 **GP Value:** 16,000

DUNGEON MASTER Guide, 1st Edition

This powerful instrument is 90% likely to cause 8d4 points of damage to any nonbards or bards of less than 17th level who attempt to strum it. In the hands of a 17th-level bard (and above), the harp adds 35% to charming abilities and can be played so as to cast the following spells, one each, every day: If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Cure critical wounds* once a day.
- *Create a wall of thorns* once a day.
- *Weather summoning* once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detection of invisibility* is possible.
- *Levitation.*
- *Fly.*

Azler's

XP Value: 3,000 **GP Value:** 12,000

DRAGON Magazine 115

When struck, the tones of this harp soothe rages of all sorts, and drives away *fear*, hopelessness, and despair of natural or magical origins within one round of being heard. The harp's maximum range about 8 feet, more if played in a cavern, a breeze (downwind only), or a quiet place. While it is played, all *charms* and mental controls of any sort are blocked (not removed or ended, but held in abeyance) in all creatures hearing the harp's tones—and no new *charms* or *suggestions* can be successfully laid on those listening to the harp, even by a bard using the harp for such a purpose. The strings of the harp glow with *blue-light* (as in the wizard's *cantrip*) while they are being played.

Bragi's

XP Value: 4,000 **GP Value:** 12,000

Legends & Lore

Bragi's avatar carries a harp that modifies all creatures' saving throws by +4, while it is being played.

Bragi's Harp of Calm

XP Value: 4,000 **GP Value:** 12,000

DEITIES & DEMIGODS™ Cyclopedia

Any mortal hearing *Bragi's Harp of Calm* ceases fighting or quarreling for seven days (unless attacked in that time). This harp has all the powers of all magical bard instruments plus the ability to stop any creature from any violent intent for a short period of time, and the ability to *uncharm* anything.

Broken

XP Value: — **GP Value:** 4,000

The Book of Marvelous Magic

This harp appears to be a *harp of charming* but instead it makes the user feel very sad. Morale drops to 3, if applicable; otherwise, a –4 penalty applies to all attack and damage rolls. There is no limit on the number of times this effect may be produced; each effect lasts for one hour.

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of Charming

XP Value: 5,000 **GP Value:** 20,000

The Book of Marvelous Magic

The music produced by this harp can be heard within a 60-foot range but does not affect the user. Each victim hearing the music must make a saving throw vs. spell or be *charmed* (as a standard *charm person* or *charm monster* effect). In addition, those within 30 feet of the harp are unable to attack (or even think of attacking) the user; this effect lasts as long as the harp is played (no saving throw, and regardless of the results of the *charm* effect). The user may speak to the *charmed* victims while continuing to play. The harp may be played magically once a day for up to one turn per use, once the user stops playing, the magical music cannot be resumed.

of Charming II

XP Value: 5,000 **GP Value:** 20,000

DUNGEON MASTER Guide, 1st Edition

This instrument is 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 *suggestion*. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

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.

of Charming III

XP Value: 1,000 **GP Value:** 4,000

CARDMASTER® Adventure Design Deck

The harp can hold a monster in a *charmed* state, so that the user can escape (save applicable). Can be used once a day.

Damh's

XP Value: 2,000 **GP Value:** 11,000

Monster Mythology

This harp can create an *Otto's irresistible dance* in up to 1d4 creatures, three times a day. The avatar must spend one full round playing the instrument to generate the effect.

Defender's

XP Value: 5,000 **GP Value:** 20,000

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Although a powerful magical item, this medium-size harp betrays only faint magical radiation when a *detect magic* spell is cast. When the highest-pitched chord is plucked, all nonmagical weapons, shields, and glass objects within 100 feet of the musician must make a saving throw vs. crushing blow or immediately shatter. This power can be used once an hour. Bards who play a *defender's harp* can call upon the instrument's secondary power. This allows bards to double their ability to alter NPC reaction rolls.

of Discord

XP Value: — **GP Value:** 1,500

Elves of Evermeet

Unfortunately for bards, their greater musical talents cause the effects of this instrument to last for 2d4+2 rounds after the music stops. Jesters (a bard kit) cause the effect to last for 2d4 turns.

Dove's

XP Value: 600 **GP Value:** 2,500

DRAGON Magazine 115

The playing of this harp causes a gentle soothing in the minds of all within 20 feet who hear it. The soothing quells insanity while it is being played, and instantly (and permanently) calms listeners, dispelling *fear*, *despair*, *discord*, *rage*, and hopelessness of any sort, and lightening black moods or grief for a time. The music of *Dove's harp* can also *cure light wounds* once for any listener within 20 feet who hears the harp's song for at least two full rounds in succession, such *curing* being effective in that creature only once every nine days. The harp cannot otherwise combat the effects of poison. While the music of *Dove's harp* is healing a creature as described above, both it and the harpist (not the assisted person, unless the harpist is practicing self-healing) radiate a faint white *faerie fire* or *nimbus*.

Esheen's

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 115

The tones of this harp cause all glass and metal within 30 feet to ring and resonate, "singing along with" the playing of the harp; this is an eerie and attention-gathering effect. When the harpist plucks the lowest string on the harp, all glass and crystalline objects up to 30 feet distant that face the harpist must save vs. crushing blow or shatter instantly. A single metallic object within this range may be affected as well. Magical armor, bracers, weapons, and other magical items (note that a metal or glass vial containing a magical oil, ointment, or potion is not itself magical) gain a bonus on their saving throws of +1 or whatever their magical "plus" may be to avoid being affected by the harp. The harp can shatter items that have saved successfully against its effects on earlier rounds, but the harpist cannot choose to affect some items

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in the harp's path of effect and not to affect others, save for choosing the metallic item to be destroyed. The harp can be used in this fashion once per round.

of Fingerbreaking

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This harp is like a *harp of throbbing* but has a 20% chance per use of entangling the user's fingers. If so. the victim takes damage equal to ½ of current hit points, which may be restored in the usual ways, but the hands become useless and remain so until a *regenerate* spell or effect is applied. The victim's Dexterity score also drops by 6 points (to a minimum of 3).

Fochlucan

XP Value: 6,000 **GP Value:** 36,000

STRATEGIC REVIEW Magazine 6

This harp adds 10% to a bard's chance of *charming* a creature. In addition to this it has three songs. The first and most powerful of these is a song of *protection from evil* that is equivalent to the 3rd-level spell. The second song is one of defense that casts a *shield* around the bard and is like the 1st-level spell *shield*. The last song casts a *circle of light* around whatever the bard desires (the party, an object, anything) and is equivalent to the 2nd-level wizard spell *continual light*. The songs of this harp are playable only once a day.

of Gold

XP Value: 3,000 **GP Value:** 24,000

The Book of Marvelous Magic

This large harp weighs 400 pounds. When played for one hour and commanded all the while, it turns all silver, electrum, and platinum within 30 feet into gold. The *harp of gold* cannot affect magical items of any sort but changes all nonmagical coins, weapons, and other forms of these metals to a maximum of 2,000 pounds per use. Most weapons are made of iron or steel and a solid silver weapon changed to gold is nearly unusable; a gold weapon, unlike a silver one, cannot harm a lycanthrope. The harp can be played magically once a week. If the user is interrupted or silenced during the hour of playing, the harp has noeffect. If magically reduced or enlarged, it becomes forever nonmagical.

Handharp

XP Value: 2,000 **GP Value:** 16,000

Halls of the High King

This rarity is a favored item of traveling Harpers, who are believed to have created it in ancient times. A *handharp* is a crescent-shaped, wooden instrument about the size of a man's hand and strung with magical, metal strings.

Its powers can be employed by anyone able to play a tune. When it is played, four small blue globes of *light* (equal in effects to the 1st-level wizard spell *dancing lights*) come into being around the harp. The globes may be mentally directed by the harp player, as a wizard directs *dancing lights*, without full concentration.

Undead suffer damage and attack roll penalties of –2 within 10 feet of a playing *handharp*. Saving throws against all life-force draining, paralyzing, and related natural spells and magical abilities (such as a *chill touch* spell) are made at +2. Creatures within 10 feet of a playing *handharp* cannot be *charmed*, and *charmed* creatures who venture within 10 feet of a playing *handharp* will be *dazed* (treat as the effects of a *power word stun*) as long as they remain in the *handharp's* area of effect. All of these powers can be used as often as desired and do not drain the item.

A *handharp* has one additional power, which can be used only once a day, though all of the *handharp's* magic is exhausted for one turn after this use. By plucking a certain string and singing a particular note simultaneously, the bearer can will the *handharp* to *dimension door* up to 90 feet away. This power will take along all carried and worn items, but not another living creature.

Such travel is instant, but subject to the same dangers that the spell has: if the intended destination is improperly described or not concentrated upon, midair appearances and falling damage are possible. Note that a *handharp* bearer can mentally state (aloud to the DM) any visible destination without giving its coordinates in distance and direction and still arrive safely.

In the hands of a bard, a *handharp's* area of effect doubles to 20 feet distant, and it can be made to *dimension door* the bard up to 180 feet away.

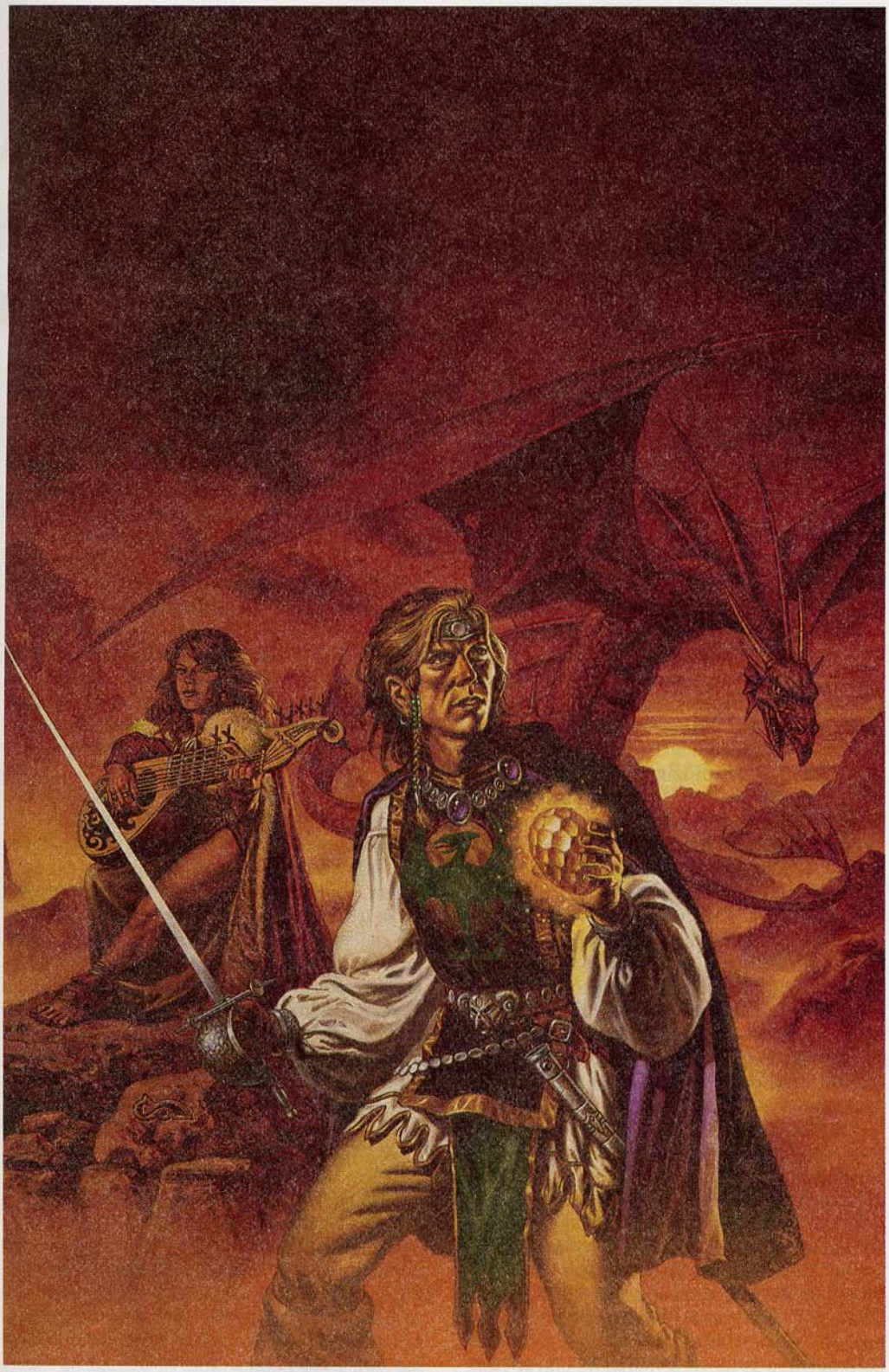
of Healing

XP Value: 4,000 **GP Value:** 20,000

The Complete Bard's Handbook

When this magical harp is played within 10 feet of wounded creatures, it heals each creature by 1 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 misplay the harp. If the harp is misplayed, healing ends.

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Jhantra's

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 115

The playing of this harp causes the harpist and any other creatures touching the harpist, up to a limit of four creatures, to be *concealed*. This occurs after the playing of the harp continues for one round. Those hidden are *invisible* even to animals and *infravision*, and cannot be scented or tracked. They can also *pass without trace* (as the 1st-level druid spell), move, and speak while cloaked in silence, even though their speech and movements are clearly audible to one another. The protection lasts for as long as the harp is played (its own music can be clearly heard, but it always sounds far off and as though coming from all directions). Any creature losing even momentary contact with the harpist instantly becomes audible and visible, and cannot regain this protection even if touching the harpist or other protected creatures again until the harp has been stilled. When it is stilled, and playing begins anew, a full round of playing must always occur before the harp's *concealment* is renewed. Spellcasting is possible when under the harp's *concealment*, but at the instant of the spell's taking effect, the caster appears even if contact with the harpist has not been lost. A creature cannot play the harp and cast spells or *cantrips* of any sort simultaneously, nor activate and control magical items.

MacFuirmidh

XP Value: 6,000 **GP Value:** 30,000

STRATEGIC REVIEW Magazine 6

This harp adds 20% to a bard's chances of *charming* a creature and also possesses the three songs of the *Fochlucan harp*. In addition, the harp has two more songs. The first of these turns the bard *invisible* until he or she stops playing. In this state the player may still be located by the sound of the harp, though the sound appears to come from nowhere; this makes the bard very hard to hit and baffles creatures of low or lower Intelligence. The second song enables a bard to *strengthen* fighters like the 2nd-level *strength* spell except that it lasts as long as the bard has strength to keep playing, the spell is broken when the bard stops or is stopped by interruption. The *MacFuirmidh harp* is playable once a day.

Marks

XP Value: 3,000 **GP Value:** 24,000

The Book of Marvelous Magic

This item has three command words: "shrink," "enlarge," and "scribe." It can be reduced to pocket-size or enlarged to a normal, 6-foot-tall harp as often as desired. When its player commands it to scribe, the harp creates a glowing magical symbol of any type (but with no special powers) on any item or surface within 30 feet. The mark cannot be placed on any living or undead creature or upon any carried item. It is useful for marking doors, explored passages, and trails.

Methild's

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 115

The music of this harp parts all webs, opens all locks, breaks all bonds, and unties all knots within 10 feet (as per multiple uses of the *knock* spell). Magical locks and knots gain a saving throw vs. breath weapon to avoid being affected; anything thus saving against such a harp is forever immune to the effects of that particular *Methild's harp*. All webs, bonds, locks, and knots affected by the harp are outlined with an orange *faerie fire* from the moment of their being affected (within one round of being within effective range of the harp's playing) for one turn. Magical barriers such as protective *symbols*, *shields*, *walls of force*, *forcecages*, and the like, having no designed opening, are not affected by the harp. A *rope of constriction*, *rope of entanglement*, or *rug of smothering* within 10 feet of the harp when it is played ceases to function for 1d4 rounds and releases any creature it has entrapped—although a creature actually entrapped by this could not play the harp to free itself.

Murlyn's Harp of Charming

XP Value: 4,500 **GP Value:** 25,000

1992 Fantasy Collector Card 27

When Blind Lemon Murlyn plays this magical harp, it allows him to cast a *suggestion* spell on the audience. Blind Lemon uses this magic when he is trying to recruit individuals for one of his Harper-sponsored missions. Blind Lemon's harp has one slight difference from normal *harps of charming*, however. There is a 1 in 20 chance that a wild surge will result along with the *suggestion*. So far, Blind Lemon has experienced being temporarily changed into a gnome and exuding a *stinking cloud*.

Nithanalor's

XP Value: 2,500 **GP Value:** 12,500

DRAGON Magazine 115

The music of this harp affects only its player and all things held or carried by the player (including the harp itself). The player is instantly protected for as long as the harp is played as though by a *stoneskin* spell (as per the 4th-level wizard spell); the harp and all things worn or carried, no matter

how fragile, are similarly protected, making them almost immune to physical attack. In addition, a moving field of protection exists about the harp and the player's arms, so that it is extremely difficult to physically prevent or restrain the harpist's playing. Note that magical attacks are unaffected, and the harp's protection is ended by a *silence 15' radius* or a *hold person* cast upon the harpist. No other creatures or items can be protected by the harp's music, even if touching the harpist.

Ollamh

XP Value: 3,000 **GP Value:** 18,000

DUNGEON MASTER Guide

If an *Ollamh harp* is played by any nonbard or bard under 20th level it inflicts 10d4 points of damage upon that individual. When played by a bard of 20th or higher level, it adds 40% to his or her charming abilities and can cast one each of the following spells daily: If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Confusion* once a day.
- *Control weather* once a day.
- *Fire storm* once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius*.
- Become *invisible*: although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detection of invisibility* is possible.
- *Levitation*.
- *Fly*.

Questing

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This harp looks exactly like a *harp of charming* but, when played, places a *quest* upon the user (as the 5th-level priests' spell; the task must be created and assigned by the DM). The victim may make a saving throw vs. spell to avoid the harp quest, but with a –4 penalty to the roll.

Rhingalade's

XP Value: 2,000 **GP Value:** 12,000

DRAGON Magazine 115

The tones of this harp cause the harpist to *blink* (as the 3rd-level wizard spell) for as long as desired while the harp is played. In addition, 14 *mirror images* of the harpist are instantly created,



and these *blink* in the same manner as the harpist at slightly different times, so that the harpist (or rather, at least one image of the harpist) is always in view. Such images vanish forever when struck by a weapon (using the harpist's own Armor Class), but they otherwise remain in existence until the harp is stilled. The harpist cannot cast other spells or make attacks during this time, for when the harping ends, so do the effects, and they cannot be recreated until the harp rests, unplayed for at least three rounds.

of Spirit Restoration

XP Value: 2,000 **GP Value:** 10,000

Crown of Ancient Glory

This rosewood instrument, decorated in gold and inlaid with silver, appears to be an attractive, normal harp. In fact, it is a magical item that can restore hit points to characters of any chaotic alignment. Any chaotically aligned adventurer who sees and hears the harp will recover lost vitality (as if enjoying a *cure critical wounds* spell).

Neutral characters who hear the harp feel dispirited, and lose 4 morale points for a period of 1d10+11 rounds.

Lawful characters who hear the harp suffer a hit point loss equal to a *cause critical wounds* spell. Furthermore, they become insane unless they save vs. spell. The insanity lasts 1d4 days and the individual is unable to function in a rea-

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sonable manner. A *remove curse* spell negates the effects of the insanity.

The harp only functions once a day. At other times its strings produce no sound at all.

Storm's Harp of Methild

XP Value: 4,000 **GP Value:** 20,000

1992 Fantasy Collector Card 301

Storm possesses a rare magical harp, recovered from Myth Drannor, known as *Methild's harp*. Whenever Storm plays this magical harp, all locks are opened, all knots are undone, all bonds are broken, and all *web* spells are parted within 10 feet. All of the above forms of restraint affected by the harp are outlined in an orange form of *faerie fire* for one turn. Magical barriers (such as a *wall of force*) are not affected by the harp.

of Throbbing

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

The music produced by this harp affects all living creatures within 60 feet. None of those affected can die of wounds or poison while the harp is played; they cannot be reduced to below 0 hit points. Creatures reduced to 0 hit points will fall, appearing to be dead, but are kept in a semiliving state by the music, their hearts throbbing in time with the harp. If magical curing is applied while victims are in this state, the curing works normally, and the victim awakens. If an otherwise deadly poison is neutralized, the victim awakens with 1 hit point remaining. The harp does not, however, affect dissolving or digesting damage, or other forms of disintegration. The *harp of throbbing* can be magically played once a day for up to one turn per use; if its music is magically *silenced* or *neutralized*, it has no effect.

Valarde's

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 115

The player employing *Valarde's harp* can, at will, cause either of two effects to occur, each taking effect at the end of one complete round of play: a *gust of wind* moving outward from the wide end of the body of the harp, or a *wind wall* 20 feet square, lasting for three rounds, although the harper can end it sooner if desired. Tiny points of radiance flicker, dance, and wink out on the strings of *Valarde's harp*, and about the brow or head of the being playing it, while its strings are in motion.

Zunzalor's

XP Value: 4,000 **GP Value:** 25,000

DRAGON Magazine 115

The tones of this instrument create a globe of pearly-white *continual light* centered on the harp and extending to a 30-foot radius. The radiance lasts as long as the harp's strings sound, and within this radiance the following effects are present: *dispel illusion* (as the 4th-level wizard spell), *dispel invisibility* (all sorts except psionic), and *reveal glyph or symbol*. This latter power reveals all magical or illusionary *runes*, marks, or inscriptions, including *wizard mark*, *illusionary script*, and *unreadable magic*. It also uncovers protected writings, *glyphs of warding*, *symbols*, and the like, revealing them in outline in a luminous blue so they can be precisely located or even tentatively identified or drawn for later study. The harp's music does not trigger such magic, nor visit their effects upon persons studying them. The harp does not prevent the normal operation of such magical things—they may be triggered by being touched or in some other prescribed manner. Shadows, tweens, and other hard-to see creatures are made clearly visible, outlined in blue radiance, if they pass within the harp's *globe of radiance*. A wizard employing *duo dimension* appears as a thin vertical line of blue radiance in midair while within the sphere of effect of *Zunzalor's harp*.

Lyron's Harpsichord of Commanding

XP Value: — **GP Value:** 10,000

1992 Fantasy Collector Card 190

This strange magical item actually holds the life-force of Baron Lyron Evensong and is the focal point of his curse. Whenever the harpsichord is played, those listening to it must make a successful saving throw vs. spell or be unable to resist following commands issued by the baron. If the harpsichord is destroyed, the baron is destroyed and his curse is lifted.

Cool Hand Lute

XP Value: 1,000 **GP Value:** 6,500

POLYHEDRON Newszine 23

This common musical instrument causes the bearer to become resistant to fire (in a manner identical to a *ring of fire resistance*). However, it has the side effect of causing the user's hands to become cold, for a –1 penalty to all attack rolls. When the *cool hand lute* is played for the first time, the user's eyes turn a beautiful blue color, and the user must make a saving throw vs. spell or develop an affinity for bovines.

Doss

XP Value: 2,200 **GP Value:** 11,000

DUNGEON MASTER Guide

This instrument is 60% likely to deliver 4d4 points of damage to any nonbard or bard under 8th level who picks it up and attempts to play it. An 8th-level or higher bard who plays the lute has a 20% better chance of charming and can sing the following magical songs once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Hold animal* once a day.
- *Neutralize poison* once a day.
- *Protection from fire 10' radius* once a day.

Any character able to play this instrument can sing so as to do one of the following for as many turns as the character's level divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation.*
- *Fly.*

of Loot

XP Value: 2,000 **GP Value:** 16,000

The Book of Marvelous Magic

Though this lute plays on command, it has no apparent effect. However, all magical items within 10 feet become cursed; any NPC thief seeing such a lute will, upon returning to his or her guild, report its existence and last known location, along with all known details about the items and characters nearby. The guild will try to obtain the lute and other items, usually by burglary, sending the most skilled thieves available. The *lute of loot* plays as often as desired but can create its magical effect only once per day. A *remove curse* removes the "loot aura" from one item.

Singalong

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

When this lute is held and commanded to play, it produces enchanting music. Each creature within 60 feet who hears the song must make a saving throw vs. spell with a –4 penalty to the roll. If it fails, the victim stops, listens, and tries to sing along with the tune. If the saving throw is successful, the music has no effect. The user of the lute is immune to its enchantment. Those affected are merely distracted, suffering no penalty to surprise rolls and quite able to ignore the song if attacked. The *singalong lute* plays as often as desired but can produce its enchanting music only once a day.

Skywalker

XP Value: 3,000 **GP Value:** 24,000

POLYHEDRON Newszine 23

If this normal musical instrument is held in hand and commanded to play, the user can *fly* (as the wizard spell) with up to 300 pounds encumbrance. The *skywalker lute* can fly up to three times a day, for up to one hour per use. However, the user also develops a desire for action, traveling far in search of opportunities to fight for deserving causes (especially for those who cannot afford normal mercenaries).

Woodwalking

XP Value: 1,000 **GP Value:** 6,000

The Book of Marvelous Magic

This lute enables the user to *pass through woodlands* in relative safety, as long as no hostile actions are needlessly initiated. When held and commanded to play, the lute produces a soothing song that can be heard as much as 120 feet away. It plays magically only in woodlands. The user will not be attacked by any Intelligent woodland creature (centaur, dryad, elf, halfling, pixie, sprite, or treant) as long as the song lasts. But if the user attacks any such creatures, the lute shatters and the creatures become enraged, gaining a +2 bonus to all attack, damage, and saving throw rolls for one turn. The user may fight normally if attacked by some other monster and the lute plays all the while; the lute then bestows a +2 bonus to all the user's attack, damage, and saving throw rolls. If any normal or giant-size animal, tree, or other lawful or neutral woodland creature is harmed by the user, the lute will thereafter refuse to play until it falls into the hands of a more deserving owner. When properly used, the *lute of woodwalking* plays for up to 12 hours per day.

Building Liar

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 156

This small harp is fashioned entirely from solid brass. It radiates a dweomer, but it can be strummed until the player's fingers turn to hamburger and it will never lay a single brick-on-brick. However, it incessantly brags about the edifices it constructed in the hands of other, more competent musicians. ("Yeah, I'm the guy who put up the Empire Sta—the Emperor's Stables, yeah, that's the ticket.")

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Building Lyre

XP Value: 5,000 **GP Value:** 30,000

DUNGEON MASTER Guide, 1st 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 negates 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 a 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.

This harp can be used to build or repair ships.

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 a 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 plus 10 men per level. 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 the mistake without mishap.

Canaith

XP Value: 3,000 **GP Value:** 22,000

STRATEGIC REVIEW Magazine 6

This lyre adds 40% to a bard's chance of *charming* creatures and has all the abilities of a *Doss Lyre*. In addition, it has two special songs. The first song is like the 4th-level *confusion* spell. The second is like the 4th-level *fear* spell. In addition to this, the lyre has a healing song that, when played, can heal the listeners from 2d6 points of damage. All songs are playable but once a day.

Cli

XP Value: 6,000 **GP Value:** 32,000

DUNGEON MASTER Guide

A *Cli lyre* is 80% likely to cause 6d4 points of damage to any nonbard or bard of less than the 14th level of experience who plays it. A 14th- or higher level bard adds 30% to charming ability and can cast the following spells by singing and playing on the lyre, once each per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature's save vs. spell is at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Control winds* once a day.
- *Transmute rock to mud* once a day.
- *Create a wall of fire* once a day.

Any character able to play this instrument can sing so as to do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*, although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation.*
- *Fly.*

Dorus's

XP Value: 5,000 **GP Value:** 20,000

POLYHEDRON Newszine 87

Only a dozen of these finely crafted ebonwood instruments are rumored to exist. Carved images of forest creatures cover the instrument. Created by the famed bard, Dorus of Griswold Barrens, *Dorus's lyre* can be used by anyone with a nonweapon proficiency in stringed instruments. The lyre produces sweet tones and never needs tuning. It is virtually indestructible, having an effective Armor Class of –4. In the hands of a bard, the strings glow a pale blue and the magic is realized. A bard of any level may call upon its ability to *speak with animals* or to cast *animal friendship*. Both spells can be used three times a day.

Doss

XP Value: 3,000 **GP Value:** 16,500

STRATEGIC REVIEW Magazine 6

This lyre adds 30% to a bard's chance of *charming* creatures and has all the abilities of the *Mac-Fuirmidh harp* as well. In addition, the lyre has two special songs. The first song enables the bard to *fly* up to the limitations of the 3rd-level spell *fly* with the exception that it lasts as long as the bard is able to play. The faster or the higher a bard tries to *fly* the quicker he or she becomes tired.

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Generally, a bard is only able to keep up maximum speed or very high altitudes for as many turns bard levels; after this a roll of 1–4 on a 1d6 indicates the bard has collapsed, unconscious from the effort. The second song of the lyre is equivalent to *dispel magic* cast at the bard's level. These two songs are playable but once a day.

Fu Hsing's

XP Value: 9,000 **GP Value:** 45,000

Legends & Lore, 2nd Edition

With a strum of his magical lute, Fu Hsing's avatar can cast any wizard spell of 1st through 4th level.

Loquacious

XP Value: 2,000 **GP Value:** 21,000

POLYHEDRON Newszine 90

A dozen of these enchanted musical instruments exist, and they are much sought after by bards. The instruments are intelligent and have neutral alignments.

A *loquacious lyre* provides a +3 to any bard's musical instrument proficiency. A bard who does not have the musical instrument proficiency, gains the ability. However, the lyre bemoans the fact that any bard could be so ignorant to not know how to play such a melodious and perfect instrument.

Once each day the lyre can sing accompaniment to the bard's voice, providing harmony in any key. It is telepathic with its owner, but also can "speak" using its strings, so it can chat with others. It speaks five languages, in addition to Elf, Dwarf, and Common.

A *loquacious lyre* can cast *charm person* three times a day by speaking or singing. It can cast *detect magic* once a day, and once a week it can identify items as a bard of 10th level.

Loquacious lyres are made of polished bone carved with a delicate elf face near the top. They are inlaid with many gems, and are strung with copper, silver, and gold wires. They are usable only by bards. Each lyre has an Intelligence of 16, an Ego of 15, and a Personality Score of 31.

of the Spheres

XP Value: 2,200 **GP Value:** 11,000

War Captain's Companion

The *lyre of the spheres* is used near a crystal sphere to locate or create a portal through which a spelljamming ship can pass. Any bard can use this item to create a portal. All other characters can use the item only to locate the nearest existing portal. The item can be used but once a week.

of Wounding

XP Value: — **GP Value:** 2,000

The Complete Bard's 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 the player's fingers. Roll 1d6 for the number of fingers that the musician loses:

Roll	Effect
1–4	The number of lost fingers.
5	Musician loses all fingers and the thumb.
6	Musician escapes unscathed.

Each lost finger 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 or her hands; magically altering the form of the instrument does not abate the curse.

Canaith Mandolin

XP Value: 6,000 **GP Value:** 42,000

DUNGEON MASTER Guide

The mandolin is 70% likely to cause 5d4 points of damage to any nonbard or bard of under 11th level who attempts to utilize its power by playing it. An 11th- or higher-level bard is able to employ the instrument to add 25% to his or her charming ability and also can cast the following spells once per day. If the bard's charming ability exceeds 100% with the instrument bonus, the creature saving against the magic does so at –1 for every 5% above 100%, rounding the charm bonus to the nearest multiplier of 5.

- *Cure serious wounds* once a day.
- *Dispel magic* once a day.
- *Protection from lightning 10' radius* once a day.

Any character able to play this instrument can sing and do one of the following for as many turns as the character has levels, divided by two (round fractions up), once each day. Each ability of the instrument takes an initiative modifier of 5 to activate.

- *Protection from evil 10' radius.*
- Become *invisible*: although the strumming and singing can still be heard distantly, the exact location is impossible to discover unless *detect invisible* is possible.
- *Levitation.*
- *Fly.*

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Cli

XP Value: 3,000 **GP Value:** 17,000

STRATEGIC REVIEW Magazine 6

This mandolin adds 50% to a bard's chance of *charming* creatures and has all the abilities of a *Canaith lyre*. In addition to this it has the power of *telekinesis*, contains one elemental, and can heal better than the *Canaith lyre*, being able to heal from 3d6 points of damage. (Note that this is the only healing it can perform—the abilities of the *Canaith lyre* are not cumulative in this mandolin.) This mandolin also has a *song of fire* which can *remove curse* like the 4th-level spell.

Pick of Proficiency

New Item

XP Value: 500 GP Value: 2,500

This enchanted pick grants a proficiency in music and singing to all who pick it up and use it. However, these abilities last for only three hours and the pick usually times the cessation of its boon to strike in the middle of a performance.

of Propitiousness

XP Value: 1,500 **GP Value:** 7,500

POLYHEDRON Newszine 78

This magical implement functions only when a skilled musician uses it to play on a stringed instrument. During the first round of playing, the user must sing the exact name of a particular foe. If the exact name is not known, the foe must be precisely identified.

All characters within 50 feet of the user receive a +2 bonus to all attack rolls against the stated enemy, even if the foe is not within 50 feet of the user. If the foe enters the area of effect, he or she suffers a –1 penalty on all attack rolls.

The *pick of propitiousness* can be used once a week for up to one hour. The user must concentrate on playing and must remain motionless while using the pick. The user can perform no other actions while playing, and loses concentration if damage is taken or if struck by a missile or melee attack. A *silence* spell also breaks the effect. Optionally, the DM might require a music proficiency check for every 10 minutes of playing, failure breaking the effect.

The user must have an unobstructed line of sight to the named foe, and must keep the enemy in sight while playing.

of Strumming

XP Value: 300 **GP Value:** 1,200

The Complete Bard's 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, and so on. The person grasping the pick can play any song he or she has ever heard. The pick's magic is so great that all functions of the instrument are instantly mastered. Thus, a bard automatically knows the proper chords positions for a lute, how to hold a harp, how to adjust the strings of a mandolin, and all other virtuoso details. His or her 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.

Qanun of Charming

XP Value: 1,000 **GP Value:** 7,000

Oriental Adventures

This instrument looks like any other quanun. When played by a person proficient in the instrument, a proficiency roll is made. If successful, the character can cast one *suggestion* spell that round. If the saving throw fails (but is greater than 1), the music has no effect. If a 1 is rolled, the musician's playing is so poor that the instrument acts as a *qanun of discord*.

of Discord

XP Value: — **GP Value:** 8,000

Oriental Adventures

Identical to other magical qanun, this instrument emits painful and discordant tones when played, enraging all within 30 feet. Those enraged attack the musician 50% of the time and the nearest target the other 50%. The frenzy lasts for 1d4+1 rounds. The player of this instrument is not affected by the frenzy. The properties of the instrument cannot be detected until it is actually played in earnest—tuning and idly strumming the strings only create lucid, clear tones.

of Quiet

XP Value: 5,000 **GP Value:** 25,000

Land of Fate

While this magical instrument is played, it creates a magical zone of *protection* and *silence* 30 feet in radius. Those inside may talk among themselves and clearly hear noises beyond the range of the magic, but none outside the radius can hear what is happening within the zone over the sound of the qanun. Further, divination spells will not reveal thoughts, words, intentions, alignment, or the presence of magic while the qanun is being played.

of the Spirits

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 190

The qanun is made of the finest mahogany brought from the Isle of the Elephant. Its strings are said to be solidified light, though others

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report they are made of spun gold, hardened and tightened to the breaking point. Its picks are carved from a single emerald gem.

The *qanun of the spirits* is the most powerful of the five instruments of the jann. When the qanun is played, the player has the effect of the *fire truth*, the 1st-level wizard spell. Instead of fire, the truth of the speaker's words is determined by the sweetness of the instrument's tone. Untrue statements create sour notes. The spell may be used once per day, twice if the player is a bard.

A bard also may use the qanun to "call the ancestors": to *speak with dead* (as the 3rd-level priest spell), and to *animate dead* (as the 2nd-level priest spell), both as if the bard were a 20th-level priest. Each of these abilities may be performed once a week, and the qanun is needed only to cast the magical abilities, not to maintain control or contact.

Rababah of the Dao

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 190

The *rababah of the dao* is constructed of the finest materials. Its bow is made of the hair of the fastest horse in the High Desert, and the circular soundbox is made of the skull of a great roc.

The rababah of the dao allows its user to cast an *entangle* spell, as the 1st-level priest spell of the same name. This operates against any target on sand or soft soil as opposed to those near grass and vines, but the effects of the spell are the same. This spell may be cast once a day, twice a day if the rababah is used by a bard.

A bard also may use the *rababah of the dao* to "shift the earth," to call into being an earth elemental of 8 HD, once a week. The elemental is under the full control of the rababah player, such that if the musician stops or is interrupted, the elemental will return to its native plane without attacking the bard.

'Ud of the Marids

XP Value: 3,200 **GP Value:** 28,000

DRAGON Magazine 190

The *'ud of the marids* is solid white, its hardwood surfaces covered with thin, ornate carvings of pearl. The soundbox itself is made of a single great pearl, harvested from the largest clam in the deepest part of the Crowded Sea. The marids do not risk their own lives in these endeavors, but instead avail themselves of lesser beings to recover the pearls.

The *'ud of the marids* allows a bard to cast a powerful *charm person* spell, as the 1st-level wizard spell, with a –4 penalty on all saving throws against the spell. This spell may be cast once a day, twice a day if the 'ud is used by a bard.

A bard, regardless of kit or origin, may use the 'ud to "raise the waters," to summon a water elemental of 8 HD once per week. A suitable amount of water, such as a river or lake, must be available to use this ability. The elemental is under total control of the 'ud player, and if the 'ud player stops, the elemental will return to its native plane without harming the bard.

Extreme Violins

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

These items appear identical to *unnecessary violins*, but when an attack roll of 20 occurs, the user flies into a battle rage, dropping any shield carried and gaining a +4 bonus on attack and damage rolls while suffering a +4 penalty to Armor Class. The victim will fight until slain, or until all enemies are slain, without thought of personal safety. There is no limit to the duration or frequency of the effect.

Game

XP Value: 500 **GP Value:** 2,500

POLYHEDRON Newszine 23

These items cause their owners to become unable to explain any detailed action in combat. The victim cannot aim at a specific portion of a target (such as a tentacle); when any victim reaches 0 hit points, it quietly sits down and expires, without bleeding, moaning, or performing any other

normal dying activity. These items appear normal but are exceptionally clean, as are all types of *game violins*.

Rack

XP Value: 100 **GP Value:** 500

POLYHEDRON Newszine 23

This item is a wall rack upon which two violins can be hung. The instruments may be easily removed from the rack, which then disappears. Each violin will affect the creature carrying it, and no other; each will vanish if put down, given away, sold, or if otherwise caused to leave the possession of the original owner. The violins should be rolled randomly.

Saxon

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

These violins are of an ornate design, but have no known effect. They are so rare that none have ever been found—that's why no one has ever found *Saxon violins* in the AD&D game.

Unnecessary

XP Value: 500 **GP Value:** 2,500

POLYHEDRON Newszine 23

These fiddles enable their owners to score critical hits whenever an attack roll of 20 occurs. (The DM must create a chart detailing critical hits, such as the severing of body parts, extra damage, and the like.)

Zither of Speed

XP Value: 1,000 **GP Value:** 7,500

The Complete Bard's Handbook

This zither appears to be a normal musical instrument. However, if it is played in a rapid tempo and the musician says, "allegretto," all allies within 30 feet are affected as if under the influence of a *haste* spell.

If the zither is played slowly and "adagio" 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 the bard moves, defends, suffers damage, rolls for a saving throw, or performs any other action, 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 it useless unless it can be repaired.



of Zombie Control

XP Value: 7,000 **GP Value:** 25,000

The Book of Marvelous Magic

This musical instrument is shaped like a flat box with strings attached. When strummed and the command word spoken, all zombies within 60 feet hear and obey the user to the best of their abilities. However, if the zombies leave the area of effect, they are released from the enchantment and can no longer be affected by it. This item may be used three times per day.

of Zombie Protection

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This item appears and may function as a *zither of zombie control*, but there is a 50% chance per use that it will malfunction. If so, the zombies are enraged and attack the user with a +4 bonus to all attack rolls; they inflict maximum damage (8) per hit. Furthermore, they are magically protected. If the zombies are turned by a priest, each may make a saving throw vs. spell; if the throw is successful, the turn fails and the priest can no longer affect the creatures. Once the zombies are enraged, they retain the bonuses and protection, regardless of distance from the zither, until the user is slain.

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Stylus of Scribing

XP Value: 25 **GP Value:** 100

The Ruins of Undermountain

This wand of black stone animates itself when commanded, and is able to write three words in Thorass. The activator must utter a command word marked on the wand (typical word: "Kathlas") while touching the stylus. The next three words spoken by the activator will be graven deeply and clearly on any nonmagical, nonliving surface mentally selected by the caster that is on the same plane.

If no surface is chosen by the activator, the DM should choose a nearby stone surface at random. If the stylus is moved (physically carried) between words, it can be made to do its work on two or three surfaces rather than one. Upon writing the third word, it vanishes forever. Note that the stylus cannot distinguish between the user's unintentional speech and desired words—but the activator can, by force of will, alter spellings.

If the activator does not speak three words before abandoning the stylus, it retains some magical power. If touched by a another being and its command word uttered, it writes that being's next words, but the stylus won't write more words than it has words remaining—the second user of this item may only get one word inscribed before the item disappears. If no being speaks the command word, and the original activator never utters another word on the same plane as the stylus, a stylus will hover above the location of its last writing until physically moved elsewhere. The *stylus of scribing* is often used by adventurers to leave messages for others on dungeon walls.

Sundial

The sundial is a primitive but accurate timekeeping piece that requires sunlight to operate. A sundial's flat face has numerals inscribed on its surface. A small, triangular pillar in or near the center casts a shadow upon the face. As the sun moves in the sky, the shadow tracks across the face, pointing to the correct hour.

of Direction

XP Value: 500 **GP Value:** 4,500

DRAGON Magazine Issue 73

This looks like a wooden sundial without numerals, about 4 inches in diameter. Close examination will reveal that there are 16 marks rather than 12. When the command word is spoken, the "fin" or "hand" of the dial points due north. It does not work underground.

of Timekeeping

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This large item consists of a stone pedestal and table with an iron finlike attachment atop it, and is similar to an ordinary sundial. However, the fin always casts a shadow on the dial as if it were in bright sunlight. It functions only on the Prime Material Plane but keeps perfect time even on cloudy days or if taken indoors, or underground. It need not be aligned with the position of the sun, as would a normal sundial; it works upside down, sideways, or when rotated. Its magic can be dispelled, though with difficulty (treat as 36th-level magic).

Sweatsuit

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 72

This magical *suit +5*, if worn constantly for longer than one day, allows the wearer to cast the equivalent of a *stinking cloud* spell up to three times a day after that. A nonjock who attacks a jock attired in such a magical *sweatsuit* can choose to try to tear either the shirt or pants from the jock's body instead of attempting a normal attack in combat. Once a *sweatsuit* has been "activated," burning is the only way to get rid of the *stinking cloud* property of the suit; not even *soap of scrubbing* will do any good. The *sweatsuit* also acts as a *cloak of protection.*

Sword

All magical swords are listed with a plus or minus (for example, a *sword +1* or a *cursed sword –1*). The number is the amount added to or subtracted from the result of the attack roll and to the damage done. (Example: A *sword +1* would adjust a roll of 17 to 18, and if 5 points of damage were rolled, 6 would actually be inflicted.)

Once a cursed weapon is used in battle, it may not be gotten rid of except by use of a *remove curse* or *dispel magic* spell.

Some magic swords have additional abilities or Intelligence. For example, a *sword +1/+2 vs. lycanthropes* would give a bonus of +2 on attack and damage rolls (instead of the normal +1) when used against any werecreature. All other abilities are listed in the descriptions.

Special Touches: For the DM who likes to add special touches to the weapons given to player characters, here is a list of idea generators:

- **Blade materials:** adamantite, bone, ceramic, crystal or glass (magically strengthened with glassteel), damascus (layered steel), high carbon (will rust), mithral, obsidian, stainless steel.
- **Blade shapes and features:** blood grooves

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(fullers), curved, kris (wavy blade), notches, straight, tapered.

- **Hand-guard materials:** brass, bronze, nickel, steel.
- **Hand-guard shapes:** arched snakes, clashing dragons, clenched fists, human or godlike forms.
- **Handle materials:** antler, dragon teeth, ebony or exotic wood, fossilized ivory, horn, human or monster bone, ivory, jade, leather-wrapped metal, marble.
- **Handle shapes and features:** fluted (with straight or spiral grooves), hand-fitted, hollow (detachable pommel; can hold small items like gems, coins, small tools, papers, liquid), prism (flat sides, not rounded), straight, tapered.
- **Pommel materials:** crystals or large gemstones (magically strengthened), steel.
- **Pommel shapes and features:** cruciform, family crest, hand or paw, holy symbol, monster's head, short blade, skull, treetop.
- **Accents:** jewels and gems, magical runes, picture carvings or etchings, precious metal inlays, word engravings.

Roll	Sword Types
01–02	Adya katti
03–04	Babanga
05–06	Basilard
07–08	Bastard sword
09–10	Boku-toh
11–12	Broad
13–14	Choora
15–16	Claymore
17–18	Cutlass
19–20	Drusus
21–22	Dwarven claymore
23–24	Falchion
25–26	Flamberge
27–28	Flatchet
29–30	Flyssa
31–32	Gladius
33–34	Great scimitar
35–36	Impaler
37–38	Kashara
39–40	Katana
41–42	Khandar
43–44	Khopesh
45–46	Kora
47–48	Kukri
49–50	Long
51–52	Mariner's
53–54	Masai
55–56	Ninja-to
57–58	Nyek-ple-nen-toh
59–60	One-handed bastard
61–62	Pata
63–64	Piercer
65–66	Ram dao
67–68	Rapier
69–70	Sabre
71–72	Scimitar
73–74	Shamshir
75–76	Short
77–78	Shotel
79–80	Sivak draconian
81–82	Sosun pattah
83–84	Spatha
85–86	Sword-staff
87–88	Swordlet
89–90	Takouba
91	Talwar
92–93	Two-handed
94–95	Two-handed bastard
96–97	Wakizashi
98	Yatagan
99–00	Zafar takieh

Aasimon

XP Value: 3,500 **GP Value:** 35,000

Outer Planes MC Appendix

Each solar fights with a mighty sword that only it can wield. The weapon acts as a *sword +5* and has all the properties of a *sword of dancing* and a *vorpal sword*. A solar can attack with its sword four times per melee round, and does a base of 2d10 points of damage per hit.

Abhorrence of Shape Changers

XP Value: 700 **GP Value:** 3,500

DUNGEON MASTER Guide

This sword gives an additional +2 bonus against shapechangers and 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.

Adjatha, the Drinker

XP Value: 7,000 **GP Value:** 35,000

DRAGON Magazine 74

Adjatha is a *sword +2* of fine blue steel, hilted with a steel, single quillon and a plain, spherical, polished knob pommel. Set in the heart of the tang, where the quillons meet, just above the fine chain-wrapped grip, is a large (1-inch-diameter), cabochon-cut black sapphire (worth 6,000 gp). There are no markings or runes on the blade, and it does not shed any radiance.

However, when this sword touches any magical item (not including *scrolls*), *Adjatha* siphons off magical energy, causing the item to glow, shedding a pale green-white radiance, until the item is drained of dweomer or the sword and the item are separated.

The *Drinker* can never permanently drain an artifact, but it can steal the magic of lesser items.

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In all cases, the touch of *Adjatha* causes one power or effect (per round of contact) of the item to be nullified for 1–4 turns after contact. If the item has limited charges or operates but once, sufficient contact with *Adjatha* can drain it entirely of magic. The blade absorbs the dweomer into itself in a peculiar way, retaining magical energy to protect itself and its bearer.

Adjatha gains 2 hit points per charge drained or round of contact (many lesser items of magic are drained after 13 or so rounds of contact). It has 9 points of Strength, and may add any magically drained points to its own, without (known) limit. Any attack on *Adjatha* or its bearer must exhaust the phantom hit points before they can harm the physical entities of blade or bearer. When reduced to its original 9 hit points, Adjatha cannot absorb further damage for its bearer, and is itself vulnerable. Anyone grasping the grip of *Adjatha* receives its hit point protection; there is room for a maximum of two bare human hands to grasp the hilt at one time.

Adjatha, it must be noted, cannot repeatedly drain the vitality of the same item; after two contacts with any single item, the *Drinker* cannot drain any more from it—but note also that a contact, if uninterrupted, can continue for up to one turn before any bearer must withdraw or risk the onset of *feeblemindedness* due to a magical backlash (10% chance each round beyond one turn of continuous contact). Drained hit points gained by *Adjatha* do not *cure* existing damage to the user, but merely absorb all further attacks until exhausted.

Adjatha cannot drain or negate spells cast at it or its bearer, and confers no special magic resistance except immunity to psionic domination, *charm* spells, and similar direct mind-control spells. That immunity does not extend to *sleep*, *suggestion*, *ESP*, and the like.

The *Drinker* is first known to have existed more than 400 years ago, in the reign of Kurskos Ironhand; it was the sword of that monarch's herald and chief counselor, Amrok of the Dwarves. Kurskos slew Amrok in a night of revelry after a Shieldmeet, and took *Adjatha the Drinker* (and the enmity of the dwarves) as his own. Amrok was of almost human stature, and it has often been said *Adjatha* is of human and not dwarven manufacture, for it is of the full size and heft for a strong, long-armed, human swordsman.

The stories of its creation are many and colorful—most are doubtless as fanciful as the tale told by Thyri of Amn, who stole *Adjatha* from the palace vaults in the sack of Aumreayum on the death of Kurskos. Thyri held that *Adjatha* was given to his grandfather by the gods, and made any of the family who wielded it invulnerable in battle.

Thyri was easily, almost contemptuously, slain by the first man who challenged him, a merchant from Calimshan. That merchant, whose name is lost, was slain while in a caravan soon after by a mischievous kenku. In like manner, the *Drinker* has often changed hands over the years, usually remaining with any one owner for only a short time. Elminster saw *Adjatha* 40 winters ago at the court of Nesker of Mulmaster, when the sorcerer-king was studying it to increase his own arts. It disappeared before Nesker's death and came to light briefly in reports of fighting in the Shaar, apparently being wielded by one of the nomad chieftains. The sword was stolen from him, and despite sending agents far afield, he was unable to recover it. The present whereabouts of the blade are unknown.

Albruin

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 74

Albruin is a sword made from an alloy that combines steel, electrum, and silver, demonstrably as effective as silver against undead and other creatures who suffer particular effects from contact with that metal. It is +1 on attack rolls and +3 on damage. It sheds an eerie blue radiance (up to 10-foot radius) when drawn from its scabbard. It is of chaotic neutral alignment (Intelligence 17, Ego 13), communicates by speech (Common, Elf, Drow, Thieves' Cant), and can *read languages* and magical writing.

Albruin's bearer can, at will, activate the sword's power to *detect invisible objects* in a 10-foot radius, maintaining it by concentration. *Albruin* can also neutralize poison once every three days, and *heal* its bearer once every 12 days. These powers are evoked at the will of the bearer, or by the sword if the bearer is unconscious and *Albruin* deems it advantageous to activate either power by itself. Physical contact between *Albruin* and the flesh of the bearer is necessary for the powers to work.

Albruin is believed to be the creation of the long-dead smith Surdee, who was famous in his day for thecraftsmanship of the work that came out of the forges of icebound Glister, where he worked ore fresh from the mines above the city, on the edge of the glacier. The blade itself evades questions about its origins; there are no markings or definite touches of workmanship that identify *Albruin* as the work of anyone in particular.

Albruin was held for decades in the royal house of Cormyr, kept as a family treasure, but seldom (due to its alignment) borne by the kings of that land. It was stolen from the palace at Suzail some 90 winters ago by the thief Nyparr ("Nipe"), a



halfling who was soon arrested at Wheloon by soldiers of Cormyr and slain while attempting to escape. Nipe did not have the blade when he was seized, and did not reveal its whereabouts. It was rumored among the thieves of that place that he had sold it to a "gray trader" (a "fence") by the name of Blusken Shtult, who had a merchant barge on the Wyvernwater, and that Blusken had sailed from Wheloon up to a port on the northern shore of the Wyvernwater and delivered the blade to a waiting buyer.

The blade's whereabouts were uncertain for some 24 winters, until a lady of high birth in Selgaunt, one Shamur, found the blade left behind in her bedchamber by a visitor fleeing the city guard. He never returned, and Shamur sold it when she married. It was bought by an adventurer visiting the city of Selgaunt on matters of trade (gold for mercenaries), and wielded thereafter in several minor skirmishes about the Eastingreach before its owner died in an ambush. His slayer, the adventurer-prince Thaum of Telflamm, used *Albruin* to help him take the lands of Impiltur forcibly from his father and found his own kingdom. Thaum eventually died by magic (a wizard hired by his father Kuskur, who was unable to regain control of the lost lands), and *Albruin* was acquired by one of Thaum's warriors, who fled the dead king's keep and took the blade back westward into the Dalelands.

This warrior, one Adjuz by name, perished at the hands of brigands on a northern road, and *Albruin* disappeared from view—but not before Adjuz had sought out a sage in Shadowdale to learn the blade's true nature and powers.

After the death of Adjuz, the trail of the sword is hidden for some eight winters, but it is known to have been in the hands of the mercenary general Malakar on his visit to Zhentil Keep in the spring of the ninth year following, and was identified again by the sage Murail of Sarbreen when a mercenary warrior sought him out to learn the blade's properties in that city some six winters beyond that time. From then until now, the whereabouts of *Albruin* are unknown, but Elminster is careful to remind us that its plain appearance and its ability to control many of its bearers would contribute to its anonymity.

Amatsu-Mikaboshi's

XP Value: 3,000 **GP Value:** 30,000

Legends & Lore

Anybody hit by the avatar's sword blade suffers an additional 1d10 points of poison damage each round until the poison is neutralized.

Anduvar

XP Value: 700 **GP Value:** 3,500

DRAGON MOUNTAIN® Campaign Set

This *sword +3* is intelligent. To activate the dormant weapon, one needs only to speak its name, which is etched in elven runes along the blade. Its alignment is chaotic good, and it communicates through empathy. Its only power is to *detect evil 10' radius*.

Angurvadal

XP Value: 4,000 **GP Value:** 8,000

DUNGEONS & DRAGONS Master Set

Angurvadal, also known as the *Stream of Anguish*, was owned by the hero of "Frithiof's Saga," a 13th- Century Scandinavian work. This *sword +4* allows the user to cast one water elemental spell (1st through 5th level) per day.

Annacon

XP Value: 2,000 **GP Value:** 8,000

DRAGON Magazine 92

Falrik Moondance is a rather eccentric elf. While quite bright and a good-natured sort, he is also rather impulsive. His appearance is youthful, but he gives the impression that he is much older and wiser than he seems at first glance. Fairly suspicious, almost to the point of paranoia, he panics easily. Often he does things that seem quite clever (in a twisted sort of way) but are bound to be misinterpreted by others at the moment he acts. His impulsiveness and shortsightedness do not make his deeds logical in a conventional (that is, lawful) sense, but he is very cunning and has an intuitive grasp of the "smartest thing to do" in most situations.

Falrik does not like being a fugitive, but he likes the idea of being unjustly executed for his rash acts even less. He has certain knowledge about *Annacon* which might help save him, but he doesn't think that the local villagers will believe him. He is stubborn as well as cautious and suspicious, so it will prove difficult to get him to believe that a pardon is not a trap.

Basically a peaceable sort, Falrik avoids combat as much as possible. He will not attempt to physically harm anyone who is not attacking him, preferring to harass, confuse, and frustrate them into leaving him alone. The DM should carefully consider what spells he and the sword have available when deciding Falrik's tactics. *Charming* characters with the sword, for instance, is one possibility, as is going *invisible* and hiding if in danger of being discovered.

Falrik Moondance is a lawful good, 3rd-level elf fighter with silvery hair and gold-colored eyes. He stands 5' 4" tall and weighs 104 lbs.; he is 263 years old. His statistics are: Str 15, Int 17,

Wis 7, Dex 17, Con 15, Cha 14, hp 18. He has AC 2 from armor, Dexterity, and magical bonuses, has a +1 to hit and damage in combat, and has a +2 bonus with missiles. Falrik speaks Common, Elf, Orc, Hobgoblin, Gnoll, Halfling, and Pixie. He carries three spells at all times: *hold portal*, *ventriloquism*, and *invisibility*. His current possessions include: *Annacon*, a *bow +1*; a chainmail suit; a *ring of protection +1*; a quiver with 20 arrows (4 of them with silver arrowheads); a pack with his rations, water, spellbook, and tinderbox; and his prize, a *wand of illusion* with 12 charges.

Annacon is a *sword +2* with *charm person* ability. It has an Intelligence of 8 and an Ego of 6 (total Will Power: 14), and possesses two primary powers: it can *detect lies* spoken within 10 feet of the person holding it, and it *detects elves* within a 10-foot radius. *Annacon* is of lawful good alignment and as such damages wielders who are not lawful good, causing 1d6 points of damage per round of contact.

Unfortunately, both abilities cause the sword blade to glow with the same blue color, shining as brightly as a *light* spell, and therein lies the problem—Falrik, knowing from tales told among the elves in the region about the latter ability of the weapon, realized that the sword would glow in his presence because he is an elf. He feared that the people who knew of the sword's *detect lies* ability would assume he was always lying. The duration of the sword's blue glow varies from a mere three seconds (in the case of the *detect lie* power) to potentially infinite (for as long as an elf remains in detection range).

The elven legends about *Annacon* say it was forged by a dwarf weaponsmith and a human wizard ally about three centuries ago. At that time, the elves and dwarves of this region were fighting a war against each other over the damage that dwarven surface mines were doing to local forests and wildlife. The battles were settled long ago, though some slight hostility between the two races still exists.

Ansanther

XP Value: 4,000 **GP Value:** 20,000

Treasures of GREYHAWK

Ansanther, a *holy avenger*, has an alignment of lawful good, an Intelligence of 14, and an Ego of 18. She has the ability to speak common. Her primary abilities allow her to *detect evil*, and *locate objects*. Her special purpose is to slay Xenous Zenpor with the special purpose power of *disintegration*. (Xenous Zenpor is an evil wizard who, years ago, slew *Ansanther's* last adventuring group, and she lost her wielder.)

Ansanther wants an owner of "most pure of heart" to carry and wield her. She will use her new powers to the best of her ability when wielded by a lawful good individual. She will make her presence and desires known to the first person who picks up the sword.



The Answerer
(Fragarach)

XP Value: 18,000 **GP Value:** 90,000
Scabbard: 35,000

The Temple of Elemental Evil

This hefty steel broad sword bears a mighty enchantment. It was originally fashioned for a demigod of elsewhen and eventually passed into Greyhawk. It served well for a short time, all too soon falling into the hands of the minions of chaotic evil. It has been in their grasp for a decade or more, resting in hiding in the Temple of Elemental Evil, guarded by the worst of elemental grues. *Fragarach* means *The Answerer*.

The sword is of chaotic good alignment. Any lawful creature trying to grasp it takes 1d6 points of damage and falls senseless for 1d10 rounds. A neutral creature holding it takes only 1d3 points and swoons for 1d4 rounds. In evil hands, *Fragarach* has no attack bonus whatsoever; in chaotic neutral hands, it will strike but one opponent per round. The sword functions perfectly only for a chaotic good user. In such hands, its +4 bonus always operates, and it will strike as many opponents unerringly as have struck at its possessor.

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Fragarach always hits all such targets, the +4 pertaining to additional damage only. Note, however, that *The Answerer* always strikes last in a melee round. Against evil opponents, the bonus doubles (to +8) whenever a natural 20 is rolled for attack determination.

The sword has a hilt of silver and gold wire, most cunningly wrought. Its guard and pommel are set with perfect emeralds (corundum)—seven gems, total value 65,000 gp. Its scabbard is likewise trimmed with precious metal and decorated with many gems of green and golden hue, worth another 35,000 gp.

The Answerer II-VII

XP Value: 10,000 **GP Value:** 50,000
Scabbard: 16,000

The Temple of Elemental Evil

When *Fragarach* first came to this world, it received immediate attention and quick renown; so much so, in fact, that six other swords like it were forged and enchanted. These are lesser weapons, of course, and their alignments vary. Each has a +2 bonus (and cannot hit opponents struck only by +3 or better weapons). On a natural attack roll of 1, no bonus applies; on a natural 20, like their predecessor, the bonus is doubled (to +4). These lesser swords are identified by the differing gems set in guard and pommel. They are reported to be amethyst, aquamarine, garnet, peridot, topaz, and tourmaline stones, with combined value of about 24,000 gp per weapon, 16,000 gp per scabbard. These weapons are named *Rebutter*, *Scather*, *Replier*, *Retorter*, *Squelcher*, and *Backtalker*, in honor of Fragarach.

Roll	Sword
01–17	*Rebutter*
18–33	*Scather*
34–50	*Replier*
51–67	*Retorter*
68–83	*Squelcher*
84–00	*Backtalker*

Anton's Vorpal Blade

XP Value: 10,000 **GP Value:** 50,000

1992 Fantasy Collector Card 21

Anton's weapon has an Intelligence of 12 (6 Ego points), the ability to *detect magic* in a 10-foot radius and a hidden compartment in its pommel with a pale lavender ellipsoid *ioun stone* (see **Ioun Stone**) that absorbs spells up to the 4th level (10d4 spell levels). This chaotic good weapon grants a +3 to attack and damage rolls, and uses the following table to determine when it severs a limb:

Opponent is:	d20 Roll*
Normal/Armored	18
Larger than human-size	19
Solid material or stone	20

(* 01–17: Consider only the +3 bonus of the sword).

of Arak

XP Value: 4,200 **GP Value:** 18,000

RAVENLOFT® Campaign Set

Evil drow wizards created this sword, and no human was ever meant to hold it. The drow have lost the sword, however, and as of this writing no one knows its current location.

To any physical and magical examination, the item appears to be a *sword of sharpness +2*. Indeed, it performs as one. But the sword also carries an evil curse—a horrid thirst for blood. Once a day, it must kill or help to kill a creature no smaller than a large dog. The sword is not required to deal the fatal blow, but blood must spill from the wound of the blade, and the victim must die no more than an hour after those first drops flowed.

Each day the sword's thirst is not quenched, its owner suffers, losing 1 point from each of mental attribute (Intelligence, Wisdom, and Charisma) and gaining 1 point in each physical attribute (Strength, Dexterity, and Constitution). After the first such adjustment, the owner becomes so fond of the blade that he or she cannot bear to be without it. If someone forcibly separates the owner from the sword, the character will do anything to regain it.

When one or more of the character's mental attributes drops to 3, the conversion is complete. He is now bestial—a monster that looks like an ogre. The DM runs the character. Usually, the beast will have superhuman physical abilities at this point, with scores above 18. Its only goal is to satisfy the blade's thirst for blood. The creature may embark on a mindless rampage or—if there is a shred of Intelligence left—begin a series of clever, fiendish murders.

If the sword is removed from the character's possession before a mental attribute drops to 3, the former wielder begins to recover gradually and regains 1 point to each mental ability, and losing 1 from each inflated physical score each day. Until this process is complete, the character still covets the sword and is unable to resist the urge to pursue it.

Once the conversion is complete, even removing the sword will not cure the monster. Only powerful magic—or the monster's death—can remove the curse at this point. The *remove curse* spell may at first appear successful, but it can provide only temporary relief.

Arbane's Sword of Agility

XP Value: 4,000 **GP Value:** 15,000

The Magister

The first of these swords were created by the elf wizard, Lord Arbane of Myth Drannor many centuries ago. His first was stolen, so he made a second with the aid of an apprentice, who sold the secret to two other wizard-swordsmiths. The form of manufacture is thought to be forgotten now—Elminster has heard of no one making one in the last 500 years—but there are over a dozen in existence. Some have even been created with sentience and further powers.

This is a *weapon +2* that boasts several powers. These are under the mental control of whoever holds its hilt. The wielder can *jump*, as in the spell (a single leap) twice a day. Two rounds of hasted action per 24 hours are also possible—and such activity does not age the character (though it may age the sword).

The sword grants the wielder immunity to *hold* and *slow* spells, glowing brightly. The glow fluctuates as the sword moves and strikes, in a strobelike manner; this property of the sword negates magical *darkness*, and destroys the effects of *hypnotic pattern* or *fire charm* within a 20-foot radius of the drawn blade. The wielder of the sword gets a saving throw vs. spell (saves at +1 if 6th level or higher).

Ar'ondight

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Master Set

Ar'ondight, the sword of Launcelot of the Lake, was mentioned in several Arthurian legends. This sword is +5 on attack rolls as long as the target is not of a good alignment. If used against good individuals, the sword becomes a *cursed weapon –3*.

Arvoreen's

XP Value: 6,400 **GP Value:** 32,000

Monster Mythology

Arvoreen's avatar's *dancing short sword +4* gains his Strength bonus (+3) to damage in combat.

of Arvoreen

XP Value: 4,000 **GP Value:** 20,000

POLYHEDRON Newszine 82

The nine known *swords of Arvoreen* were forged eons ago by dwarf smiths and enchanted by powerful halfling priests of Arvoreen the Defender. The short swords were crafted during the time the world was in chaos and many halfling villages were threatened by invaders. In the hands of someone other than a halfling, the swords are +1. However, when wielded by a halfling, the swords have the following powers:

- +1 vs. all creatures, +2 vs. evil creatures, +4 vs. evil creatures over 5 tall.
- The swords inflict triple damage when the wielder is defending his or her home or homeland.
- When a wielder defending his or her home or homeland chooses to parry rather than attack, the parry is always successful.

In addition, each of the nine swords is attuned to a single enemy. Any individual enemy struck by the sword must save vs. death magic or die. Sages have documented that three of the swords, owned communally by halfling villages, are attuned to hill giants, trolls, and goblins, respectively. It is not known if the other six swords repeat these enemies or if they are attuned to other creatures.

of Assassination

XP Value: 800 **GP Value:** 2,000

DRAGON Magazine 91

The *sword of assassination*, also known as the *ruby sword*, is a potent weapon in the hands of an assassin. If handled by any other type of character, the sword appears to be a regular blade. All swords of this type have a ruby of not less than 500 gp value mounted on the pommel; hence the second name.

When used by an assassin character, a *sword of assassination* gives the wielder a bonus to attack and damage rolls and adds a bonus to all assassination rolls while using the weapon. The power of a certain sword is determined randomly:

Roll	Assassination Bonus
01–60	+5%
61–90	+10%
91–95	+15%
96–99	+20%
00	+25%

The assassination bonus is only gained if the assassin has a chance of actually assassinating the victim. Thus, the sword would give no chance for an assassination roll to a 3rd-level assassin trying to slay a 12th-level victim—but the assassin would gain the sword's combat bonuses. A *sword of assassination* has the same chance as any other magical sword to be intelligent, and always has an evil alignment if intelligence is indicated. Intelligent swords of this sort never betray their nature to any nonassassin.

Aziza's Scimitar of Dancing

XP Value: 4,000 **GP Value:** 20,000

1992 Fantasy Collector Card 187

Aziza's magical scimitar is a *weapon +3* in all respects, with some additional powers. It func-

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tions as a *sword of dancing*, except that its cycles last for only three rounds (instead of four), and its maximum bonus is +3. Once a week, when a command word is uttered, it *creates food and water* as the 3rd-level priest spell, cast at the 6th level.

of Azor'alq

XP Value: 3,000 **GP Value:** 15,000

Treasures of GREYHAWK

The *sword of Azor'alq* is a *long sword +4*. It has an Intelligence of 17 and an Ego of 21. It is aligned, neutral good, and has the special purpose of slaying evil otherplanar beings. Any such being struck by it must make a saving throw vs. spell or be *disintegrated*.

The sword speaks Elf, as well as communicating *telepathically* with its possessor. It can *detect evil* in a 20-foot radius, and *detect invisible objects* in a 10-foot radius. Once a day it allows the possessor to *fly*, at a rate of 40 yards per round, for up to an hour.

The sword is very proud, and does not wish to serve anyone who is not an important baron or king. It also expects its owner to provide it with a new scabbard, with many gems fixed to it. In general, the sword thinks it is in charge of any owner, and, given its Intelligence and Ego, it may well be. If the sword is in control, it will compel its owner to seek out and destroy powerful otherplanar beings of evil alignment. The sword especially hates fiends of all sorts, and the owner may soon find himself on a quest in another plane, if the sword has its way.

The sword retains all of its powers on any plane, although on the lower planes, the *detect evil* power is neutralized by the overwhelming evil of the plane. Any randomly encountered fiend will have a 10% chance of having seen or heard of the *sword of Azor'alq*, and will seek to destroy the possessor and take the sword.

of Babette Maelstrom

XP Value: 1,000,000 **GP Value:** 10,000,000

POLYHEDRON Newszine 76

Babette's formidable weapon is a *long sword +5*, +10 vs. regenerating creatures, and +15 vs. dragons. Once a year, the sword can:

- Cause an explosion, 200-foot radius, 200d100 (200–20,000) points of damage.
- Create a *sphere of force*, as per the *wall of force* spell; and *dispel magic* at the 45th level.

This item was part of a contest to name the sword featured on the cover of POLYHEDRON Newszine 70. Never, ever give this item to a player!. It is included here for the sake of completeness.

of Backstabbing

XP Value: 700 **GP Value:** 7,000

The Complete Thief's Handbook

In the hands of any character this is a *magical weapon +2*, but in the hands of a thief it is especially potent. When a thief makes a backstab attempt with this short sword, it allows the thief to attack as if four levels higher than the actual experience level of the character, with corresponding improvements in THAC0, attack rolls, and damage multiplier on a successful hit.

Balisarda

XP Value: 2,100 **GP Value:** 10,500

DUNGEONS & DRAGONS Master Set

Balisarda was made by the witch Falerina. Treat this weapon as a *sword of sharpness*.

Balmung

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Master Set

Balmung was the sword of Siegfried of the Scandinavian legends. It was made by Wieland, a Germanic name for the immortal blacksmith Volund, known as "Wayland Smith" to the English. Wieland may be similar to earlier legends, such as the Greek Hephaestus and the Roman Vulcan. This is the equivalent of a *vorpal sword +4*.

Balor

XP Value: 10,000 **GP Value:** 50,000

Outer Planes MC Appendix

The true tanar'ri known as balor use a great sword that looks like a bolt of lightning. In the hands of the balor, these swords are *vorpal* and can *detect evil/good* in a 30-foot radius. Any creature that picks up a *balor sword*, regardless of whether the creature's flesh actually touches it, immediately suffers 1d10 points of damage and must make a saving throw vs. spell or die immediately.

Bamboo Scimitar

XP Value: 7,500 **GP Value:** 40,000

Kara-Tur

The *Jade Warrior* (see **Crystal Warriors**) wields a *bamboo scimitar +5* that acts as a *sword of sharpness*. On command, the scimitar can cast *wood rot*.

Bane of Enchanted Beings

XP Value: 600 **GP Value:** 3,000

DUNGEON MASTER Guide

This weapon, a *sword +1/+2 vs. magic-using and enchanted creatures*, 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

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against a creature magically empowered by an item (such as a *ring of spell storing*) to cast spells.

Bane of the North

XP Value: 1,000 **GP Value:** 5,000

Adventures in BLACKMOOR®

Timothy Curlytop, the Shiremaster of Booh, carries a lawful-good *short sword +1/+3 vs. fiends*, that he has rather grandly dubbed Bane of the North. This valuable little weapon has an Intelligence of 9, an Ego of 1 and the powers to *detect shifting walls and rooms*, *detect slopes*, and *see invisible*. The morale of all halflings within 25 feet of *Bane of the North* is raised by 1.

Barnus's Gnomebane

XP Value: 750 **GP Value:** 3,500

1992 Fantasy Collector Card 189

Barnus's short sword is a typical *weapon +1* in most respects. Against gnomes, however, the sword adds a +3 bonus to attack rolls and inflicts double normal damage. Barnus was given this sword by a friend of a friend who knew of his hatred for gnomes.

of Bast

XP Value: 700 **GP Value:** 3,500

IMAGINE Magazine 19

Few intelligent magical items have a *geas* cast upon them, since the presence of the *geas* is revealed instantly to the new owner through the rapport he or she has with the item. However, the *sword of Bast* is an example of a weapon with a voluntary *geas*, that is to say, one in which the nature of the restriction or command is revealed to the new owner by the item itself, allowing the prospective owner to decide whether to accept the item and the penalty attached, or to decline it.

The *sword of Bast* informs the wielder: "I am a simply enchanted sword dedicated to the service of Bast. If you use me, you will find a *geas* placed upon you—that you may not kill or willingly harm any of the catkind, nor suffer others to do so. Do you accept the *geas*?"

If the answer is "yes," the sword waits until the wielder has taken the effect of the *geas* and then reveals itself in its full majesty. It is +2, +3 vs. lawful evil, +4 vs. followers of Set. No cat ever harms the wielder, and tame felines are friendly. The sword hopes the owner becomes a follower of Bast, but does not coerce. Instead, it confers additional powers on those who pursue a vigorous campaign against Set's followers and minions. There is a 25% chance that it allows the owner to attract a cat familiar; it allows the wielder to move silently on a percentile roll of 99%, and allows the wielder to speak all feline languages.

Belenus's

XP Value: 4,000 **GP Value:** 40,000

Legends & Lore

Belenus's avatar carries a long sword that can be made to flame once per turn, doing an additional 2d10 points to creatures affected by fire.

of the Believer

XP Value: 700 **GP Value:** 3,500

Land of Fate

This magical weapon inflicts damage only against unenlightened creatures, that is, those who do not accept the Law of the Loregiver or are ignorant of it. An enlightened creature will take no damage from the sword, which will appear to pass right through his or her body. The unenlightened (including monsters of low sentience, savages, ordinary objects without sentience, barbarians, and unenlightened foreigners) take normal damage. This sword can be used as a test for such enlightenment, but also is useful in cases where a civilized man is swallowed by a large, nonsentient creature, and must be cut out without harming him. Profession of belief is all that is required; it is beside the point whether one is "good" or "evil," just enlightened.

Benn Griff's

XP Value: 500 **GP Value:** 2,500

Against the Cult of the Reptile God

Benn Griff's weapon is a *short sword +1/+2 vs. scaly creatures* with no other special abilities.

Berserk Dancing

XP Value: — **GP Value:** +200

IMAGINE Magazine 14

A *berserk dancing sword* behaves as a normal, magical, intelligent sword, until in mortal combat with a strong foe of opposite alignment. A randomly determined alignment should be used if the sword is determined to be neutral. The sword leaps into the air and begins to dance in the same manner as a standard *sword of dancing*, except that its combat bonus may be as high as +5. Once it has become a *sword +5*, it remains one.

When the monsters are finally beaten, the sword turns on its wielder and any companions. If they run, the sword follows at a Movement rate of 15. Spells or *boots of speed* are the characters' only hope of escape, for the sword cannot be physically attacked. Once all the combatants in a particular melee are dead (or have escaped), the sword sinks to the ground and resumes its "sane," normal status.

When the *berserk dancing sword* result is rolled on the random item chart, the Dungeon Master should roll another effect and combine the results together.

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Black

XP Value: 3,000 **GP Value:** 15,000

Black Courser

A lawful-neutral obsidian *sword +3/+6 against emperors*, this is a truly magnificent weapon—and a truly dangerous one to wield. Its other properties: Intelligence 17, communicates telepathically and through speech (but only in Imaskari); can cast *dispel magic* three times a day as 15th-level wizard, *darkness 15' radius* at will, *silence 15' radius* at will. It was created at the height of the Imaskari empire to overthrow the emperor, and has been the weapon behind dozens of regicides since that time. It will use its Ego of 18 to force its wielder to attack Ambuchar Devayam whenever they meet.

Black Flame

XP Value: 4,100 **GP Value:** 27,500

Adventures in BLACKMOOR

As king, Uther the Rectifier normally carried a lawful-good *two-handed sword +2* named *Black Flame*. This weapon, now in the keeping of the Regency Council, has an Intelligence of 9, an Ego of 3, the powers *detect evil* and *detect magic*, and the extraordinary powers *extra damage* and *healing*.

Blackflame

XP Value: 4,100 **GP Value:** 27,500

Dragon Keep

This black sword is a *sword +1/+4 vs. undead*. The sword becomes enveloped in cold black flames when within 10 feet of an undead creature; the flames themselves cause no damage.

of Blackflame

XP Value: 30,000 **GP Value:** 275,000

The Five Shires

Certain slim, rapier-like short swords borne by hin are in reality *swords of blackflame*. These precious and powerful weapons can be identified by the appearance of their blades—shimmering, ever-shifting glossy black, with white bubbles and cloudy mottling within the metal that move about constantly. In shadows, darkness, and near-darkness such blades become invisible. They are undetectable by *infravision* and *detect magic* spells and abilities.

A *sword of blackflame* is a *weapon +4*. By mental command, anyone holding a drawn *sword of blackflame* can bring magical *silence* into being in a 20-foot radius centered on the blade's hilt. The *silence* can be instantly ended by will of the wielder at any time, and can last for up to six continuous rounds. Up to four such periods of silence can be created by a *sword of blackflame* in an hour. All creatures within the area of effect will be silenced with no saving throw allowed, including the blade-wielder.



A *sword of blackflame* can also reflect back at its origin one magical attack per round (additional attacks in a single round will have normal effects). This ability is automatic and only works once an hour. The power affects spells, natural magical powers, and the effects of magical items. The sword will suck all of an area-effect magic (such as a *fireball*) into itself, so that the attack does no damage to any creature within the area of effect. The attack is then cast back in full upon its source in the following round. This reflection can be escaped only by leaving the plane the sword is on, in which case the sword pulses to tell its bearer that this has occurred. The bearer can then discharge the magic wherever desired, with range and effects as originally cast or unleashed. This is the only case in which the blade-bearer can choose where to direct magic that the blade reflects. If no discharge is willed within the round, the sword will forever absorb the magic, silently and harmlessly.

Blackjammer's Cutlass

XP Value: — **GP Value:** —

Book of Artifacts

Blackjammer's cutlass is a distinctive weapon of outdated style. The blade is fashioned from a nonreflective black crystal, and is clearly not metal. The hilt is silver and fitted with an enor-

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mous basket depicting a sailor being keelhauled. For all of its apparent size, it is far lighter than an ordinary cutlass. The cutlass is often found in SPELLJAMMER® campaigns.

It is said that *Blackjammer's cutlass* was forged in an old port hidden in the Tears of Selûne of Realmspace. Its first owner was a pirate now known only as Captain Blackjammer, his own name forgotten in favor of his sword. Whatever his name once was, Blackjammer is still viewed as a paragon of piratical ruthlessness and skill. Since Blackjammer's death (if he *is* dead, for there is some argument about this), the cutlass has passed through the hands of many other captains and mates. The last known owner of the sword was Elsun of the *Dragon Claw,* killed when her ship ran afoul of an elven man-o'-war. The story claims that the cutlass fell overboard and is now drifting in the Flow somewhere between Oerth and Krynn.

Although the cutlass first made its appearance in the SPELLJAMMER setting, there is no reason that it cannot be used elsewhere. Its powers are universal to all worlds where sailing and piracy occurs.

The powers of the cutlass, while useful, are not great enough to completely unbalance a campaign. Thus, the item can remain in PC possession for a long time.

The DM can use rumors of Captain Blackjammer's continued existence as the motive for several adventures involving the sword. In backwater ports, NPCs may be convinced that the character wielding the cutlass is Captain Blackjammer—and there is still a price on his head. Another possibility is that the captain still lives in a lich state and is determined to regain his sword.

Constant Powers: The cutlass has +2 bonuses to attack and damage rolls and improves the character's Armor Class by 2.

Invoked Powers: The cutlass can create the effects of a *darkness 15' radius* spell (at will) that does not affect the wielder. It also endows its owner with proficiency in all forms of navigation and seamanship (no chance of failure).

Random Powers: Three from Artifact Table 1–02: Combat.

Curse: *Blackjammer's cutlass* is imbued with a strong, freebooter's personality (Int 19, Ego 20). It can speak, doing so often and loudly, preferring bawdy songs and coarse jokes. It will insult the toughest thug in a bar, not caring if its owner is killed; there is always another. The owner also risks *artifact transformation*, being changed into a black-hearted pirate always on the lookout for ships to plunder and saying "Arrgh, matey!" far too much.

Suggested Means of Destruction:

- The cutlass must be subjected to the combined fire of the Elven Armada.
- It must be crushed between two rushing meteors.

Blackrazor

XP Value: 20,000 **GP Value:** 200,000

White Plume Mountain

Blackrazor, a chaotic-neutral *sword +3*, as an Intelligence of 17 and an Ego of 16. Its special purpose is to steal life essences. It is a black sword that shines like a piece of night sky filled with stars, and it is sheathed in a black scabbard decorated with pieces of cut obsidian. On a killing stroke, *Blackrazor* temporarily adds the number of levels of the dead foe to its bearer's levels (in terms of fighting ability). The bearer also temporarily gains the full hit points of the victim. All subsequent damage to the sword's wielder is removed from the added hit points first. The extra levels and hit points last a number of turns equal to the number of levels received. The essences of all entities killed by *Blackrazor* are sucked out and devoured; those killed by the black sword cannot be raised.

For every three days the sword remains unfed, its Ego increases by one point, until it can compel its bearer to kill a human or humanoid being. Upon feeding, its Ego returns to 16.

The DM will note that *Blackrazor* is a negative energy entity that exists by absorbing positive life energy levels from those it kills. However, if it even strikes a creature of negative energy such as an undead (except for ghouls and ghasts), it will work in reverse, transferring one level and corresponding hit points from the wielder to the creature attacked. It will do this each time it strikes. Under these conditions, the wielder can actually die and have his or her essence sucked out by the sword. If the wielder survives, he will need a *restoration* spell or twice the usual number of levels received from positive kills to replace the lost levels. Those killed for replacement must be of the same race as the sword-wielder. *Blackrazor* may very well keep this little drawback a secret until the first time the sword bites into a wight or a vampire. The DM must remember that *Blackrazor* exists solely to feel power and life forces coursing through itself, and sometimes it may not be too picky about where the energy is coming from.

In addition to the above, the sword has the following powers:

- Speech and *telepathy* (common and whatever tongues its wielder knows, which it learns *telepathically*).
- *Detects living creatures*, 60-foot radius.
- *Haste* spell (bearer only, 10 round duration), once a day.
- Up to 100% magic resistance to *charm* and *fear* (exact percentage depends on the level of the opponent casting such a spell; –5% per level difference if the caster is higher level than the sword wielder).

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Blade of Black Ice

XP Value: 4,000 **GP Value:** 20,000

Rary the Traitor

Lord Robilar, Rary's companion and military commander, is a grim, black-haired, saturnine man with a brooding countenance, deep-set eyes, and a short goatee. In battle, he wields the *blade of black ice*, a sword said to have been forged by Iuz himself. Seemingly made of ice, the blade inflicts 1d10+3 points of damage (with an additional +3 for Robilar's Strength bonus), as well as acting as a *sword +3, frost brand*. The bonus against fire-based creatures is therefore +6 (+9 with his Strength bonus). With this sword, Robilar suffers no ill effects for wearing his armor in the desert.

Blades of Corusk

XP Value	GP Value
Dreamsinger: 3,000	18,000
The Edge: 3,200	16,000
Greenswathe: 4,000	20,000
Harmonizer: 3,000	15,000
Stalker: 1,800	22,000

Howl From the North

The blades of Corusk include the following blades:

Name	Al	Weapon Type
Dreamsinger	N	*Broad sword +3*
The Edge	CN	*Bastard sword +3*
Greenswathe	N	*Scimitar +3*
Harmonizer	N	*Defender, two-handed sword +5*
Stalker	NG	*Long sword +3*

Blade of Lathander

XP Value: 3,000 **GP Value:** 15,000

Curse of the Azure Bonds

The *Blade of Lathander* is a magical broad sword of incredible power, forged by a renowned dwarf smith in the fires of the morning sun itself, in the Temple of Lathander at Saerloon. It was created for one purpose: to slay the spirit of Tyranthraxus, master of the *Pool of Radiance*.

The sword is a *broad sword +3* with a blade of smoked ruby quartz, unbreakable in normal combat. On its golden pommel are the symbols of Lathander and Tyranthraxus, the latter crossed out. In normal combat, the sword functions as a *broad sword +3*. In combat with Tyranthraxus or those he has possessed, the sword will glow a bright pink. When it glows it is +6 on attack rolls and inflicts 3d10 points of damage. Tyranthraxus must make a saving throw vs. spell (at –6 for the body he inhabits) or be forced to retreat to the Pool of Radiance.

Unlike the *gauntlets of Moander* and the *helm of dragons*, the sword has no other special powers. Since its forging, it has never been used against Tyranthraxus, though its existence is said to have kept him in the North during his peak of power. It was stolen from Saerloon and the Temple of Lathander 100 years ago, and has bounced from treasure vault to treasure vault for the past hundred years. Two years ago it was stolen from the Zhentarim by a halfling. The Black Network recovered the sword and sank the ship the thief was escaping in. The Zhentarim have since put out the rumor that the sword was lost at sea, when in reality it is being kept by Fzoul Chembryl in his tower.

Bladeless

XP Value: 4,000 **GP Value:** 20,000

Old Empires

This sword was created by the smith Holin. It has a hilt of solid silver (a much rarer metal in the South than gold) and is encrusted with opals. The blade itself is magical; it is *invisible* and intangible, seemingly without existence. The blade is really in the Ethereal Plane; it harms only those creatures that require magical weapons to strike them. It causes double damage to creatures affected only by magic, and it inflicts triple damage to undead. For the purposes of calculating damage, it is considered to be a *khopesh sword +4*.

Blood Drinker

XP Value: 4,400 **GP Value:** 22,000

DRAGON Magazine 99

A thirsty *sword of wounding*.

Bloodletter

XP Value: 4,500 **GP Value:** 22,500

POLYHEDRON Newszine 76

A chaotic neutral *long sword +3* (Int 17, Ego 16). Its primary abilities are *detect reptiles* in a 30-foot radius, *detect magic* in a 10-foot radius, and *detect invisibility* in a 10-foot radius. Its extraordinary power—wounds from *Bloodletter* continue to bleed, causing an additional 5 points of damage each round until the victim is magically healed. Its special purpose is to slay reptiles or anything resembling a reptile (the sword can't tell the difference). On a natural roll of 17 to 20 a reptile is automatically decapitated (save vs. spell to avoid). Against dragons, the sword does triple damage. The sword speaks Common, Orc and Elf.

Bloodsword

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 82

This elegantly crafted long sword gives its wielder a +2 attack and damage bonus against any creature

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that has blood. Against foes without blood, such as undead, noncorporeal beings, or gaseous creatures, it functions as a normal sword. The sword never needs to be cleaned; any blood on the sword is immediately absorbed into the blade.

Once the sword is drawn, it must draw blood before it can be sheathed. The sword's wielder cannot sleep with the sword unsheathed, as the sword, which communicates *telepathically*, will keep its owner awake until its blood lust is sated.

Blue Dragon Bane

XP Value: 4,100 **GP Value:** 27,500

POLYHEDRON Newszine 76

This finely crafted artifact is a *long sword +4, +5 vs. blue dragons*. The sword gives its wielder several benefits; invulnerability to lightning-based attacks and the ability to cast a *globe of invulnerability* and *heal* each once a day. Each time the wielder slays a blue dragon, the sword casts *longevity* on the wielder, as the potion (including the side effects). The scabbard is magical. Should the sword ever be lost, the wielder can reclaim the weapon by grasping the scabbard and willing the blade to return.



Brightblade

XP Value: 2,700 **GP Value:** 27,000

Tales of the Lance

This two-handed sword is among the finest weapons ever crafted by dwarves for humans. Rumored to be over 2,900 years old, the *Brightblade* remains keen and vital, showing no wear from the long wearying ages. Legends regarding the sword remain few, lost with the death of the last of the Brightblades.

In the time of Vinas Solamnus, a warrior named Berthel defended a lone dwarf traveler from the savagery of bloodthirsty hobgoblins. As a reward, the dwarf noble crafted a beautiful shining sword for his savior. The sword bore the name of the *Brightblade*.

In the years that followed, Berthel wielded the *Brightblade* in the service of Vinas Solamnus during the Rose Rebellion. Afterward, Berthel's son Bedal took up the honor, and proved himself as heroic as his father. He singlehandedly defended a strategic pass from fierce desert nomads.

The *Brightblade* continued in the service of Berthel's line until its owner was slain and it was lost to ogres. After the Cataclysm, a descendant of Bedal's, Bayard Brightblade, recovered his family's sword, which he then passed on to Galen Pathwarden di Caela Brightblade, his adopted son. Although Galen's beginnings were humble, he became known as a knight of great virtue and prowess.

Through history the sword passed to Emelin Brightblade, grandsire of Sturm, and thence to Angriff Brightblade. The sword was lost during the peasant rebellion called the Outcrying, but Sturm at last reclaimed his heritage when he came of age and faced down Lord Wilderness' challenge of the heart. The *Brightblade* defended Sturm to the last, when he fell at the High Clerist's Tower during the War of the Lance. The sword's current location is unknown.

The *Brightblade* is a two-handed sword +3 of dwarven make. It resists rust and corrosion and its edges never lose their sharpness. Strong dwarven runes of protection cover it, forbidding those unworthy to use it. Only those of noble heart, virtue, and courage can command its full powers. If used by one of dark purpose, weak beliefs, or evil will, it will shatter, and may only be restored by the grace of the gods.

The sword's runes of friendship and peace grant the wielder +2 to all response checks from others. Further, this two-handed sword has the speed and swiftness of a long sword. Finally, the *Brightblade* can summon light and provide *protection from evil* once a day.

Caeren-Uroth

XP Value: 2,600 **GP Value:** 13,000

POLYHEDRON Newszine 43

This is the fabled blade given to Reortin, a human ranger, who was hailed as "Defender of the Forests" by a large settlement of gray elves under

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siege by a platoon of gnolls who wanted to turn the forest into lumber.

The sword, whose name in Elf means "Blade of the Forest," grants abilities as if the wielder were an elf, and allows the bearer to automatically *speak with animals* and cast *animal friendship* three times each per day.

Caeren-Uroth is a *broad sword +3* in the hands of any person who can wield a sword, but its special abilities only work when in the hands of a neutral good ranger. The sword is finely and simply crafted, and the crossguard is shaped like a ring of oak leaves. An amber gem in the center of the hilt contains a splinter of wood from a holy tree of Rillifane Rallathil. The sword's current location is unknown.

Calathangas

XP Value: 800 **GP Value:** 8,000

DRAGON Magazine 188

Also called the *rat blade* and the *sting of Xerastos*, this unique sword first appeared over 80 winters ago during a plague that swept the Dalelands. It was used by a warrior of Battledale named Rathinor, who eventually fell fighting a band of thieves in the wood, killing and wounding several of them before dying himself. The rogues were never seen again and presumably disbanded.

The blade disappeared for 15 years, until a young and ruthless soldier named Xerastos bought it from a peasant for the price of six sheep. He quickly grew in infamy as the captain of a small but powerful group of adventurers. His enemies feared him no less because of rumors of an awful curse upon his sword than for his prowess with the weapon.

Xerastos met his fate a decade later at the hands of an eager paladin who sought to destroy the blade. The paladin killed the wicked man and intended to return *Calathangas* to his church, but took ill before completing his quest and disappeared. The weapon has not been seen since.

Calathangas is a short sword with a very sharp, steel blade and a plain hilt set with a white moonstone (worth 250 gp). It is +1 on attack rolls and +3 on damage rolls. Although it is not intelligent, it is evil and inflicts lycanthropy (wererat) upon anyone who so much as holds the blade without passing a saving throw vs. spell; this check must be repeated each week the weapon is used.

In combat, anyone injured by the blade, but not actually killed by it, has a 20% chance of contracting wererat lycanthropy. The sword glows only when rats are within 50 feet of it; if the wielder desires, he or she can summon and control 2d12 giant rats (30%) or 6d12 normal rats (70%). They arrive in 1d4 rounds if any are nearby. Should the wielder compete with a vampire or other creature for control of the rats, *Calathangas* succeeds 70% of the time.

Canopa's

XP Value: 4,000 **GP Value:** 15,000

Temple of Death

This *sword +2* has an Intelligence of 8 and an Ego of 5. It can *find shifting walls and rooms* and *find traps*.

Captain's

XP Value: 3,000 **GP Value:** 15,000

Treasure Maps

The captain's sword is an *intelligent sword +4* with a lawful evil alignment. It has the special ability to find treasure.

Casterbane

XP Value: 700 **GP Value:** 3,500

Castle Amber

This neutral sword *+1/+2 vs. spell users* has an 8 Intelligence and an Ego of 8. It *detects invisible* and *detects traps*.

Celestial Fury

XP Value: 3,000 **GP Value:** 30,000

DRAGON Magazine 181

Many years ago, fierce tempests and fires ignited by lightning ravished the province administered by daimyo Hoshi Katahiroi. The daimyo's advisers, all respected shukenjas, soon divined that Nature was not to blame, but a powerful dragon of an unknown order. Some of the wise men suggested that the creature was an abomination; others believed it was born of Primal Chaos before Kara-Tur was formed. All the advisers agreed to name it *Celestial Fury.*

Yet daimyo Hoshi did not want to categorize the scourge of his province; he wanted to destroy it. He commissioned the famed Chigatta (a reclusive artisan, master of mystic arts), to construct a weapon that might sunder the dragon's spirit as well as cleave its scaled body. Chigatta's labors resulted in the finest katana imaginable, dubbed *Celestial Fury* after the beast it was fashioned to destroy, and enchanted with the power of flight.

With this weapon, Hoshi sought his province's bane among the storm clouds. Shouts and roars resounded through the heavens for days, and forked fire lit up the nights. At long last, Hoshi destroyed the dragon's body and trapped its spirit within his sword, merging the two *Celestial Furies* and imposing order over chaos. To finalize his victory, Hoshi had Chigatta fashion a scabbard from the dragon's hide and embed its magic pearl in the hilt.

Yet the dragon had its revenge. Hoshi was

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skilled in battle but weak of will. *Celestial Fury's* spirit took control of Hoshi, forcing him to slay Chigatta and then slay himself. The katana subsequently disappeared (most likely, Hoshi's grieving family discarded the traitorous weapon) and has perhaps changed many hands in the years since.

Celestial Fury is a katana of excellent construction—a flexible but unbreakable blade of razor sharpness, a hilt covered with comfortable leather, and a huge pearl fixed at its end. The magical characters for *celestial fury* are inscribed on the blade, which glows pale violet and crackles with electricity when drawn (5-foot radius illumination). The sword is sheathed in a scabbard of dragon hide, the slate-gray scales of which constantly flash with streaks of silver, blue and violet.

Only chaotic-good, chaotic-neutral, or chaotic-evil individuals may safely handle *Celestial Fury*; others receive an electrical shock for 9 points of damage each round they touch it. On compatibly aligned characters, *Celestial Fury* bestows complete immunity to all forms of lightning—mundane and magical—and protects the user and all possessions from wetness due to fog or rainfall (even during a hurricane) but not immersion.

Each time *Celestial Fury* is drawn, thunder and lightning explode from the scabbard, causing everyone within 10 feet to save vs. wands twice—once to prevent *blindness* for 1d4 rounds, the second time, *deafness* lasting 2d6 rounds. The wielder is immune to these effects, and characters who take suitable precautions (those who do not look at the wielder or who stop their ears with cotton) save at +5. *Celestial Fury* is a +3 magical weapon with the following additional powers:

- **Storm Gathering:** Once drawn, *Celestial Fury* and its wielder are constantly surrounded by foul weather for a two-mile radius, despite the environment's natural tendency. This power has an effect similar to the 6th-level shukenja spell *control weather* except that the weather only gets worse—precipitation moves toward cloudiness, winds become stronger, temperature is unaffected. This effect cannot be *dispelled*, though an *anti-magic shell* will stop it.
- **Booming Thunder:** Each and every successful strike on an opponent causes a deafening boom. While of lesser intensity than the sound resulting from *Celestial Fury* being drawn, the thunder is sufficiently violent to stun an opponent for one round unless he saves vs. spell.
- **Shocking Blow:** Three times each day, the wielder may designate a given strike as a *shocking blow* before the attack die is rolled. A successful hit causes an additional 20 points of electrical damage. If the blow misses and the opponent wears metallic armor, a second attack roll against AC 10 is made; a hit signifies the opponent takes 10 points of damage from arcing electricity. Opponents in non-metallic armor must be struck for this power to work. Once called, the blow counts as one usage of *shocking blow*, whether or not it succeeds.
- **Lightning Strike:** Once a day, *Celestial Fury* may release a *lightning bolt* at a target within 240 yards, causing 10d6 points of damage.
- **Flight:** This power operates for four hours per day, at MV 18 and Maneuverability Class B.

Celestial Fury is a sentient weapon (Intelligence 12, Ego 9) of chaotic-neutral alignment. It communicates its desires through *semi-empathy*. Its thoughts revolve around causing foul weather and mindless exhibitions of power. It also seeks vengeance against the descendants of Daimyo Hoshi and Chigatta.

Chainsword

XP Value: 1,500 **GP Value:** 12,500

DRAGON Magazine 132

The *chainsword* is a huge, unique, two-handed sword that has the special purpose of slaying treants. This weapon was created by a very secretive wizard named Jufe Bairo, who did the work under the commission of an evil warrior named Regenetir. Apparently, Regenetir has a great

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hatred of treants; the source of his anger is unknown (the bards didn't do a very good job of recording this story).

Regenetir, though certainly over 50 now, still actively hunts for treants. Recently, in fact, Regenetir came upon a treant and several druids at a place where many forest paths meet. A slaughter ensued. Because of the human casualties, the incident has become very famous and is called the Nexus Chainsword Massacre.

The *chainsword* itself is somewhat unusual, though it lacks decoration. About the edge of the blade is a series of small metal teeth set on a metal loop. An additional handle is mounted on the side of the weapon to aid in balancing it while the *chainsword's* toothed band is running. The weapon is 6-foot-long and weighs 25 pounds gp. When it was created, it cost 12,500 gp and took 55 days of labor. The construction of the *chainsword*, in addition to its enchantment, also required the research and development of a new spell that Jufe called *motion*. This research cost an additional 5,000 gp and took an undetermined amount of time.

Any being struck by the *chainsword* while it is "turned off" takes normal damage from a magical sword. If the toothed band is activated with the command word ("Gettum!"), an additional 1d6 points of damage is done by the rotating teeth. If used against an opponent wearing armor, the opponent's armor must save vs. crushing blow or be reduced one step in value; magical armor failing this save loses 1 point of enchantment or 1 special ability. If a treant is struck by this weapon, the rotating teeth are automatically activated, and the treant must save vs. petrification or be sawed in half and slain. Only treants are subject to this destructive effect. If the toothed band is activated, the user must hold the weapon by the hilt and by the secondary handle on the sword's blade in order to control it. Special attacks made without the use of the secondary handle are at –2 on attack rolls.

Details of the *motion* spell propelling the *chainsword* have been kept secret by Jufe, though spies have found it is a 5th-level spell which creates instantaneous velocity to affect the movement of an object. If cast on the wheels of a wagon, for example, a *motion* spell would allow the wheels to move independently of outside forces (such as horses or downhill slopes). Without *permanency*, the *motion* spell lasts only one turn per level of the caster, but during that time it may be turned on and off at the caster's command. This spell was cast upon the toothed band of the *chainsword* and made *permanent*. When the *chainsword* is activated by command or by striking a treant, the *motion* spell causes the toothed band to rotate at a tremendous speed and with great noise. The toothed band wraps around the blade of the sword and through a hollow spot at the top of the hilt, allowing it to rotate in a continuous loop. The user, of course, loses all chances to surprise foes.

Certain imperfections found in the *chainsword's* operation may plague the wielder. First, when the weapon is cutting through a treant, the *chainsword* has a 10% chance to become jammed in place. The *motion* spell continues to operate, but since the toothed band can no longer move, the entire *sword* is swung about. A Strength check must be made on 1d20 to hold onto the *sword* and withdraw the blade. If the roll fails, the *chainsword* tears itself from the user's grasp and is stuck, requiring a bend bars/lift gates roll to free it. If the user manages to hold the jammed weapon, the sword makes a saving throw vs. crushing blow (as hard metal with its magical attack bonus as a saving throw bonus); failure indicates that the toothed band snaps, is flung from the weapon, and is either lost in the surrounding area or hurled at the wielder for 2d8 points of damage (50% chance for either result).

of Charm Person

XP Value: 250 **GP Value:** 2,500

DUNGEONS & DRAGONS Expert Rules Set

This sword can cast *charm person* (1st-level wizard spell) on command, up to three times a week. The effects are the same as the spell.

Chopping

XP Value: 800 **GP Value:** 4,000

DRAGON Magazine 179

This +2 weapon does 1 point of structural damage if used on an inanimate object, cutting through wood and stone equally well. It destroys an opponent's shield, if so commanded before the attack is rolled, if the sword hits the target's Armor Class; no damage is done to the victim, but the shield must save vs. crushing blow. Otherwise, it is merely a *sword +2*.

Clamorour

XP Value: 4,000 **GP Value:** 20,000

Hall of Heroes

Piergeiron, "The Paladinson," wields Clamorour, a *holy avenger*, the sword of his father, and though he prefers diplomacy to battle, he fights with the knowledge that he is blessed by his god.

of Cleaving

XP Value: 10,000 **GP Value:** 50,000

The Throne of Bloodstone

This lethal blade, swung by Glyphimhor, a powerful lieutenant in the Lower Planes, causes double damage on an attack roll of 18, 19, or 20. The sword requires a Strength of 18/00 or greater to use.

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Colada

XP Value: 400 **GP Value:** 2,000

DUNGEONS & DRAGONS Master Set

Colada was the sword of the hero El Cid. It is the equivalent of a *holy avenger +5*.

of Cold

XP Value: 800 **GP Value:** 4,000

Greyhawk

In addition to a +2 bonus vs. creatures of fiery origin, this weapon scores triple damage whenever a 20 is rolled. It is able to dispel a *wall of fire* and gives its user the same protection as a *ring of fire resistance*.

Companion

XP Value: 1,400 **GP Value:** 30,000

Old Empires

This *long sword +3* currently belongs to Furifax, a tall half-elf fighter. He also calls the blade *My Brother of Arms*.

Corgon's Breath

See *Heart of Stone*, below.

Corellon's

XP Value: 6,000 **GP Value:** 30,000

Monster Mythology

The avatar wields a *long sword +5* that causes 4d10 points of damage per round to anyone else holding it (double that for goblinoids).

Corthalis

XP Value: 12,000 **GP Value:** 60,000

POLYHEDRON Newszine 76

Corthalis is a brilliant, silver-bladed *sword +2*. However, in the hands of a woman with a Charisma of 17 or more, it is +5. The neutral good blade can speak Common, Elvish, Dwarvish and Orcish. However, it prefers to speak only to beautiful women. The sword's special abilities become known only to women who wield it. Twice a day the sword can shoot lightning equal to a *lightning bolt* spell cast at 9th-level. In addition, the sword can *detect evil* and *detect lies* each four times a day.

Courtain

XP Value: 12,000 **GP Value:** 120,000

DUNGEONS & DRAGONS Master Set

Courtain, known also as *The Short Sword*, was used by Ogier the Dane, a Paladin of Charlemagne (who, known as Holger Danske, is the folk hero of Denmark). The smith Munifican took three years to make *Courtain*. This sword combines the power of a *holy avenger +4*, a *vorpal blade*, and a *sword of sharpness*.



of Cowardice

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 91

Developed by certain gods of mischief, notably Loki, this weapon is a magical *sword +5* with a pommel formed in the shape of an animal, monster, or human head. The sword is capable of speech, with a minimum Intelligence of 14 and special abilities as determined by the charts under Sword, *Special*. This wonderful weapon, however, has also been infused with a cowardly personality. The first time it is swung at an opponent in combat, the *sword's* head-shaped pommel shrieks in terror and cries for help. The noise attracts all wandering monsters within a 120-foot radius. The sword continues to yell and cry for 2d6 turns unless a *silence* spell is cast upon it.

The sword will also attempt to avoid combat, twisting in the user's hands. The holder must make a successful open doors roll at the start of every combat round, or else the sword twists out of the user's grasp and falls to the floor, still shrieking. If the user can hold onto the weapon, it may be wielded normally during that round, with all appropriate bonuses to attack and damage.

Some of these swords are so timid that even being brought within sighting distance of a non-human monster causes them to start shrieking. Though these swords are not cursed to remain with a particular owner, they are often regarded

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as too valuable to dispose of (how many *swords +5* does one find?) and are usually kept despite their disadvantages.

Crusader

XP Value: 6,000 **GP Value:** 30,000

The Mines of Bloodstone

Crusader, a *long sword +5, holy avenger*, provides 50% MR in a 5-foot radius, *dispel magic* at 17th level in a 5-foot radius, +10 damage vs. chaotic evil opponents. If a tanar'ri is slain with *Crusader*, the sword gains following special powers: *heal* once a day, *strength* once per day when fighting evil opponents, *charm person* on contact once per day. The sword will *disintegrate* a tanar'ri on a natural (unmodified) 20. It is *telepathic* with its owner, and can *commune* with the minor deity Lalibela once a week. The sword's Ego and Intelligence are 17. The sword will howl in anguish if the wielder runs from a tanar'ri. On the second instance of cowardice in the face of a tanar'ri, the sword will instantly *teleport* away, leaving its owner behind.

Crysomer

XP Value: 4,000 **GP Value:** 20,000

Doc's Island

When used by a lawful good nonpaladin, *Crysomer* will not reveal its true identity, but seems, by all tests, to be an unintelligent *long sword +2*. If touched by a creature not of lawful alignment, or one not good, it waits until it is used in combat, at which time it *shocks* the user for 3d8 points of electrical damage (no saving throw, no resistances apply unless of divine origin). When wielded by a paladin, the sword bestows 50% magic resistance in a 5-foot radius (automatic unless commanded otherwise), on command it can *dispel magic* in a 5-foot radius, as if a wizard of the paladin's level, does +10 damage vs. chaotic evil opponents (instead of +5, automatically).

Its other abilities and properties include an alignment of lawful good, (as a *holy avenger*), an Intelligence of 17, and an Ego of 38. It can *detect evil* with a 20-foot range on command, *detect shifting rooms and walls* with a 10-foot range on command, *detect magic* with a 10-foot range on command, *detect invisibility* with a 20-foot range on command, *read languages* on command or voluntarily, *read magic* on command or voluntarily, has *telepathy* with user, *regenerates* user 1 hit point per turn (automatic), and can *teleport* with user once per day (DM rolls normally, as the 5th-level wizard spell, but *Crysomer* adjusts the roll by 5%, and the Initiative modifier for activation is +1—a maximum weight of 600 pounds can be carried). This sword can speak Common, Dwarf, Halfling, Fire Giant, Gold Dragon, and High Elf.

Crysomer's special purpose is to defeat chaos. When used against a chaotic opponent, a successful attack forces the victim to save vs. spell (including Wisdom adjustment, if applicable) or be paralyzed for 1d4 rounds.

As soon as *Crysomer* is touched by a paladin, it informs the paladin of its name and abilities, in the order listed above, at the rate of one bit of information per round. This may be pertinent if the paladin needs to use certain abilities of the sword quickly (for example, to *teleport* out from within a lurker or trapper). Remember that a character's ToPS (Total Personality Strength) is Intelligence + Charisma + Level. Note the ToPS of Crysomer (Intelligence+Ego) is 55; it usually controls all but the most powerful paladins. However, its behavior and preferences are for the ideals of the paladin. It is extremely lawful and good, and tolerates no nonsense from chaotics. If *Crysomer* assumes control, it relies on the user for Wisdom and counts on its own Intelligence. Where applicable, the user thereafter introduces himself or herself by both names. In other words, if a paladin named Athelsta was using *Crysomer*, as an example, she would introduce herself as "We are Athelsta Crysomer, paladin."

Though often misinterpreted as the use of the royal or editorial "we," it is literally an introduction to the two life forces merged into one being. Needless to say, *Crysomer* does not allow any other magical sword to be used by its paladin, regardless of the results of the comparison between personality strengths. It does not object to the use of other magical items or weapons.

Crysomer uses the *regeneration* and *teleport* abilities as commanded or as needed, but does not use the latter voluntarily unless the situation is desparate. It demands that it be decorated once per month. If not appeased, it withholds abilities until satisfied (unless the user faithfully promises to "feed" it as soon as possible). It only accepts emeralds, rubies, or diamonds as decorations, and of a minimum value of 5,000 gp per month. The gems currently on its hilt total 50,000 gp in value.

Crysomer was forged in the distant past, and, as one of the Great Legendary Swords, it leads young paladins on the road to fame and fortune. Once it has a paladin under its control, it does not needlessly endanger the character. However, it does occasionally wear out the users if they are not up to the epic tasks it sets before them.

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Cuprumbane

XP Value: 700 **GP Value:** 2,500

DRAGON Magazine 99

This is a *sword +2*, a *bronze dragon slayer*. It can *detect precious metals* (type and amount) within a 20-foot radius and *detect secret doors* within a 10-foot radius. It has the ability to speak the blue dragon tongue as well as Common. It has an Intelligence of 14, an Ego of 7, and an alignment of neutral evil. This sword, often called *Cuprumbane*, is greedy, hateful, and probably has concerns for its master only insofar as its own interests are concerned. The sword's abilities are killing bronze dragons and finding their loot, however well hidden it might be. It speaks the blue dragon language so that it can communicate with them and find their most hated enemies, the bronze dragons. Whenever *Cuprumbane* gets within one mile of a bronze dragon, it tells the wielder where the dragon can be found. If the wielder does not immediately head to destroy the creature, the sword tries to overthrow the host's body. The wielder must roll a save vs. spell every 10 rounds (one turn) while within the one-mile *dragon detection* radius.

Cursed

XP Value: — **GP Value:** 600

DUNGEON MASTER Guide

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 reduces its user's attack rolls by –2. Only by careful observation can this lowering be detected. All damage scored is reduced by 2 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*.

Cursed II

XP Value: — **GP Value:** 400

DUNGEON MASTER Guide

This sword performs in all respects as a *weapon +1*, 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. After that, the possessor can loose, but never rid himself of the *cursed sword*. No matter what is done, it will appear in hand whenever an opponent is faced. The character can be freed of the weapon only by a *remove curse* spell.

Cursed Berserker

XP Value: — **GP Value:** 900

DUNGEON MASTER Guide

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 berserker sword* can be rid of it only if it is exorcised via a *remove curse* spell or *wish*.

Cutter

XP Value: 2,000 **GP Value:** 10,000

Sabre River

Cutter is a *sabre +5* with a lawful good alignment. It has an Intelligence of 12 with the ability to speak common. The sword has the following abilities:

- The sabre can attack by itself and move through the air as if flying.
- The sabre can locate all secret doors within 10 feet up to three times a day.
- The sabre can read magical writings and scrolls.
- The wielder can inflict 4 times the normal damage for 1d10 rounds once per day.
- The sword can detect all types of gems within 60 feet by pointing itself in that direction.

Cutter's real name is Erbas, adopted son of Korse. As an infant, he was found on the banks of the river. *Cutter* is really the *polymorphed* sabre of the Alphatian general, created by the lightning

that cut the sabre in two. *Cutter* is unaware of his true nature. He does not know he is a sabre.

As a boy, Cutter has the same abilities as the sword, with a few alterations. He can move and attack by himself, but only on foot and with his fists or a handheld weapon, he cannot do extra damage. Cutter can find secret doors as the sabre can. However, he doesn't always think to tell his friends what he sees. When they are not looking, he might pass through the secret door. Cutter can *read magic* and *detect gems* just as the sword can.

of Cymrych Hugh

XP Value: 8,000 **GP Value:** 40,000

Hall of Heroes

Tristan wields the *sword of Cymrych Hugh*, a long sword first used by his ancestor to defeat Kazgaroth and found the line of the high kings. When he found it, its hilt was wrapped in old, dull leather, and it rode in a scabbard of dull, brown leather. The blade, however, is silver, and it shines with a light all its own. The blade is emblazoned with a crest and motto in the Old Script. According to the "Ballad of Cymrych Hugh," the sword was forged by dwarf smiths from metal forged by the goddess herself. This sword is a *long sword +4*. It has a special purpose of defeating Kazgaroth. Its special purpose power is to cause *fear* in its target for 1d4 rounds. It can *detect evil* in a 20-foot radius and communicates by empathy. Its Intelligence is 12, and its Ego 13. If Kazgaroth is within 360 feet of the sword, and the wielder touches the sword by the hilt, a successful saving throw vs. spell must be made or the character is compelled to seek out the monster and do battle.

Cyric's

XP Value: 4,000 **GP Value:** 20,000

Waterdeep

Although it resembles a *short sword of dancing +2*, this chaotic evil weapon is intelligent and has powers almost on the level of an artifact. Its origin and purpose remain a mystery.

If directed to parry, the sword hurls back any weapon it contacts, regardless of weapon velocity or wielder's strength.

The sword has vampiric abilities. On any killing blow, the sword can drain all the blood and life energy of its victim. This causes the sword to glow a bright rose red. If the sword has not drained a victim in 24 hours, it gradually wanes in color.

If it desires, the blade can release drained life energy to *heal* or revive its wielder (but no one else). It cannot be forced to do this. The sword also keeps the wielder comfortable in extreme heat and cold.

The sword can speak with its user *telepathically*. It has an Intelligence of 17 and an Ego of 10. The sword has other powers determined by the DM.

This weapon's principle drawback is a curse that causes blood lust in the wielder. Also, as with many objects of powerful evil, the item gradually preoccupies its owner's mind. The wielder eventually grows paranoid, obsessed with the sword, and knows no peace if the sword is taken away.

Dale

XP Value: 900 **GP Value:** 4,500

Adventures in BLACKMOOR

Willem of the Heath (also known as the Blue Rider) was a legendary warrior who wielded a sword of blue flame and rode an incomparable blue-black stallion. The weapon legends speak of it as a *sword +1*, that flames on command. In essence, this is the equivalent to a *sword +1, flame tongue*.

of Dancing

XP Value: 4,400 **GP Value:** 22,000

DUNGEON MASTER Guide

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 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 combat.

When dancing, the sword will leave its owner's hand and may travel up to 30 feet away. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that the dancing 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 at the same level (and class) as its possessor—if a 4th-level fighter, the 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—resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat—

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as long as he or she remains within 30 feet of the sword. If further than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

Bards can release a *sword of dancing* on any round in which its plus isn't a 1. Blades (a bard kit) 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.

Dancing Sword of Bronze

XP Value: 4,800 **GP Value:** 35,000

Legends & Lore

This ancient weapon appears to be a tarnished sword of bronze. If wielded by a being with a Strength of at least 18, however, its true nature becomes apparent. It no longer looks corroded, and performs as a *sword of dancing +1* as described in the *DMG*. When held by its owner, the *dancing sword of bronze* has the ability to shoot a 30-point *lightning bolt* once per round. If its owner is killed, or moves more than 30 feet away from it, the sword vanishes, only to reappear in its corroded form years later in some farmer's field. In the hand of any being with a Strength of less than 18, the sword appears to be nothing more than a corroded, –1 weapon of bronze.

Dancing Sword of Lightning

XP Value: 4,500 **GP Value:** 32,000

Gods, Demigods, & Heroes

A *dancing sword of lightning* behaves as a *dancing sword* except that it shoots one *lightning* bolt from its tip per turn that does 3d10 points of damage.

Darius's

XP Value: 800 **GP Value:** 4,000

The Lost City

This is a *sword +1* that can cast a *light* spell on command with a glow of 30-foot-radius. This power can be used three times a day, and functions as though cast at the 12th level.

Death-to-Monsters

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 76

This *bastard sword +5* (Int 15, Ego 14) has a lawful good alignment. Primary abilities: *detect magic 10′ radius*, detect sloping passage 10′radius and detect traps in a 10′ radius. Special power—it paralyzes victims for 1d4 rounds (unless they save vs. paralyzation). Special purpose—slay nonhuman monsters. The sword speaks fluent Common.

Deep Sashelas's

XP Value: 3,000 **GP Value:** 16,000

Monster Mythology

The avatar's *long sword +4* inflicts double damage on sahuagin and ixitxachitl and can create a 20-HD *lightning bolt* once a day.

Defender

XP Value: 3,000 **GP Value:** 15,000

DUNGEON MASTER Guide

This weapon gives its wielder the option of using all, some, or none of its +4 bonus in defense (improving Armor Class) against any opponent using a handheld weapon, such as a dagger, mace, spear (not hurled), or sword. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other 2 bonus factors to be added to Armor Class. This can be done each round. Note that there is also a *defender +5*. This is identical to the +4 sword with 1 extra bonus point.

Desert Blade

XP Value: 3,000 **GP Value:** 20,000

Land of Fate

This weapon is similar to the *sun blade* save that it is a great scimitar and requires both hands to wield. Optional: Roll on the table below to find the type of Genie affected by the sword.

Roll	Genie Type
1	Djinni
2	Dao
3	Efreeti
4	Marid

Dragonbait's Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

Curse of the Azure Bonds

This oddly shaped *sword +5* was Dragonbait's chief weapon during his adventures with Alias. It has a wide, top-heavy blade with jagged teeth and a short handle. It functions in the same manner as the *holy avenger sword*, providing a magic resistance of 50% in a 5-foot radius, dispelling magic at the same level as the wielder, and inflicting +10 points of damage to chaotic evil opponents. To all others, it functions as a *sword +2*. Humans in particular find this sword difficult to wield, and as such are –2 with it, regardless of its magical bonus, until proficiency with the weapon (technically a "saurial broad sword") is gained.

Dragon Claws

XP Value: 10,000 **GP Value:** 50,000

Mad Monkey vs. the Dragon Claw

The *dragon claws* are an evil artifact that may or may not have a malicious will of their own. Their

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origin is unknown. They are a pair of hooked swords, golden in color and extremely sharp, inflicting 1d10 points of damage each—save vs. crushing blow on a 2.

The greatest power of the *dragon claw* swords is to produce two more swords, which are then linked back to the original swords and their owner. The holder of the original *dragon claws* can see what the holders of the lesser swords can see, direct their actions, and, using the *dragon claw* school of fighting, pull hit points from other holders of lesser swords to *heal* wounds (the holder of the original swords can never lose hit points in this fashion). The lesser swords inflict only 1d8 points of damage. The fiend Lung Jua is the holder of the original *dragon claws*.

Dragon Crippler

XP Value: 600 **GP Value:** 3,000

Dragon Knight

This *sword +2* has an additional +1 bonus against all evil dragons.

Dragon Slayer

XP Value: 1,200 **GP Value:** 6,000

DUNGEON MASTER Guide

This sword has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (3d12+4). Note that an unusual sword with intelligence and alignment cannot be made to slay dragons of the same alignment. Determine the dragon type (excluding unique ones like Tiamat and Bahamut) by rolling 1d10.

Roll	Dragon	Roll	Dragon
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)	0	White (CE)

In a Dragonlance Campaign: *Dragon slayer swords* are extremely rare on Ansalon. If the DM rolls a *dragon slayer* on the treasure charts, he or she should reroll. If *dragon slayer* comes up with the next roll, keep the item.

Dragonslayer

XP Value: 900 **GP Value:** 4,500

POLYHEDRON Newszine 76

There are as many varieties to these swords as there are dragons. The weapons deal out 3d12 points of damage against dragons, and 1d10 points of damage to all other creatures. Each is treated as a *sword +2*, +4 vs. a particular type of dragon. For example, a *blue sword* would be +4 on attack and damage rolls against blue dragons.

In addition, each sword has an alignment, and will not strike dragons of the same alignment. For example, if a *red sword* had a lawful good alignment, it would not strike gold dragons.

of Dragon Slaying

XP Value: 900 **GP Value:** 4,500

GREYHAWK

Determine what type of dragon this sword is primarily meant to be used against (it is +2 against all other types), and when it hits such a dragon it does 4d10 points of damage. Roll 2d12 on the table below.

Roll	Dragon Type	Roll	Dragon Type
02	Amethyst	14	Green
03	Black	15	Mercury
04	Blue	16	Mist
05	Brass	17	Red
06	Bronze	18	Sapphire
07	Brown	19	Shadow
08	Cloud	20	Silver
09	Copper	21	Steel
10	Crystal	22	Topaz
11	Deep	23	White
12	Emerald	24	Yellow
13	Gold		

Drain Life Energy

XP Value: 2,000 **GP Value:** 10,000

DUNGEONS & DRAGONS Expert Rules Set

When this sword hits, it drains one life level or Hit Die (like a spectre) on command, in addition to normal damage. The sword can drain only 1d4+4 levels, after that it becomes a normal magical *sword +1*.

Draxalon, Defender of Feminine Virtue

XP Value: 2,000 **GP Value:** 11,000

POLYHEDRON Newszine 76

Draxalon is a *sword +3* that allows its female wielder to cast *haste* upon herself once per day. The sword does not allow itself to be used by a male; those who try discover that they cannot lift the blade. *Draxalon* was created 200 years ago by the wizard Eriel for her sister, the fighter Diana. Diana wielded it for many years before she disappeared while adventuring in the ruins of Myth Drannor.

Dreamsinger

XP Value: 3,000 **GP Value:** 18,000

Howl From the North

Dreamsinger is a neutrally aligned weapon created for bards. It has a white steel blade, a platinum filigree crosspiece, and a pommel set with fine moonstones. In the hands of anyone other than a barbarian bard, it is simply a magical

sword +1. In the hands of a barbarian bard, it is a +3 weapon that also confers a –1 bonus to the AC and a +1 bonus to all saving throws. There is one exception to this: The wielder of *Dreamsinger* has a –1 penalty to saving throws vs. illusions and mind-affecting spells because of the strange mental effects of the weapon.

Dreamsinger allows a barbarian bard to cast spells from it. The spells *ESP* and *augury* are usable once per day each, and *divination* can be used once per week. The answers and information gained by the bard through the use of these spells should always be conveyed in a metaphor, simile, or allegory of some kind.

The special purpose of *Dreamsinger* is to find the other *Blades of Corusk* (*The Edge, Harmonizer*, *Greenswathe*, and *Stalker*), and this should be interpreted fairly strictly by the DM. *Dreamsinger* should be close to another blade, or close to someone or something that has information about the *Blades of Corusk*, for its special purpose powers to operate.

Dreamsinger has a vicious, special purpose power. It launches a 10-foot *firespear* of intense burning power in any combat situation related to its special purpose. This *firespear* is treated as a missile thrown by the wielder of the blade for attack roll purposes (maximum range of 80 yards). A successful strike inflicts 6d10 points of damage. No saving throw is allowed, but magic resistance (against 20th-level magic) applies, and half damage is sustained by a creature that is under the influence of a *resist fire* spell, a *ring of fire resistance*, or similar protection. The *firespear* can be launched twice a day.

When the *firespear* is launched from *dreamsinger*, a wave of sound ripples radiates out to a 60-foot radius from it with a faint antiphonal sound. This produces an effect equivalent to a *prayer* spell affecting the sword's user and the party positively and enemies negatively in the area of effect. This lasts for 1d6+6 rounds.

This special purpose power isn't communicated to the wielder initially. *Dreamsinger* makes it known only when its special purpose is first aroused.

Dreamsinger has an Intelligence of 14, communicates in its own special way (dreaming), and has an Ego of 12.

Dugmaren Brightmantle's Broad Sword

XP Value: 2,500 **GP Value:** 12,500

Monster Mythology

The avatar employs a *broad sword +4* that can cast *feeblemind* twice a day.

Durandan

XP Value: 16,400 **GP Value:** 82,000

DUNGEONS & DRAGONS Master Set

Durandan (or *Durandal*, *Durandana*, or the *Inflexible*) was the Sword of Roland, given him by Charlemagne. It once belonged to Hector, the noble chieftain prominent in the fall of Troy. This sword combines the powers of a *vorpal blade* and a *sword of sharpness +3*.

Dyerwaen

XP Value: 1,200 **GP Value:** 6,000

DRAGON Magazine 188

Also known as the *Forester's Friend*, this unique weapon was forged by the gray elves of old Myth Drannor as the first men began to fill the Dalelands. It was given to Torek Craybeard, the leader of the new human settlement, as a token of friendship between the two races. When Torek died childless, he willed *Dyerwaen* to his nephew Tireen, who bore it proudly until his disappearance on a hunting trip six winters later.

The sword surfaced briefly 12 winters ago in the hands of a goblin raiding party The goblins clashed with passing adventurers and were defeated; *Dyerwaer* was taken to Cormyr to be sold at auction. Stolen by thieves en route, it has not been seen since.

Dyerwaen is a fine steel broad sword with a rose etched along the length of the blade; its hilt is tightly wound with green velvet. It has a +2 attack bonus, but no bonuses on damage. The weapon sheds light (up to a 10-foot radius), and glows at the user's will.

In a forest setting, *Dyerwaen's* bearer is camouflaged so as to be 90% invisible when motionless, nor does he or she leave any trace when traveling through such an environment. In addition, if the sword is suspended from a rope, the blade always points to true north. The wielder is entitled to use the Tracking and Weather Sense proficiencies at a +2 bonus on ability checks.

A few spell effects can be used by the wielder of *Dverwaen* as well. *Invisibility to animals* can be invoked at will, or *speak with plants* as a 7th-level priest once a day. These powers require only a command word and have an initiative modifier of +3.

Finally, elves and woodland creatures of good alignment regard the sword bearer as though his or her Charisma were 1 point higher, to a maximum of 18. *Dyerwaen* is itself chaotic good, although it has never displayed any sign of intelligence.

of the Ebon Flame

XP Value: 4,000 **GP Value:** 20,000

Mordenkainen's Fantastic Adventure

This *long sword +2/+4 vs. lawful good alignment*, is evil, usable by all evil alignments. It is not intelligent, although it can communicate through empathy. It has no ego at all. The sword's face and edge have many small, black flickering flames upon it, though these do not radiate warmth. When used in combat, the sword bursts into black flame, which runs from pommel to tip but does not affect the wielder in any way. Any victim hit by the sword must make a saving throw vs. wands or be burned for 1d10 points of damage in addition to normal sword damage plus magic and Strength bonuses, if any. A person burned by the sword catches fire, taking 1d4 additional points per round until the fire is extinguished. The burning victim makes another saving throw each round; if the save is successful, the flame is extinguished. The ebon flame cannot be doused by any nonmagical means, including water.

When unsheathed and held, this weapon gives the wielder infravision with a 90-foot range. The wielder is also harder to surprise, and receives 1d8 for surprise checks instead of the usual 1d6.

Each *sword of the ebon flame* comes complete with a curse determined individually by the DM. Normally, the curse of the sword consists of attack penalties when fighting some type of creature or alignment. For example, one sword might be –3 against lawful evil creatures while another might be –3 against fiends. Creatures named in the curse of the sword will become instantly aware of it when they come within 60 feet of it. There is a base 50% chance that these beings will attack the sword wielder because of this weakness, even if they had been neutrally disposed originally.

In addition to the above limitation, the sword inflicts 1d4 fewer points of damage than normal against creatures of water and fire, such as serpents, mermen, elementals, fish, dragons, and salamanders. All fires started by the sword will burn for only one round and then automatically extinguish.

It is thought that several varieties of these swords were made by some great artificer for all alignments. If researched by the player characters, the history surrounding their placement in the Flanaess will be scarce and unreliable, suggesting instead that the swords might be more likely found in the outer realms.

Ebonbane

XP Value: 3,000 **GP Value:** 18,000

DUNGEON Magazine 31

Ebonbane was crafted of a special cursed iron brought into the world from another plane. In its plane of origin, the metal was far less powerful than it is in Ravenloft. Like all evil things drawn into Ravenloft by the Dark Powers, *Ebonbane's* power has been greatly enhanced. The following information details *Ebonbane's* abilities when in Ravenloft.

Ebonbane's blade is a deep, jet-ebony and has been set with runes of purest evil. These act as *symbols* (of whatever type *Ebonbane* wishes); each *symbol* can be activated once per day. This weapon has all the powers of a *vorpal sword +4* and a *flame tongue*, as well as the ability to move about on its own (MV 9) and attack by an innate form of *levitation* (at human height).

Ebonbane has an Intelligence and Ego of 17, is chaotic evil, and can communicate with both speech and telepathy. It can attack once per round with a THAC0 of 10, inflicting a base 1d8 points of damage. Anyone who tries to attack *Ebonbane* discovers that it is AC –10 and can be harmed only by magical spells and +3 or better weapons. Any successful spell or weapon attack against it scores 1 point of damage (regardless of what that attack would normally inflict). After 10 hits are inflicted, *Ebonbane* must make a saving throw appropriate for the type of attack. If the sword fails its throw, it breaks up and is destroyed. If it makes the saving throw, it is unharmed, and an additional 10 hits must be scored before it must save again. Multiple attacks from a single source (like a volley of *magic missiles*) count as only a single attack in fighting *Ebonbane*.

Ebonbane controls the weather about Shadowborn Manor, generating any effect the DM desires, from lightning to wind storms. It can also *command blades* (any sword or dagger, including artifacts) to animate and attack people (THAC0 10, damage by weapon type); innate powers of such swords function (such as *vorpal* or *life stealing* powers), but triggered powers do not (*sunray* or *wish*-casting powers). Like all the domain lords of Ravenloft, *Ebonbane* is the absolute master of all that transpires in its own domain. If it wants the walls of the manor house to bleed, they bleed; if it wishes pillars of stone to rise out of the earth, they rise.

Each round that a person grasps *Ebonbane's* hilt and attempts to wield it in combat, the "Weapons vs. Characters" rules in the *DMG* should be consulted. If the wielder is dominated by *Ebonbane*, his or her spirit is instantly consumed and *Ebonbane* controls the former PC's body (this does not happen to those struck by the

blade). *Resurrection* of the PC is now impossible. Such a body acts like a zombie, 0-level human under the control of the sword (death follows in 1d6+1 days). If the PC is not *dominated*, the weapon is a *vorpal* blade and *flame tongue.*

Being an unnatural creature, *Ebonbane* sustains itself by drawing off the life energies of living creatures in its domain. All animal life has perished around Shadowborn Manor as a result. Nonmagical healing cannot take place; spells, psionics, or magical items must be used to recover from wounds suffered here.



Ebonbane II

XP Value: 3,000 **GP Value:** 18,000

Darklords

Not all of Ravenloft's foul lords are living or once-living things. One, at least, is fashioned from cold metal and even colder darkness. Manufactured in a forge of foulest evil, the enchanted sword *Ebonbane* has repeatedly proven its right to a domain in the Demiplane of Dread.

Physically, *Ebonbane* appears as a slender-bladed, long sword. Its hilt has been cast from a single piece of silver that, mysteriously, never seems to tarnish. Although ornate, *Ebonbane's* pommel has no special powers or abilities.

Its blade is fashioned from a strange, alien metal that was brought to the Prime Material Plane from another dimension. Along its length, the keen blade is set with foul-looking runes of purest evil. These runes have many powers, all described later; they seem to glow with an eerie black aura.

The macabre lore that surrounds the origins of *Ebonbane* begins, curiously enough, with a tale of justice and devotion to the holy cause of truth. Centuries ago, there lived a young woman named Kateri Shadowborn. Her parents were wealthy, but they were humble and just people. Much of their money went to the betterment of life for all those who dwelled in their lands.

As Kateri grew from a little girl into a young woman, she began to feel an emptiness in her heart. For all the good that she and her ancestors had done, there was something missing. By the time she had reached her midteens, Kateri Shadowborn knew what it was that she needed.

From that time on, she vowed to follow the holy path of the paladin. No longer would the Shadowborn name be simply associated with kindness and mercy; now it would be synonymous with justice and holy vengeance. As the years passed, Kateri Shadowborn fought evil on every front. She single handedly drove back hordes of marauders and destroyed nests of evil that threatened the well-being of her church.

Despite her prowess, Kateri Shadowborn was as vulnerable to time as any mortal. Eventually she was forced to lay down the holy sword that had served her for so many years. Having had no time in her busy life for romance, courtship, or motherhood, she planned to live out her autumn years peacefully. From her home in the ancestral Shadowborn Manor, she would oversee the family wealth and its allocations to charity. In the end, when she died, she planned to turn all of her family's possessions over to the church. The Shadowborn name would die with her, but the good that it had done would live on for decades.

Such a quiet end to a warrior's life was not to be, however. In her day, Kateri had made many enemies. While most of those who had opposed her church and its teachings had been destroyed or converted, there were others who plotted revenge.

One such group, a band of evil priests in the service of a dark deity whose name is best unspoken, decided that Lady Shadowborn had to die. Further, as an example to all who opposed their dark designs, she had to die horribly and in some way that would destroy her much-vaunted faith.

Over the course of several months, they began to fashion an evil magical weapon: the sword that was to be called *Ebonbane*. When the final dark rune was set upon the blade, an evil being from the Outer Planes was imprisoned in the weapon. Much to the surprise of the sword's creators, how-

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ever, the spells that they had woven to control the extradimensional entity were woefully inadequate. When they cast the last component of this mystical enchantment upon *Ebonbane*, they found its power turned back upon them. Now they were slaves of the presence they had attempted to contain.

One aspect of the magical spell cast on *Ebonbane* did succeed, however. Although the sword was free-willed, it still had become gripped with an utter hatred for Lady Shadowborn and all her works. The weapon quickly began to plan her destruction.

Ebonbane arranged to be found by a monk from a monastery near the Shadowborn estate. As soon as the unsuspecting holy man reached out to touch the weapon, *Ebonbane* struck. Lashing out with its titanic will, it utterly destroyed the monk's vital life energies and took over his body.

With the body of the monk nothing more than a puppet under the control of the evil *Ebonbane*, the sword instructed the monk to carry it to Shadowborn Manor. When the monk was received by Lady Shadowborn, he explained that the workers at the monastery had found this sword and wanted her advice on what to do with it. When Lady Shadowborn saw the unholy weapon, her natural ability to sense evil warned her of the treachery.

The battle that followed was magnificent. With every ounce of faith that she could muster, the aging paladin fought off the influences of the weapon. Time and time again, the animated sword tried to run Lady Shadowborn through, but always her holy sword turned it aside. In the end, however, *Ebonbane* was too much for her. Calling on all the power of the dark dimension that had spawned it, *Ebonbane* delivered a final titanic blow that shattered Lady Shadowborn's *holy avenger*.

As the battle had raged on, *Ebonbane* was unaware that it was drawing the attention of Ravenloft's dark powers. With each iota of fiendish energy that it drew from the evil plane of its birth, it increased their interest in it. Finally, as the last stroke of this deadly artifact took the life of Kateri Shadowborn, the Mists engulfed the estate.

When *Ebonbane*, thrilled with the victory that it had won, tried to leave the grounds, it found that it could not. At every turn, it was confronted by an impassable stone wall. It was imprisoned in the Demiplane of Dread.

Ebonbane has found its time in Ravenloft utterly unbearable. It knows that its powers here are a hundred times what they were in the outside world, but it feels that this is no consolation for the loss of its own freedom.

Curiously, *Ebonbane* has never been able to grasp the full meaning of what has happened to it. It believes that it has been imprisoned by some trick of Lady Shadowborn. Even if confronted with absolute proof that it is imprisoned in a special demiplane full of evil creatures, *Ebonbane* would not believe this. In fact, the odds are good that anyone who dares to confront it with such information would die horribly.

In addition to its own rage over having been imprisoned in Ravenloft, *Ebonbane* finds that it has not been wholly successful in its attempt to slay Lady Shadowborn. The paladin, now in the form of a geist, remains a part of her ancestral home and, thus, of *Ebonbane*'s domain.

Ebonbane has tried many times to drive Lady Shadowborn from its land, but it has always failed. The vital faith and religious strength that guided her through her life as a paladin still serve her in death. So long as Lady Shadowborn's pure faith remains unshaken, she seems to be able to resist *Ebonbane*'s powers.

From time to time, when certain signs are right and the stars are in their proper positions, Lady Shadowborn is able to reach out of Ravenloft and draw in persons who are directly related to her. Thus, in addition to serving as a thorn in the darklord's side, Lady Shadowborn has sought to destroy it several times. While she has been no more successful at defeating it than it has been at breaking her spirit, these occasional attacks have only served to remind *Ebonbane* that it is not the absolute master of all that takes place in its domain. *Ebonbane* has destroyed every group of heroes that Lady Shadowborn has been able to call into Ravenloft to battle it. With each defeat it feels the faith of its enemy slipping a little bit.

Lady Shadowborn has learned that *Ebonbane* can be destroyed only by those who can gather together four "keys" and use them against the evil blade. Each of these magical components is based upon one of the four elements and has a special significance. The key of earth, for example, is symbolic of the metal from which *Ebonbane* was fashioned, and the key of fire represents the evil flames that forged its body into its current shape. *Ebonbane* is unaware that these elemental components even exist, let alone that it can be destroyed by them. Thus, it is possible that a group of heroes drawn into the domain by Lady Shadowborn may one day be able to assemble these keys and use them against *Ebonbane*. With each failure, however, the power of *Ebonbane* becomes stronger and the faith of Lady Shadowborn diminishes. If she is to be freed from the curse of an eternal battle of wills with *Ebonbane*,

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it must happen soon.

Although *Ebonbane* is as much a thinking creature as any of Ravenloft's other lords, it is wholly inorganic and, as such, difficult to quantify in game terms. The following conventions should suffice for encounters with the dreaded *Ebonbane*.

***Ebonbane*:** AL Chaotic Evil; Str N/A, Dex N/A, Con N/A, Int 17, Wis 17, Cha 15, AC –10; MV 9; Level/HD n/a; hp n/a; THAC0 10; AT 1; Ego 17; Dmg 1d8; SA See text; SD See text; MR Nil.

Long before its imprisonment in Ravenloft, *Ebonbane* was both powerful and intelligent. Infused with a cruel and cunning intelligence by its creators, it could communicate telepathically or by speech with anyone who held it. If wielded in combat, it acted as a +4 weapon. When not in the hand of a warrior, however, *Ebonbane* was far from helpless. It could move about via an innate form of levitation and strike on its own.

As is often the case, however, *Ebonbane* found that its transformation into a darklord greatly increased its abilities. Like all the lords of Ravenloft's domains, *Ebonbane* is now an almost unstoppable force.

The runes on *Ebonbane*'s blade are powerful and unholy, so much so that they act as *symbols* of whatever type it wishes. It can invoke each manner of *symbol* but once per day, however, so some measure of protection against this attack form can be had by careful record keeping on the part of those exploring its domain.

Ebonbane is a +4 weapon able to move about and attack at will via its own levitation ability. Since coming to Ravenloft, however, *Ebonbane* has also acquired the powers of a *vorpal sword* and a *flame tongue*.

Although *Ebonbane*'s domain (Shadowborn Manor and its grounds) is small, its power there is virtually absolute. For example, the weather around the manor is wholly under its control. It can change a peaceful spring day into a freezing ice storm. This power extends to the point of controlling day or night, the phase of the moon, and similar effects. Thus, *Ebonbane* could cause the sun to stand high in the sky, as if at noon, for hours on end only to have it suddenly plunge beneath the horizon when a party of adventurers nears the manor itself.

Another of *Ebonbane*'s more dangerous powers is the ability to animate blades. No sword or dagger is safe from the evil powers of *Ebonbane*, not even *holy avengers* or artifacts like the *sword of Kas* or the mighty *Excalibur*. At will, *Ebonbane* can animate any and all swords and daggers in its domain and cause them to attack nearby characters or creatures. These weapons strike with a THAC0 of 10 and inflict their normal damage with each successful strike. Magical abilities inherent in the weapon, such as those of a *vorpal blade* or a *sword of life stealing*, function normally, while those requiring a trigger by the wielder, as is the case with the sunray power of a *sun blade*, do not work. *Ebonbane* greatly enjoys turning a party's own weapons against its members and will often hold back on more lethal attacks in order to satisfy its taste for this vicarious hacking away at victims.

Ebonbane is able to dominate those who wield it in accordance with the normal rules for intelligent weapons in the *DMG*. When it takes control of the person wielding it, *Ebonbane* instantly destroys its holder's spirit. What remains of the living body of someone who has lost such a duel of wills with *Ebonbane* is nothing more than a husk. The body remains alive for a few days (a week at most) and then simply collapses and dies. While the body lives, it obeys *Ebonbane*'s commands and, in game terms, acts much like a zombie.

Since it is an unnatural creature, *Ebonbane* survives by drawing off the life energies of living creatures that enter its domain. Because of this, nonmagical healing does not take place in or around Shadowborn Manor. The natural recuperative powers normally associated with living creatures are drawn off by this dreadful sword and serve to satisfy its dark hunger.

The Edge

XP Value: 3,200 **GP Value:** 16,000

Howl From the North

The Edge is the most unusual-looking sword of the five *Blades of Corusk*. It is a bastard sword whose blade is made from grayish steel. Its edge never dulls or nicks. Attempts at sharpening and honing its edge are fruitless. It is said *The Edge* is so sharp that it splits hairs with the slightest touch.

The hilt of the sword is covered in soft suede leather, giving the sword a comfortable feel. Jutting from the pommel, three blackened daggers point outward like venomous fangs. These daggers can be commanded to fly from the pommel as though they were *arrows of accuracy +2*. An attack roll is required, as though firing an arrow. All three daggers can be shot in one round if the wielder so chooses.

The daggers streak to their target. If they hit, the opponent must roll a successful saving throw vs. poison with a –2 penalty or die instantly. The daggers can be shot off while the fighter strikes with the sword; the command is a single word

(*The Edge* informs its wielder of the command word). After firing, the daggers must be retrieved and placed in the pommel. Should the fighter lose two of the daggers, the remaining dagger no longer has the capacity to fly on command. (The daggers are poisonous only when they are commanded to fly from the pommel; otherwise they are *daggers +1*.)

This sword was especially made for a pure fighter's hands. In this case, paladins, rangers, and all other fighter subclasses are excluded. In the grasp of a fighter, *The Edge* is a *bastard sword +3*. Should any other character class use this sword, it serves as only a *bastard sword +1* with no other benefits.

The Edge gives the fighter who possesses it a unique ability. Should the character roll a natural 18 through 20 on an attack roll, the sword slices through whatever was in its way. If the opponent was parrying with a weapon, *The Edge* slices through the weapon as though it was lard. (If the weapon attacked is magical in nature, the weapon is required to roll a successful saving throw vs. disintegration with a –3 penalty, otherwise it permanently loses a plus or a special ability—determined randomly by the DM. This drain continues with each additional high-quality hit until the weapon is destroyed.)

If armor is struck with an 18 to 20 attack roll, the armor must roll a successful item saving throw vs. disintegration with a –3 penalty or lose 1 point of magical bonus or special ability—determined by the DM or randomly. When the armor is no longer magical, it is damaged, penalizing the AC it gives by one point. When the AC of the armor is reduced to 10, it is completely useless.

The Edge has an alignment of chaotic neutral, possesses an Intelligence of 16 and an Ego of 12. *The Edge* has the ability to find *Harmonizer*, the fifth *Blade of Corusk*. *The Edge*, when held by the blade-stops, points toward *Harmonizer*. This works only when the blade is within 1,000 feet of *Harmonizer*.

of Efreeti Slaying

XP Value: 900 **GP Value:** 4,500

Creature Catalogue

The mighty leader of the Brotherhood of Sun Brothers is rumored to wield a glorious *sword of efreeti slaying* that instantly kills all efreeti with a successful strike (and a subsequent failed saving throw vs. spell on the part of the efreeti).

Elkhorn's

XP Value: 500 **GP Value:** 2,500

The Shady Dragon Inn

Elkhorn's sword +1 is set with a huge ruby that glows when he is within 25 feet of gold.

Elqillar

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 188

Also known as the *sword of many faces*, this unique blade has been difficult to trace but is at least 700 winters old. Although some scholars maintain that it was forged by the elves to spy upon the activities of young and rising races, it is probably the work of a Calishite illusionist named Akhir Ahad, who was forced to excel in sorcery by the power of his political enemies. Legend reports that he constructed the weapon to help him escape numerous assassins. Eventually, the night rogues caught him, but not before he had passed the blade on to his most trusted bodyguard, whose name has escaped the record books. The latter used it to such effect that it is impossible to locate it with certainty until some 300 winters later, when it appeared at an auction in Waterdeep. A number of murders ensued, and the sword was again lost.

Its most recent wielder is said to be an assassin who calls himself "The Rider in White." He is a well-educated individual with an excellent reputation, working artfully rather than with cruelty. Many of the little governments surrounding the Inner Sea have at one time or another hired him to remove undesirables, the victims often (though by no means always) being of evil alignment.

Elquillar can change its shape to become any type of sword, scimitar, or dagger, though it's always +1 on attack and damage rolls. Such a transformation occurs whenever the wielder desires another weapon to appear, and it takes less than a round to complete. Multicolored runes spelling out its name appear on the blade regardless of its current shape or any efforts to conceal them.

Elquillar's master may alter his or her own shape as though wearing a hat of disguise; this requires that the sword be kept on the person, though it needn't actually be held (it can be in its scabbard). Furthermore, the bearer is protected as though by a *ring of mind shielding*, although in this case *Elquillar* must be firmly grasped in the hand. Finally, whenever this weapon touches (or strikes in combat) a creature in other than its natural form, *Elquillar* returns the target to its true shape. There is no saving throw against this effect. Thus a gold dragon, a shape-changed wizard, a vampire, a polymorphed griffon, or a doppleganger might all be induced to assume their normal appearances at a touch.

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Elven

XP Value: 400 **GP Value:** 2,000

The Elves of Alfheim

This blade is made from enchanted oakwood treated with the sap of a *Tree of Life*. It is as light as a short sword but as long as a normal sword (or a broad sword) and harder and sharper than steel.

The damage done by this weapon is 1d6+1 and it counts as a magic weapon, though not as a weapon with pluses. Thus, it can affect lycanthropes, gargoyles, and spectres or any other monster that can be affected only by magic weapons, but it does not affect monsters that must be struck with a +1 weapon or better.

Elven II

XP Value: 400 **GP Value:** 2,000

DRAGON QUEST Game

This magical blade looks like any other sword until it is used in combat. Then, the blade gleams with a magical blue light, and the sword becomes as light and easy to use as a dagger. Anyone who uses this sword in combat adds a +1 bonus to attack and damage rolls. This is a medium weapon (Size M; Dmg 1d8+1).

Emperor's

XP Value: 19,400 **GP Value:** 97,900

Legends & Lore

This samurai sword is a *sword of dancing, life stealing*, and *sharpness +5*, but it becomes a *cursed berserker sword* in the hands of anyone but a member of the Imperial family.

Enchanted Sword of Sylaire

XP Value: 1,200 **GP Value:** 6,000

Castle Amber

The *enchanted sword of Sylaire* is a *sword +3/+5 vs. undead*. Its purpose is to slay undead and it automatically kills any undead it hits on an unmodified roll of 18 or better. It can also detect evil and detect invisible and gives the user the ability to *fly* (as the spell) for up to three turns three times a day.

Equalizer of Gran March

XP Value: 10,000 **GP Value:** 50,000

GREYHAWK Adventures

Also known as the *sword of neutrality*, this silver long sword is a tool for the balancing powers of the universe. Its creator desired that it be used to equalize (or, more accurately, to terminate) the extremes of nature, shifting the universe closer to the true neutral alignment. Only a character of true neutral alignment can fully use this sword. In the hands of such a character, the weapon is treated as a +3 weapon when determining what can be hit by it, even though its attack and damage bonuses are only +1. In the hand of a true neutral character, the sword receives special combat modifiers according to the opponent's alignment:

Opponent's Alignment	Attack Bonus	Damage Bonus
Lawful neutral, chaotic neutral	+1	+2
Neutral good, neutral evil	+2	+4
Lawful good, chaotic good	+3	+6
Lawful evil, chaotic evil	+3	+6

Each time an opponent of an extreme alignment is struck, the creature must make a saving throw vs. spell or be disintegrated. Against true neutral opponents the sword receives only the bonuses of a *long sword +1*.

Everstriking

XP Value: 800 **GP Value:** 1,000

DRAGON Magazine 91

An *everstriking sword* always hits an intended target unless an impossible blow is attempted, like striking at a character who is out of range. This weapon has no attack or damage bonuses, but a peculiar thing happens play when such a sword is used in combat.

If the sword is swung at an opponent and the die roll indicates a miss, then the wielder of the sword loses a number of hit points equal to the difference between the failed attack roll and the number needed to hit the target—and the sword does hit, in effect using the wielder's own energy to guide the attack home. This energy drain is felt as a sudden, sharp pain coupled with a feeling of exhaustion.

If the sword is used against a creature that can only be hit by magical weapons, it drains an extra set of hit points for every "plus" normally required to hit such a monster—double the amount against a creature hit only by +1 weapons, three times the amount against a creature hit only by +2 weapons, and so forth. Regardless of the number of hit points needed to make a successful attack, this sword always does only normal damage for whatever type of sword it is, with a damage bonus for Strength added if applicable.

Any character who uses this sword once in combat is cursed to always draw the sword in any further combat, and will ignore all other weapons carried in favor of this one. This curse can only be removed by a *wish* or a *remove curse* spell, and the sword must be discarded immediately after that.

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Evil Wyrmslayer

XP Value: 1,200 **GP Value:** 6,000

POLYHEDRON Newszine 76

This *sword +2, +5 vs. evil male dragons*, makes its wielder immune to the effects of dragons' fear aura. It confers a +5 bonus to all saving throws against the breath of evil dragons.

Evithyan's Blade

XP Value: 2,200 **GP Value:** 11,000

DRAGON Magazine 188

Evithvan was a high elf hero of old, no less a skilled wizard than a warrior. It is widely held that he fashioned this sword himself, nearly 1,000 years ago in ancient Myth Drannor, then used it to fight the drow in the Underdark. When his time came to pass over the sea to Evermeet, he gave the weapon to his apprentice, Calthalyon. In turn, the young elf used it to great effect and eventually handed it to another. This changing of the guard lasted for several hundred winters, until one elf met a premature fate and the blade was lost.

It reappeared in Hillsfar 70 years ago in the possession of a novice thief, who had somehow stumbled upon the weapon. He was poisoned in less than a week; although he survived, the sword was taken and has not been seen in the years since.

The long sword has a well-balanced steel blade, the haft being of mithral and set with a small emerald. The sword is normally of +3 enchantment. When used against the drow, however, it becomes +5. On a natural 20, the blade drains 2d4 Constitution points in addition from a dark elf, unless a saving throw vs. spell is made. The lost points can be regained at a rate of 1 point per day of complete rest. Any elf who loses all Constitution points to the blade will die. The drow are aware of this and fear the weapon accordingly; they must make a morale check whenever they are confronted by *Evithyan's Blade*.

Excalibur

XP Value: 8,000 **GP Value:** 80,000

DEITIES & DEMIGODS Cyclopedia

King Arthur wields the sword *Excalibur*, a +5 lawful good *sword of sharpness*, whose scabbard prevents him from being cut by any attack. Thrusting and slashing attacks against Arthur do half damage (from the force of the blow), and bludgeoning attacks do full damage.

Excalibur II

XP Value: 20,000 **GP Value:** 200,000

New Item

Also known in Old French as *Escalibor*, and occasionally as *Calibar*, this is the legendary



Sword in the Stone that was given to the Lady of the Lake upon the death of Arthur, King of all the Britons. In the unlikely event that this unique artifact is ever found in a campaign, it is a +10 (to attack and damage), lawful good weapon. A *holy avenger*, *Excalibur* has all the other *holy avenger* abilities. It telepathically bonds with a lawful good paladin (and only a paladin) of at least 7th level—*Excalibur* and the character becoming a single being during combat. It will not permit any other character, even of lawful good alignment, to pick it up—the hilt slips out of the hand as if it were greased. If a character of evil alignment so much as touches the scabbard, he or she must save vs. paralyzation, or be frozen to the spot for 2d10 rounds. (A second touch by the same character results in death, no saving throw allowed.) Upon the death of its paladin, a *geas* is placed on the paladin's companions (or, if the warrior died alone, its next nonevil discoverer—if not a paladin) to return the sword to the Lady of the Lake. In this case it will permit itself to be carried, and even to be used in the defense of its return, by any lawful good character (but functions as a *holy avenger +5*). If the party does not have another lawful good character, one will have to be found. In that case, until such a person is found, *Excalibur* will permit itself to be carried, if necessary even wielded as a *broad sword +3*, by any character of good alignment.

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Excalibur III

XP Value: 8,000 **GP Value:** 80,000

Legends & Lore

Given to Arthur by the Lady in the Lake in return for a favor to be named later, *Excalibur* is the magical sword that gave Arthur the power to unite the kingdoms of Britain. Its origins are as misty as the location of Avalon, but it is clear that the weapon was forged by some supernatural being in order to assist worthy kings in defending Britain. *Excalibur* is a *sword of sharpness +5* that can only be wielded by a lawful good warrior of 18 Strength or greater. If stolen, taken by treachery, or lifted in an evil cause, *Excalibur* will break upon contact with another weapon. It can only be mended by returning all of the pieces to the Lady of the Lake, and she will only mend it for a worthy king, such as Arthur.

As valuable as *Excalibur* itself is the sword's scabbard, which prevents blood from flowing from its wearer's wounds. Anyone wearing the scabbard suffers damage only from bludgeoning, magic, fire, and other forms of noncutting attacks. The scabbard functions only for a lawful good wearer.

Farrinae

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 76

This is a special dragon slayer. Farrinae is an intelligent (Int 15, Ego 10) female sword, chaotic good by alignment. She is able to communicate verbally in Common, Dwarf and the languages of all good dragons. Created to slay evil dragons, she is *+1 vs. all opponents*, but *+3 vs. evil dragons*. Farrinae does double damage to green and blue dragons, can detect all dragons in a 150-foot radius, bestows a +2 bonus to her wielder's saving throw vs. dragon breath, and gives her wielder a +4 Charisma bonus with respect to dragonkind.

Fate's Promise

XP Value: 4,000 **GP Value:** 20,000

1992 Fantasy Collector Card 134

Shalandain recovered this highly magical and Intelligent sword from the wreckage of a neogi mindspider. The sword, named *Fate's Promise*, grants a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius, and grants a bonus of 10 additional points of damage upon chaotic evil opponents. In addition, *Fate's Promise* can cast *strength* once a day and *heal* twice a day.

Fiendbane

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 91

Legend speaks of a great, multicolored blade whose origin has been forgotten, but which was wielded by the great paladin Nord in his single-handed destruction of the Citadel of Conjurers. It is written that he overthrew succubi and glabrezu "beyond number" with his sword *Fiendbane*, and caused the summoned fiend-lord N'dulu to flee from this plane. *Fiendbane* earned its name in this battle, but its whereabouts now are not known. Nord disappeared shortly after the fall of the citadel, and "not a stone of his keep remained when the sun rose that morning" (or so wrote the sages).

With *Fiendbane* in hand, a warrior is rendered immune to all enchantment and charm spells cast by fiends, and gains a +3 bonus on saving throws vs. other magical attacks by fiends (tanar'ri, baatezu, and yugoloths). The user becomes unusually alert, and can only be surprised on a 1d12 chance.

Fiendbane glows with a cold, blue light (equal to a *light* spell in effect) when brought within 60 feet of one of the listed fiends above, and emits no light at any other time. It can cause a *fiends' amulet* to shatter at a touch (amulet must save vs. disintegration). The weapon is a sword with a +3 attack and damage bonus normally, rising to +5 when used against fiendkind. Only good-aligned fighters may use this weapon; it falls immediately from the grasp of anyone else who tries to seize it. Naturally, this sword has earned the utter hatred of all fiends and can be identified at a glance by any of them. Anyone using this sword gains the instant and permanent wrath of all fiends who see him or her, and they will communicate the sword's location and ownership to all their fellows.

Final Word

XP Value: 10,000 **GP Value:** 50,000

Unearthed Arcana

Final Word swords are very rare items—only nine of these blades are known to exist. Each is patterned after the legendary broad sword *Fragarach* (which means "final word" in the tongue of the ancient Oeridians). Each of these weapons is thought to have a differing alignment, but in all other respects each is alike. If a creature of an alignment different from that of the sword attempts to wield it in battle, the weapon has no bonuses. In the hands of a creature of like alignment, the sword becomes a blade +3 that always strikes last in any round, but which will strike unerringly and do damage to any opponent that struck at the wielder earlier in the same round, regardless of whether the opponent successfully hit the wielder, up to the wielder's available number of attacks per round. (Of course, since the weapon is a *blade +3*, opponents immune to weapons of less than +4 value cannot be harmed.)

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Each of these swords has a gem of 10,000 gp value set in its pommel, and each gem is different in type from all the others. Each sword also bears a name; the nine appellations are *Answerer*, *Backtalker*, *Concluder*, *Lastquip*, *Rebutter*, *Replier*, *Retorter*, *Scather*, and *Squelcher*.

Finder

XP Value: 2,000 **GP Value:** 10,000

Gateway to RAVENS BLUFF™, The Living City

Finder is the sword used by a 9th-level paladin, a human male named Tordon Sureblade, who currently serves as Lord Chancellor for the City of Ravens Bluff. The blade is a *long sword +3* with an Intelligence of 12, and Ego of 4, a lawful good alignment. It is semi-empathic. It can detect secret doors within a 5-foot radius.

Fionnghuala's

XP Value: 2,700 **GP Value:** 13,500

Monster Mythology

Fionnghuala's avatar wields a *long sword +4* that can heal her once a day.

Fist of Odin

XP Value: 900 **GP Value:** 4,500

DRAGON Magazine 99

A giant slayer, this sword is +1 against all creatures, +3 against giants.

Flamberge

XP Value: 3,600 **GP Value:** 18,000

DUNGEONS & DRAGONS Master Set

Flamberge, or *Floberge* (meaning "flame cutter") was the sword of Charlemagne. In game terms, it is the equivalent of a *flame tongue +3*.

Flame Blade

XP Value: 2,000 **GP Value:** 9,000

POLYHEDRON Newszine 47

This *sword +1* has a black hilt and a ruby blade that glow with an inner light akin to *faerie fire*. In battle, the glow calls up flames that do an additional 1d6 points of damage (1d8 to cold-using or cold-dwelling creatures). The sword also acts as a *ring of warmth*.

Flame of the North

XP Value: 1,000 **GP Value:** 5,000

The Ruins of Undermountain

If any being of an alignment other than chaotic good touches the sword, it seems to spit blue fire and the being takes 3d4 points of electrical damage. After its initial contact damage, the sword does no more harm to nonchaotic good beings, but in their hands it is –3 on all attack and damage rolls.

Flame of the North is a steel *two-handed sword*



+2, with an additional +2 against all creatures of chaotic evil alignment. Its blade is treated to be everbright; it cannot rust, tarnish, or be stained or harmed by acid, blood, flames, or other substances.

Whenever any spell is cast on someone holding the drawn blade, there is a 10% chance that the spell is reflected back on its source. This effect can happen regardless of the will of the sword wielder. All electrical attacks and *magic missiles* cast at the sword-wielder are absorbed harmlessly by the sword, and used to recharge its powers.

In the hands of a chaotic good being, the sword blazes constantly with blue-white flames while drawn. The flames give light equal to a *faerie fire*, but the wielder does not incur the standard combat disadvantages of that spell. The flames cannot be quelled except by breaking the blade. They are illusory, and cannot heat or ignite anything.

Whenever the flame is drawn by a chaotic good being, and any chaotic evil creature comes within 20 feet of the sword, the sword-wielder hears an inner voice, endlessly chanting, "Strike! Strike! Strike!" This effect occurs regardless of any magical defenses that cloak or confuse the reading of true alignment; the sword infallibly detects the presence of chaotic evil beings within its range. The sword has no intelligence, ego, or coercive powers beyond its verbal imploring.

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Flame Tongue

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This is a *sword +1, +2 vs. regenerating creatures, +3 vs. cold-using, flammable*, or *avian creatures, +4 vs. undead*. It sheds light when its possessor speaks a command word or phrase. When activated, *Flame Tongue'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, and dry wood. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, and the like).

Flames on Command

XP Value: 1,200 **GP Value:** 6,000

DUNGEONS & DRAGONS Expert Rules Set

This sword blazes with flames when commanded by its user. It remains flaming until commanded to go out. While flaming, it gives a bonus of +2 on attack rolls against trolls, pegasi, hippogriffs, and rocs; a +3 bonus against treants and undead monsters. Damage from this sword is treated as fire damage (for example, trolls cannot regenerate damage inflicted by it). It will cast light and burn as if a torch (when used against a web, for example)

Flaming

XP Value: 1,200 **GP Value:** 6,000

Steading of the Hill Giant Chief

Having a chaotic alignment of either good or neutral, an Intelligence of 10, and an Ego of 12, this sword detects gems, including kind and number; communicates by empathy.

Flaming II

XP Value: 1,000 **GP Value:** 5,000

Steading of the Hill Giant Chief

This sword is neutral in alignment with either a good or lawful bent, and Intelligence and Ego of 6; it also has the powers of a *flame tongue sword*.

Floating Blade of Shin Lu

XP Value: 8,000 **GP Value:** 40,000

Kara-Tur

The famous *floating blade of Shin Lu* is one of a matched pair of swords, forged on the day of the two half-brothers' (Shin Lu and Shin Ginsen) birth. The second sword is known as the *shimmering blade of Shin Ginsen*. The weapon is a *sword +3* in the butterfly-tipped Shou style, and has the following powers: *vorpal blade, luck blade*, casts *illusion* and *charm* 3 times each day. However, in the presence of the matching blade, the sword becomes a mere magical blade (with only its bonuses to attack and damage), unable to tap into its greater powers. The blade is currently on display in the Capital of Shou Lung. The *floating blade's* alignment is lawful-good.

Flying Scimitar of Tusmit

XP Value: 8,000 **GP Value:** 40,000

GREYHAWK Adventures

Forged in preparation for a possible war against Ekbir, this enchanted weapon is used only by the Pasha's most trusted war-ministers. When used in combat it gains +3 on attack and damage. It can also be thrown (minimum range: 10 feet, maximum: 30 feet). When thrown, the scimitar spins like a razor-edged propeller and strikes as a *sword of sharpness*. It returns to the thrower's hand the next round. Anyone else who attempts to catch the flying sword must make a saving throw vs. death magic or lose the member. There is no effect on the weapon's flight.

Foebane

XP Value: 7,000 **GP Value:** 35,000

The Ruins of Myth Drannor

This is the legendary blade borne by Fflar, Captain of Myth Drannor. It lies somewhere in the rubble of Myth Drannor's streets, and is active (it animates and attacks, when touched). One of six blades crafted by the Archmage Demron, this blade is sometimes known as *Demron's bane*, because a thief used it to kill him.

Foebane is a one-handed *bastard sword +4*. In addition to its base damage of 1d8+4 (1d12+4 vs. L-size or larger creatures), it "burns" the life or unlife energy of certain targets so as to deal an additional 1d8 points of damage to all undead creatures, all beings not native to the Prime Material Plane, and all creatures of evil alignment. It glows with a flickering blue flame whenever drawn; the light is bright enough to be used to read.

Foebane's +4 bonus applies not only to its damage and attack rolls, but also to any saving throws made by anyone holding it drawn. It reflects back magic cast at it or at its wielder—each round, roll 1d8. If hostile magical item discharges or spell effects are of a level lower than the roll, they are reflected back 100% at the source. If higher, they have normal effects. If of the same number, both sword-wielder and source are affected, for half damage or results (if the nature of the spell makes this impossible, a "wild magic" effect occurs instead).

Foebane and any creatures touching it (up to a maximum of eight) are affected as if by a feather fall spell, and when grasped and ordered, the blade can jump itself and up to three beings touching it, twice a day.

Once a day, *Foebane* can "drink" life force, when grasped and ordered. After this power is

activated, the next successful attack made by the blade does double normal damage—and these doubled hit points are gained by the blade-wielder as healing hit points. The blade-wielder can't gain extra hit points in this way, and the blade can't create zombies, or drain more hit points than a target has (if 0 is reached, the target dies, and is not made undead).

Foebane can be commanded to guard whenever its owner is touching it. If the owner ceases to touch it after the order is given, the blade remains vigilant—and if the next entity to physically touch the blade is not the owner, the blade emits a very loud singing sound as it animates and attacks that entity, levitating about at MV Fl 24 (A), THAC0 6. Consider the blade to have 77 hit points when it is striking by itself. The blade attacks the entity until it does 20 points of damage, the entity dies, or its owner reclaims it. This power was typically used to guard against the theft of the blade from a sleeping owner.

Lastly, the blade was intended for use by warriors. If wielded by a fighter, paladin, or ranger, all strikes are at 1 point higher than normal level; if wielded by any other class of character, they strike at –1 point.

Foefinder

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 99

This *sword +1* has the ability to detect evil constantly.

Forseti's

XP Value: 10,000 **GP Value:** 70,000

Legends & Lore

When the avatar swings his sword at a being who has spoken a lie within the last seven days, it never misses. Otherwise, the weapon functions as a *sword of sharpness +5*.

Forester's Friend

See *Dyerwaen*, above.

Fragarach

See *The Answerer*, above.

Frey's

XP Value: 3,000 **GP Value:** 15,000

Gods, Demigods, & Heroes

This sword slays fire giants as *Heimdall's sword* slays frost giants. Against other giants, it merely adds +5 to damage. It has no bonus on attack rolls.

Frey's II

XP Value: 1,000 **GP Value:** 5,000

Legends & Lore

Any being struck by the avatar's sword must save vs. spell or lose all desire to fight.

Frey's Two-Handed

XP Value: 3,000 **GP Value:** 15,000

DEITIES & DEMIGODS Cyclopedia

Frey's two-handed sword +4 does 2d10 points of damage each strike on all creatures but giants; it does 10d10 points to fire giants, and 5d10 to all other giants.

Frey's Two-Handed II

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 110

Frey possesses an ice-blue two-handed *sword +4* that strikes for 2d10 points of damage (with bonuses for Strength and the magical plus of the weapon added). The sword causes 6d10 points of damage (plus bonuses) against any true giant (giantkin excluded). Against any fire giant other than Surtur himself, any successful blow with the weapon (only if it is being used by Frey) kills outright; there is no saving throw. Those not of neutral good alignment are unable to grasp the sword, even if their characters' alignments are temporarily altered through the use of magic.

Freya's Frost Brand

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 110

Though she prefers to use magic and her special abilities, Freya uses a *frost brand +3* in battle if necessary. The sword charms all mortals within 20 feet (saving throw at –3 applicable if handled by a mortal). Those of chaotic good alignment are the only ones who can even touch this sword.

of Friendship

XP Value: 3,000 **GP Value:** 15,000

Tales of the Lance

During the Dwarfgate Wars, Caramon proposed a contest to bring the two quarreling factions of hill dwarves and plainsmen together. Caramon raised a tall wooden post in a sea of mud, placing the *Axe of Brotherhood* and the *Sword of Friendship* at the top. Whoever climbed the post could claim these as prizes. There was a catch, of course. Not only was the post greased, but Caramon had the contest rigged so that the dwarves and men had to work together to reach the prizes. The *Sword of Friendship* has a +3 bonus on attack and damage rolls.

Frost Brand

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This is a *sword +3 frost brand, +6 vs. fire-using/dwelling creatures*. 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(DG) F. It does give special benefits against fire, for its wielder is protected as if 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 *fireball*, *meteor swarm*, or *flame strikes*.

Galanti

XP Value: 400 **GP Value:** 2,000

Adventures in BLACKMOOR

Marcovic, the Duke of Borno, carries a *sword +1* named *Galanti*, but the weapon lacks special powers.

Gemsword

XP Value: 4,000 **GP Value:** 20,000

Lost Ships

These very rare, ancient swords were devised by the earliest spacefaring elves. Over the ages, the secret of making and repairing them has been lost. Only the Arcane and certain archmages know how to recharge them.

Gemswords are +4 weapons of electric-blue metal (a very fine sort of steel). Slim and bejewelled, with ornately twisted and curled hilts, they are beautiful to behold, prized by all spacefarers. *Gemswords* constantly gather light energy from nearby sources, and, once a day (a 144-turn period of time), can be commanded to make a power strikes. A power strike requires an attack roll. Upon hitting, it deals 1 hull point of damage to a ship, or 3d4 points of damage to an individual. (If the attack roll fails, the blade flashes with light, loosing its stored energy harmlessly.) A being struck by the sword must roll a save vs. breath weapon or be confused (as the 4th-level wizard spell) for 12 rounds.

Each such sword has several show gems (gemstones that are only decorative, although they may be very valuable), but it may also have one, two, or three power stones. These blue-green gems are able to hold magical energy within them. Identifiable by their cut, they can hold the following spells:

Cabochon: *Regenerate* when grasped and ordered, as the 7th-level priest spell, but affecting only one creature touching the blade (up to 7 charges).

Crown cut: *Lightning bolt* from the tip of the blade, as the 3rd-level wizard spell, with a range of 222 feet and dealing 7d6 points of damage (up to 3 charges);

Square cut: *Teleport without error* when grasped and ordered, affecting the sword wielder and up to two other beings of medium size or less, or one large size being plus the wielder, and who must also touch the blade. The teleportation is to another known location within a sphere, but not from one sphere to another (up to four charges).

Each charge equals one spell, called forth by mental command of the wielder, who is always aware of what the sword can do, at least in rough physical terms, and how many charges it has (magical ability is not required to use the sword's gem properties).

Recharging *gemswords* is known to involve the casting of the spells they hold, but the process (and associated spells) remain secret. Characters will have to research this their own. The DM may also wish to devise other gem cut/spell combinations.

Genie Slayer

XP Value: 900 **GP Value:** 4,500

DRAGON Magazine 179

This *sword +2* acts as a +4 weapon when used against any genie. Further, it inflicts double damage (doubling any damage bonus as well) when used against one of the following genie types (roll 1d4):

Roll	Genie
1	Djinni
2	Dao
3	Efreeti
4	Marid

The sword inflicts double damage against the common and noble versions of the particular genies. Other types of genies (including jann, gen, and tasked genies) are only attacked with a +4 bonus to attack and damage rolls.

Genies' Bane

XP Value: 600 **GP Value:** 3,000

DRAGON Magazine 179

These swords grant a +1 combat bonus to attack and damage rolls. It also grants a + 2 against any genielike creatures, including gen, common genies, tasked genies, noble genies, and jann.

Genies' Bane II

XP Value	GP Value
Dao: 700	3,500
Djinn: 700	3,500
Efreet: 700	3,500
Marid: 700	3,500

DRAGON Magazine 179

These weapons grant a +2 bonus in combat, but provide an additional +1 to attack and damage rolls against one specific genie type (dao, marid, efreet, or djinn). They may affect both common and noble versions of these types, but they affect

all other genies, even other genies of the same elemental type, with the weapon's standard attack and damage bonus.

Genieblight

XP Value: 600 **GP Value:** 3,000

Land of Fate

These swords may be of any type. They grant a +1 combat bonus to attack and damage rolls, and grant a +2 against any of the geniekind, including common genies, tasked genies, noble genies, jann, and even gens.

Geniescourge

XP Value: 800 **GP Value:** 4,000

Land of Fate

These weapons grant a +2 bonus in combat, but provide a +3 to attack and damage rolls against specific geniekind (dao, marid, efreeti or djinni). They may affect both common and noble versions, but affect all other genies, and even other genies of the same elemental type, as simply +2.

Giant Slayer

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This provides a +3 bonus vs. 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 (2d12+3).

In Kara-Tur: This sword affects all new giants introduced in this set and in the AL-QADIM® MONSTROUS COMPENDIUM® Appendix, gaining an additional +2 attack bonus against them.

of Giant Slaying

XP Value: 900 **GP Value:** 4,500

Steading of the Hill Giant Chief

This neutral good sword is unique, with Intelligence of 14 and an Ego of 8. The sword speaks Hill, Stone, and Frost Giant in addition to Common. It detects enemies, but the sword has no other powers. It has a +2 damage bonus, +4 vs. giants.

of the Giants

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

When Beowulf followed Grendel's mother into her watery lair, he found his own sword would not injure her. Fortunately, the glowing *sword of the giants* happened to be hanging on the wall where he could seize it. This sword accomplished what his own could not, and he slew the fierce ogress. It is not known what later became of the sword. The *sword of the giants* is a *vorpal sword +5* that glows with a constant golden light. In addition, it acts as a *ring of free action* and allows its possessor to breathe water.

Githyanki Silver

XP Value	GP Value
Knight: 2,000	10,000
Leader: 12,000	60,000

Outer Planes MC Appendix

Githyanki knights of 7th level and above always carry a silver sword—a two-handed *sword +3* that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord, but mind barred individuals are immune.

A supreme leader of a lair will carry a special *silver sword +5*, with all the abilities of a vorpal weapon that also affects mind barred individuals.

Githyanki never willingly allow a silver sword to fall into the hands of a nongithyanki. If a special silver sword should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

Glorius

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Master Set

Glorius, the sword used by the hero Oliver, broke nine swords made by the famed smiths Ansias, Galas, and Munifican. It is a *sword of sharpness +4*. Every time the user strikes an opponent, rolling exactly what is needed to strike, the user's weapon must roll a saving throw vs. crushing blow or be snapped. (Magical weapons gain a saving throw bonus equal to their magical enchantment.)

Goblinvolent

XP Value: 400 **GP Value:** 2,000

The Knight of Newts

The bonuses of this magical sword apply to both attack and damage rolls. The sword causes 1d8+1 points of damage to all targets, except for goblins, in which case damage is 1d8+2 points.

of the Golden Gulf

XP Value: 300 **GP Value:** 1,500

Land of Fate

This magical cutlass is a favorite weapon of corsairs and other sea travelers. In addition to providing a combat bonus, the sword allows the wielder to survive underwater as if under the effects of a *water breathing* spell as long as the cutlass is in hand.

Golembane

XP Value: 400 **GP Value:** 2,000

Mordenkainen's Fantastic Adventure

Against a golem, this weapon gains a +3 attack bonus and inflicts 3d10 points of damage per

strike, plus any other bonuses applicable. It is otherwise a normal *long sword +1*.

Gram

XP Value: 1,500 **GP Value:** 7,000

DUNGEONS & DRAGONS Master Set

Gram (German for grief) was another famous sword of Siegfried. This weapon is the equivalent to a *sword of nine lives stealing +3*.

Grankhul's

XP Value: 2,000 **GP Value:** 10,000

Monster Mythology

Grankhul's avatar wields a *long sword +3* that strikes its victim dumb for 1d4+2 rounds unless a saving throw vs. spell is made.

Graz'zt's

XP Value: 3,500 **GP Value:** 17,500

Monster Manual II

Graz'zt normally employs a huge, wavy-bladed sword (equal to a bastard sword) that drips acid on command. The acid inflicts an additional 1d4+4 points of damage. Those who own nonliving materials must make a saving throw vs. acid if Graz'zt strikes with a natural 20 on his attack roll.

Greenswathe

XP Value: 4,000 **GP Value:** 20,000

Howl From the North

Greenswathe is a strange-looking weapon, arcane and almost alien. It appears to be made of gold, but it is as hard as adamantite. Peculiar arabesques and signs are etched into the blade and decorate the handle. It has a single emerald set into the pommel.

Greenswathe is a neutrally aligned weapon designed for a druid. In the hands of anyone else, it is simply a *scimitar +1*. In the hands of a druid, it is a +3 weapon that also confers bonuses of –1 to the character's AC and +1 to all saving throws. A druid who possesses *Greenswathe* is allowed to cast one additional spell per day in each level he is capable of casting, with the proviso that the extra spell comes from the plant or animal sphere.

Greenswathe has no special purpose, but it does have a special attack form usable once a day—the armor-piercing strike. On command, *Greenswathe* simply sweeps in an arc through armor as if it did not exist. A target is treated as having no armor, though any magical bonuses are still counted. For example, striking at a target in plate mail +3 that would normally have an AC of 0, *Greenswathe* attacks as if striking at a target with AC 7 (AC 10, –3 for the magical bonus). In addition, if the strike is successful, *Greenswathe* inflicts 1d3 times the usual damage—between 4–11 and 12–33 points of damage to a small or human size target.

A druid picking up *Greenswathe* instantly has the feeling that this weapon has further latent powers that are currently unknown.

Gregory's Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

1993 Collector Card 357

The *holy avenger long sword +5* in Gregory's possession is known as *Thrivaenstel*, which means Truth's Right Arm in an ancient tongue. As with all *holy avengers*, in a paladin's hands *Thrivaenstel* generates 50% magic resistance in a 5-foot radius, *dispels magic* within the same radius at a level equal to the paladin's, and allows the paladin to inflict 10 extra points of damage per successful strike against chaotic evil opponents. In any other person's hands, *Thrivaenstel* merely functions as a *long sword +2*.

Grinthane

XP Value: 3,600 **GP Value:** 18,000

POLYHEDRON Newszine 76

This is a *sword +5 defender*, with a finely carved jade pommel. The elvish runes along the blade say, Go for the Green Heart, hinting at its special purpose to slay green dragons. In the hands of an elf, the blade is +5 on attack rolls and confers a +5 bonus to Armor Class. It grants its wielder a +5 saving throw bonus against green dragon breath. Its other abilities are: detect green dragons in a 1-mile radius, detect precious metals in a 120-foot radius and detect gems in a 120-foot radius. It speaks Elf, Common, and Green Dragon.

In the hands of all other creatures, it functions as a normal sword. *Grinthane* enjoys verbally abusing its victims, especially if those victims are green dragons. Immediately on sighting a green dragon, the sword begins yelling insults in Green Dragon.

Guardian Blade

XP Value: 1,600 **GP Value:** 8,000

The Assassin's Knot

The chief function of a *guardian blade* is to lie with a sleeping character and warn of approaching danger. It can detect enemies like a *wand of enemy detection* within a 20-foot sphere. Upon detecting an enemy, the guardian flashes a single burst of light, telepathically alerts its owner, and goes out. This power can be used once a day, and operates continuously for a period of up to six hours. It may be used while the character is awake and moving, but once used, it cannot function again for 24 hours.

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Hachiman's

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

Hachiman's avatar wields a *sword of sharpness +5*.

Hades's

XP Value: 5,000 **GP Value:** 25,000

Legends & Lore

Opponents of Hades's avatar must save vs. death magic or die when they are struck by his sword.

Harmonizer

XP Value: 3,000 **GP Value:** 15,000

Howl From the North

Harmonizer is a sword especially made for thieves. Across its shiny surface are etched images of a wizard performing a ritual over five swords can be clearly seen. The wizard is wearing a white robe, and behind the wizard, a swirling mass of wind and earth coils eerily.

In the hands of a thief, the sword is a neutrally aligned *defender two-handed sword +5*, but in any other hands, the sword is merely a *two-handed sword +1*. Its size and composition make the weapon look heavy and bulky, but it weighs the same as a standard dagger, making it a perfect weapon for weaker thief characters.

When this sword is first retrieved, it scans the immediate area, determining who is a foe and who is a friend of the thief who possesses the weapon. Once this has been determined, the sword waits until the friends are alone. At this moment, *Harmonizer* brings into being exact replicas of the characters. The newly arrived clones begin fighting the characters with the precision and skill of the characters. They also possess identical weapons and magical items. *Harmonizer* does this in order to determine the worth of its new wielder.

When battling another thief, a thief PC realizes one more bad side effect of the sword. It gives the PC the same thieving and fighting abilities as the opponent in order to even the battle. If the opposing thief is lesser in level, *Harmonizer* increases the opposing thief's ability to match that of the PC. If the thief puts the sword down to battle at an advantage, the tactic works, but the thief and his companions must again fight their duplicates when the thief picks up the sword again.

Harpo's Orcslayer

XP Value: 900 **GP Value:** 4,500

1992 Fantasy Collector Card 77

This magical blade belongs to Harpo Bogglinn. He loves this sword, the chief weapon in his unceasing war against orcs. When within 50 feet of an orc or orog, the sword begins to quiver, almost as if in eager anticipation of slaying one of the creatures. Against orckind in battle, the blade confers a +4 combat bonus, and any successful hits cause double damage to orcs and orogs. Harpo uses the weapon to kill the 1,001 orcs necessary to return home and reconcile with his father. Against all others, *Orcslayer* functions as a *magical sword +2*.

Hawksblade

XP Value: 8,000 **GP Value:** 40,000

1992 Fantasy Collector Card 23

This sentient weapon, wielded by Audrianna Adayr, is a *flaming long sword of dancing +4*. It can ignite on command, the flames causing an additional 1d6 points of damage to cold-based or undead creatures. In addition, it will perform exactly as a *sword of dancing*, going from a +1 weapon to a +4 weapon over four rounds, and attacking on its own every other four round period. *Hawksblade* can also *detect evil* in a 10-foot radius, cast *cure light wounds* three times a day, and cast *cure critical wounds* once a day.

Heart of Stone

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 188

Also known as *Corgon's Breath*, this short sword has an intricate silver blade with runes that spell Heart on one face and Stone on the other. Both the scabbard and the rather spartan pommel are made of black adamantite.

This is a *sword +3*, though it cannot damage creatures from the Elemental Plane of Earth. Such elementals do not normally harm the bearer, however, unless provoked. On a natural 20, the target must save vs. petrification or be turned to stone; the bearer saves vs. petrification at +1. The wielder may cast the following spells once a day: *meld into stone* (double weight capacity), *pass-wall*, and *stone tell*. In addition, any of these spells may be cast once each a week: *contact other plane* (Elemental Plane of Earth only), *stone to flesh*, and *stoneskin*. All spells are cast at the 12th level.

Heartseeker

XP Value: 4,400 **GP Value:** 22,000

DRAGON Magazine 99

Heartseeker is a *sword of dancing*.

Heimdall's

XP Value: 3,000 **GP Value:** 15,000

Legends & Lore

Heimdall's avatar carries a *vorpal sword +3/+5 vs. frost giants*.

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Hel's

XP Value: 2,000 **GP Value:** 10,000

Legends & Lore

Any being hit by the avatar's sword must save vs. death magic or contract a disease that causes 5 points of damage each round until cured.

Ho Masubi's

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

The avatar's sword is made of fire and does 10 extra points of fire damage when it hits (but gets no Strength bonus). Struck target's armor must save vs. magical fire or be destroyed.

Hofud

XP Value: 10,000 **GP Value:** 50,000

Gods, Demigods, & Heroes

This sword combines two abilities when wielded by the avatar of the bright god Heimdall.

- It slays frost giants with but a single hit.
- It has vorpal blade ability with the absence of the antimagic circle.

Holy

XP Value: 5,000 **GP Value:** 25,000

Greyhawk

As a *holy sword +5*, this weapon will display its true worth only in the hands of a paladin. Wielded by a paladin, it negates all spells (including wands and staves) in a radius of 10 feet, thus making the paladin virtually magic-proof.

Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

DUNGEON MASTER Guide

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 magic use equal to the experience level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents.

Holy Revenger

XP Value: 3,500 **GP Value:** 15,000

IMAGINE Magazine 14

This sword was made for a halfling assassin who disguised himself as a paladin for so long, he came to believe it. The blade alternates between being a *holy avenger* and a *dagger of venom*. In either guise, it causes 1d4+1 points of damage.

As a *holy avenger*, it does +5 damage in the hands of a paladin, has all the other *holy avenger* abilities, and can detect invisible objects, cast a protection from evil once a day, detect traps, and summon a ki-rin for one turn once every two weeks. Against an assassin, it does extra damage—the assassin's level × 2 points of damage.

When this weapon is a *dagger of venom*, it poisons any victim on a natural roll of 20. Even if the saving throw vs. poison (at a –1 penalty) is successful, the victim is in such pain that all subsequent attacks are made at a –4 penalty for the next full turn. A paladin's normal saving throw bonus becomes a –4 penalty against the venom of this weapon. The venom never needs to be renewed. The blade can *detect good*, cast *protection from good* once a day, and summon a dao or efreet for one turn every two weeks. The user of the blade must concentrate upon controlling the summoned monster, lest it turn upon him or her.

The nature of the blade varies in an unpredictable fashion, but it never spends more than three weeks in one form. It has an Intelligence of 17 and an Ego of 19. It attempts to slay all who are not assassins or paladins.

of Honor

XP Value: 1,200 **GP Value:** 12,000

War Captain's Companion

This is an extremely rare short sword awarded only to the bravest of commanders in the Wa navy and army. It grants the bearer a +4 to all saves against mind-altering and mind-controlling spells and influences both magical and natural. For example, the bearer gains the bonus to saves with respect to the confusion attack of an umber hulk, the mind altering effects of alcohol, the effects of a hypnosis spell, and so on. It does not affect psionic attacks, though it is itself immune to psionic effects. The *wakizashi of honor* has a 12,000 gp value on the open market. In Wa, the sale of these weapons is illegal, and punishable by death. All *swords of honor* have names.

Hornblade

XP Value 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

This is a magical weapon with a sicklelike 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, ½ to 1½ feet in length, set in some sort of handle or grip. If magic is detected, a *hornblade* radiates faintly of enchantment magic. However, if the proper pressure is applied in the correct spot, a curved blade of great strength and sharpness springs out.

The small versions (knife and dagger size) are usually enchanted to +1 or +2, and the largest version (scimitar size) commonly has a bonus of +2 or +3. Smaller *hornblades* can be thrown, and

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the bonus applies to both attack and damage rolls.

Any character class permitted to use sickle weapons can use a *hornblade*. The possessor can use it with proficiency, providing he or she has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

of Horus

XP Value: 18,600 **GP Value:** 93,000

Legends & Lore

Horus's avatar wields a *sword of Horus* in combat. This magical weapon acts as a *sword +5, holy avenger*, but also has the special abilities of a *luck blade*, *defender*, and *vorpal sword*.

Ice Claw

XP Value: 2,600 **GP Value:** 13,000

DRAGON Magazine 188

This sword was forged by the dwarves of Citadel Adbar centuries ago to stem the onslaught of dragons in the Ice Mountains. Their high king maintained the weapon in his personal armory and bestowed it on a select group of champions for specific quests; it had no exclusive wielder and was only seldom used. Dwarven tradition holds that *Ice Claw* has slain at least one dragon and three fiends during its colorful history, as well as many lesser foes.

One hero failed in his appointed task and lost *Ice Claw* to treachery; he shaved his beard in shame, then left in exile to recover the blade. He died without success 116 winters ago.

The sword remained lost for the better part of four decades before it eventually found its way into the hands of one Captain Farzahd of an obscure mercenary company. When he later tried to force himself on an elf maiden named Ulshanya, she slew him with sorcery and took the sword for herself. She is still an active adventurer and travels across the Realms with the weapon.

Ice Claw is a unique short sword with a polished off-white blade that is cool to the touch. The pommel is silver, twined with black adamantite thread and set with a large diamond (worth 5,000 gp). It is of lawful neutral alignment (Intelligence 17, Ego 20), communicates by speech (in Common or Dwarf) or telepathy, and can read mundane and magical writing when touched to the script.

This sword acts as a *frost brand +3* with a special purpose to defeat dragons of any alignment. The wielder gains a +2 to all saving throws and takes –1 point per die of damage sustained in combat against dragons (to a minimum of 1 point per die). *Ice Claw's* bearer is also immune to the *aura of fear* surrounding some dragons.

Ilbratha, Mistress of Battle

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 74

Ilbratha is a bronze sword with a row of six matched bloodstones set into the fuller of the blade along one side only. Each bloodstone is worth 70 gold pieces; as an undamaged set of stones, they might bring 500 to 600 gp if sold shrewdly. *Ilbratha* does not glow and bears no inscriptions. It is +1 on attack and damage rolls, and, when grasped by a fighter of any alignment, its powers are communicated telepathically to the holder. This is a feature of its magical manufacture—it is not sentient.

Ilbratha gains its name from its powers, which are very useful in combat. When held (bare flesh on the handgrip) and mentally ordered, *Ilbratha* can *jump* (as the spell; one leap only) with its bearer three times a day, *blink* itself and its bearer once a day, and create a *mirror image* of itself and its bearer once a day. It also rings like struck chimes or tubular bells when it touches magic; this includes spell effects from devices and physical contact with enchanted items, but not physical effects (such as a *stinking cloud* or *gust of wind*) caused by spell casting. This power is a warning only, and is in not a protection against magic.

Ilbratha was created by unknown hands at the behest of Azoun I, long-dead king of Cormyr. He bore it once into battle, at Ithmong in his war with Tethyr, and then lost it in a storm that wrecked his ship on the rocks of The Neck. The sword was found by the fishers of Teziir and sold to a rich merchant, Sevan of Amnwater. He took it west on a caravan along the Trader's Road and the river Chionthar to Scomubel, where he sold it to Phelas Urm, a merchant of Thentia. Phelas brought it overland through Cormyr, where it was recognized in Arabel. Agents of King Azoun I attempted to recover it, and slew Phelas, but in the confusion the blade was either lost or stolen by one of the agents.

All trace of it was lost until, 200 winters later, the sage Thallastam of Procampur was offered the blade for 1,500 gold pieces by a peddler from a nearby town who seemed ignorant of its true nature. Thallastam brought the blade to Elminster in Shadowdale, the only loremaster with an interest in swords whom he trusted.

Elminster identified the blade from the writings of Azoun I (the old king's great-grandson had just come to the throne), and Thallastam bore it back toward Procampur by way of Tilver's Gap and Essembra. But he was never seen again, and did not reach Procampur. His ruined diary, staff, and a skeleton were found some years later when the Pool of Yeven in Battledale was dragged, but the sword was never found. Elminster believes it

is in the hands of brigands, or perhaps mercenaries, who have not drawn the blade since, at least not in battle near the Dales.

Ilneval's Broad Sword

XP Value: 2,200 **GP Value:** 11,000

Monster Mythology

His dreadful *broad sword +3* causes bleeding wounds (lose 1d4 points per round until a *cure serious wounds* or a higher-level *healing* spell is cast).

Ilyana

XP Value: 3,500 **GP Value:** 17,500

Dark of the Moon

Gregor is a barrel-chested man with powerful limbs and an arrogant, commanding manner. He has a thick beard and a heavy brow, and his eyes burn like coals when he is angry. Gregor is a shape-changing werewolf, or loup du noir, and is lord of the domain of Vorostokov. As a human, Gregor wields a *bastard sword +3* named *Ilyana* (reaver) two-handed. *Ilyana* has the power to *heal* its wielder once a day.

Indra's Flaming

XP Value: 8,000 **GP Value:** 40,000

Legends & Lore

Indra's avatar carries a *flaming sword +5* that is can be used to ignite objects just as *Flame Tongue* can.

of Insanity

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 91

These swords function as +1 weapons, they are never Intelligent. On any modified attack roll of 20 or better, the sword generates an energy field around the blade that causes any nonpsionic creature struck to suffer an effect similar to that caused by a psionic blast attack, producing temporary confusion or insanity. Nonpsionic beings struck are affected as recorded in *The Complete Psionics Handbook*, the being's combined Wisdom and Intelligence scores determining the weapon's effects. Note that insane beings, those with more than 6 Hit Dice, and those who are immune to psionic attacks cannot be affected.

If a psionic character is struck with this sword and a score of 20 or greater is achieved on the attack roll, the being suffers a psionic blast attack of 100 PSPs. The sword cannot be psionically attacked in return.

of Intercession

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 91

This magical weapon is a holy (or unholy) sword that always has an alignment and a patron deity. A character of any different alignment may wield a *sword of Intercession*, but it functions then as a normal, nonmagical weapon. A character of the same alignment as the sword may wield it as a +2 weapon. A character who worships the sword's patron deity may wield it as a *sword +4*, and in addition gains a 5% magic resistance and a +2 bonus on all saving throws so long as the sword is held or carried. Such a character is also able to commune with his or her deity once a week, asking one yes or no question at that time. The sword does not work for those who have only converted to their new alignment or religion within the last year.

Ironfang

XP Value: 6,000 **GP Value:** 30,000

Children of the Night

Jacqueline's favored weapon is *Ironfang*, her vorpal sword. *Ironfang* was fashioned ages past from meteoric iron by the drow of Arak, from whom she stole it long ago. She is able to use this weapon even when wearing the head of a wizard or other character class which might normally be unable to employ such a sword. This weapon functions in all ways as described in the *DMG*. Jacqueline has made it a practice to "harvest" new heads only with this blade.

Jaysen's Magebane

XP Value: 500 **GP Value:** 2,500

1992 Fantasy Collector Card 79

Jaysen's Magebane is a magical long sword that provides a +1 bonus in combat, and (despite its name) a +2 bonus vs. all users of magic. However, the sword also acts as a magical *lightning rod*, and all area-of-effect spells that encompass Jaysen concentrate on him. Saving throws successfully made by all other individuals reduce the damage to one quarter, while failure results in half damage. Jaysen must successfully save to take full damage—a failed save means Jaysen suffered +150% damage.

Joyeuse

XP Value: 1,200 **GP Value:** 6,000

DUNGEONS & DRAGONS Master Set

Joyeuse (French for joyous) is the great sword that Charlemagne wielded. It took the smith Gallas three years to forge this powerful weapon. It is a *bastard sword +4* with the ability to cast a permanent version of *curse* (the reverse of *bless*). When an opponent is struck by this sword, a successful saving throw vs. spell (at –4) must be made or the victim suffers a permanent –1 to all attack rolls and saving throws. To remove a single –1 penalty, the wielder must be subjected to a *remove curse* spell. A *remove curse* is required for each –1 curse inflicted by this sword.

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Justicer

XP Value: 800 **GP Value:** 4,000

Adventures in Blackmoor

Owned by the baron of Bramwald, Bram Tagus, *Justicer* is a *sword +2* with no extraordinary powers.

Kabal

XP Value: 5,000 **GP Value:** 25,000

Fate of Istus

Cymbelline's long sword is highly magical, a *flame tongue +3* whose light is blinding white. The sword's name, *Kabal*, is a word from an archaic (and mostly forgotten) dialect of the Baklunish tongue. The word means fate, but with a special twist: when someone "meets his or her fate" in a contest of arms, that is kabal. *Kabal* is a unique weapon, created by Fate herself—sentient, strictly neutral in alignment, with an Intelligence of 20 and an Ego of 30.

The sword has the following powers: *read languages*, *read magic*, *know alignment* (once a day), *energy drain* (three times a day), *detect magic* (once a turn), *detect invisibility* (once a turn), *charm person* (three times a day), *telepathy* (once per turn), suggestion (twice a day), and *slow* (twice a day with a –3 penalty to saving throws). All these powers are similar to spells of the same name, and operate at the 18th level.

Kabal has a special purpose—to aid Istus in her test of the character classes. The weapon communicates telepathically. It will let no one but its current owner touch the sword. If a wizard casts *detect magic* on the weapon, the caster receives a fleeting impression of frightening power; then the connection is broken. If anyone else touches the hilt of the sword while its current owner is alive, the weapon delivers 3d12 points of electrical damage.

Kaldair Swiftfoot's

XP Value: 5,000 **GP Value:** 25,000

Monster Mythology

Kaldair carries a *dancing short sword* that paralyzes even creatures normally immune to paralyzation (a normal save at –4 negates).

Kali's

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

Anyone hit by *Kali's sword* must also save vs. death magic or be killed.

Karali's Silver

XP Value: 3,000 **GP Value:** 15,000

1992 Fantasy Collector Card 242

Karali's magical short sword is a typical magical *weapon +3* in most respects. However, when it is wielded under the light of a gibbous or larger size moon, it drains 1 energy level from any victim it successfully hits. Each time that the sword drains an energy level, Karali's life force is also altered slightly, taking him ever closer to the final, true form of a darkling.

of Kas

XP Value: 13,000 **GP Value:** 65,000

Eldritch Wizardry

Another item connected with the legend of the lich Vecna is the *sword of Kas*, his onetime bodyguard. This sword is said to have a thin, gray blade of some metallic substance. Its powers are only dimly hinted at by legend, but Kas was said to be the mightiest swordsman of his age.

The sword has +3 bonus, +5 vs. undead and fiends, and an Intelligence of 18 and Ego of 18. It is an evil weapon, and if possible, it will control any fighter who picks it up and turn him evil. Additionally, it has the following abilities/penalties:

- Water breathing
- User may become ethereal twice a day.
- Cause serious wound of double effect twice a day.
- As long as the user carries the artifact, the character acts as a magic drainer. No magic directed at the user has any effect, and the user can use no magic. Any magic that touches any part of the user's body permanently loses its magical ability.
- User may restore one lost level (as a *restoration* spell) once per week (perhaps one drained from a nearby friendly PC).

of Kas II

XP Value: — **GP Value:** —

Book of Artifacts

While this sword has a 6-foot blade and a 2-foot hilt, it can be easily wielded in both hands by any warrior. The blade is rippled, with a vein of gold running down the center. The hilt is wrapped in red leather flecked with gold. The narrow quillons are of unicorn horn and capped with small, black pearls; the basket surrounding the hilt is formed in the image of a leering, bearded face.

The history of Kas the Bloody Handed is irrevocably linked to Lord Vecna, for his sword was created by Vecna's own skills. Kas was Vecna's lieutenant, warlord, and assassin, and the sword was his symbol of authority.

The sword is as evil as its maker, and it whispered dreams of treachery to Kas until finally, blade in hand, he confronted his dread master. The battle between the two of them was titanic, and both are said to have died in the end. All that remained behind were the *sword of Kas* and the

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hand and *eye of Vecna*.

Although the sword is thoroughly evil, PCs may be allowed to use it, but only for a short period of time. Any appearance of the *sword of Kas* should be matched by the introduction of the *hand* and *eye of Vecna* as well, since the sword exists to destroy Vecna. Use of the artifact should be built around that story.

The sword may be discovered by the adventurers as a prelude to a campaign involving the hand and eye, as the owner of the sword becomes obsessed with finding Vecna's artifacts. This leads the party into the DM's planned adventure for the hand and eye.

The sword is also the bane of the Cult of Vecna, since the death of Vecna's followers indirectly fulfills the sword's goals. Thus, the sword could lead the characters into a conflict with the cult of Vecna (which in turn leads to the hand and eye).

The *sword of Kas* is intelligent (Int 19, Ego 20) and communicates telepathically, revealing only two random powers when first touched.

Constant Powers: The sword acts as a *defender +6* (double damage to planar beings), grants foresight, and defiles holy water within 30 feet.

Invoked Powers: Upon command, the sword can shield (3/day) or bestow fire giant Strength (+4 to hit, +10 damage, 1 turn duration, 3/day).

Random Powers: The sword grants three abilities from **Table 1–14: Immunity** and two abilities from **Table 1–15: Major Powers**.

Curses: First, the sword inflicts 2d20 damage the first time it's touched. Second, all powers fail when it's brought within 60 feet of Vecna or his artifacts—a fact of which the sword is not aware. Third, the wielder risks artifact domination; the sword's goal is to destroy Vecna and his artifacts. Finally, it must be quenched in blood once a day and tries to force its owner to do so. If successful, the character is compelled to kill (even another member of the party).

Suggested Means of Destruction:

- The death of Vecna, now a demigod.
- The sword is hammered into a plowshare with the *cudgel of St. Cuthbert*.
- All memory of Kas must be wiped from Oerth.

Kirren's Frostbrand

XP Value: 2,000 **GP Value:** 10,000

1992 Fantasy Collector Card 244

Kirren found this magical sword wedged in the skeleton of a red dragon. It provides a +6 bonus to attack rolls against fire-using or dwelling creatures while providing protection to the wielder as a *ring of fire resistance*. The blade does not glow unless the temperature is below 0(DG) F. Anytime the blade is thrust into a fire source, there is a 50% chance of extinguishing it. Kirren's blade can also cast *ice storm* as an 8th-level wizard once a week. When used against all other creatures, frostbrand is a +3 magical weapon.

Kullervo's

XP Value: 7,000 **GP Value:** 35,000

Gods, Demigods, & Heroes

Kullervo's sword provides a +3 on attacks and when it strikes it slays any fighter (save vs. spell applicable). The sword communicates with Kullervo by talking.



Kura, The Darkness

XP Value: 5,000 **GP Value:** 35,000

POLYHEDRON Newszine 82

This unique onyx shard can be worn around the neck on a chain or at the belt as a netsuke. It is smooth and curves slightly, looking almost like a miniature katana. If none of the shard's special powers are being used, the onyx radiates an aura of abjuration magic. The magic detected is the spell that locks Kura, an intelligent being from the Negative Material Plane, into the stone. Kura was tricked into the stone centuries ago by a ninja/wu jen. Kura has two goals—to free itself and to assist anyone who makes use of the power of darkness.

Kura has an affinity with ninja and will badger any wearer into becoming a ninja. The stone will not willingly serve nonrogues. Kura is by nature

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temperamental and devious. Over the centuries that Kura has spent trapped in the shard (most of the time serving ninja) the creature has developed a strong distrust of humans.

Kura is chaotic neutral and is treated as a weapon with an Intelligence of 14, an Ego of 10, and a personality of 24. Kura speaks to its wielder by telepathy and has the following abilities, functioning as if cast by an 8th-level wu jen and usable once a day: *detect invisibility*, *darkness 15' radius*, and *fly*. In addition, it can generate a *blade of Negative Plane energy* in the shape of any medium or small melee weapon. The blade is pitch black, effectively invisible in the dark, and has a +3 bonus to attack and damage rolls on all targets except undead. When used against undead, the item suffers a –1 penalty on attack and damage rolls.

Kusunogi no Tsurugi

(Grass Quelling)

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 40

Roll randomly for alignment. No Intelligence or Ego, and with an ordinary bonus, this is the best quality katana for a samurai. When the sword is drawn, it automatically casts a *continual light* and all normal fires within a 10-foot radius go out. Magical fires are treated as though a *dispel magic* spell were cast by a 12th-level wizard. When the sword is drawn, the user is immune to all forms of flame damage. In addition, the sword does double damage to all vegetation or plant creatures and allows the user to cut through thick brush and tall grass with great ease or chop down trees as if it were a lumber axe. However, the sword was created from a dragon. No one (including the carrier) within a 50-foot radius of the sword can do any damage to dragons, and the sword itself never does damage to dragons.

Lafarallinn's

XP Value: 6,800 **GP Value:** 34,000

Tome of Magic

Lafarallinn's avatar wields a *long sword +3* with the property of wounding.

Lancelin's

XP Value: 700 **GP Value:** 3,500

The Shady Dragon Inn

Lancelin Openhand wields a *broad sword +1/+3 vs. enchanted creatures*.

Laprov

XP Value: 15,000 **GP Value:** 75,000

The Land Beyond the Magic Mirror

This short sword is a vorpal blade. It has an Intelligence and an Ego of 14. Its abilities are *detect magic*, *detect invisible object*, and *locate object*. It speaks eight languages, it is lawful neutral in alignment, and it desires to return to its master, T. Deeous, as soon as possible. This sword was taken by a roc, held by a jub-jub bird for a time, and then stolen by a bandersnatch. If it can gain control of its current owner, it will do so, then begin shouting "Snickersnack! Snickersnack! I'll cut your heads off if you don't take me back!" If the party attempts to retain this weapon, the DM must remember that it will never, under any circumstances, be a willing servant. It will always seek to destroy those who wield it until such time as it is brought back to its rightful owner. (Have it shout in situations and reveal the presence of the party, attempt mutiny or try to control the character holding it, and mislead the party about its powers whenever possible.)

Lassiviren's

XP Value: 1,600 **GP Value:** 8,000

The Rogues' Gallery

Lassiviren's sword functions as a *sword +2*. However, every time it hits it drains 2 energy levels from the opponent. The victim is allowed a saving throw vs. spell, and if the save is successful, the sword attempts to draw 2 energy levels from its user. If the wielder successfully saves, no energy levels are lost and the sword does its normal damage.

Lawful

See *Woodhold*, below.

Lemmikainen's

XP Value: 8,000 **GP Value:** 40,000

Gods, Demigods, & Heroes

This is a *sword +5* with both sharpness and flaming abilities combined.

Life Saver

XP Value: 5,000 **GP Value:** 25,000

POLYHEDRON Newszine 76

A neutral good *sword +2*, a *life saver blade* continuously detects evil and undead within a 30-foot radius. When the weapon is drawn, it grants its wielder immunity to all energy-draining attacks. Once a week, the sword can emit a *sunburst*.

Life Stealing

XP Value: 5,000 **GP Value:** 25,000

DUNGEON MASTER Guide

This +2 weapon will eliminate 1 level of experience (or Hit Die) and accompanying 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 oppo-

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nent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (only a character who has suffered loss of hit points can benefit from the function).

In Ravenloft: The swordsman must make a powers check each time this weapon steals a life.

Life Taker

XP Value: 1,600 **GP Value:** 8,000

DRAGON Magazine 99

Life Taker is a *nine-lives stealer.*

of Light

XP Value: 800 **GP Value:** 4,000

Rary the Traitor

This unique magical item is currently in possession of the rogue dervish, Tolan Kai. It functions as a *scimitar +4* but also can emit blinding light (three times a day, anyone within 20 feet must successfully save vs. spell or be blinded for 2d4 rounds), and *cure serious wounds* (once a day).

Lightning Blade

XP Value: 2,000 **GP Value:** 10,000

POLYHEDRON Newszine 82

Only three of these swords are known to exist. Each is crafted of shining platinum inlaid with golden lightning bolts running down the sides. Ten rounds after the blade has been drawn, or upon the speaking of a command word, the sword glows blue and can discharge a 7-die *lightning bolt* once a round for up to the next seven rounds. When not aglow, the sword gives a +4 bonus on attack and damage rolls, and a +5 bonus when used against water-breathing creatures. On the round during which the sword begins to glow, the wielder suffers 2d6 points of electrical damage. The wielder suffers 2d6 points of damage each subsequent round until a lightning bolt is released. Once the blade has been drawn, it cannot be sheathed until a *lightning bolt* is released.

Locate Object

XP Value: 800 **GP Value:** 4,000

DUNGEONS & DRAGONS Expert Rules Set

Once a day, this sword may be used to *locate object* up to 120 feet away in the same manner as the 2nd-level wizard spell.

of Luck

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 76

This elven sword is a *luck blade* that at one time held four *wishes*. Now the steel is colder and only a single *wish* remains. The sword's pommel is engraved with a face that emits dull, haunting moans in battle. All opponents hearing the moans must save vs. spell or flee in fear for 1d4+1 turns.

Luck Blade

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

This gives its possessor a +1 bonus to all saving throws and has 1d4+1 *wishes*. The DM should keep the number of *wishes* secret.

Lydia's Broad sword

XP Value: 5,000 **GP Value:** 25,000

The Assassin's Knot

Lydia's weapon of choice is a *broad sword +2* with an Intelligence of 15, an Ego of 5, and an alignment of lawful neutral. It possesses empathy, the ability to detect good, and the ability to detect evil.

of Lyons

XP Value: 800 **GP Value:** 4,000

Assault on the Aerie of the Slave Lords

This legendary sword is an *invisible sword +1*. While sheathed, its user is invisible (as the spell *invisibility*) until he or she attacks. When the sword is drawn the invisibility ends, but the sword itself is always invisible.

Madoc's

XP Value: 800 **GP Value:** 4,000

The Shady Dragon Inn

Madoc Gwynn wields a *sword +1* with the ability to *locate objects* three times a day.

Malign

XP Value: 3,600 **GP Value:** 18,000

Book of Lairs, 1st Edition

Malign is a *defender bastard sword +4* that causes 2d8+4 points of damage. It speaks Cloud Dragon, Faerie Dragon, Mist Dragon, Shadow Dragon, Fomorian Giant, Firbolg, Verbeeg, Marid, Quickling, and Thri-kreen. It can speak verbally and telepathically. It detects traps at double distance and invisible objects at double distance. It can also *charm person*. Its purpose is to slay wizards; its Intelligence is 17 and its Ego is 28.

Mamluk Sword of Obedience

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 179

In addition to their magical bonuses, these weapons also have additional powers over humanoid creatures (including men, elves, dwarves, gnomes, goblinoid creatures, lycanthropes in human form, and giants, but not creatures who are obviously nonhuman, such as lizard men, who have tails). An individual struck by a magical mamluk sword must make a saving throw vs. spell or be *charmed*, immediately surrendering to the victor in combat, providing that the individual

wielding the sword is of a higher level or has more Hit Dice than the victim. The effects of the spell are the same as those for *charm person* or *charm monster*.

of Mammal Slaying

XP Value: 900 **GP Value:** 4,500

Prince of LANKHMAR™

This sword works as a standard nonmagical weapon when used against nonmammalian life forms. Against mammals, however, the sword gains a +1 bonus. Against mammals of good alignment, the sword gains an additional +2 bonus to attack and damage rolls.

When the mammals are intelligent enough to have an alignment, the bonus rises to a +3 if the creature is of any good alignment. When the sword is around mammals, it vibrates, causing a slight humming noise. When a good-aligned mammal is within 60 feet, the sword hums at a higher pitch, and actually begins pulling out of the scabbard partially. The sword does not mind being used by a mammal, as long as another mammal is being killed by it. If a week goes by with no mammal blood on its blade, the sword will actually incite a berserker rage until the sword is coated with it.

This slightly intelligent sword does not appear to be evil when *detect evil* is cast upon it. The sword is only antigood and antimammal.

Also, the sword is similar to a *sword of sharpness* in the fact that it causes the wound to bleed profusely for 1d4 rounds after that. This excessive bleeding causes an additional point of damage for every round. Therefore, the total amount of damage this sword does in combat is 1d8+3+1d4.

This magical sword is very rare. It is a common sight among lizardmen, who use the blades when fighting off the human infestations within their lands. Against lizardmen, however, the sword acts like a *cursed sword –3*. This cursed effect occurs even if a nonmammalian creature is wielding it.

Mantooth

XP Value: 1,500 **GP Value:** 7,500

Dragons of Triumph

This potent sword looks like an ordinary *long sword +1*. It is also known by the names *Spellcleaver*, *Darkstar*, *Caramon's Sword*, and *Magefool*. Its abilities are primarily directed at countering magic.

Mantooth gains a +2 bonus on attack and damage rolls against wizards and enchanted creatures. The sword can possibly sever a magical barrier—it has a 1% chance per point of damage inflicted. Finally, it can be used to turn a spell cast against the wielder. To activate the ability that causes the spell to rebound against its caster, the wielder of the sword must roll to hit AC 0, with no bonuses applied to the roll.

Mantooth II

XP Value: 2,700 **GP Value:** 13,500

Tales of the Lance

Silvanesti legends tell of this warrior's blade that could shatter enchantments and turn spells—the true wizard's bane. It is known by many names: *Spellcleaver*, *Darkstar*, *Magefool*, and *Mantooth*. Folktales credit this blade with the undoing of the sorceress Silvyana 500 years ago and the binding of the ogre mage Shril. The sword's origin and purpose are unknown, as is its current location. *Mantooth* last appeared in the treasury of Silvanost.

Mantooth is a *long sword +1* (+2 vs. wizards and magical creatures). It deflects a magical attack back on the attacker by rolling against AC 0 (without bonuses). The spellcaster may still save to dodge the attack. *Mantooth* also may sever magical barriers. Roll to hit AC 0. Every point of damage inflicted on the barrier causes a 1% cumulative chance that the barrier will fall.

Maroon

XP Value: 1,400 **GP Value:** 14,500

Adventures in BLACKMOOR

Maroon is an extremely powerful, lawful good *sword +2/+3 vs. undead and dragons*. It has an Intelligence of 12 and an Ego of 5 and possesses the powers *see invisible*, *detect evil*, and *detect magic*. It can also *read magic* and has the extraordinary powers of *healing*, *levitation*, and *teleportation*. It speaks Dragon, Dwarf, Elf, Gnome, Orc and Pixie.

Mayonaka's Silver Katana

(Tasogare)

XP Value: 1,800 **GP Value:** 9,000

Children of the Night

Mayonaka wields a keen silver katana that has been in his family for generations. Oriental runes run down the side of the blade, naming it *Tasogare* or *Twilight* in the language of Mayonaka's homeland. The katana can be used either one- or two-handed. As a one-handed weapon it does 1d10 points of damage against small or medium size targets and 1d12 against large ones. As a two-handed weapon it does 2d6 to both types of targets. The katana is a medium weapon that weighs six pounds and has a speed factor of 4. *Tasogare* is enchanted, giving it a +3 on all attack and damage rolls. In addition, once a day it can be used to cast a *darkness 15' radius* spell. Anyone holding the sword can see normally in the

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area of darkness, which remains centered on the weapon itself. Mayonaka's Strength bonus of +3 to attack and +7 to damage applies when using *Tasogare*.

Melior

XP Value: 2,000 **GP Value:** 10,000

Book of Lairs, 1st Edition

Melior is a lawful good, two-handed *sword +3* that causes 1d10+3 points of damage. It speaks the following dragon tongues; Red, Black, Green, White, Blue, and Dragon Turtle; it has speech and telepathy. *Melior* detects precious metals, gems, invisible objects and possesses *x-ray vision* (like a *ring of x-ray vision*). Its purpose is to slay nonhuman monsters. Its Intelligence and Ego are both 17.

Meredin's Luck Blade

XP Value: 1,000 **GP Value:** 5,000

1992 Fantasy Collector Card 82

This magical sword has so far helped Meredin out of several very difficult scrapes. The blade confers a +1 bonus to all of Meredin's saving throws, and when all else seems to fail, luck saves Meredin. For instance, Meredin once found himself cornered by some thugs on the docks, and *wished* for them to disappear. At that instant, a large net full of freshly caught fish broke free of its hoist and fell on top of the thugs, hiding them from his view.

Mimung

XP Value: 6,800 **GP Value:** 34,000

DUNGEONS & DRAGONS Master Set

Mimung, sword of the hero Wittich, was lent to Siegfried for a time. It is the equivalent of a *sword of wounding +2*.

Mitra's Sword of Light

XP Value: 10,000 **GP Value:** 50,000

Legends & Lore

Mitra's avatar's *sword of light* cuts through any armor as if the wearer's AC were no better than 5.

Monster Slayer

XP Value: 5,200 **GP Value:** 26,000

POLYHEDRON Newszine 76

Monster Slayer is a *bastard sword +5* (Int 15, Ego 14, AL LG). The sword has the following abilities, powers, and purpose:

Primary abilities: *Detect magic 10' radius*, *detect sloping passages 10' radius*, and *detect traps in a 10' radius*.

Special power: Paralyzes victims for 1d4 rounds (unless they save vs. paralyzation).

Special purpose: To slay nonhuman monsters. The sword speaks fluent Common.

Moon Blade

XP Value: 2,000 **GP Value:** 10,000

DUNGEON Magazine 25

This sword is the opposite of a *sun blade*. Regardless of the size of the *moon blade*, it can be wielded as if it were a short sword with respect to encumbrance, speed factor, and so on.

In normal combat, the pale yellow blade of the weapon is equal to a *sword +1*. When used against a creature of good alignment the bonus is +2. Against paladins and good-aligned clerics, the sword scores double damage. All *moon blades* are of evil alignment.

Moon blades have a special *moonbeam* power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a soft, pale light similar to moonlight. The light illuminates a 10-foot radius around the wielder and spreads outward at the rate of 5 feet per round for 10 rounds. When the swinging stops, the light fades to a dim glow that persists for another turn before disappearing. Unlike the normal *moonbeam* spell, the sword's *moonbeam* power works equally well in daylight or darkness. It can light a dark place or dim the sunshine. When used in daylight, the light in the area of effect is dimmed to that of pale moonlight or a dark night. This power is extremely helpful to creatures unable to abide the sun. Those that normally fight with a penalty in bright sunshine, such as goblins, orcs, and kobolds, have all such penalties eliminated when fighting in the moonbeam's area of effect. (See also *Sunblade*.)

Morglay

XP Value: 1,000 **GP Value:** 5,000

DUNGEONS & DRAGONS Master Set

Morglay, also known as Big Ben, was the sword of Sir Bevis. It is a *sword +1 luck blade*.

Movanic Deva

XP Value: 2,000 **GP Value:** 9,000

Outer Planes MC Appendix

Although they are often seen carrying a variety of weapons, they most often employ a great two-handed sword with which they can attack twice per round. The great enchanted blade is, in all respects, equal to a *sword +1 flame tongue*. It does damage equal to a two-handed sword (1d10 to S or M, 3d6 to L) with each strike. If a movanic deva forfeits one or both of its attacks, it can parry one strike per attack forfeited. The parry is automatically successful and requires no die roll. The parry can be used against magical attacks, even spells that would normally always hit.

Naesowen, Ghost Blade

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 76

Naesowen was forged in the Tower of Ergoth by the power of Black Robe Wizards during the days when they were hunted, following the Cataclysm. The wizards summoned and trapped an evil spirit within the blade to give it strength and additional powers. *Naesowen* is a lawful evil *sword +1, +2 vs. spellcasters and enchanted beings*. At will, it *detects magic* and *invisibility*, *detects lies* and casts *know alignment*. Three times a week, the sword can cast an *antimagic shell*. In addition, when wielded against Wizards of the White Robe, it can cause confusion for 2d6 rounds.

The sword speaks Common and Ancient Common, verbally and telepathically. It can also read those languages, as well as *read magic*.

Nagelring

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Master Set

Nagelring, or *nail-ring*, was the sword of Dietrich of Bern, a Germanic hero. It is a *sword +5 defender*.

Namara Neversleep

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 74

Namara is a finely forged *sword +2* on attack rolls, +4 on damage rolls. It glows with a pale, mauve radiance when drawn and spits white sparks when it strikes other metal. On one side of the blade is etched in Common "Namara," and on the other face "Never Sleep." The bearer may, at will, evoke the sword's power to emanate *silence 15' radius*. *Neversleep* is as heavy as a normal weapon, but floats on top of any liquid (fresh water, brine, oil, wine). The sword has no alignment or sentience.

Namara appears in many legends and tall tales, but the designation the "Neversleep Sword" appears to be derived only from the inscription on the blade and does not refer to any specific property of the sword. Its origin is unknown; *Namara* appears to have existed for as long as tales have survived, wielded by such mythic heroes as Eth and Brensyl the Tall. Even the most critical of sages (Kumur the Skeptic, First Speaker of Evernoster) cannot determine *Namara's* probable time or place of origin, or find any references in the tales of a world to a time "before *Namara* was forged."

Within the last 500 years, *Namara* has been the blade of Serrus the Great, founder of Amn, and a blade borne there by his descendants for three generations. His fourth direct descendant, Ereskas, bore *Namara* north to found the city of Mirabar. Ereskas died without issue, and *Namara* was carefully preserved atop his tomb in the city. There it remained for 60 winters, until Mirabar was overrun and plundered in the Goblin Wars. The goblin chieftain Nethaug seized the sword and bore it back to a ravine so deep in the mountains that the goblins, who were subsequently almost eradicated from the North, still hold that ravine to this day.

The blade remained in goblin hands for almost 200 seasons, until a goblin named Ghaur was slain by a band of adventurers known as the Company of the Gryphon. The leader of the band, a warrior called Flarr, gave the blade to Thulmar One-Eye of Port Llast in exchange for training some 80 winters ago.

Thulmar bore the blade until his death in the Cold Winter, when it passed to the Mistress of Port Llast, Stormraven the Proud Queen. Stormraven, who rode and fought at the head of her men, jet-black hair flowing wildly about, briefly made Port Llast great. She is remembered fondly by old warriors, and will live long in fireside tales. At length she married a former enemy, Parldulph of Neverwinter, and gave *Namara* to her son Rivenhelm.

Rivenhelm became one of the greatest knights and passed the blade on to Tamper Tencoin, an adventurer. Tencoin stood over the wounded knight in battle with the mercenary company of the Flaming Fist for most of a day in a vain attempt to save Rivenhelm's life. The tiny band held on 'till nightfall, when the mercenaries fell back and drove in their tracking dogs to ravage the wounded enemy. Rivenhelm handed *Namara* to Tencoin in the darkness and said "This is yours now." Leaving a trail of blood behind him, Rivenhelm crawled forward to choke the life out of one dog and died under the jaws of half a dozen more.

Tencoin lost the blade when he was poisoned in the Whistling Wizard Inn four winters ago. The poison made him mad for days, and when he returned to his senses, *Namara* was gone. Elminster, who saw the blade when Tencoin visited Shadowdale some years before this event, believes it was stolen by local thieves and will soon turn up again. And when it does, Tamper Tencoin will come looking for it.

Neekar

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 188

Also known as the *Sword of Tongues* or the *Waterdhavian Diplomat*, this unique blade first appeared centuries ago in the treasury of a noble house of Waterdeep. It was lost in a duel to a rival family, who in turn sold it a generation later when

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the family briefly fell from fortune. Both houses would doubtless pay a handsome sum for its recovery.

Neekar is a steel broad sword with a plain silver pommel and an ivory scabbard. It sheds no light and has no combat bonuses. If detect magic is cast on it, it radiates an aura of divination. It is of lawfully neutral alignment (Intelligence 16, Ego 10), communicates by speech, and can read nonmagical writing.

Neekar's primary ability is its power to speak in any language native to the Prime Material Plane, a function derived from the complicated use of a *tongues* spell in its creation. This is even applicable to archaic or regional dialects. By the same token, it lets its wielder read any text written in those languages merely by touching the blade to the work (the sword reads whatever is exposed to the blade's "sight"). No mouth or eyes appear on the weapon; its sensory abilities are purely magical in nature, so it can see in every direction from its blade, and hear all that's said within a 60-foot radius. It cannot use telepathy, even with its wielder.

The weapon was meant to be an inconspicuous aide in politics and is a shrewd negotiator. It has a history of participation in delicate treaties that it is quite proud of, and the sword is often willing to parley on behalf of its wielder over even trivial matters.

Nepanth

XP Value: 700 **GP Value:** 3,500

The Duchy of Ten

Kay Degern owns a *sword +2* with the power to *charm person*. He calls this sword *Nepanth*.

of Night

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 91

Though some magical swords shed light, a *sword of night*, also known as a *black sword*, sheds darkness. The sword's wielder determines the radius of the *sphere of darkness* given off by the sword; it can be from 5 feet to 25 feet, in 5-foot increments. Within this radius, no creature but the sword's wielder is able to see and they suffer a –4 penalty on their attack rolls, as well as losing any Armor Class bonuses for Dexterity. Infravision is similarly useless within this radius. The sword's user sees normally and can use the sword as a +1 weapon on attack and damage rolls.

This sword can also cause *fear* in all creatures within the darkness who fail a saving throw vs. spell (with Wisdom bonuses applicable). This fear power is generated at the wielder's unspoken command, and may be produced up to three times a day. Creatures affected by *fear* move away from the darkness at full speed for 1d6+1 rounds. A *light* spell cast at the sword negates all of its powers (except for its +1 combat bonus) for one round per level of the caster, if the sword fails to save vs. lightning (as hard metal). A *continual light* spell negates the darkness power for twice as long, and the save against it is made at a –3 penalty.



Nightwatcher

XP Value: 2,400 **GP Value:** 12,000

DRAGON Magazine 188

This unique blade first appeared on the Sword Coast nearly 200 years ago in the possession of a grizzled old adventurer who claimed to have found it in an ancient ruin deep within the Great Desert, Anauroch. The old man gave it as a wedding present to his eldest daughter's fiance, and since then it has passed from father to son for four more generations until a distant grandson used it to pay off his gambling debts.

Nightwatcher changed hands with bewildering frequency over the next 50 or 60 winters, showing up all across the Realms. It was finally purchased by an eccentric adventurer who met disaster in a battle with trolls 30 years ago. It has not been seen since.

Nightwatcher is a long sword with a very sharp, black-adamantite blade with a silver pommel, worked in ivory and set with a large, black pearl (worth 500 gp). It is a +3 weapon that radiates no light.

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The sword's bearer can see at night under an open sky as well as if it were daylight. All magical *darkness* within 30 feet of the blade is dispersed, though darkness of natural origin is unaffected, except as noted above. When planted firmly into the ground, *Nightwatcher* hums loudly if anyone with intent to harm its wielder approaches within 60 feet. This functions even if the thugs are concealed or invisible, though Astral and Ethereal creatures cannot be sensed by the sword.

Nightwind

XP Value: 400 **GP Value:** 2,000

The Shady Dragon Inn

Warduke, an evil warrior, named his *sword +1 Nightwind* since it is the first magical item he has ever found. The sword has no special powers, but was used in an attempt to overthrow Kelek, a kindly wizard-leader of a small territory. Warduke also uses a nightmare as a mount.

Nine Lives Stealer

XP Value: 1,600 **GP Value:** 8,000

Dungeon Master Guide

This always performs 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 it succeeds, the sword does not function, no charge is used, and normal damage is determined.

In Ravenloft: Each time this sword steals a life, a Ravenloft powers check is required.

Nine Steps Draining

XP Value: 1,600 **GP Value:** 8,000

Greyhawk

This weapon appears to be a typical +2 sword, but it also drains energy in progressive steps from 1 to 9 on any hit of 20. Thus, on the first 20 scored it will drain one level, the next, it drains two, and so on until on the ninth 20 it drains nine levels. After that it reverts to a normal +2 sword and can never be made anything else.

Nomog-Geaya's Broad Sword

XP Value: 7,200 **GP Value:** 36,000

Monster Mythology

The avatar's *broad sword +3* has the property of *wounding*.

Oberon's

XP Value: 2,000 **GP Value:** 10,000

Monster Mythology

This avatar's *long sword +3* casts *light* or *continual light* as Oberon wills and once a day can project a *sunray*.

of Odin

XP Value: 3,500 **GP Value:** 17,500

Legends & Lore

During a banquet one day, a mysterious stranger (Odin in disguise) brought this gleaming sword to the Volsung's hall and plunged it into a living tree, saying that whoever could remove it could have it. Only the hero Sigmund could pull it free. He later used it to avenge a terrible wrong done to his family, then passed it on to his son, Sigurd. Sigurd made good use of the weapon, using it to slay the dragon Fafnir and rescue the valkyrie Brynhild from her imprisonment in a ring of fire. Unfortunately, the sword seems to have been lost after Sigurd's death.

The *sword of Odin* is a *dragon slayer*, forged by the dwarfs of Asgard for the purpose of slaying red dragons. While the sword is normally a +3 weapon, against these terrible beasts it becomes a +5 weapon and does triple damage. The *sword of Odin* also shields its bearer against fire damage, whether normal or magical. It can only be wielded by one of lawful good alignment.

Odin's

XP Value: 3,500 **GP Value:** 17,500

Deities & Demigods

Sigurd wields *Odin's sword*, a *dragon slayer +4/+5 vs. red dragons*. In addition to its normal magical bonus, it does triple damage to red dragons and renders him immune to all magical and mundane fire damage.

of Olynthos

XP Value: 4,000 **GP Value:** 20,000

The Milenian Scepter

Emperor Olynthos was renowned for his skill in combat and athletics and his willingness to do anything to win. The sword is yet another example of his hunger for victory. It was enchanted by the wizards of the Academy of the Arcane, and presented to Emperor Olynthos many circles (years) ago. It remains with Emperor Olynthos in his sleep in a crypt beneath the Acropolis, where Olynthos stands as Eternal Guardian of the Milenian Scepter.

The *sword of Olynthos* is a short sword with a well-honed, iron blade. The handle is also made of iron, wrapped with leather, and fashioned in the shape of an eagle's claw clutching a large ruby (worth 7,500 gp). Written along the blade in Milenian script are runes that translate to: "We call upon Palartarkan that this blade might bring health and victory to our courageous Emperor Olynthos!" Palartarkan is the Immortal patron within the Milenian Empire. By speaking aloud the Immortal's name, it is possible to invoke the sword's healing power.

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The sword has a weapon modifier of +4 on attack and damage rolls. Once a day, it may be commanded to heal the wielder by the same amount of damage it inflicts on the next strike. For example, if the wielder strikes an opponent for 10 points of damage (including all modifiers for Strength and the sword's +4 weapon modifier), the wielder recovers 10 lost hit points. The user cannot gain more hit points than his or her normal maximum. The hit points are not permanently lost by the victim, who may heal normally.

Owen's

XP Value: 1,200 **GP Value:** 6,000

The Shady Dragon Inn

Owen the Powerful wields a special *broad sword +1* that flames upon command. When commanded to flame a target, the sword unleashes a fireball of the size dictated by the user (up to 6 dice). The sword has 12 dice of *fireballs* at its disposal each day, and the user has the ability to specify the size of this fiery blast (from 1 to 6 dice).

Paramel

XP Value: 2,000 **GP Value:** 10,000

The Egg of the Phoenix

Paramel is a sword of neutral good alignment (usable by any good character). It speaks when held but does not reveal anything about itself until a single individual is selected to be its permanent owner. This *long sword +3* has an Intelligence score of 14, Ego of 9, and a Total Personality Strength (ToPS) of 23. It speaks Common, Lammasu, and Salamander. It can *detect magic* in a 10-foot radius when commanded and can cast *telekinesis* (as if cast by a 10th-level wizard) once a day.

Please note that ToPS = Int+Charisma+Level; compare totals for determining control. However, *Paramel* usually goes along with the party's wishes—it is neutral good. Remember that swords have Intelligence but no Wisdom, no spirit, and rarely possess a soul. If traded between party members after an "owner" is selected, *Paramel* becomes sullen and refuses to cooperate for 1 week.

Partisan

XP Value: 3,500 **GP Value:** 17,500

Book of Lairs, 1st Edition

Partisan is a neutral *scimitar +5* that causes 1d8+5 points of damage. It speaks the following tongues: Elf, Dwarf, Orc, Goblin, Halfling, Ogre, Kobold, Hill and Storm Giant. It has speech and telepathy, *detects shifting rooms*, *sloping passages*, and *magic*, and has *telekinesis*. Its purpose is to cause paralysis. It has an Intelligence of 17 and an Ego of 19.

Peacemaker

XP Value: 800 **GP Value:** 4,000

Adventures in BLACKMOOR

Peacemaker is simply a *sword +2* owned by Peshwan Na Shepro, Baron of Dragonia.

Peregrine's

XP Value: 900 **GP Value:** 4,500

The Shady Dragon Inn

Peregrine the Hawk wields a *sword +2* with the ability to *charm person* twice a day as though cast by an 8th-level priest.

Phantom

XP Value: 400 **GP Value:** 2,000

Children of the Night

Desmond's rapier, *Phantom*, gains a +1 bonus on all attack and damage rolls, inflicting a total of 1d6+2 points of damage to Small or Human size foes, and 1d8+2 points to larger ones.

Philippan

XP Value: 600 **GP Value:** 3,000

DUNGEONS & DRAGONS Master Set

Philippan was the sword of Mark Antony, a member of the Second Triumvirate of Rome (43 BC). This is a *sword +1/+2 vs. public officials*.

Piercer

XP Value: 7,000 **GP Value:** 35,000

DRAGON Magazine 99

Piercer is a *sword of sharpness*.

Plak's

XP Value: 900 **GP Value:** 4,500

Night's Dark Terror

Plak, the goblin king of the Yellow-Fang Clan, carries a *sword +2* with the ability to cast *cure light wounds* once per day. The command word "silmar" is engraved on the blade.

of the Planes

XP Value: 1,200 **GP Value:** 6,000

DUNGEON MASTER Guide

This magical weapon has a bonus of +1 on the Prime Material Plane, but on any Inner Plane that 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 and Ethereal Planes or when used against opponents from those planes.

In Ravenloft: Ravenloft is essentially part of the Ethereal Plane; therefore, this sword has a +4 bonus in the demiplane.

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Poisonsword

XP Value: 1,200 **GP Value:** 6,000

Mordenkainen's Fantastic Adventure

This 5½-foot-long sword is wrought from crystal-encased iron. A greenish, viscous fluid oozes from its surface. This substance is poison. When the user scores a hit, its victim takes 2d12 points of immediate damage and must make a saving throw vs. poison or die.

Porpherio's

XP Value: 900 **GP Value:** 4,500

Beyond the Crystal Cave

This *long sword +2* can detect magic in a 10-foot radius. It has an Intelligence of 12 and an Ego of 3.

Purta Blue's

XP Value: 2,000 **GP Value:** 10,000

The Duchy of Ten

A lawful good *sword +1*, this blade has an Intelligence of 9, an Ego of 4, and the powers *detect invisibility*, *detect evil*, and find traps.

of Quickness

XP Value: 1,600 **GP Value:** 8,000

DUNGEON MASTER Guide

This is a special *blade +2* that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (such as a *scimitar of speed*), both strike simultaneously.

of Rage

See *Stonefist*, below.

Ratri's

XP Value: 1,000 **GP Value:** 5,000

Legends & Lore

Any being struck by *Ratri's sword* must save vs. paralyzation or be permanently blinded.

Red Death

XP Value: 3,000 **GP Value:** 15,000

POLYHEDRON Newszine 65

Red Death is a *bastard sword +4*, with an Intelligence of 17, Ego 22, and a lawful good alignment. Its abilities (once a day) are telepathy, read languages, *detect magic*, *detect evil*, *strength*, and *heal*. *Red Death* can speak Common and Elf. The sword has a special purpose to defeat evil priests, and its special purpose power is *disintegrate* three times a day. *Red Death's* current whereabouts are a mystery.

Red Robin

XP Value: 800 **GP Value:** 4,000

Adventures in BLACKMOOR

Red Robin, owned by Bascom Ungulian, Baron of Glendower, is a *sword +2* with no special benefits or powers.

Red Sabre

XP Value: 1,000 **GP Value:** 5,000

Legends & Lore

This *sabre +3* casts an *antimagic shell* that does not limit the user's own spell abilities.

Redeemer

XP Value: 800 **GP Value:** 4,000

Dragons of Faith

Redeemer is actually *Wyrmsbane*, the lesser mate to *Wyrmslayer*, sword of Kith Kanan. It is normally a *sword +2*, but it inflicts double damage to dragons and draconians and triples damage to black and sea dragons. This sword cannot become stuck when a Baaz draconian dies. The DM should quietly record the extra damage against the above monsters.

Redeemer can also *locate object* three times a day. If the user desires to find something he knows well and if it is in range, the DM should steer him in the right direction. (See *Wyrmsbane II* for more details).

Rel Astran Sword of Enmity

XP Value: 750 **GP Value:** 3,750

GREYHAWK Adventures

This long sword was enchanted for a paladin from the City of Rel Astra. The weapon has a normal bonus of +1 attack and damage in combat. However, it also raises the wielder's attack and damage rolls by an additional +2 when used against racially hated opponents. Examples of those gaining the bonus include: paladins against chaotic evil creatures, rangers against giant-class creatures, barbarians against wizards, elves against driders and drow elves, and so on.

Ren's Sword of Dancing

XP Value: 4,400 **GP Value:** 22,000

1992 Fantasy Collector Card 22

This is a neutral *weapon +2* both on attack and damage rolls on all rounds. It forces the wielder to make it dance on any second round of combat—the sword fights by itself for four rounds and then *teleports* back to the hand of the wielder for two more rounds. The wielder can verbally command the sword to switch adversaries at any time. The sword has an Intelligence of 16, an Ego of 8, and can read maps and languages of a nonmagical nature. It can also detect

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secret doors, *detect evil* and *good*, and *teleport* up to 600 pounds once a day.

Reptilian Legionnaire

XP Value: 1,400 **GP Value:** 7,000

DUNGEON MASTER Guide

This sword gives an additional +3 bonus against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, and lizard men.

Retaliator

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

Manannan macLir's avatar wields a sword called *Retaliator* that automatically slays his worst enemies, the fire giants, when he strikes (no saving throw). He can also call upon up to 100 HD worth of undersea creatures to fight with him. The creatures must be able to get to the scene of the battle under their own power, but once there, they follow his commands to the letter.

Retaliator II

XP Value: 4,000 **GP Value:** 40,000

DRAGON Magazine 179

Normally a +1 weapon, *The Retaliator* is +5 vs. any creature that has struck the wielder in physical combat within the last hour.

Rutterkin Flatchet

XP Value: 800 **GP Value:** 4,000

Outer Planes MC Appendix

The least tanar'ri, rutterkins, use a saw-toothed flatchet (broad-headed sword that is +1 damage vs. unarmored opponents). The weapon weighs three pounds, is Size L, has a speed factor of 4, and causes 2d4/1d6 points damage.

of the Sands

XP Value: 3,500 **GP Value:** 17,000

POLYHEDRON Newszine 90

When first gazing upon this weapon, most assume it is just an ornamental blade because the entire weapon, including the hilt and quillons, is made of glass. However, the glass has been magically enhanced to make it as strong and durable as any steel sword. The hilt magically adjusts to the wielder's hand to provide a secure grip.

This +1 (or rarely +2) weapon can be used by anyone proficient with scimitar. If the wielder has the nonweapon proficiency of display weapon prowess, then during a successful display (proficiency check) a curtain of whirling sand 10 by 10 by 5 feet can be made to appear up to 20 feet in front of the blade. The curtain operates in all ways as a *dust curtain* spell (from the Arabian Adventures rulebook) except that it lasts for 1d4 rounds.

Once a day the scimitar can cast the *hissing sands* spell, as a 10th-level wizard. The sand movement is controlled by pointing the tip of the weapon in the desired direction. In addition, when the weapon is held, the wielder can at will pass without a visible trace across the desert like a *traceless travel* spell.

Finally, the wielder is protected from the blinding effects of sand. This includes sand blown by the gentle breeze to grains whirling about in sandstorms.

Although the identity of the individual who first developed this enchantment to create a *scimitar of the sands* has been lost, a few sand mages in Zakhara have discovered that the use of the *sand sword* spell followed by other, secret incantations will turn steel scimitars into glass. Further, one or more *glassteel* spells are cast upon the finished weapon, as are *enchant an item* and *permanency* spells.

Sauvagine

XP Value: 900 **GP Value:** 4,500

DUNGEONS & DRAGONS Master Set

Sauvagine was another of Ogier's swords, also made by Munifican. This weapon is a *sword +1 flame tongue*.

Savitri's

XP Value: 4,100 **GP Value:** 27,500

Legends & Lore

Any armor touched by *Savitri's fire sword* must save vs. magical fire, or it falls off.

Scale Cleaver

XP Value: 600 **GP Value:** 3,000

POLYHEDRON Newszine 76

This weapon appears to be a skillfully crafted long sword with intertwining symbols in the language of the rare race of marsh-dwelling elves in the jungles of Chult. Those able to decipher the symbols can tell that the blade was crafted to aid the elves in their long struggle against the lizard men. Against beings with a natural, scaly covering, such as lizards, snakes, dragons, fish, and so on, the weapon is a *sword +5*. In addition, it grants its wielder a magical bonus against foes clad in armor made of natural scales. Against all other opponents, the sword is +1.

Scales of Justice

XP Value: 2,200 **GP Value:** 11,000

Hall of Heroes

Tardeth is unusually possessive of his sword, which he calls the *Scales of Justice*. This intelligent blade, a *long sword +3* (neutral good, INT 15, Ego 8, detect traps, Magic; *heals* once/day. Speaks Common), belonged to Alain, and wit-

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nessed his death. The man and sword understand each other well. Once, long ago, Tardeth became mentally unstable as a result of difficulty in dealing with guilt over his brother's death. Fortunately, "Scales" recognized what was happening, and took control of its possessor. It prevented a major tragedy. Since then, Tardeth has come to rely on Scales as a sort of security blanket should such an event again occur.

Scalebane

XP Value: 900 **GP Value:** 4,500

DRAGON Magazine 99

Scalebane is a *sword +1, +4 vs. reptiles.*

Schakha

XP Value: 3,000 **GP Value:** 15,000

The Temple of Elemental Evil

This *scimitar +1* has an alignment of lawful neutral and an Intelligence of 14. It speaks Azer, Common, Dwarf and the language common to giants. It can detect gems within a 5-foot radius, detect secret doors within 5 feet, and detect traps in a 10-foot radius.

Scimitar of Speed

XP Value	GP Value
+1: 500	2,500
+2: 600	3,000
+3: 700	3,500
+4: 800	4,000
+5: 900	4,500

DUNGEON MASTER Guide

This is a magical weapon, usually of +2 bonus, that automatically grants its wielder the first attack in a round, even though some magical effect might have otherwise slowed the user's 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, the improved figure is three attacks every two rounds, and if three/two 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 the 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 the 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:

Roll	Type
01–25	+1
25–50	+2
51–75	+3
76–90	+4
91–00	+5

Scorbane

XP Value: 2,200 **GP Value:** 10,000

Blade of Vengeance

Scorbane is a sword +2/+4 vs. dragons, triple damage vs. red dragons. It has an Intelligence of 11, an Ego of 11, and a total Personality of 23. It has a neutral good alignment.

Scorbane's blade is inscribed with an enameled red dragon and the hilt is in the form of a dragon's head. At *Scorbane's* pommel, a magical green gem is clenched in the dragon's teeth. This gem has the property of being able to *cure light wounds* (as the spell) on the sword's owner only, three times a day. In addition, Scorbane has the following powers:

- **Detect magic:** 20-foot range, 3 times a day.
- **Find traps:** 10-foot range, 3 times a day.
- **Find secret doors:** 10-foot range, 3 times a day.
- **Read magic:** as the 1st-level wizard spell, at will.
- **Immunity:** To the charm spells of red dragons. This power is passed onto the bearer of the sword.
- **Languages:** Common, Dragon, Elf

Scorbane is proud of its abilities and expects respect even from its owner. It will always seek to kill chaotic evil and lawful evil dragons, subduing only if forced.

If *Scorbane* is found without a scabbard, it will insist that one be found or made for it as soon as possible. It always craves the finest gems for the adornment of its scabbard and demands that other magical swords, already owned, be discarded.

If its demands are denied, *Scorbane* sulks and is surly in its attitudes. Given the opportunity, *Scorbane* will point out to others how niggardly its owner is, treating it as though it were nothing more than a normal sword.

However, if *Scorbane* is well treated, and the owner gives in to its demands and flatters its ego, its vanity will be appeased and it becomes a willing tool, eager to aid its owner in any way possible.

Scourge of Regenerators

XP Value: 900 **GP Value:** 4,500

DUNGEON MASTER Guide

This sword gives an additional +2 bonus to its wielder even when the regenerating creature does so because of a magical device—such as a *ring of regeneration*.

Serpent Slicer

XP Value: 900 **GP Value:** 4,500

POLYHEDRON Newszine 76

Serpent slicers are made of a dull, gray metal and have a caduceus engraved near the hilt. They have steel hilt guards with rubies embedded in them. The serviceable hilts are of plain leather that appears to be well used. These swords are always found in a sheath of dragon hide—the sword prefers to be sheathed in dragon flesh.

Serpent slicers are *swords +1, +3 vs. dragons*. The pommel glows in the presence of any dragon. The sword bestows upon its wielder the ability to speak with any dragon.

Sess'innek's

XP Value	GP Value
Long Sword: 1,000	5,000
Two-Handed Sword: 3,000	15,000

Monster Mythology

The avatar usually employs four *long swords +2* with a *two-handed sword +4* that can *plane shift* (sword-wielder only) once a month and *dispel magic* in a 30-foot radius to a range of 120 feet 3 times a day.

Seventh Blade

XP Value: 7,000 **GP Value:** 35,000

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In the hands of a woman with a Charisma of at least 13, this fine blade operates as a *long sword +1 flame tongue*. The sword can, at will, *detect evil*, *detect magic*, and *detect invisible* with a 30-foot radius. Its extraordinary powers, which can be used twice a day, are *X-ray vision* and *ESP*. The scabbard functions as a *rod of victory*. Neither the sword nor the scabbard can function for males or for women who have a Charisma of less than 13.

Shadowsword

XP Value: 900 **GP Value:** 4,500

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This sword is made from the finest steel, infused with night hag's blood to darken the metal to a deep, almost black, ebony. Once the blade has been forged, it is treated during construction as a +4 weapon. The wizard casts *enchant an item*, *monster summoning IV* to call a shadow, *geas*, and *polymorph object*, turning them into a handgrip for the sword. This is then joined to the blade with a *mending* spell.

Know alignment is placed on the sword by a *limited wish* and *shocking grasp* is added to the mix. The wizard then casts *invisibility* and bathes the sword in a mixture of skulk spittle and blink dog blood. Finally, the wizard binds all the dweomers together with a *permanency* spell.

The resulting weapon varies its attack effectiveness according to the lighting conditions. In bright sunlight, the shadowsword is treated as a normal sword; in overcast conditions, it acts as a *sword +1*; in torchlight, it is +2; in darkness, +3. Once a day, the sword confers *invisibility* upon its user until he or she attacks.

The shadowsword is always of chaotic evil alignment, as must be the wizard who constructs it, the weaponsmith who forges it, and the person who wields it.

Shalandain's Holy Avenger

XP Value: 4,000 **GP Value:** 20,000

1992 Fantasy Collector Card 134

Shalandain recovered this highly magical and intelligent sword from the wreckage of a neogi mindspider. The sword, named *Fate's Promise*, grants a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius, and grants a bonus of 10 additional points of damage upon chaotic evil opponents. In addition, *Fate's Promise* can cast *strength* once a day and *heal* twice a day.

of Shame

XP Value: 500 **GP Value:** 2,500

Secrets of the Lamp

This *scimitar +1* magically impugns the honor of the opponent, upon command. The effect is the same as a *taunt* spell, an opponent with an Intelligence of 2 or more will rush to physically attack the wielder, ignoring his or her own spells and ranged attacks. The opponent is allowed a saving throw vs. spell, which may have a bonus up to +4 if the opponent serves a particularly charismatic leader.

Sh'arien, Sun Blade

XP Value: 3,000 **GP Value:** 15,000

1992 Fantasy Collector Card 20

Sh'arien is an intelligent bastard sword of chaotic good alignment wielded by Ael Ra'kolth. When wielded by someone who is proficient with either the short sword or the bastard sword, Sh'arien feels like a short sword (speed factor and encumbrance), yet causes damage as a bastard sword. The *sun blade* functions as a *weapon +2*, but against creatures of the Negative Material Plane, it is +4. Once a day, Sh'arien can create a *sunray*, a 60-foot globe of sunlight, potent against undead, which Sh'arien rabidly despises.

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of Sharpness

XP Value: 7,000 **GP Value:** 35,000

DUNGEON MASTER Guide

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, tail, tentacle, whatever (but not head)—determined by random dice roll, considering only the sword's bonus of +1:

Opponent is	Modified Score to Sever
Normal/Armored	19–21
Larger than human size	20–21
Solid metal or stone	21

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.

Shazzellim

XP Value: 1,000 **GP Value:** 5,500

DRAGON Magazine 74

Shazzellim is a scimitar of rather poor quality steel but with a keen edge. It has a crosspiece of iron that curves into a set of rearing serpents. Its grip is of leather, dyed red, but this may now have been replaced. *Shazzellim* is neutral evil, has an Intelligence of 16 and an Ego of 14, and communicates by speech (Common, Thieves' Cant, and Orc). It is +1 on attack rolls, can *detect magic* in a 10-foot radius if the bearer wills it while wielding the sword unsheathed, and, in like manner, can *locate object* in a 30-foot radius. It can also detect secret doors in a 10-foot radius at the bearer's will, and read any nonmagical language or map. It can *heal* its bearer once a day, at the bearer's will, and has a special purpose—to slay bards. Any bard struck by *Shazzellim* is disintegrated unless the victim makes a successful save vs. spell.

Shazzellim was created by (or at least created under the orders and with the assistance of) Lauzoril of the Red Wizards of Thay, in order to destroy his primary enemies the Harpers. Little is known of the Harpers; they consist of bards and a few rangers, their device is a silver moon and a silver harp, they operate in the northern regions on both sides of the Great Desert, and they are a secret organization, rather than a band, tribe, or race of people. Of the bards of great power, only Mintiper is thought not to be a member, and of the high-level rangers, only Thulraven and Estulphore are believed to be independent of the Harpers.



It is not clear if the Harpers are anything more than a private club or fellowship at present, although in the past they have acted in concert to keep kingdoms in the northern lands and in the Dalelands reduced in power, and on at least two occasions have forcibly prevented the expansion of farms and settlements into the elven woods. The cause of Lauzoril's enmity toward the Harpers is unknown.

Elminster saw *Shazzellim* when Ahlzul, a captain of the armies of Thay, brought it to Archendale to slay the ranger Dove. Mistakenly, Ahlzul attacked the wrong woman, a knight named Jasilmer, and was himself slain. Ahlzul's men recovered *Shazzellim* and their captain's body, but were later killed by men of Archendale over a code-of-conduct dispute.

Shazzellim disappeared from view briefly, was later identified by the sage Helavaster of Hillsfar when it was brought to that city by the caravan master Lhemako Tarsakh, and subsequently passed into the hands of Lhemako's superior, Meer. The scimitar does not appear to have been passed on to Meer's superiors in Zhentil Keep (unless one of the lords of that city is hiding it from his fellows for some reason), and it may have been stolen, hidden, or passed to another by Meer before his disappearance. The blade's present whereabouts are unknown.

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Shichi's Katana

XP Value: 9,000 **GP Value:** 45,000

New Item

Shichi No Ken, born of noble blood, stands in the shadow of those who lived before her. Greatness she can never hope to duplicate augurs a life of frustration and futility. Shichi No Ken realizes she will never have her own individuality; people who know her will always identify her by the accomplishments of her family—not her own. It has been a long, hard battle, but she thinks she has conquered this anxiety—only time will tell.

Rich, powerful, and aspiring for even more honor for the family, Shichi No Ken's parents wanted her to be groomed and polished, made into the perfect lady. Hoping Emperor Po's favorite nephew would become the next Emperor with the passing of the elder, Shichi was introduced to the nephew. The couple fell in love and bonded in a palace ritual seven months and seven days after his parents publicly announced the betrothal.

Once espoused, she and Hai Chi moved into a large villa in the center of a small village owned by Shichi No Ken's parents. The two were given the honor of receiving 30% of the taxes from the town as their personal income; all the while, the property remained in the ownership of her parents.

After being married for two years, she begat a child, Hai Chi. To his dismay, the midwife told him the firstborn child was a daughter, not a son to carry his birth right. Blaming Shichi for this abhorrent event, he beat the mother and murdered the child.

To this day the town people who witnessed the lamentable event say they saw nothing, but rumors and tales of the incident traveled quickly through the land until they reached the ears of Shichi No Ken's father. A few days later, he rescued the young mother who was still clutching her child—her long-dead child.

He took Shichi to the Seven Roses Monastery in Pe Nok, a city by the coast, where the inquisitive eyes and loathsome spies of her husband's family could not find her. There, the monks healed her, cared for her, helped her recover from the tragic death of her child, and they taught her strength. It is unusual for a woman to be allowed in a monastery, but where gender fails, money succeeds.

She began as a pupil of the Master of the East Wind. Under his patient tutelage, she learned, hoping one day to enact her dreams of revenge on her husband. Until Shichi No Ken learned to vanquish her anger, however, she was unable to master the mental disciplines she needed. After years of methodical control, she learned the mental disciplines.

Hai Chi's spies found Shichi after almost 10 years of searching. Hai Chi and 30 liegemen invaded the Seven Roses Monastery, intent on killing Shichi and the monks who helped her. The young monks fell easy prey to the talents of Hai Chi's apostles, but the masters quickly eliminated the murderous force. The monks never laid hands upon Hai Chi; they left this honor for their companion, Shichi No Ken.

In a fury of repressed feelings and horror, Shichi almost succumbed to the terror in her heart when she saw her husband facing her with the fury of a thousand deaths in his eyes. After several strikes from his vicious hands, she rose to her own defense. Using all the skills taught by the Master of the East Wind, she defeated and killed her husband.

The Emperor's soldiers came soon thereafter to investigate the scene. In the proper manner, the soldiers first asked permission from the Grand Master of Flowers to enter. He, of course, allowed them to enter, but the delay allowed the other initiates to gather Shichi's belongings and create an escape for her.

The soldiers, however, were not there to arrest her. The news of Hai Chi's deeds reached the ears of his father and uncle (Emperor Po), and they had decided to put an end to Hai Chi's tyranny using any means necessary. Since she performed the deed for them, they were saved the disgrace of public execution. Emperor Po and Hai Chi's father both owed Shichi No Ken a debt of gratitude. Hai Chi's surviving apostles, however, still search for her; it is believed that more than 20 of them are still alive.

Shichi No Ken was allowed to return to the monastery, but she refused to stay. Instead, she asked permission to become a "walking initiate." The Grand Master of Flowers approved. As she left, the Grand Master of Flowers gave Shichi a daikyu and a katana, which he had magically enchanted.

As a monk of the Brotherhood of the Seven Roses, she must uphold peace and tranquility above everything else; these are the greatest laws. Naivety is considered a weakness, and she must not allow herself to become too removed from the world; to defeat her enemies, she must understand them.

Paladin by profession, way of life, and attitude, she does not consider herself a paladin, nor does anyone call her Paladin. To call her that would be incorrect. She is treated as a paladin by her deity, Amaterasu, however, and is given the benefits and penalties of that life. Her weapon of choice is the katana, but she enjoys using martial arts in both combat and mental discipline, as well as her daikyu. She does not wear armor of any kind since this detracts from her ability to protect herself properly.

Shichi's katana is a *katana +3* with the ability to *detect evil*. It can cast *banishment* by touch

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once a week, *remove curse* three times a day, and cast *cure serious wounds* once a day on anyone other than the owner. In addition, her katana has all the functions of a paladin's *holy sword*, which projects a circle of power 30 feet in diameter when the sword is unsheathed and held. The power dispels hostile magic of a level up to the paladin's experience level.

Shichi No Ken, 6th-level Paladin: Str 18/96; Dex 17; Con 18; Int 15; Wis 18; Cha 17; AC 7; THAC0 15; hp 72; Alignment: LG; **Languages:** Wa, Shou Lung, Common; **Weapon Proficiencies:** katana, daikyu; **Martial Arts:** choke hold, eagle claw, flying kick, missile deflection, iron-skin, weapon catch; **Nonweapon Proficiencies:** calligraphy, etiquette, horsemanship, music, painting, poetry.

Shimmering Blade of Shin Ginsen

XP Value: 17,000 **GP Value:** 51,000

Kara-Tur

The infamous *Shimmering Blade of Shin Ginsen* is one of a pair of matched swords, forged on the day of the two half-brothers' (Shin Lu and Shin Ginsen) birth. The other sword is known as the *Floating Blade of Shin Lu*. The weapon is a *sword +3* in the butterfly-tipped Shou style, and has the following powers: vorpal blade, *luck blade*, *illusion*, and *charm* 3 times a day. However, in the presence of the matching blade, the sword becomes a mere magical blade (with only the bonuses to attack and damage in force), unable to tap into its greater powers. The blades are currently on display in the Capitol of T'u Lung. The *shimmering blade's* alignment is lawful evil.

Shina-Tsu-Hiko's

XP Value: 5,000 **GP Value:** 25,000

Legends & Lore

Shina-Tsu-Hiko's avatar's sword slices through any armor as though the wearer's AC was never better than 5.

Shock Blade

XP Value: 1,200 **GP Value:** 6,000

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There are perhaps a score or more of these magical weapons throughout the Realms. While of many different sizes, the swords are often identified by the large opals fitted to their hilts.

A *shock blade* inflicts a bonus of 2 points of electrical damage (over and above its normal bonus) on every strike; metallic armor and shields (even if magical) are discounted for attack roll purposes, as the tiny arc of energy can hit its target even though the sword itself may have missed. In addition, the wielder is protected as if by a *ring of shock resistance* (+3 on saving throws vs. electricity, –2 per die of damage). Finally, the bearer may *call lightning* twice daily if a storm is in the area.

Shu's

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

In combat, Shu's avatar employs a gleaming *short sword +5*. Anyone struck by this weapon must save vs. breath weapon or be caught up in a great wind and carried from the battle. Such persons suffer 3d20 points of damage and are moved one mile away for each point inflicted.

Sif's

XP Value: 3,000 **GP Value:** 15,000

Legends & Lore

Her *sword +3* renders her invulnerable to spells from the illusion/phantasm school.

Silencer of Bodash

XP Value: — **GP Value:** —

Book of Artifacts

The *Silencer* of Bodash is a mighty two-handed broad sword almost 7 feet in length. Its blade is long and straight and made from an unidentifiable alloy of red metal harder than enchanted steel. The blade is diamond-shaped in cross-section and is unusually wide—nearly 7 inches at the hilt. The only decoration appears on the crossguard—a red, glowing rune of ancient design whose meaning is now lost. The hilt is made of black, watered steel and wrapped with braxat hide. The pommel is crafted in the shape of a serpent's skull.

The sword appears to be too large and unwieldy for any warrior short of a half-giant's stature, but it is amazingly light and well-balanced. The massive blade is far lighter than a steel edge of the same size. This sword is usually only found on Athas.

In the ancient wars that ravaged Athas, the city of Bodash was a great neutral power. Its armies and magicians jealously guarded the lands of the city-state while the rulers refused all offers of alliance with the warring defilers and preservers. Eventually, the great defiler warlords decided to eliminate Bodash, and a great host gathered to destroy the city.

The leader of this host was a human defiler, a warlord named Irikos, "the Left Hand of Rajaat." It was Irikos's ancient duty to destroy the race of orcs, and when the last orc was no more, he turned to the conquest of all who did not stand with Rajaat's captains.

Irikos possessed a powerful weapon called *The Silencer*. Using this weapon, he and his host systematically destroyed the armies of Bodash and

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sacked the city. Still, the last and most powerful sorcerers of Bodash managed to cast a mighty spell of destruction against the defiler warlord, which blasted Irikos to ashes even as his hordes threw down Bodash with fire and sword. Only *The Silencer* survived.

About three Kings' Ages ago, a wandering adventurer named Rimmon discovered the ancient weapon in the heart of Bodash's ruins. With it, she led a band of heartless raiders and rose to great power. However, Rimmon dared too much. In her arrogance, she gathered a horde to attack Balic, but only succeeded in angering Andropinis himself. The sorcerer-king and his soldiers slaughtered Rimmon's desert rabble, although it is recorded that the bandit-queen slew a hundred half-giants with *The Silencer* before she was killed herself. The sword was reportedly carried away by one of Rimmon's lieutenants, a wily elf who escaped to the wilderness.

Over the years, *The Silencer* has appeared in the hands of a succession of slave tribes, raiders, and savages. Twelve years ago, it was recovered by a patrol of Tyrian soldiers from the lair of a fierce bandit and brought back to Kalak's armory. But with Kalak's death, the sword disappeared again. It is thought that one of Kalak's templars took the blade and fled into the desert.

The Silencer is a powerful and evil weapon that deludes its owner with dreams of glorious conquest and righteous destruction. In fact, its extremely impressive array of offensive powers lends a fair amount of credence to these urgings, and there are few more powerful weapons to be found anywhere on Athas. However, *The Silencer* is a "double-edged sword."

In dealing with *The Silencer*, the old adage of "He who lives by the sword, dies by the sword," is remarkably accurate. If a PC gets his or her hands on the sword, allow the character to become intoxicated with new-found power. With a weapon of this great might, a character could unite the raiders of the desert, tame the thri-kreen of the Hinterlands, or master the giants of the Silt Sea. In time, the character could rattle the golden thrones of the sorcerer-kings themselves!

Yet one day it will come to an end.

Like all the petty warlords and bandit-kings who have previously owned *The Silencer*, the character eventually finds that he or she is confronting an enemy beyond even the power of *The Silencer*. The character's empire will then collapse around his or her ears before the might of an angry sorcerer-king—or the Dragon itself.

Another campaign use for the sword lies in its potential as a weapon for good. A great quest in search of a weapon potent enough to assassinate a sorcerer-king might be built around the legendary blade. Tracing the weapon's bloody trail across the Tablelands and bringing it to bear against a villain could make a fine adventure.

Several of the sorcerer-kings in the Tyr region know of this weapon and remember it from Irikos' days. They recognize the potent threat it poses and act to take it for themselves or destroy it altogether. The PC who holds the weapon is inviting the wrath of the sorcerer-kings themselves!

Constant Powers: *The Silencer of Bodash* is a *two-handed sword +5* that swings like a long sword. The blade is incredibly sharp—it ignores any nonmetal armor and passes through it without resistance. (Targets wearing nonmetal armor are effectively AC 10, but may count magical adjustments and Dexterity bonuses.) Tree trunks and stone walls can be hacked through at a rate of 10 feet per round. The sword also provides a +2 Armor Class bonus to its owner.

Invoked Powers: By swinging the weapon in great, horizontal sweeps, the wielder can effectively attack all creatures in a 10-foot circle. The swordsman suffers a –4 attack penalty when assailing multiple targets this way, unless the enemy is very tightly packed (a shield-wall or pike formation). If the wielder uses the blade in such a reckless fashion, he or she must also make attack rolls against any allies within the 10-foot radius of the sword.

Three times a day, the sword can release a mammoth blast of pure force at any target up to 20 feet

away. This has the effect of a 40-foot-square *earthquake* spell. Gates are sundered, walls collapse, small buildings are destroyed, and trees uprooted. When aimed at living creatures, a normal attack roll must be made (as if firing a missile weapon, and without the sword's magical bonus). Any creature hit suffers 5d10 points of damage.

Three times a day, the sword can project a Tower of Iron Will psionic power for up to one turn.

Random Powers: The sword possesses three abilities from **Table 1–11: Enchantment/Charm**, and one ability from **Table 1–23: Protection**.

Curse: The sword thrives on bloodlust. Every week, the character must save vs. death magic or permanently lose 1 point of Wisdom.

The sword also inflicts *artifact possession*, seeking to drive its owner to deeds of glory, conquest, and violence. The owner may attempt to seize command of any group, of any size (the bigger, the better), and lead those forces against any foe. Worse still, the possessed character develops a fanatical hatred of those who would defy or imprison Rajaat.

Suggested Means of Destruction:

- Melt *The Silencer* in the Dragon's breath.
- Break it on an anvil of meteoric iron.
- Dissolve it in the foam of the sea (suitable only on Athas).

Singing

XP Value: 1,600 **GP Value:** 10,000

The Magister

It is rumored that these relatively recent additions to the armories of the world were created for use by the Harpers. Certainly the primary attribute of the sword has to be created with some connivance of one or more bards. With their usual taciturnity, the Harpers are not taking any credit for them, and no bard has actually been seen using one—though this may be more a factor of a dislike of competition than holding the sword in disfavor as a sword.

This is a silver bastard sword that sings constantly, and loudly, while drawn. It is +3, but this may be temporarily negated by magical *silence*. While the song is heard, the bearer of the sword is infused with a sense of confidence and excitement, and never checks morale. The song confers upon the bearer immunity to *charm*, *command*, *confusion*, *fear*, *friends*, *repulsion*, *scare*, and *suggestion*. *Emotion* cast on the bearer only evokes a rage result (focussed on the spellcaster). The sword's song can still shriekers and negate the song effect of harpies, but a bard can easily negate its powers by singing a counterharmony. The sword's song can entrance intelligent creatures of up to 2 Hit Dice (not including undead or creatures from other planes). If such creatures fail to save vs. spell, they are subject to a *suggestion* from the sword's bearer. Anyone capable of using a sword can use these swords, though it is rumored that some have been created with sentience and alignment, usually good.

Siva's Scimitar

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

Anything hit by the avatar's scimitar must save vs. disintegration (items) or death magic (beings). Failure means the item or being has been disintegrated and cannot be reconstructed (raised or reincarnated).

of Skewering

XP Value: 3,000 **GP Value:** 15,000

The Rogues Gallery

This sword is lightweight and appears to be somewhat flimsy, but it is a powerful magic weapon. Although it has no bonuses to attack or damage and only does damage equal to a short sword, it can negate the bonuses given to magical armor. Therefore *plate mail +4* would be treated as if it were Armor Class 3 when determining whether this weapon would score a hit. It does not negate magical bonuses for attacks by other weapons on that opponent, nor does it permanently cancel any bonuses. The sword may also strike any monster not normally hit by nonmagic weapons.

Slayer

XP Value: 40,000 **GP Value:** 200,000

Legends & lore

Slayer kills anything its blade touches (no saving throw allowed). If used to kill for food, the meat cannot be eaten—it has no nutritional value and is unpalatable.

Snakebane

XP Value: 1,000 **GP Value:** 5,000

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Snakebane is a *sword +1, +4 vs. reptiles*.

Snoop

XP Value: 2,000 **GP Value:** 10,000

The Temple of Elemental Evil

This *long sword +1* has an alignment of NG and an Intelligence of 13. It can communicate through empathy and can *detect invisible* and *detect magic*, each to a 10-foot range.

Snow on the Mountain

XP Value: 1,500 **GP Value:** 7,500

The Duchy of Ten

Sher Yakub owns a silver neutral-good *sword +1* named *Snow on the Mountain*. This weapon has an Intelligence of 8 and an Ego of 5 and has the

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powers *detect invisibility*, *flying*, and *healing*. All powers can be used once a day.

Soulblade

XP Value: 3,000 **GP Value:** 15,000

The Astromundi Cluster

Soulblades are dreadful weapons, more feared than any other handheld weapon in the Astromundi Cluster. Carved from shadowstone, *soulblades* are similar in size to short swords, though each individual blade has a unique design and decorative pommel. *Soulblades* are +2 magical weapons and cause 1d6+2/1d8+2 points of damage, whether the blade resembles a short sword or a small khopesh.

Created by special sunmagic rituals, these blades always flicker with cold white flames. The flames cause no additional damage to sun mages, but they will cause a loss of 1d4 hit points to those who are not sun mages. The flames can also destroy cloth or nonmetallic armor with a successful strike; they will engulf leather or padded armor (and any normal clothing, ropes, and the like) and consume it within one round (magical clothing or armor gains a saving throw against this effect.).

If exposed to sunlight, a *soulblade* begins to glow, its flames slowly turning red and brightening to the intensity of a light spell. After three rounds in direct sunlight, the wielder may fire a 30-foot-long beam of fiery energy that causes 1d10 points of magical fire damage. The wizard must roll a melee attack as normal, but receives a +2 magical bonus to this roll. No natural or magical resistances to fire provide any defense against this attack. After this energy discharge, the sword returns to its normal, dark color with white flames. *Soulblades* can only release this stored energy five times a day; after the fifth use it cannot absorb any energy for 24 hours.

of Souls

XP Value: 2,000 **GP Value:** 10,000

Halls of the High King

The favored weapon of the evil Iyachtu Xvim, this infamous sword is a giant *scimitar +3* that drains two life energy levels whenever it strikes a living opponent (no saving throw). The truth of its origins is lost in conflicting legends; it is known to be much heavier than most humans can comfortably use in battle (weighing about 30 pounds) and is of lawful evil alignment. Creatures of other alignments who touch the scimitar feel a sickening, wrenching pain (–1 on attack rolls and Dexterity ability score while in contact with the weapon). Further, they suffer a loss of 1d4 points per contact (or per round of continuous contact) if they are of any evil alignment, or a loss of 1d12 hp if they are not.



Soulseeker

XP Value: 1,500 **GP Value:** 7,500

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From the volcanoes of the Great Sand Sea come large amounts of lava, some of which has large chunks of obsidian in it. The desert nomads have learned the art of flint napping and have used obsidian tips on their spears for centuries. Highly skilled artisans are able to make large blades for daggers—*Soulseeker* is such a blade.

A war fought deep in the Underdark's caverns resulted in the destruction of many of the evil creatures involved. The remains of some of the vilest fiends were melted into a magical lava flow, forming an especially large hunk of obsidian. One of the great blade makers used this piece of obsidian to make *Soulseeker*. The name is derived from the fact that the fiend's flesh in the blade is constantly seeking a soul for itself. This blade has killed many times and still seeks more souls.

The blade traveled from the Great Sand Sea to the trading cities. A blade collector in Waterdeep sent for the dagger, but *Soulseeker* never reached its destination because it was stolen from the trading caravan. The last known rumor is that the blade is in the hands of Waterdeep's black market, perhaps having made its way to the city of Skullport.

Soulseeker has a 30-inch, glassy black obsidian blade that is approximately 4 inches wide at

the guard. The blade was made using flint napping and has a slow taper, reaching down to the point. The handle is fossilized ivory, the guard is gold with inlaid onyx runes, and the butt cap is also of gold and onyx. The blade travels in a silk-lined case made of ebony, with golden hinges and a cover that is a thin sheet of translucent obsidian.

Soulseeker is +2 on attack rolls and +5 on damage rolls. It can *soul steal* on a failed saving throw vs. death magic, *detect evil/good* in a 60-foot radius, *detect invisible objects* in a 10-foot radius, and *detect magic* in a 30-foot radius. It has an Intelligence of 17, an Ego of 11, and its alignment is chaotic evil. *Soulseeker* is able to communicate in Common.

This blade has one of the sharpest edges known. Obsidian edges are prized by nomadic healers for use in surgical procedures. The strongest power of *Soulseeker* lies in the stealing of souls. Anyone who is hit by the blade with a natural 20 must save vs. death magic or lose his or her soul to the blade, dying at once. If the victim dies from a hit by the blade, the character's soul is automatically taken into the blade, and resurrection becomes impossible. Only a *wish* spell will bring back a soul and permit resurrection. Those of alignments other than that of the blade suffer 1d6 points of damage every round they touch any part of this weapon, unless they are victims and suffer damage as detailed otherwise.

Soulseeker makes no pretense of its true goals, but it is remarkably seductive to any chaotic-evil being that grasps its hilt. It always tries to control its owner, urging the user to slay victims at every possible turn, seeking all souls possible, though it will encourage stealth and duplicity to keep the killing spree going as long as it can. *Soulseeker* especially seeks victims of high level or high social standing, gladly stealing the soul of a great wizard, mayor, priest, or general.

Soulseeker saves against attacks as rock +2 and can be destroyed in any number of ways. Two good-aligned churches, one assassins' guild, and four adventuring parties are currently seeking this weapon to destroy it—or to use it.

Special

XP Value: Variable **GP Value:** Variable

DRAGON Magazine 99

The **Magical Sword Tables** in the *DMG* are more than adequate for most purposes. There are, however, two problems with the magical sword creation system. First, no experience point or gold piece value is given for primary abilities, extraordinary abilities, purpose swords, or languages. Certainly, a sword with any of these characteristics is worth more than an identical sword without them—but how much more? Secondly, the list of extraordinary abilities for swords is relatively short and this could create a situation where members of an adventuring party possess very similar weaponry in a long-term campaign.

Primary abilities are as they appear in the *DMG*, because they are all powers of detection, and the existing abilities cover all necessities. What is new here is the addition of gold piece and experience point values of swords possessing these abilities.

The extraordinary abilities, on the other hand, have been greatly expanded without perverting the original intent of the table. All spell powers granted by extraordinary abilities function at 8th level, and each is accompanied by additions to experience point and gold piece value. In the original *DMG*, it appears that sword abilities have levels of use as low as 6th, in some cases. This was increased to 8th level across the board, as some swords in the *DMG* tables could *heal* or *teleport*. Thus, *levitation*, *fireball*, *strength*, and *magic missile* are at the 8th level of ability when cast from a sword. It is suggested that all extraordinary powers be usable only with the knowledge of a command word or phrase.

The greatest change in this entry is in the area of purpose swords. The original list of victims for purpose swords ignored subclasses or (perhaps) assumed their inclusion with the major classes. The original list also lumped all monsters together in the same category. A new table divides monsters by type or major grouping. Several purpose abilities, as well as experience point and gold piece values for those purposes, were added to the tables.

Creating a table for languages spoken by a sword would be a monumental task. This is especially true since many monster descriptions in the MONSTROUS MANUAL books and the MONSTROUS COMPENDIUM indexes do not say whether or not monsters have a spoken language. Therefore, languages may be assigned for magic swords in several ways, using any or all of the suggestions below.

1. A language may be assigned to every creature of at least low Intelligence. Most semi-intelligent creatures have a primitive spoken language of a few dozen words.
2. Creatures such as fiends and extraplanar creatures have a common tongue capable of expressing most ordinary concepts. Other creatures possessing common tongues might include elementals, daemons, dragons, modrons, and so forth.
3. Sword languages can be assigned as the DM sees fit, or may be rolled on the encounter tables for the lands where the campaign is taking place. This takes into account factors such

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as where the sword was made, where it was intended to be used, and the relative frequency of various creatures in the campaign.

The encounter tables from the MONSTROUS COMPENDIUM appendices are the most up-to-date yet published, and are admirably suited for use in generating languages for swords. A wizard enchanting a sword for use in the tropics would not bother enchanting the sword to speak the white dragon's tongue. Similarly, in the desert, a sword that spoke the language of unicorns would have no great value.

The personality of a sword should be considered. To begin with, each sword, whether intelligent or not, should have a name, preferably engraved on the blade or hilt. All Intelligent swords should have a definite personality. A random table for sword personality cannot be created, because personality depends, for the most part, on alignment, abilities, Intelligence, Ego, special abilities, and purpose, if any. The language spoken would have an effect upon a sword's personality; thus, a Pixie-speaking sword should be different from a sword that speaks Manticore. Magical swords have to be played by the DM just as any nonplayer character would be played.

The benefit of a sword name should not be overlooked. Compare *Excalibur*, *Anduril*, and *Stormbringer* to "my *gem detection sword +3* that speaks Orc." Names should relate to sword powers, origins, or the original owners if possible, and they may or may not give clues to their abilities. Each DM's imagination must do the work. Under **Sword** and **Dagger** are many examples of weapon names that should your creativity flowing.

The following are expanded and revised tables for the random generation of magical swords. They derive from the *DMG*, 1st Edition Tables.

Table 1. Sword Intelligence and Capabilities

Roll	Int	Abilities	Communications
01–75	None	None	None
76–83	12	1 Primary	Semiempathy
84–89	13	2 Primary	Empathy[1]
90–94	14	2 Primary	Speech[2]
95–97	15	3 Primary	Speech[3]
98–99	16	3 Primary	Speech[4]
00	17	3 Primary	Speech, telepathy plus 1 extraordinary power[5]

[1]The owner receives a signal (a throb or a tingle) and feels urges when the ability functions.

[2]The sword speaks its owner's language plus 1 or more other languages—indicated on **Table 6**.

[3]The sword can also read languages and maps of any nonmagical sort.

[4]The sword can read magical writings as well as other languages.

[5]The sword can use either communication mode at will, with language used like any speaking sword.

Table 2. Sword Alignment

Roll	Alignment	Roll	Alignment
01–05	Chaotic good	31–55	Lawful good
06–15	Chaotic neutral	56–60	Lawful neutral
16–20	Chaotic evil	61–80	Neutral
21–25	Neutral evil	81–00	Neutral good
26–30	Lawful evil		

Table 3. Sword Primary Abilities

Roll	Ability	XP Value	GP Value
01–11	*Detect elevator/shifting rooms/walls*, 10′ radius	60	300
12–22	*Detect sloping passages*, 10′ radius	60	300
23–33	*Detect evil or good*, 10′ radius	120	600
34–44	*Detect gems*, number and kind, 20′ radius	240	1,200
45–55	*Detect precious metals*, kind and amount, 20′ radius	240	1,200
56–66	*Find traps*, 10′ radius	240	1,200
67–77	*Detect magic*, 10′ radius	240	1,200
78–82	*Detect secret doors*, 5′ radius	120	600
83–87	*Detect invisibility*, 10′ radius	240	1,200
88–92	*Locate object*, 120′ radius	180	900
93–98	Roll twice, ignoring scores of 93–98		
99–00	Roll on Table 4 instead		

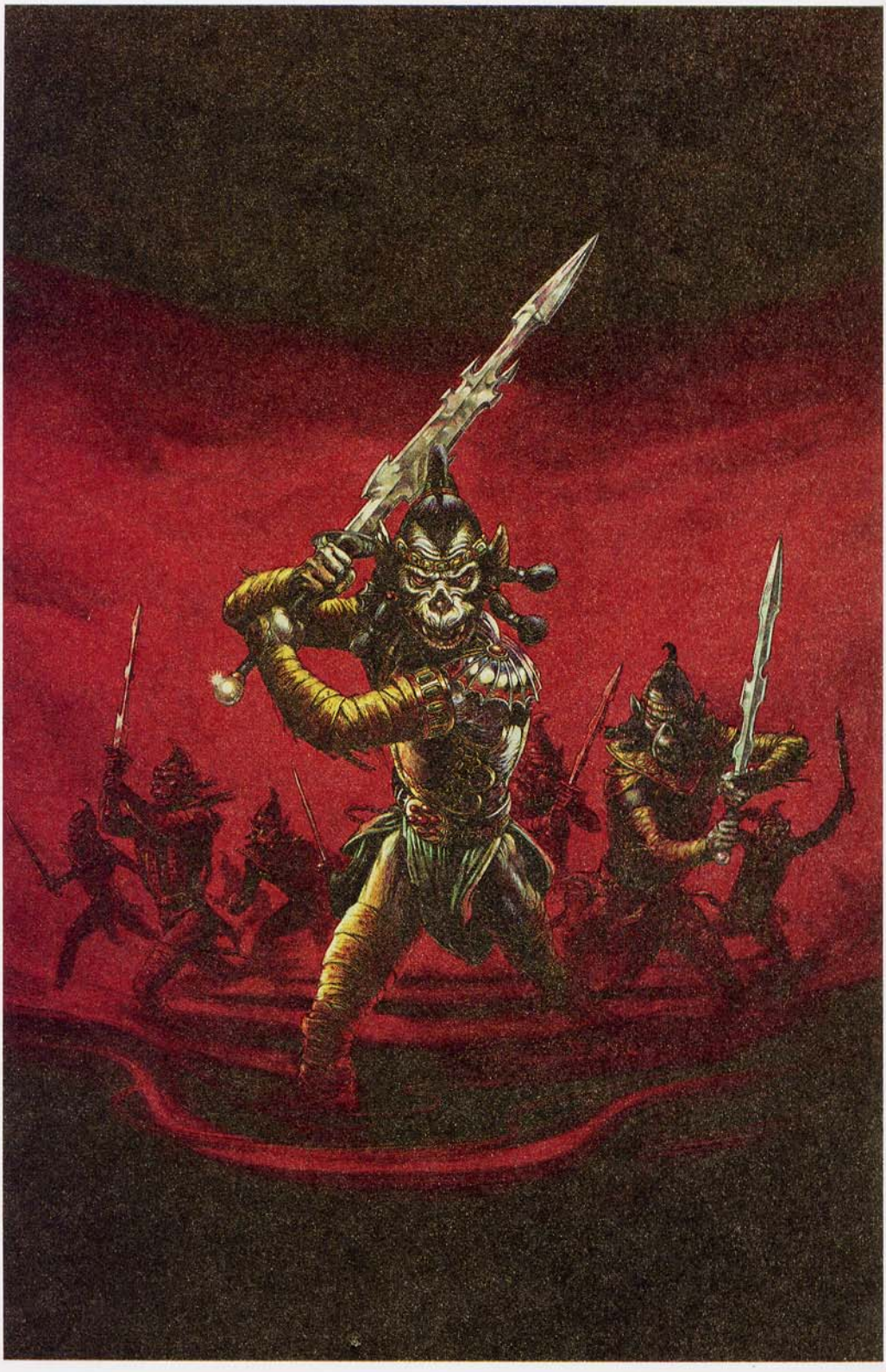
Note that the *detect good/evil* sword power is one or the other, according to the alignment of the sword. (Evil swords *detect good* and vice versa.) Neutral swords detect one or the other (50% chance).

If the same primary ability is rolled twice, the radius of the power is doubled.

All abilities function only when the sword is drawn from its scabbard and held and the possessor is concentrating on the desired result. A sword cannot fight and detect at the same time.

The experience-point and gold-piece values in the above table are based on, among other things, the value of *wands* with similar powers, and the *swords* are much less valuable than the *wands* (despite the fact that they have no charges to exhaust) for several reasons. First, few *swords*

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have the detection radius of the corresponding wand (for example, a *wand of magic detection* has a 30-foot radius, while the corresponding sword has only a 10-foot radius). Secondly, the swords' values derive primarily from the fact that they are, first and foremost, weapons—most detection abilities are "icing on the cake." Thirdly, a sword is not exactly an innocuous detection device. (Ever try to slip one up your sleeve?) Thus, the gp values range from 300 to a of 1,200, based on perceived value to fighters and other sword users.

Extraordinary powers are, by definition, better than primary abilities. The weakest *extraordinary swords* are worth as much as 1,500 gp, and some of the mightiest are worth up to 3,000 gp. They come in three general types (offensive, defensive, and miscellaneous) and in low, medium, and high levels of power. Gold piece values assigned to each category are as follows:

	GP Values		
Power	**Low**	**Medium**	**High**
Defensive	1,500	1,800	2,100
Offensive	1,500–1,800	2,100–2,400	3,000
Miscellaneous	1,500–1,800	2,100–2,400	2,700

Table 4. Sword Extraordinary Powers

Roll	Ability	XP Value	GP Value
01–03	Add sword's plus to saving throws, 1/day, one turn duration	300	1,500
04–06	*Animate dead*, 1/day	420	2,100
07–09	*Charm person* on contact, 3/day	360	1,800
10–11	*Clairaudience*, 30′ range, 3/day, one round duration	360	1,800
12–14	*Clairvoyance*, 30′ range, 3/day, one round duration	360	1,800
15–17	*Color spray*, 2/day	360	1,800
18–20	*Command*, 3/day	300	1,500
21–22	*Cure light wounds* on self, 3/day	300	1,500
23–24	Determine direction and depth, 2/day	300	1,500
25–27	*Dispel magic*, 2/day	480	2,400
28–30	*ESP*, 30′ range, 3/day, one round duration	480	2,400
31–33	*Fireball*, 8d6, 1/day, 180′ range	600	3,000
34–36	*Fly*, 120′/round, 1 hour/day	480	2,400
37–39	*Gaze reflection*, 3/day	360	1,800
40–41	*Heal* self, 1/day	600	3,000
42–44	*Hold person* on contact, 2/day	420	2,100
45–47	*Hypnotic pattern*, 2/day	420	2,100
48–50	*Create illusion*, 120′ range, 2/day as a *wand of illusion*	480	2,400
51–53	*Invisibility* on self, 3/day	360	1,800
54–56	*Levitate*, 3/day, one turn duration	420	2,100
57–59	*Lightning bolt*, 8d6, 1/day, 120′ range	600	3,000
60–62	*Magic missile*, 4 missiles, 140′ range, 2/day	420	2,100
63–65	*Mirror image*, 2/day	360	1,800
66–68	*Paralyzation* on contact, 2/day	80	2,400
69–71	*Protection from evil/good*, 3/day, 16 round duration	360	1,800
72–74	*Ray of enfeeblement*, 2/day, 35% Strength loss, 30′ range	420	2,100
75–76	*Strength* on self, 1/day, 8 turn duration	420	2,100
77–79	*Silence* on self, 3/day	300	1,500
80–82	*Suggestion*, 2/day on one creature only, 5 turn duration	420	2,100
83–85	*Telekinesis*, 250 lb. wt., 2/day, 1 round duration	420	2,100
86–87	*Telepathy*, 60' range, 2/day	420	2,100
88–89	*Teleportation*, 1/day, 600 pound weight maximum, Initiative modifier of +2 to activate	540	2,700
90–92	*Web*, 2/day	360	1,800
93–94	*X-ray vision*, 2/day, 1 turn duration	20	2,100
95–97	Roll twice, ignoring scores of 95–97		
98–99	Character may choose one power from this table		
00	Character may choose one power and roll for a Special Purpose		

Note that all spell effects, including those concerning magic resistance, saving throws, and so forth, apply as if the spell were cast at 8th-level.

If the same power is rolled twice, the number of uses of that power per day is doubled.

Powers function when the sword is drawn and held and the possessor concentrates upon the desired effect. Most powers require that the user concentrate for at least a full round.

Table 5: Special Purpose Swords—Purpose

Roll	Purpose	XP Value	GP Value
01–04	Defeat opposite alignment	200	1,000
05–07	Defeat law	200	1,000
08–10	Defeat chaos	200	1,000
11–13	Defeat neutrality	200	1,000
14–16	Defeat good	200	1,000
17–19	Defeat evil	200	1,000
20–23	Slay priests	225	1,125
24	Slay druids	225	1,125
25–28	Slay fighters	225	1,125
29	Slay paladins	225	1,125
30–31	Slay rangers	225	1,125
32–34	Slay wizards	225	1,125
35	Slay specialist wizards[1]	225	1,125
36–39	Slay thieves	225	1,125
40–41	Slay assassins	225	1,125
42	Slay monks	225	1,125
43	Slay bards	225	1,125
44–46	Slay avians	200	1,000
47	Slay baatezu	250	1,250
48–50	Slay tanar'ri	200	1,000
51–54	Slay demihumans	250	1,250
55–58	Slay dragons	250	1,250
59–62	Slay extraplanar creatures	250	1,250
63–65	Slay faerie creatures[2]	250	1,250
66–69	Slay giants	225	1,125
70–72	Slay humanoids	200	1,000
73–75	Slay insects	200	1,000
76–79	Slay magic-using creatures	225	1,125
80–82	Slay mammals	200	1,000
83–85	Slay plant life	200	1,000
86–88	Slay poison-using creatures	225	1,125
89–91	Slay psionic creatures	250	1,250
92–94	Slay reptiles	200	1,000
95–97	Slay tanar'ri	225	1,125
98–00	Destroy undead	250	1,250

[1]The particular specialist wizard can be determined by rolling 1d8 on Table 5A1

[2]Faerie creatures are: brownies, centaurs, dryads, pegasi, pixies, satyrs, sprites, sylphs, unicorns, and the like (perhaps including elves, gnomes, and halflings).

The purpose of a neutral sword of "defeat opposite alignment" is to ruin or slay creatures of the extreme alignments (LG, LE, CG, CE).

With regard to the character classes mentioned in the above table, note that "fighter" does not include ranger or paladin, "wizard" does not include specialist wizards, and so on.

A purpose must suit the type and alignment of the sword in question. Good-aligned swords only use purpose abilities on evil creatures, though neutral and evil swords are not so restricted. Thus, a good sword that was created to slay giants would not use its purpose ability to slay storm giants, for example.

When a creature is struck by the sword, the sword will use its purpose ability if the creature is one the sword was meant to slay or destroy. The victim gets a save vs. spell. The power operates only in pursuit of the special purpose, and a character who fails to attack a creature the sword was created to slay, or who fails to kill the creature with the sword, will have at best a strained relationship with the sword—the weapon may, in fact, refuse to use any of its powers for the master until the affront is settled.

Table 5A: Specialist wizards

Roll	Specialist Wizard
1	Abjurer
2	Conjurer
3	Diviner
4	Enchanter
5	Illusionist
6	Invoker
7	Necromancer
8	Transmuter

Table 5B: Special Purpose Swords—Powers

Roll	Power	XP Value	GP Value
01–08	*Cause blindness* for 2d6 rounds	100	500
09–15	*Confusion* for 2d6 rounds	100	500
16–25	Death	200	1,000
26–35	Disintegration	200	1,000
36–42	*Cause fear* for 1d4 rounds	100	500
43–49	*Feeblemind* for 1d4 rounds	150	750
50–56	*Insanity* for 1d4 rounds	100	500
57–66	*Maze*	100	500
67–75	*Paralyzation* for 1d4 rounds	150	750
76–85	*Petrification*[1]	150	750
86–93	*Plane shift*[2]	150	750
94–00	*Quested*	150	750

Any sword determined to have a special purpose is allowed one roll on Table 5A followed by one roll on Table 5B. However, a sword's power is always appropriate to its purpose—a sword that destroys undead would not have *fear* as a purpose power. In a case where purpose and power conflict, simply reroll on Table 5B until a noncontradictory set of characteristics is obtained.

[1]The *plane shifting* power throws the victim to a random plane of existence.

[2]The *petrification* power does not cause the sword to become entrapped in the body of the victim; this

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effect may be undone by a *stone to flesh* spell. Any *insanity* caused will be catatonia, suicidal mania, or insanity involving constant hallucinations.

Table 6. Number of Languages

Roll	Number of Languages	XP Value	GP Value
01–40	1	50	250
41–70	2	100	500
71–85	3	150	750
86–95	4	200	1,000
96–99	5	250	1,250
00[1]	6[2]	300	1,500

[1]On a roll of 00, the minimum number of languages available to the sword is 6. The GP and XP values reflect this minimum. When rolling twice on the table above, add the XP and GP values if the total is greater than 6.
[2]or the total of two additional rolls (ignoring further results of 00), whichever is greater.

Languages should reflect the type of sword and its abilities.

Table 7: Sword Ego

Attribute of sword	Ego points
Each "plus" of sword[1]	1
Each primary ability[2]	2
Each extraordinary power[2]	2
Special purpose	5
Each language spoken[3]	½
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

[1]A *sword +1* has 1 Ego point, but if it has another (higher) plus, the highest is also counted. In addition, *swords* which have no extra pluses but have extra powers add double their "plus" rating for Ego.
[2]If the ability is doubled, double the Ego points.
[3]Round up.

A sword with a neutral alignment can be used by any character whose alignment in any part corresponds with the nonneutral alignment of the sword. However, a neutral good sword (for instance) would dislike the lawfulness of a lawful good character's actions just as much as a lawful good sword would dislike a neutral good character's lack of orderliness. The same would be true for a lawful neutral sword and a lawful evil character, and so on.

Spectral

XP Value: 1,500 **GP Value:** 15,000

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The *spectral sword* is a lightweight, well-balanced weapon. Its hilt is encrusted with jewels and has a skull on the pommel. The blade is noncorporeal and transparent in lighted surroundings. However, in the dark the blade has a bluish cast and smoke appears to dance along its edge. A *spectral sword* can be used by any character, regardless of a character's weapon proficiency. The wielder suffers no proficiency penalties. However, the sword can only be used against undead; all other creatures are unaffected by the noncorporeal blade. Undead struck by the sword suffer 1d10 points of damage. In addition, if the weapon is in the hand of its owner, it gives that character a +4 saving throw bonus vs. undead special attacks that have saving throws.



Spellbinder

XP Value: 1,000 **GP Value:** 10,000

DRAGON Magazine 180

A warrior named Algor and a nameless, evil wizard decided to end their feud of many years with a duel. Algor, realizing his magical inferiority, had a special sword crafted that would absorb spells cast by an opponent. On the day of the duel, Algor presumed he was now superior, but he should not have trusted an evil wizard to fight fairly. At a decisive moment in their battle, the

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wizard was joined by two of his evil cohorts. Simultaneously, all three blasted Algor with spells. Algor was annihilated, and his possessions were thrown across space and time. Several years and many miles away, a farmer found Algor's sword in his field, and traded the blade for animals and equipment. The sword has changed hands many times since. *Spellbinder* was once reported to have been offered as payment for a glass of ale in a tavern. Most of its owners never realized *Spellbinder's* full potential. *Spellbinder* was once known as *Algor's Weakness* after its history was made public by a wizard-sage.

The extremely sharp, layered-steel blade is about 3½ feet long; overall, this well-balanced weapon measures just over 4½ feet. The blade has a single blood groove and two bilateral notches near the base. The handle is of deeply fluted dragon bone with a gold ring at each end of the flutes. The guard is curved toward the point and ends in two claws, each grasping a crystalline sphere. The face of the guard has two large triangular sapphires with their points together. The pommel is conical. If found, the crystal globes will probably already be shattered or absent.

Spellbinder is +2 on attack rolls and +3 on damage. It absorbs (as a *rod of absorption*) up to 12 levels of wizard or priest spells (12 1st-level spells, six 2nd-level spells, and so on) and *detects magic* in a 30-foot radius. It has an Intelligence of 12, an Ego of 11, and a neutral alignment. It can communicate by *empathy*.

This sword can be wielded by members of any alignment. It must be held by the grip to absorb incoming spells; no part of the hand can touch the blade or guard. The crystal spheres absorb the spells, each sphere absorbing six levels. If the wielder attempts to absorb more than this amount in a single round without discharging some of the spell energy, the spheres shatter and the sword no longer absorbs any spell levels until the crystals are replaced (they can be had at glassware shops for roughly 50 gp each, but enchanting each of the spheres with the proper spells is quite a bit more expensive, requiring a wizard of at least the 16th level).

Spellbinder is a bit of a snob and wants an owner that it cannot easily control. In the past, *Spellbinder* has constantly kept on the move from owner to owner, forcing its user to trade it away if he did not measure up to the sword's standards. It is currently seeking an owner who understands the schools of magic, preferably a fighter-wizard. The weapon wants to be polished often and kept in a nice, gem-encrusted scabbard.

The evil wizard who engineered Algor's death has since become a lich. As a side interest, the lich has begun to look into rumors of a sword matching the one Algor used against it years ago, and it would like to obtain this weapon simply to add to its trophy collection.

Spellblade

XP Value 1,000+100/level **GP Value** 6,000+2,000/level

The Ruins of Undermountain

These slim-bladed swords were once plentiful in the Realms. Recently, someone has rediscovered the secrets of making them again; new blades have begun to appear in the Dragonreach area, probably from a source in Sembia. A *spellblade* is a +2 magical weapon. A single wizard spell is cast as part of its making, and after that, the sword is immune to and paramount over that particular spell. Anyone carrying a *spellblade* who is attacked by the particular spell that the blade is linked to is utterly protected against all of that spell's effects. This immunity applies even if the spell is *magic missile* or another 'unerring' spell, or one that a weapon would normally be of no use against.

The blade-bearer can reflect an offensive spell back upon its caster, choose to negate its local effects entirely (allowing a *fireball* to flow directly around the wielder with no effect), or direct it at a target of choice. This decision must be made the round the spell is cast, or the spell is negated. There is no known limit to the negation ability of a *spellblade* against its specific spell. This power does not prevent normal use of the weapon in the same round.

As an item, the *spellblade* is usable by all classes; as a weapon, it is usable only by those allowed to wield swords. To gain the protection of the *spellblade*, it must be drawn from its scabbard with some part of its hilt or blade resting on the bearer's flesh (a warrior's hand or strapped to the leg of a wizard). *Spellblades* guard against specific spells and identical magical effects, such as the *fireball* spell and the *fireball* emitted by a *wand of fireballs*. They do not guard against merely similar effects; for example, a *fireball*-specific *spellblade* would not guard against normal fires, a *wall of fire*, a *meteor swarm*, a *flaming sphere*, or a *delayed blast fireball*.

Most *spellblades* are crafted to protect against offensive spells such as *fireballs*, *lightning bolts*, *magic missiles*, or *charm person* spells; a rare few are made for specific purposes, and can breach *prismatic spheres* or *walls of force*.

Spiritburner

XP Value: 1,200 **GP Value:** 6,000

Islands of Terror

Spiritburner is a sword owned by Diamabel, a chaotic evil fighter of 12th level. The sword is a *flame tongue +3*.

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Stalker

XP Value: 2,000 **GP Value:** 10,000

Howl From the North

Stalker is an enigmatic and powerful weapon that reveals its full powers only in the hands of a ranger. To anyone else, it is merely a *long sword +1*. It has a slender, long blue steel blade, but its hilt, pommel, and quillons are made of a stark black metal that is as hard as adamantite. If Stalker is stared at for any length of time, it seems to have wisps of shadowstuff moving silently across its surface, although this is just illusory . . . or is it?

Stalker is a +3 neutral good weapon when used by a ranger. The ranger gains a +1 bonus to Wisdom and Intelligence while in possession of this blade. The ranger also gains a +20 bonus to all hide in shadows and move silently attempts, and a +4 bonus on tracking skills.

Stalker bequeaths an affinity with dogs and wolves on its owners for an unknown reason. The ranger has a Charisma of 18 when dealing with dogs and wolves (not including worgs, tyrgs, winter wolves, or other canine monsters, such as hell hounds). While holding *Stalker*, the ranger can *speak with animals* (dogs and wolves only) three times a day.

The spells that can be used once a day each by *Stalker's* wielder are *invisibility*, *invisibility to animals*, and *invisibility to undead*. In the process of becoming invisible, *Stalker's* wielder seems to become shadowy and semitranslucent before he fades from sight.

Stalker does have a special purpose, but the sword seems to have never told anyone or had a chance to reveal this to its previous owners, nor the nature of its special purpose power. *Stalker* is an intelligent sword with Intelligence of 14 and an Ego of 11; it communicates by *empathy*.

Starfall

XP Value: 1,900 **GP Value:** 9,500

Polyhedron Newszine 76

Starfall is an exquisite sword that was forged from the heart of a meteorite by an ancient elf weaponsmith who had more than two centuries of experience in his trade. The blade is long and slender, with remarkable balance and an exceptionally keen edge. This gives *Starfall* a +3 bonus to strike opponents in leather, padded or hide armor and a +2 bonus against opponents in metal armors. Its deadly edge delivers an additional 3 points of damage per strike. The unusual metal in the blade reacts violently when it comes in contact with the blood of a dragon, causing an additional 3d4 points of damage when used against dragonkind. The strange and alien metal never dulls or corrodes and receives a +5 bonus on saving throws. It is immune to attacks from rust monsters.

Stonefist

XP Value: 1,000 **GP Value:** 5,000

Greyhawk Adventures

Also known as the *Sword of Rage*, this two-handed sword was enchanted during the reign of Vlek Col Vlekzed. No one is sure if Vlek wielded it himself, though the warriors of the Hold of Stonefist stubbornly (and violently) maintain that. No one doubts that the weapon contains the strength and ferocity upon which Vlek built his domain.

Aside from its normal +2 bonus to attack and damage rolls, the sword allows the wielder to voluntarily enter a state of mindless rage. While enraged, the character gains an additional +1 attack, +3 damage, and an additional +2 hit points per level. (Note: The bonus hit points are lost to damage before the character's own hit points, as a *potion of heroism*.) However, the character also loses any Dexterity bonuses to his or her Armor Class and cannot control the rage until a save vs. spell is successful (one attempt per round).

Stormbringer

XP Value: 8,000 **GP Value:** 40,000

Gods, Demigods, & Heroes

Chaotic in nature, this sword has an Intelligence of 12 and an Ego of 12, is +5 when strik-

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ing, is a *dancing sword*, and drains energy levels. On a roll of 11–20 it will drain all the energy levels from any being if it hits, with a roll of 7–10 allowing it to drain one-half of the energy levels. The energy levels gained from the battle are transferred to the user as Strength of 18/00. It also adds hit points by automatically rolling the proper die for the creature struck. If a wizard is hit, roll 1d4 and multiply the result by wizard's levels. The same is done for all other classes and creatures. The sword becomes sated after draining off 300 energy levels, in which case, after 10 melee rounds, the user reverts back to his or her former Strength and hit points. The sated state lasts for 50 full turns, at the end of which the sword will take another 300 levels.



Sun Blade

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide

This sword's 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 (the weapon appears 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 *sword +2*. Against evil creatures, its bonus is +4. Against creatures of the Negative Material Plane 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 to shed a bright yellow radiance like that of 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 after that, 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 *sunblades* are of good alignment.

Sunsword

XP Value: 3,000 **GP Value:** 20,000

RAVENLOFT

The *sunsword is* a magical long sword. Its blade is a form of crystal *glassteel*, held by a platinum hilt and guard. It glows with dim blue light most of the time. It is a *sword +2* against all creatures except undead. When within 30 feet of any undead, the blade suddenly glows a brilliant blue. The blade is +3 vs. undead (to attack and damage). When used against vampires, the blade flares and sparks when it strikes, inflicting 10 additional points of damage per strike.

Ages ago, Strahd employed a powerful magician to destroy the sword. The first part of the process required that the hilt and blade be separated, then destroyed simultaneously. However, before the hilt and blade could be destroyed, the magician's assistant stole the blade and attempted to flee from Barovia. Though his body was later found in the woods, the blade was never recovered. When it was separated from the hilt, the blade took on the appearance of a normal long sword.

Though the hilt remained in Castle Ravenloft, the blade has never been found. Strahd has always lived in fear that the blade may be reunited with the hilt. Currently, the blade has a normal hilt. If the blade's owner finds the hilt, it will magically leap onto the blade, replacing the normal hilt and becoming the *sunsword*.

Surtr's Flaming

XP Value: 1,000 **GP Value:** 5,000

Legends & Lore

Surtr's avatar carries a *flaming sword +3* that sets anything it touches ablaze (save vs. magical fire to negate) for 1d10 damage each round.

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Surya's Sword of Light

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

Any being within 10 feet of the avatar's unsheathed *sword of light* must save vs. petrification or be blinded for 1d10 turns. The sword automatically *dispels* all *illusion* and *darkness* spells within 20 feet.

Susanoo's Blue

XP Value: 4,000 **GP Value:** 20,000

Legends & Lore

Any being struck by *Susanoo's blue sword* suffers an additional 2d10 lightning damage (save for half).

Susk, the Silent

XP Value: 1,600 **GP Value:** 8,000

DRAGON Magazine 74

Susk is a slim sword of fine manufacture and flawless, oil-slaked steel. It is devoid of adornment and inscriptions. It does not glow or reflect light, so it does not appear to be metal from some far place. Its nickname comes from its magical *silence*—the sword never rings, clatters, scrapes, or emits any sound. A blade struck against it may ring, but *Susk* itself remains silent. The *silence* in no way affects creatures, spells, objects, or any area about the blade.

Susk is +3 on attack rolls, but does normal damage (1d8/1d12). It has no apparent Intelligence or sentience, and only one other magical property—it *levitates* involuntarily. That is, it can never rise, fall, or move in any way by itself, but always remains stationary when released, even if in midair. It can be moved while so floating by being struck with other objects, or by magical effects (such as *telekinesis*), but will stop quickly when such force is removed.

Susk cannot therefore be effectively hurled at an opponent or tossed away to prevent its capture—it will stop mere inches from the point of release and hang in midair. There is no known limit to this ability and no known way to nullify it. Any creature may hold and wield *Susk* without harm. It confers no magic resistance or spell immunities upon the bearer.

Susk is a blade mentioned repeatedly in tales and legends of the north. Its origin is unknown—and curiously, never mentioned in any folklore—but it seems to have always been around in the hands of someone or another. Its present whereabouts are a mystery; the sage Elminster can speak of its location with certainty only over a short span of time beginning some 20 winters ago, when he recognized it in the hands of Abadda, a northern prince of the Fallen Kingdom, who was then a proud wanderer and bandit leader. Abadda was challenged by Distyl of Nesme at the court of Alustriel, High Lady of Silverymoon, in Elminster's presence. During the fight that followed, Elminster and at least one other—the adventurer Urnen of Yartar—recognized the blade for what it was.

Abadda was slain in combat, and Distyl rightfully took the blade. Shortly thereafter he was found dead by his campfire on the Trollmoors, and Urnen was seen in Longsaddle not much afterward, brandishing a blade that was demonstrably *Susk*—to Urnen's eternal dismay—when he let go of it involuntarily in the middle of a tavern brawl, it hung in midair, beyond his grasp, as he was dragged to the floor and stabbed to death.

A local bully, Usk Harpell, claimed the blade, but was found dead in a nearby alley within the night, the blade gone. It disappeared from view at that time, but recent reports from Shadowdale (some six winters back) and Mulmaster (two winters ago) suggest that the strange blade is still "changing hands the hard way" among the adventurers and caravan merchants of the Realms.

Sylabra

XP Value: 2,400 **GP Value:** 12,000

Hall of Heroes

Sylabra is Merith's favored weapon. It is a silver *long sword +3* of chaotic good alignment, with Intelligence 14 and Ego 6. It can *detect invisible objects* (10-foot-radius), *detect magic* (10-foot radius), and glow with a silvery-blue radiance at the bearer's will.

Syrar's Silver

XP Value: 1,000 **GP Value:** 4,000

The Magister

This +1 silver weapon employs a combination of spells devised by the Archmage Syrar. The magic allows the blade to breach the barriers between planes in much the same manner as a cockatrice and similar animals do. Thus, it can strike targets on the Astral and Ethereal Planes that are susceptible to magical weapon attacks. But when wielded for this purpose (user on the Prime Material Plane, target on another plane), it is treated as a normal weapon attack. The +1 to damage applies in all cases.

Anyone holding the sword can see into either the Astral or Ethereal Plane (one at a time) at will, viewing a spherical area with a 30-foot radius centered on the tip of the drawn blade. The user need not employ the sword offensively in order to be able to use the viewing power; thus, priests and wizards can make use of this ability of the sword. However, viewing can only be maintained for a number of rounds equal to the holder's Intelligence, plus 1d4 additional rounds, and the viewing

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ability only functions once a day, regardless of the length of time each viewing is sustained.

Only the sword itself, and never any part of the wielder, or physical objects, or other form of attack or spell, can reach into the other planes. To creatures residing on the other planes, the weapon is clearly visible whenever it is drawn, and its bearer appears as a shadowy, indistinct figure whom they may reach through the planes to attack, but at a –2 penalty.

The viewing ability also works for users on the Astral and Ethereal Planes with respect to their ability to see into the Prime Material Plane.



Taragarth, the Bloodbrand

XP Value: 2,200 **GP Value:** 11,000

DRAGON Magazine 74

Taragarth is a sword of steel fire-blackened along the length of the blade so that only the sharpened edges gleam. On the base of the blade, just ahead of the simple crossbar guard, a rune is etched into the metal. The rune is nonmagical and evidently the mark of the blade's maker, but the name of the maker was lost over time.

Taragarth requires strength and stature to wield, but while it is held unsheathed, the bearer is protected from fire (effects equal a *ring of fire resistance*) and is protected by a *feather fall* if descending 10 feet or more precipitously. *Taragarth* strikes normally but does +3 damage. It does not glow and is not sentient. While gripping *Taragarth* (even sheathed), the bearer is protected from *ESP* and *detection* spells (including *know alignment*). Such spells simply have no effect. This protection does not affect *charm*, *sleep*, other control-related spells, or psionic attacks.

Taragarth is believed to have been forged by Elfgar of Silverymoon in the early days of the North and was given to the champion Aeroth when he led the armies of the kingdoms of the North against the trolls of the Evermoors. The might of the trolls was broken at the Long Battle (nine days' duration) across the moors, and the bloody *Taragarth* was brandished aloft so often by the valiant Aeroth that it was dubbed *the Bloodbrand*.

Much later, when Aeroth was gray-bearded, Rayuth of Silverymoon died, and the throne passed to his son. Aeroth, grieving for his lord (and none too fond of the sadistic, proud Tulven, Rayuth's son), took ship west from Waterdeep, sailing first to the Isle of Toaridge-at-the-Sun's-Setting and later to the Moonshae Isles. There, with his wife and six sons, Aeroth founded the City of Vlan. His descendants, the nucleus of a group swelled by other disenchanted or dispossessed mainlanders, were to become the feuding merchant houses of the Moonshae Isles. But Aeroth's sword was not seen on his voyage, and most legends hold that he left it in Silverymoon, where it has been lost in some concealed hoard or in one of the many warrens of caverns beneath the city. A few sages know that, in truth, Aeroth hid the blade in a ruined well on the isle of Toaridge so that his argumentative sons would not fight over it.

There it lay while ages passed, until an exploration party of illithids found it and carried it to their underground city on the mainland near what is now Beregost. There it was studied for only a short time before a band of adventurers plundered much of the city and gained it.

The names of the band are now lost; one was a fighter who later took service in the Merchant Guards of Amn and died battling bandits on the banks of the Sulduskoon river. It seems likely that he bore *Taragarth*, but no word of it can be found after it (presumably) fell into the hands of the bandits, until a wandering peddler offered it for sale in a market at Berdusk. It brought 400 pieces of gold from an adventurer who recognized it, but he mistakenly told a companion what he thought the sword was, and was dead by the next morning. So was the companion, murdered in turn by the assassin Turl.

Turl carried the blade north to the city of Scornubel, using it to pay off a debt to his guildmaster Iritan. Little is known of Iritan, who evidently ruled the guild with an iron hand for more than 20 winters. One spring Turl appeared in Waterdeep, dying of poisoned wounds, and gave the blade, and more wealth, to the wizard Marune. Much of Marune's wealth was lost in subsequent upheavals, and *the Bloodbrand* fell into the hands

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of an unknown person in Waterdeep. Where it traveled after that is not known, but four winters ago it was brought to Elminster for examination, when he was visiting Westgate, by a swarthy, scarred fighting man of Calimshan who gave his name as Vulph. The present whereabouts of Vulph and of the blade *Taragarth* are unknown.

Tarl Vanovitch's Sun Blade

XP Value: 3,000 **GP Value:** 15,000

1992 Fantasy Collector Card 23

This neutral good weapon is +2 normally and +4 against any evil creatures, but Tarl's blade does triple damage against all undead creatures. Once a day, this blade can be swung over the head to create a bright light similar to that of the sun in a 60-yard sphere for 1d10 rounds. This renders it a particularly effective weapon against vampires as well as other exclusively nocturnal monsters. Tarl's weapon has an Intelligence of 12 (10 Ego points) and the ability to *detect invisible objects* in a 10′ radius.

Tefnut's

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

In combat, Tefnut's avatar can command her sword to transform itself into a *stroke of lightning*. Anyone hit by this weapon suffers normal damage and then must save vs. spell or take an additional 5d20 points of electrical damage.

Tideripper

XP Value: 2,000 **GP Value:** 10,000

Otherlands

This mighty weapon was wielded by Drudarch Takalurion and is still used by Speakers of the Moon to this day. *Tideripper* is a *long sword +4* that is usable only by a good-aligned warrior. The sword can also perform the following functions twice per day—*detect evil* (60′ radius), *detect lie*, *dispel magic*, *heal*, *part water*, and *strength*. In addition, the sword vibrates with anticipation when an evil being of 12 or more Hit Dice or levels approaches within 100 yards.

The wielder of *Tideripper* is unaffected by combat restrictions that apply to water. The wielder fights as if on dry land. There are some legends that say that nine such swords were forged, one for each day of Solinari's quarter in High Sanction. If this is true, there are eight other swords like *Tideripper* scattered throughout Krynn.

Timesweep

XP Value: 3,000 **GP Value:** 15,000

Top Ballista

Santarian Keltander, the pegataur Mayor of Serraine, owns a sword he calls *Timesweep*. Santarian is never without *Timesweep*, his magical *two-handed sword +4*. In addition to its fearful damage (1d10+7), the sword possesses a trio of special properties. First, it is fast. Santarian does not automatically lose initiative with this weapon. Second, he may *slow* an enemy five times a day (the reverse of a *haste* spell). Third, he may *haste* himself and up to six allies for three turns once a day. *Timesweep* is of elven manufacture and has a grip of Clan Erendyl design (the current Royal Clan of Alfheim). Though Santarian does not discuss it, many guess that his family has owned the blade for three centuries.

Token

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 54

Until needed, a token sword appears to be a simple token. When required, it can magically grow from a miniature blade into a full size steel weapon, enabling the owner to smuggle a blade into a forbidden area. The full size sword lasts for 4 turns, then it vanishes. This token is highly prized by assassins.

Tri-Entity

XP Value: 52,200 **GP Value:** 261,000

New Item

Widely known as a maverick, Jett is one of the most loathsome individuals any party of adventurers could ever come across. He never fights fairly, always has the upper hand, and generally uses a squad of permanently *invisible* humanoids to help him combat his opponents. Recently, Prismal has come to believe that Jett is actually the avatar of a devious god of death, though he has yet to figure out which. One reason Prismal has come to this conclusion, is the great weapon of power that Jett carries with him. (At the very least, Jett is probably a "holy" warrior of this unknown chaotic deity.)

This weapon, known simply as *Tri-Entity* or *Turbo*, is a great, unhealthy looking three-bladed sword. The central blade is the equivalent of a *long sword of sharpness* while the two outer blades are similar in size to *short swords of sharpness*. When Jett swings and hits, he causes 2d6+1d8 damage, with a +5 bonus for the weapon's enchantment.

The two outer blades can be shot from the hilt, attacking as *arrows of accuracy +4*. If the arrows miss their target, the blades fly back to the sword like a pair of boomerangs and reattach by the end of the current round.

Across the hilt, the sword has 12 small black knives (about the size of well-balanced pocket knives). These *knives of venom +1* can be thrown by the sword's owner, however they must be found and reattached in order for the knives to

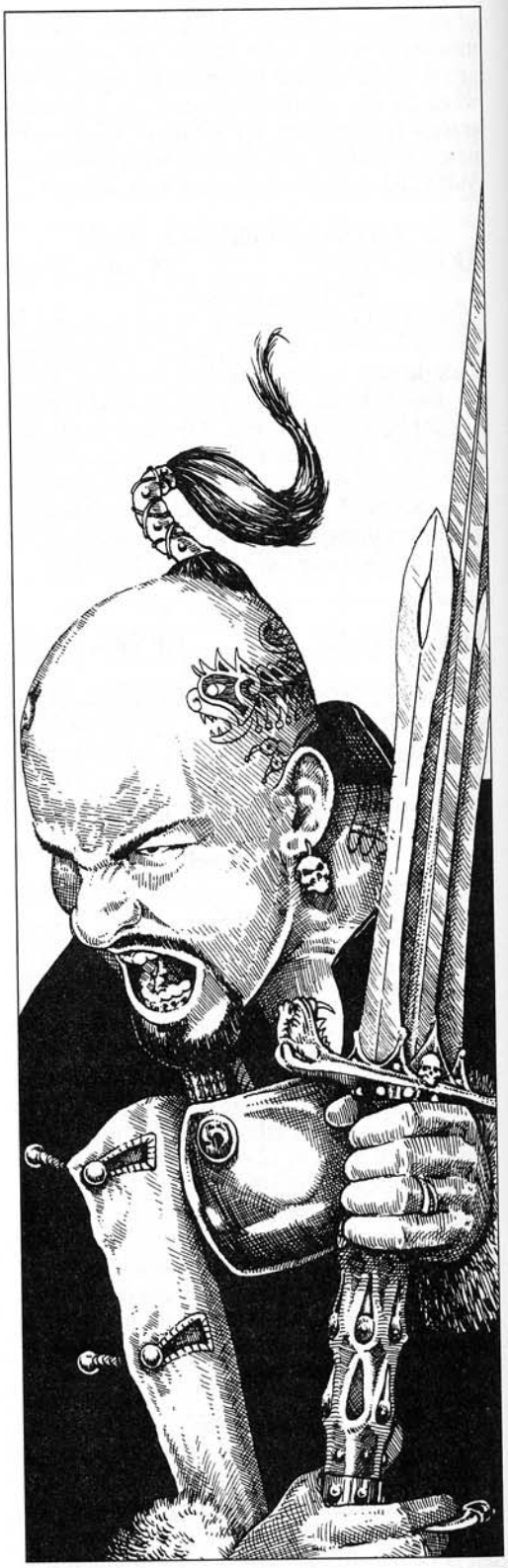
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maintain their venomous qualities. If they are not reattached, they act as normal small knives, causing 1d2 points of damage (+1 for their enchantment).

The equivalent of an *unholy reaver* (with all powers), its primary purpose is the destruction of law and good. It can *detect invisible objects and creatures*, can communicate *telepathically* with its user, and has a chaotic evil alignment. It has an Intelligence of 21 and an Ego of 20. The sword, however, has never tried to control Jett, and it is believed that it cannot, due to Jett's status with his deity.

When Jett's attack roll is a 20, the DM should roll on the following chart to determine the exact effects of the strike. Being a gift from a chaotic deity, the sword's critical table has effects that damage both user and opponent. All results are cumulative where applicable.

Roll	Critical Effect
01	**Life stealing:** Treat as the sword of the same name.
02	**Damage the possessor:** The blow harms the wielder instead of the opponent.
03	**Confusion:** Effect lasts 2d4 rounds, save for half effect.
04	**Double damage to possessor:** The sword transfers double the damage of the strike from the opponent to the wielder.
05	**Disintegrate:** The opponent is *disintegrated* unless a saving throw vs. spell is successful.
06	**Deafness:** Wielder is struck deaf until a *remove curse* or *heal* is cast. No save applicable.
07	**Drain energy levels:** 1d2 levels are drained from the opponent. A save vs. spell is applicable.
08	**Teleport:** Wielder is *teleported* to a random (hospitable) location within 1,000 miles of current location.
09	**Vorpal attack:** Treat as a *vorpal sword.*
10	**Tasha's uncontrollable hideous laughter:** Wielder is struck with 2d4 rounds of the named spell. Saving throw vs. spell applies.
11	**Blindness:** Opponent is permanently blinded. Save vs. spell applies.
12	**Drain energy levels:** One level is drained from the wielder. Save vs. spell applies.
13	**Teleport:** Opponent is *teleported* to a random (hospitable) location within 1,000 miles of current location.
14	**Mute:** Both wielder and opponent are struck *dumb* for 1d4 days (roll randomly for each).
15–20	No special effect.



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The sword also has the following abilities:

- If the user says its name (usually under the breath), it will *teleport* into the user's hand. Jett usually uses this feature to gain a surprise attack.
- The sword has a refillable "dart gun" in the hilt. It holds a total of 20 darts. When activated by a small button, the dart flies from the back of the hilt. The dart has a range of 25/50/100 feet.
- The sword can heal 1d100 points of damage each week (randomly rolled each week). Once these points are used, the wielder (and possibly companions) must wait for the next seven-day period to begin.
- The possessor regenerates missing body parts and heals all scar tissue. This process takes one week per point of damage that caused the affliction.
- If the possessor is struck with a lethal blow, the sword has a 45% chance to *teleport* the wielder away in time (to a random hospitable location within 1,000 miles) to save his or her life. This power can be used once a week.
- If the wielder is killed in battle, the sword can *resurrect* the user, without the usual necessary resurrection survival roll. This power can be used four times a year (at any point within that year).
- If nonevil individuals touch the hilt of the sword, they suffer 1d4 points of damage equivalent to the Negative Energy Plane touch of an undead creature. (The damage can be temporarily halted with the use of the *Negative Plane protection* spell.)

Troll's Bane

XP Value: 2,600 **GP Value:** 11,000

POLYHEDRON Newszine 82

Many years ago, a warrior of Waterdeep was awarded an enchanted sword for helping stave off a troll raid. The warrior took leave of the city, and rumors hinted that he disappeared during a battle near Myth Drannor. Adventurers have been seeking his sword ever since.

Troll's Bane is a sword with a hilt wrapped in dyed-green griffon hide. The pommel is set with a large emerald, and the blade is engraved with the words *Troll's Bane*. The blade is polished to a mirror-like finish and never tarnishes. Normally, the sword is a magical *weapon +1*, but when it is employed against a troll it is +4 on attack and damage rolls. In addition, the blade glows when it is within 40 yards of a troll, and it emits a smoking stench when it strikes a troll. Trolls cannot regenerate damage caused by the sword. The sword communicates *telepathically*, and it can cast a *heal* spell and *strength* spell once a day on its wielder.

Twinkle

XP Value: 3,600 **GP Value:** 18,000

MENZOBERRANZAN™ Campaign Set

This scimitar, a *defender +5*, was given to Drizzt by the famed wizard, Malchor Harpel. The scimitar was forged by the surface elves and glows with an eerie bluish light when enemies are near.

Tyr's Sword of Sharpness

XP Value: 9,000 **GP Value:** 45,000

Legends & Lore

Tyr's avatar carries a *sword of sharpness +3* that also allows him to see invisible objects and *know alignment*.

Undead Slayer

XP Value: 1,200 **GP Value:** 6,000

POLYHEDRON Newszine 76

This is a *long sword +2/+5 vs. undead and necromancers*. Its special powers include the ability to bestow upon its wielder a +2 saving throw bonus vs. undead attacks and necromantic spells. In addition, once a week, the sword can summon a valkyrie.

of Underwear Snatching[1]

XP Value: — **GP Value:** 2,000

POLYHEDRON Newszine 76

This is a rare and powerful *sword of underwear snatching*. If you look closely, it seems the sword wielder on POLYHEDRON Newszine 70 isn't wearing any. Talk about chain mail teddy stereotypes!

[1]This item was part of a contest to name the sword featured in issue 70 of POLYHEDRON.

Uranus's

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

Uranus' avatar wields a sword that cuts through any nonmagical material as if it were cloth. Thus, his enemy's AC is never better than 5 (unless due strictly to Dexterity).

Vainamoinen's

XP Value: 10,000 **GP Value:** 50,000

Gods, Demigods, & Heroes

This *sword +3* has a 12 Intelligence and 12 Ego, speaks, slays monsters, throws a *fear* spell once per turn and is a *sword of sharpness*.

Vainamoinen's II

XP Value: 8,000 **GP Value:** 40,000

DEITIES & DEMIGODS Cyclopedia

Vainamoinen's avatar wields an intelligent *sword of sharpness +3*. The sword speaks, and it can cast a *fear* spell once a day.

Vampiric Regeneration

XP Value: 5,000 **GP Value:** 25,000

DRAGON Magazine 188

Half the damage inflicted by this *sword +2* is immediately bestowed on the wielder, with all fractions rounded down. If the target of the blade is not a living creature (an extraplanar being, golem, or undead, for example), it functions only as a normal magical sword. It cannot otherwise cause *regeneration,* nor will it restore life, limb, or organ. The blade cannot increase the wielder's hit points beyond the character's normal maximum.

Vanya's Wrath

XP Value: 4,000 **GP Value:** 20,000

Into the Maelstrom

This is a *bastard sword +2, +5 vs. fiends*. It is engraved with runes that say, *The Strength of Vanya Protects the Conquerors*. The sword, of neutral-good alignment, is intelligent and speaks Common, all elven tongues, any water elemental language, and Storm Giant. It *reads magic* and can *detect invisible*, *detect creatures with ties to the Negative Energy Plane or the Demiplane of Shadow*. It *teleports* back to Vanya if its bearer is destroyed or killed.

Vasgo

XP Value: 1,200 **GP Value:** 6,000

Adventures in BLACKMOOR

Vasgo is a very special, lawful neutral *sword +2* with an Intelligence of 12 and an Ego of 10. Its powers are *find traps*, *find secret doors*, and *see invisibility*. It can also *read magic* and is blessed with the extraordinary power of *telekinesis*. It speaks Common, Dragon, Dwarf, Elf, Goblin, Halfling, Ogre, and Orc. Vasgo's jeweled scabbard is worth 75 gp. The small emerald mounted in the buckle of Vasgo's sword belt is worth 1,000 gp.

Vergadain's Broad Sword

XP Value: 3,000 **GP Value:** 15,000

Monster Mythology

The avatar's *broad sword +4* detects treasure within 20 feet.

Vhaeraun's

XP Value: 3,200 **GP Value:** 16,000

Monster Mythology

The avatar's jet-black *long sword +4* is *invisible* in darkness. When holding it, the avatar can create a 70-foot range *bladebend* once every six rounds; the blade of any one edged weapon currently held twists about to strike its holder for maximum damage.

Vorpal

XP Value: 8,000 **GP Value:** 40,000

GREYHAWK

The *vorpal blade* differs from a *sword of sharpness* in several ways:

- Its attack roll bonus is +2.
- It needs only 10% over the required score to hit, or an 18 through 20 to sever, and it always severs the neck.
- It will perform in the hands of any lawful fighter, although it requires a paladin in order to act in its *antimagic* capacity.

Vorpal II

XP Value: 10,000 **GP Value:** 40,000

DUNGEON MASTER Guide

Similar but superior to a *sword of sharpness*, a *vorpal sword* 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 head from the neck of an opponent, considering only the sword's bonus of +3:

Opponent is	Modified Score to Severe
Normal/armored	20–23
Larger than human size	21–23
Solid metal or stone	22–23

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 dopplegangers, elementals, and golems).

Warbringer

XP Value: 3,000 **GP Value:** 30,000

DRAGONLANCE Adventures

This gigantic two-handed sword, forged during the Age of Might, was in the possession of the half-ogre bandit, Steeltoe. The fine quality and workmanship of this sword means that it once must have belonged to a nobleman, possibly a Knight of Solamnia. Caramon won the sword when he slew the half-ogre. Caramon brought the sword forward into the future with him. It remains in his family, having been passed on to his eldest son. The sword has a +3 bonus on attack rolls and does 1d8+3 points of damage.

Warlord Blade of the Shield Lands

XP Value: 1,600 **GP Value:** 8,000

GREYHAWK Adventures

This magical *broad sword +2* increases its possessor's leadership ability in combat. Thus, a commander's Charisma is considered to be 18,

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giving a +2 morale modifier to troops under his command. The sword also doubles his or her command radius and gives the commander's troops a +2 discipline modifier.

Weasel

XP Value: 900 **GP Value:** 4,500

Adventures in BLACKMOOR

The Sheriff of Ranshead, Philo Holbytyn, wields a lawful neutral short *sword +1/+3 vs. undead*, called *Weasel*. This sword has an Intelligence of 9 and an Ego of 5 and has the power to *detect evil* and *see invisible*. Since it is well known from earlier days, when it is drawn, all enemy forces within 100 yards must make a morale check at –1.

Whirlwind Blade

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 126

This *sword +1* has from 8–16 charges which, once used, are gone for good. Whenever one charge is expended, the wielder of the sword may launch a *whirlwind attack* in the manner of an 11th-level kensai. All Strength bonuses and the like possessed by the character still apply. Even a kensai may use this weapon, provided that it is not a magical version of his or her weapon of specialization. A kensai of 11th level or higher, if able to use this weapon at all, may use the abilities; the kensai may also use his or her own innate *whirlwind attack* potential. If the character expends a charge while conducting an innate ability *whirlwind attack*; however, no additional benefit is gained, the charge is wasted.

White

XP Value: 1,200 **GP Value:** 6,000

Adventures in BLACKMOOR

Bolitho is custodian of the famous *White Sword*. This powerful lawful-good *sword +2/+3 vs. goblins, orcs, undead, and dragons* has an Intelligence of 12 and an Ego of 12. It was forged at the command of a previous bishop to be the sword of champions and "the defense of the Church and the people" against evil. It has the powers to *detect evil*, *detect magic*, and *see invisible*. It can also *read magic* and has the extraordinary powers *extra damage*, *telepathy*, and *healing*. It speaks Gnoll, Gnome, Goblin, Hobgoblin, Kobold, Ogre, Orc, and Pixie. Unsheathed, the sword raises the morale of all friendly troops within a mile of the wielder by one. Though he cannot use the weapon himself, Bolitho assigns the sword to a champion before any military campaign in which High Church troops are involved. He has also been known to place it at the disposal of persons carrying out especially dangerous and difficult missions on behalf of the High Church. Only lawful-good characters with an established reputation of honesty and loyalty can be so blessed.

of the Wild Coast

XP Value: — **GP Value:** 1,000

GREYHAWK Adventures

This cursed two-handed sword was enchanted by a bitter wizard to expose the "true inner personalities that all warriors possess." This weapon causes its owner to save vs. spell or become neutral evil and a lover of battle. Modifiers to the saving throw depend on the victim's class:

Paladin	+6
Ranger	+3
Fighter or thief	–3

If the saving throw fails, the wielder will always be looking for a fight and always fighting to the death. If he or she sees a fight or a drawn weapon, the urge to enter battle becomes overpowering. Even the threat of combat causes the character to make a Wisdom check or immediately attack. The character can be released only by a *remove curse* spell. If a character dies while under the curse, the victim's psyche travels to the Outer Plane of Acheron, never to return.

Any character can attempt to wield this weapon, but one who is not neutral evil does not receive its +3 magical bonus. Also, a good-aligned character takes 1d4 points of electrical damage per use.

Willow Wand*

XP Value: +1,000 **GP Value:** +5,000

DRAGON Magazine 40

Willow wand swords are rolled as ordinary magical swords (Intelligence, Ego, bonus, possible curse, and so on) and treated as such with the following exceptions—they float and are immune to rust monsters and other metal destroyers.

of Wishes

XP Value: 1,800 **GP Value:** 9,000

DUNGEONS & DRAGONS Expert Rules Set

This sword will grant 1d4 *wishes* once. A *wish* can be cast by holding the sword and stating the *wish*. Once the sword is used in this manner, one of the *wishes* is gone. *Wishes* are very powerful magic and the DM should handle them with great care.

Woodhold

XP Value: 1,200 **GP Value:** 6,000

Adventures in BLACKMOOR

The *Lawful Sword*, better known as *Woodhold*, is a normal *sword +2* in the hands of anyone but an elf. When borne by an elf, it comes alive, having

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an Intelligence of 11 and an Ego of 8. It then has the power to *detect evil* and *read magic* and has the extraordinary powers *illusion* and *flying*. In the proper hands, it speaks Dwarf, Dragon, Goblin, Hobgoblin, Ogre, and Orc. All elves within 100 yards of an elf bearing *Woodhold* adds 2 to their morale. The sword's value to nonelves (by reason of materials and workmanship alone) is 1,000 gp. To elves, it is priceless.

of Wounding

XP Value: 4,400 **GP Value:** 22,000

DUNGEON MASTER Guide

This is a sword of only +1 bonus, but any hit made with it cannot be healed by *regeneration*. In subsequent rounds, the wounded opponent loses 1 additional point for each wound inflicted by the sword.

Thus, an opponent hit for 4 points of damage on the first melee round will automatically lose 1 additional point on the second and each successive round of combat. Loss of the extra points stops only when the wounded creature bandages its wound or after 10 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.

Wyrmcleaver

XP Value: 12,000 **GP Value:** 60,000

POLYHEDRON Newszine 76

This magical blade is a *vorpal sword +4* with respect to all dragons. Against any other foes, the sword is +2, with no special abilities.

Wyrmsbane

XP Value: 1,200 **GP Value:** 6,000

Dragons of Triumph

Wyrmsbane is a two-handed *sword +2* for most normal situations. When used against dragons and draconians, however, it inflicts double damage. Against black and sea dragons it inflicts triple damage. The sword does not become stuck in the statue when a Baaz draconian dies and petrifies.

Wyrmsbane can also *locate objects* three times a day. If the user desires to find something that he or she knows well, and the object is within 180 feet, the DM should allow the find.

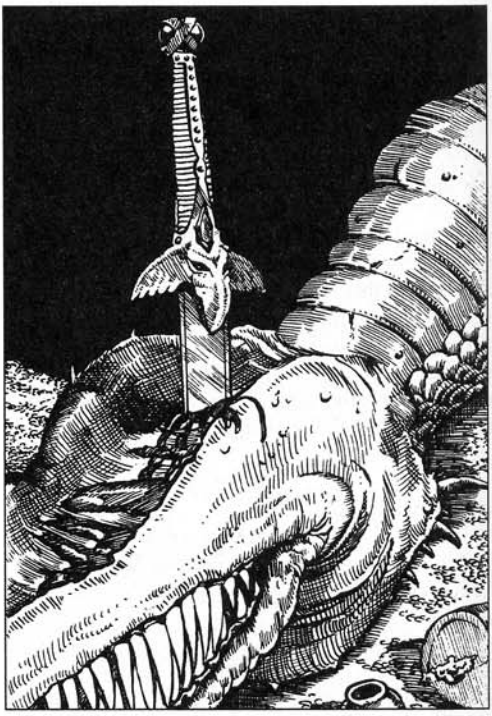
Wyrmsbane II

XP Value: 800 **GP Value:** 4,000

Tales of the Lance

This sword has had many owners and many names, it is also currently known as *Redeemer*. To most it is *Wyrmsbane*, sister sword to Kith-Kanan's *Wyrmslayer*. It was forged in Silvanesti during the Second Dragon War, but was given to the kingdom of Thorbardin and from thence to Ergoth. The sword's blade is etched with elvish script, and its crosspiece bears the likeness of a falcon's beak.

Wyrmsbane functions as a *long sword +2*. When wielded against dragons, draconians, serpents, or lizard kin, it inflicts double damage; against serpent spawn of the sea and marsh (black dragons) it causes triple damage. It cannot be harmed by wyrm breath weapons, nor be trapped in the stony form of a dead draconian. The sword can also locate objects if the object is known and within 180 yards. The sword points in the direction of the desired object (if the item is not shielded by lead or gold). This power functions 3 times per day.



Wyrmslayer

XP Value: 9,000 **GP Value:** 45,000

Tales of the Lance

This mighty blade was the weapon of the ancient elf hero, Kith-Kanan. It was forged in Silvanesti during the second Dragon War and remained in the royal house until Kith-Kanan led his people to Qualinesti. He is said to have been buried with the sword.

This weapon looks very much like *Wyrmsbane* (*Redeemer*), except that it is a little larger. It normally functions as a *two-handed sword +3*. Like *Wyrmsbane*, *Wyrmslayer* is immune to the impris-

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oning effect of a dying Baaz draconian. The sword causes double damage against any dragon or draconian.

In addition, a character holding Wyrmslayer by the hilt gains a +3 bonus to all saves against dragon breath attacks and spells cast by dragons or draconians. *Wyrmslayer* does have the disconcerting tendency to buzz aggressively whenever it is brought within 30 feet of a true dragon (not a draconian). This buzzing sound is loud enough to be heard clearly and always awakens a sleeping dragon.

Wyrmsvenin

XP Value: 1,200 **GP Value:** 6,000

Dragon Keep

This superbly crafted two-handed sword is an artifact from the Third Dragon War. It is similar to the legendary sword *Wyrmsbane* and it was also forged during the Age of Might. *Wyrmsvenin* acts as a *two-handed sword +2* against most creatures. When used against dragons or draconians, however, it inflicts double damage. Against black dragons and sea dragons, it inflicts triple damage.

Xiphoid Xebec

XP Value: 8,000 **GP Value:** 40,000

The Book of Marvelous Magic

This item appears and functions as a *sword +1* in all respects. When immersed in water and the command word spoken, it turns into a three-masted ship with sails (treat as a small sailing ship). The *xebec* remains in ship form for as long as desired, a second command returns it to sword form. The *xebec* can only be damaged by magical attacks or by physical attacks from creatures of 12 or more Hit Dice. If damaged, however, it never returns to sword form.

Yondalla's

XP Value: 15,000 **GP Value:** 75,000

Monster Mythology

The avatar's *short sword +4* is a vorpal weapon that glows silver when it strikes.

Zenchoo Katana

XP Value: 2,000 **GP Value:** 10,000

Rage of the Rakasta

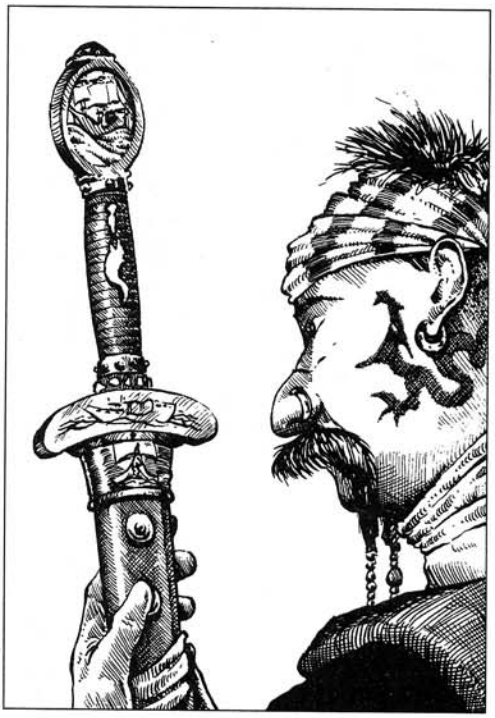
The *zenchoo katana* belonged to Hirameki, the First Daimyo, who long ago united the warring rakasta clans under one supreme leader. It cannot be used by anyone who is not of lawful alignment. In fact, neutral or chaotic characters will find that they cannot even lift this mighty sword. This special weapon is a *katana +3* that also gives its wielder the ability to cast a *clairvoyance* spell three times a day. In order to invoke this power, a full turn of meditation is required.

Zinzerena's

XP Value: 6,000 **GP Value:** 30,000

Monster Mythology

She employs a magical short sword which randomly changes enchantment between +1 and +5; it is always magically enchanted with a paralyzing venom (saving throw is at –1 to –5 with a random variance; effect lasts 1d5×5 rounds.



Zosh's Xebec of Doom

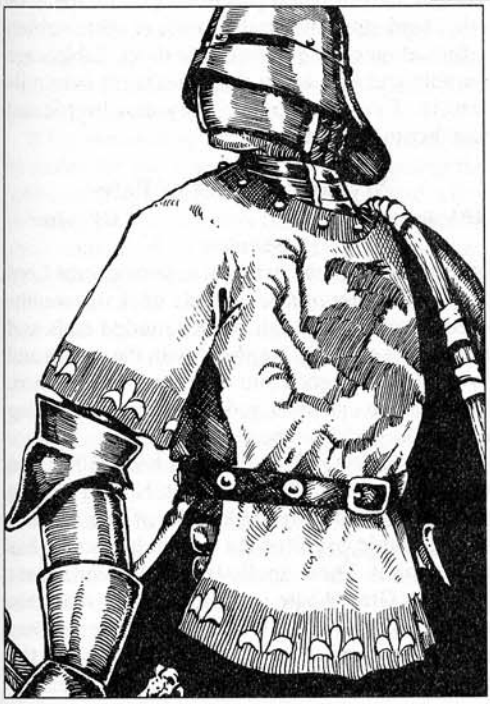
New Item

XP Value: — **GP Value:** 4,000

Zosh's cursed sword –1 is identical to a Xiphoid Xebec. If *detect magic* is used, a faint aura of magic is seen. If *detect evil* is cast, it hides its alignment.

Zosh was an evil wizard who once used a *xebec* to escape the wrath of a more powerful rival. Unfortunately, The spells her enemy used to create a great sea storm sunk the vessel, leaving Zosh stranded on an unchartered island. Upon her return, she created this sword. It creates a three-masted ship that doubles the effects of magical attacks and creatures of more than 12-HD, and this ship is guaranteed to sink in three days. Now, if she could just get her rival to take delivery . . . .





Tabard of the Mystics

XP Value: 2,000 **GP Value:** 15,000

The Magister

This garment is typically green with golden trim, having a stiff stand-up, flared collar, and may be worn over armor. Its construction is expensive (powdered gold and serpentine, for example, must be worked into the fibers of the cloth), difficult, and known only to a few.

Tabards of the mystics may be worn by any class, and have the following properties: they will not burn, and all fire damage suffered by the wearer is reduced by 1 point per die. Wearers are immune to the effects of a *scarab of insanity*, and gain saving throw bonuses of +1 vs. a *magic jar* attack, and +4 vs. all enchantment/charm spells. A *symbol* may be cast upon the tabard (typically upon the breast), and rendered *invisible* (inoperative) until it is touched and a command word spoken, or until the garment is removed from the wearer without a command word being spoken. In any case, the wearer or owner is immune to the effects of the *symbol*. Wizards wearing a tabard may open a *wizard locked* or *held* door or portal as though one level higher in experience.

Table

This piece standard of furniture may be of any size and of any material. Most magical tables are made of wood, stand about 3 feet tall and 5 feet square, and usually have four legs. Their encumbrance is 250 coins unless otherwise noted.

of Banquets

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This item seems to be a *table of plenty* but may be commanded to lengthen before creating dinnerware and food. It can be extended in 5-foot increments to a maximum of 60 feet. Thereafter, it can create an additional setting per side for each 5-foot extension, feeding six at 10-foot length, eight at 15 feet, and so on. Upon command to shrink, it turns into a square table.

of Contents

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This item appears and functions as a *table of plenty*; however, items may be put on plates, fluids (such as a potion) in cups and all commanded to *disappear*. The items are then stored, to return when the table is recreated.

of the Elements

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

This table is identical to *a table of plenty* but, when commanded to create food, it creates small elemental beings instead. A fire elemental appears on each of the two candles, an earth elemental on each plate, a water elemental in each cup, and a single air elemental in the center. The tiny monsters (AC 0; HD 1; MV 12; #AT 1; Dmg 1d6; ML 12; AL N) are hostile and attack immediately. Tiny air elementals do not create whirlwinds, although their minicyclones are 2 feet tall and 6 inches wide and capable of slaying creatures with 2 hit points or less unless the victim makes a saving throw vs. death magic.

of Plenty

XP Value: 4,500 **GP Value:** 22,500

The Book of Marvelous Magic

This plain, wooden table is 5 feet square and stands 3 feet tall. Upon command, it produces tablecloth, candles, plates, cups, and eating utensils for four; a second command produces food and drink on the plates and cups and lights the candles. It creates three meals a day. All foods created are real, but the items disappear if taken more than 5 feet from the table. A third command causes everything on it (including leftovers and crumbs) to disappear; a fourth command word turns it into a miniature table, 1 inch tall; and a fifth restores it to normal size.

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Writing

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

When a quill, inkwell, and blank scroll or parchment are placed on the surface of this table and a command word is spoken, the *writing table* uses those writing tools to write one magic spell. The tools need not be magical. A priest spell is written unless the user is a wizard, in which case a wizard spell appears. The exact spell level is determined randomly using the following chart. The table functions once a month—at most. Roll 1d20:

Roll	Spell Level
01–05	1st
06–09	2nd
10–12	3rd
13–15	4th
16–17	5th
18–19	6th
20	7th

Tablecloth

Tablecloths are made of linen or lace that are laid over a table. They are decorative and make cleanups after meals easier. In earlier times, tablecloths served to decrease the number of splinters people received while eating at rough-hewn wooden tables and sideboards.

Augricrone's

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 43

When shaken and spread, this tablecloth miraculously provides a fine feast: meats, cheeses, hot and cold dishes, exotic fruits, fine wines, and breads, a full banquet capable of serving 20. The food must be eaten immediately; it cannot be saved for later consumption, and it all vanishes after two hours. When finished, one may simply gather the edges, fold, and store. It can be used only once a day.

of Feasting

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 145

A *tablecloth of feasting* is thick, richly embroidered, and difficult to fold and move—it weighs 30 pounds. The tablecloth automatically adjusts to fit any table on which it is placed, up to 900 square feet in size. Once a day, a *tablecloth of feasting* can create a meal equal to a *heroes' feast* of 15th level, although no furniture is created and the conjured food bestows no magical effects. They are usually found with 1d20+80 charges, and require a command word to function. If the meal is interrupted, however, the food does not vanish.

Tablet

Tablets are thick, flat pieces of granite, jade, or other hard-stone materials. Runes or other written information can be carved into them. Tablets are durable and able carry their messages over millennia. Even if broken, they can be pieced together to reveal messages.

Myrkul's Tablet of Fate

XP Value: — **GP Value:** —

Waterdeep

Indestructible in the hands of anyone except Lord Ao, each *tablet of fate* is made of plain, weathered stone, 2 feet high, with rounded ends and edges. The sides are engraved with the names and symbols of the gods and their divine portfolios. However, no one but a god can interpret anything except the gods' symbols.

These tablets reflect all spells back (100%) on the caster, but are otherwise inert. No one can use them offensively. *Myrkul's tablet of fate* radiates strong magic, signs of the enchantments he has placed on it. These spells let his denizens cross from the Gray Waste into the Realms, maintain an open gate to Gray Waste, so that their power remains strong, allowing Myrkul to find the tablet wherever it is.

of Spirit Summoning

XP Value: 4,000 **GP Value:** 20,000

Oriental Adventures

This item is a small jade tablet inscribed with characters. Upon uttering the command word, the character can cast *summon spirit*, as the 9th-level wu jen spell. The tablet is usable once a week. With each use of the tablet, one inscribed character fades magically from the surface. When all the characters have faded, the tablet is a smooth piece of jade worth 10 ch'ien. The tablet has 2d6 characters inscribed on it when found.

Takht of the Jann

XP Value: — **GP Value:** —

DRAGON Magazine 190

Each of the instruments of the jann (the *nay of the djinn*, the *riqq of the efreet*, the *'ud of the marids*, the *rababah of the dao*, and the *qanun of the spirits*) is mildly powerful in its own right, but brought together into a single orchestra, they prove to be an extremely powerful magical combination. If a *takht* (TAH-kt) of bards, rawun (rah-OON) or otherwise, all wield the *instruments of the jann* under the direction of a single sha'ir, the *takht* may summon into this plane an army of genies. There will be four units of genies, one of each of the four elemental genie races, and each under the command of a noble genie of the

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proper race—marid, dao, efreet, and djinn. Each unit consists of 100 members of the respective race. It takes an hour for all the troops to arrive and assemble, and if anything interrupts the summoning players, the spell fails and those that have arrived will not be under any control (and likely will be irritated at the sha'ir as well).

If the *summoning* is successful, the genies will be under the command of the sha'ir directing the *takht*, and will remain so for an hour and a day (25 hours). During this time they will build, move, and attack at the whim of the sha'ir—they will even fight other genies if so instructed. After their time of servitude ends, they will return to their own plane, and will not harm or act against the sha'ir who commanded them for the next 101 years.

This is an incredible amount of power to place at the disposal of a single individual, and a complete set of *instruments* is only held in the hands of the living Amir of the High Desert. There are stories that a full set has also been collected and is in the hands of the Grand Caliph, but this is unsubstantiated. The genies are very aware of the potential of mortals who acquire a full set, and as such, all genie servitors (including gen and the like) are continually on the lookout for individuals attempting to assemble a full collection of the instruments. Clever fakes, mysterious robberies, and even disappearances of collectors have been reported in legend and tales of those attempting to recreate the *takht of the jann*.

Talisman

A talisman is any magical object that is worn. Amulets are talismans that are usually worn around the neck. Phylacteries are talismans worn at the forehead, wrist, and occasionally on the upper arm or at the thigh.

of Al'Akbar

XP Value: — **GP Value:** —

Book of Artifacts

The *talisman of Al'Akbar* is an eight-pointed star of hammered platinum. It is small, no bigger than a large pendant, and comes with a chain of gold and pearls so it can be worn as a necklace. Each point of the star is tipped with a diamond that sparkles in the slightest light. From the points to the center run elaborate patterns of golden inlay. It does not radiate magic.

Constant Powers: Anyone of good alignment touching the talisman receives the benefit of a *remove curse* spell.

Invoked Powers: Once a day the talisman can cast a *cure disease* or *cure blindness* spell.

Resonating Powers: Once a week, the talisman and cup* can be used to create any one of the following potions: *healing* (5 batches), *sweet water* (3 batches), *extra-healing* (2 batches), *elixir of health* (1 batch), or *vitality* (1 batch). Furthermore, the items gain the power of a *resurrection* spell (1/day), effective only on good or neutral creatures.

Curse: These items can only be used by good humans and half-elves. When the powers of the talisman or the cup are invoked, the owner ages 1d10 years. *The aging is irreversible!* Upon attaining maximum age, the owner is transformed into a zombie guardian of the artifacts, unraiseable by any means.

Legend: The *talisman* and *cup of al'Akbar* are major holy relics. The two artifacts are always associated with a powerful god or goddess of healing, although the DM must select exactly which one is most appropriate from those in the campaign. In the FORGOTTEN REALMS® setting, Lathander could be used, while in the GREYHAWK campaign, Pelor would be appropriate.

No matter what faith, according to the sect's dogma, the talisman and cup were given by the deity after a great disaster that brought untold devastation and suffering to the land. The two items appeared before the high priest in a dream. When the clergyman awoke, the talisman and cup were there, still sparkling with the radiance of the deity. Blessed with the items and knowledge of their use, the holy man went out and cured the multitude of sick and injured.

Unfortunately, the miraculous powers of the talisman and cup did not bring happiness to the people or peace to the temple. When travelers returned to their distant homelands with tales of these two wonders, emperors, kings, and warlords coveted the items. Driven by greed and fear, they marched their armies and sent their agents, to seize the treasures.

Just what battles occurred and who won them is lost along with the names of those who fought for the artifacts. Perhaps one rose victorious over the others only to have the two treasures seized from him. Perhaps they were stolen by bandits in the chaos of war. All that is known is that when the wars finally ceased, the talisman and cup had disappeared forever.

Even today, though, the legend of their miraculous power lives on in expressions as "cured by the cup" for any miraculous healing or "By the *star of Akbar*," an oath to ward off disease.

The *cup* and *talisman of Al'Akbar*, because of their powerful healing abilities, are both excellent items for the player characters to acquire and use, and yet unbalancing devices that are best taken out of player characters' grasp quickly in any campaign where they appear. The talisman and cup can be immensely useful items in an incredi-

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bly dangerous adventure where the characters frequently face horrible injury and death. These two artifacts may be vital for keeping the characters alive long enough to have a hope of concluding the adventure.

At the same time, the DM should not use the talisman and cup more than once in this manner. The powers of the talisman and cup allow the characters to flaunt death (and thus perform supremely heroic acts), but if this risk is removed from all adventures, things will grow dull very quickly.

Ideally, the characters find the talisman, cup, or both as the prelude to an even more harrowing task. The characters need the life-giving powers of these artifacts in order to travel to the Outer Planes (where their own magic will not function) and defeat a great foe. The items may be needed to survive a perilous journey of great importance.

Furthermore, the talisman and cup are of great interest to nearly everyone. Followers of the original deity will want their relics returned. Warlords will want the healing power for their armies. Wizards may covet the potion-making powers of the items. Characters must be ready to fight to keep the artifacts.

Once the need for them has passed, the artifacts should be removed. Ideally, the characters return the relics to their proper masters, or else they finally fall prey to the relentless efforts to buy, steal, or seize the items. If absolutely necessary, the original deity can appear and claim the items. Woe to the characters who would at this point be foolish enough to refuse.

Suggested Means of Destruction:

- The talisman must be placed in the cup, and the cup filled with water from the river Styx. The talisman dissolves and the cup is voided of magic.
- Ten thousand *curse* spells must be cast upon the talisman, and then it must be struck against the cup, destroying both.
- They must both be touched by the deity of disease and death.

(* See **Cup,** *of Al-Akbar.*)

In a DARK SUN Campaign: These items do not exist on Athas.

of the Beast

XP Value	GP Value
Badger: 350	1,750
Brown Bear: 4,200	21,000
Deer: 1,200	6,000
Eagle: 1,750	8,750
Lynx: 1,750	8,750
Porcupine: 150	750
Skunk: 350	1,750
Wolf: 1,200	6,000

POLYHEDRON Magazine 19

This talisman is crafted in silver, bearing an exact likeness of a forest creature. It hangs on a silver chain with links styled as leaves and a rune inscription on the back.

The runes are the command words for the item, scribed in Druidic. One command is given for the Common tongue, and the other for the speech of an animal. When the item is worn, the bearer need only speak the proper (Common) command to *shape change* (in one round) into the animal whose likeness is on the talisman. The ability to *speak with animals* of the same species (at will) is also bestowed while in animal form. There is no limit to the duration. The wearer need only speak the proper (animal language) command word to return to normal form. The talisman will function normally seven times a week. If used an eighth time, the talisman traps the wearer in the animal shape. This effect is permanent until *dispelled* by the Great Druid, or by a *wish*, as the talisman was created by the first of the Great Druids. In addition, the talisman is not detectable as magical except by a druid's *detect magic* spell, a *true seeing* spell, or a *wish*.

Only eight *talismans of the beast* exist, each a unique item. Each bears the likeness of a different forest creature.

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of the Beast II

XP Value: 2,500 **GP Value:** 12,500

Old Empires

This item was created by the Beast Cults, which were quite popular in Mulhorand and Unther at the height of their second empires (circa 1 DR), but have since been forgotten.

These talismans have two functions: first, they enable their wearers to *communicate with animals* at will, and second, they enable the wearers to change into the form of an animal three times a day. These animals cannot be monsters or giant size animals, simply normal beasts, from the size of a fly to that of an elephant, bear, or tiger.

While in animal form, the character has the hit points and Armor Class of his or her human form, but all the special abilities of the beast form. The wearer must revert to human form (or demihuman or humanoid form) before taking on the characteristics of an animal again.

The talisman is a string of multicolored beads strung on papyrus reeds, which spin to form animal pictures. Only two of these talismans are known to exist.

of Chaos Supreme

XP Value: 3,500 **GP Value:** 32,500

GREYHAWK

A device that looks exactly like a *talisman of lawfulness* but functions in exactly the opposite manner and has a total of six charges.

of the Chimera

XP Value: 1,000 **GP Value:** 5,000

The Milenian Empire

Typically worn on a silver necklace, this talisman is the actual dragon head of a chimera, shrunken to the size of a walnut through magical and alchemical procedures. The talisman enables the wearer to breathe fire like a chimera—a cone 50 feet long and 10 feet wide at the end that inflicts 3d6 points of damage. This can be done three times a day.

of the Cockatrice

XP Value: 1,000 **GP Value:** 5,000

The Milenian Empire

Made from a cockatrice's chickenlike foot, this talisman is usually worn at the wrist, dangling from a bracelet. If the wearer touches a creature with the hand adorned by the talisman, the creature must roll a successful saving throw vs. petrification or be petrified. The talisman can be used once a day.

of Dreams

XP Value: 4,500 **GP Value:** 45,000

DRAGON Magazine 132

This item, which can take any of several forms (usually a small object or piece of jewelry adorned by curious runes) gives the bearer the power of *prophecy*. Any new user will require two months minus one day per point of Intelligence and Wisdom of the learner. The talisman allows a 5% chance anytime the bearer is asleep of having *prophetic dreams* of important events that will soon occur. Controlled or randomly, this foresight can operate once a week.

of Elemental Travel

XP Value	GP Value
Lesser: 750	7,500
Greater: 1,000	10,000

DUNGEONS & DRAGONS Rules Cyclopedia

There are five types of these talismans. Roll 1d10 to learn the exact item found.

Roll	Talisman Type
1–2	*Lesser Talisman of Earth*
3–4	*Lesser Talisman of Air*
5–6	*Lesser Talisman of Fire*
7–8	*Lesser Talisman of Water*
9–10	*Greater Talisman* (all elements)

Lesser Talismans: These round amulets are usually found on chains; there are corresponding types to each of the four elements. They are engraved with a triangle in the center and a symbol above it (one of the 10 symbols of the elemental ranks).

On the Prime Material Plane, a user may press the central symbol while casting a *conjure elemental* spell; the talisman will reverse the effect, sending the wearer into the appropriate elemental plane. While wearing the talisman, the user can breathe elemental matter as if it were pure, clean air, and gains heightened vision (normally in the range of 120 to 1,200 feet, depending on conditions).

Greater Talisman: These talismans are similar to the *lesser talismans* in power, but their power applies to all the elemental planes. They are engraved with the four triangular symbols of the planes, meeting in the center. The 10 symbols of all the elemental ranks are inscribed around the edges. If the proper command words are known, the wearer may also force an elemental being to obey instructions. This uses one charge; the talismans can expend up to 10 charges per trip into an elemental plane.

of the Faerie

XP Value: 1,000 **GP Value:** 5,000

The Milenian Empire

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



Fiend

XP Value: 2,000 **GP Value:** 10,000

Monster Manual

Each type of lesser fiend has a special combination of inscriptions that bind them to the wielder for the space of nine days, or at least prevent the fiends of that type from harming the user. Greater fiends can likewise be commanded for nine hours or kept at bay. *Archfiend talismans* will cause them to perform a single service or prevent the bearer from being harmed by a particular duke of Baator when properly used. The employment of any *fiend talisman* requires great care and caution. Sacrifice is required of evil creatures using a talisman.

Merely looking at these talismans is dangerous. If not properly protected by spells or a magic circle, study of a charm gives a 10% chance of summoning the specific kind or fiend to whom the talisman belongs. Speaking the name on the talisman always calls forth the kind or fiend. Archfiends will be aware of improperly protected talismans and they will send something to slay those who have them if the talismans pertain to them or their plane.

Fiend II

XP Value: 3,000 **GP Value:** 15,000

FIEND FOLIO®

Greater fiends have a special combination of inscriptions that will bind them to the wielder. The employment of any *fiend talisman* requires great care and caution. Merely looking at these talismans is dangerous if not properly protected by spells or a magic circle, study of a charm gives a 10% chance of *summoning* the kind or specific fiend to whom the talisman belongs. Speaking the name on the talisman always calls forth the kind or specific fiend.

Fire Pepper

XP Value: 500 **GP Value:** 2,500

Maztica Campaign Set

This talisman creates 4d20 tiny round objects that can be used for a variety of purposes. Each is bright red, the size of a small pebble. They can be used to immobilize (or worse) unsuspecting victims.

When dissolved in up to a gallon of drinkable liquid, a *fire pepper talisman* will create an odorless threat. When someone takes a drink of the liquid, he or she is immediately immobilized for 2d6 rounds, gasping and choking and writhing on the ground in pain from the hot burn of the drink. The victim suffers 1 point of damage for each round immobilized. If the character was merely taking an exploratory sip, a saving throw vs. spell is allowed. If successful, only half damage is suffered, and half the immobilization time is assessed.

If an individual can be tricked into eating a pepper whole, he or she must make an immediate system shock roll, or die. For each pepper beyond the first taken on a single bite, the character suffers a –5% to the chances of surviving the system shock. Even those characters who survive are immobilized for 3d6 rounds, and suffer an equivalent number of points of damage.

of the Golem

XP Value	GP Value
Amber: 900	9,000
Bone: 1,800	18,000
Bronze: 1,300	13,000
Obsidian: 1,000	10,000
Wood: 500	5,000

The Milenian Empire

There are five varieties of this talisman, each corresponding to a different kind of golem (amber,

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bone, bronze, obsidian, or wood). Each talisman looks like an inch tall golem, and is made of the same material as the type of golem it affects (a bone talisman affects bone golems, for example). The wearer of the talisman can try to control one golem of the matching type within 60 feet. The golem is allowed a one-time saving throw vs. spell. If successful, that golem can never be controlled by that talisman. If the save fails, the golem must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60 feet for the golem to fulfill its duties. Once a talisman is "attuned" to a golem (meaning the golem failed its saving throw), it cannot be used to control other golems until the original golem is destroyed.

of the Griffon

XP Value: 1,000 **GP Value:** 5,000

The Milenian Empire

This item consists of a griffon's feather and claw, and is worn around the neck by a leather thong. The wearer gains a +2 bonus on all saving throws vs. fear effects. Additionally, all retainers of the wearer receive a +1 to their morale while in the wearer's presence.

Hwesta's Talisman of Memorization

XP Value: 1,000 **GP Value:** 5,000

1992 Fantasy Collector Card 515

Hwesta is a native of Greyhawk, but he and his companions found themselves banished across the planes to Toril by a powerful wizard who was incensed by Hwesta's theft of his *talisman of memorization*. Half of these amulets only affect memorization of spells of levels 1–5, and Hwesta has not risen to a level where he can use 6th-level spells, so he doesn't know if this one affects the memorization of 6th- through 8th-level spells. Nevertheless, Hwesta is betting that only losing an amulet that affects memorization of spells of levels 1d4 would make a wizard that mad.

of Lawfulness

XP Value: 3,500 **GP Value:** 32,500

GREYHAWK

This small, silver device will cause any Patriarch to have the ability to sink an Evil High Priest to the center of the earth forever. It contains seven charges. It may never be recharged. If an evil priest touches it, it will deliver 5d10 points of damage, and any other persons who touch a *talisman of lawfulness*, other than lawful priests, take 5d6 points of damage.



Medicine Bundle

XP Value: 30 **GP Value:** 150

The Atruagin Clans

The Children of the Horse believe that all creatures, good and evil, great and small, are imbued by the Immortals with magical power. In some this power is weak, leaving the individual unable to harness the supernatural powers of the universe. In others it is great, and the spiritual forces of the world obey their commands. The former type of person follows a career that requires little or no contact with the supernatural, becoming fighters or thieves. The latter class of person seeks out the unknown and embraces it by becoming a wizard, priest, druid, or even shamani.

Those without great access to supernatural power do not forsake that which they cannot wield, however. To do so would be folly. Rather, they seek the guidance of the tribe's shamani and ask his help in the crafting of a *makaki* or *medicine bundle*.

The making of a *makaki* begins with a hunt in which the character must seek out his or her own totem animal without the aid of a shamani's magical power. Once the animal is found, it is killed and the heart cut from the body. This heart is cured in such a way that it can be fashioned into a tough, leathery pouch. The rest of the carcass is burned in a special fire built by the shamani, and a handful of the ashes are placed in the *makaki*. They lay the spiritual foundation for the coming

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enchantments.

Once the *makaki* is fashioned and the ashes have been gathered in it, the character begins to gather items associated with his totem spirit. For example, if the character's totem animal is an elk, the character might gather a number of wild flowers that are known to be a popular food for the animal, or some of its dung from a game trails that it frequents. As soon as six of these items have been gathered, the character takes them and the bundle back to the shamani.

In a ritual that must be held under the light of the full moon, the shamani calls upon the Immortals to bless the *makaki*. Each ceremony will allow the shamani to enchant one bundle per level of experience on each of the three nights of the full moon. Thus, a 5th-level shamani could enchant as many as 15 *makaki* per month, although he would seldom be called upon to undertake such a massive ceremony.

The ritual ends with the coming of the dawn as the character holds out his left arm to the shamani. With a slender bone knife, the shamani cuts the supplicant's flesh and allows the blood to drip onto the ingredients assembled in the bundle. Enough blood is drained to deprive the character of 1d4 hit points before the enchantment is complete.

With the *makaki* now fully empowered, the character lashes it around the waist in the same way that citizens of other lands might carry a coin purse. Whenever a character with a *makaki* is called upon to make a saving throw or ability check while wearing his *makaki*, the wearer gains a +1 bonus.

Further, the character can call upon the totem spirit for protection in the event that the save or check fails. If this option is selected, the die roll for the saving throw or ability check is ignored and the character is assumed to have successfully overcome the hazard. Whatever caused the character to attempt the saving throw or ability check will destroy the *makaki*, however, forcing the character to fashion a new one if he wishes to regain his +1 saving throw and ability check bonus.

of Memorization

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

This talisman allows a wizard to memorize spells in half the normal time (five minutes per spell level). Half of these amulets (1–5 on 1d10) affect memorization of spells only of levels 1–5. The remaining half affects memorization of spells of levels 1–8. Spells of 9th-level are never affected by this talisman.

Mire

XP Value: 2,250 **GP Value:** 6,750

DRAGON Magazine 178

This is a 6-inch-diameter silver disk on which is mounted a rather ugly, grayish green stone. This talisman allows the user to call up ground water to form sticky, unpleasant swampy areas, characteristically used to protect a camp or flank since it takes so long to operate.

Such a talisman has 1d20+40 charges and is rechargeable. One charge will turn a 40- by 40-foor area into shallow marsh, hindering movement on foot and making mounted travel dangerous (both types of movement are at half speed). Attempts to ride, run, or fight within the area requires a Dexterity check on 1d20 every round, or a slip and fall results. Two charges make the area all but impassable to those on horseback and very hard to traverse on foot. Mounts must save vs. paralyzation at –6 or fall; footmen attempting anything but the slowest, most careful walk (one-quarter usual speed, and no combat) must check against Dexterity on 1d20 or fall. Damage from falling off an animal is only 1 point; the soft mud will usually cushion any fall.

After activating the talisman's magic, it takes 10d4 minutes for the water to rise and remains for six hours. In addition, the talisman will not work in very dry areas such as deserts, or on sheer stone surfaces and areas where the water is prevented from rising, such as areas having permafrost. The effect will not cause buildings to sink into the ground, but will make them rather damp and dank for a while.

Modified Talisman of Zagy

XP Value: 1,000 **GP Value:** 10,000

1992 Fantasy Collector Card 28

This particular item is an experimental model of the famous *talisman of Zagy*. It allows the wielder one *wish*, but permanently turns him or her to the lawful good alignment—only a *remove curse* spell will return the user to his or her previous alignment. Also, the talisman inflicts 1 point of damage to the holder any time he or she comes within 20 feet of a magical weapon (only once for each new magical weapon encountered).

Monkey Head Talisman

XP Value: 2,000 **GP Value:** 10,000

Mad Monkey vs. the Dragon Claw

The *monkey head talisman* was created by Hu Sen to aid individuals to quickly learn the fundamentals of martial arts, in particular the Mad Monkey style. The monkey head allows the individual to learn up to three special maneuvers per week while wearing the amulet, pro-

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vided that activity appropriate to the maneuvers is undertaken.

The individual will retain the knowledge of the *monkey head talisman* as long as the talisman is worn and for up to 24 hours after it is removed. As the character removes the talisman, he or she is aware that the knowledge will be lost unless the talisman is worn again in 24 hours.

The *monkey head talisman* is silver with jeweled eyes. As a particular skill or maneuver is learned, the eyes glow to show that the skill has been mastered.

of Orcas

XP Value: 5,000 **GP Value:** 25,000

The Throne of Bloodstone

This potent amulet was first devised by the lich-king Zhengyi. It makes the lich, and any other undead creature much tougher for a priest or paladin to turn. All turning attempts against the undead suffer a –6 penalty on the die roll.

of Pure Good

XP Value: 3,500 **GP Value:** 27,500

DUNGEON MASTER Guide

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 not exceptionally pure in thought and deed, the evil priest gains 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 magical stones, he or she will suffer 7d4 points of damage. If an evil priest touches one, 12d4 points of damage are suffered. Only priests can be affected by the device.

of Rahasia

XP Value: 4,000 **GP Value:** 20,000

Rahasia

If the back of the pendant is inspected, the single word *RAHASIA* can be seen. When the holder of the talisman says "*RAHASIA*," an *invisible*, 60-foot circle is created. No evil magic works in this circle. Spells cast by evil beings in the circle automatically fail, but existing spell effects or permanent items used by evil beings still work if removed from the circle. The circle will temporarily negate curses for its area and duration. The circle lasts 10 rounds and moves with the holder of the talisman. The talisman will function three times before disappearing, theoretically *teleporting* to its rightful owner.

Sacred Bundle

XP Value: 30 **GP Value:** 150

Legends & Lore

A *sacred bundle* is a collection of 1d4+6 totemic items placed together in a pouch for the purpose of imbuing magical protection on the wearer. To create a *sacred bundle*, a warrior enters a trance (usually with the help of a shaman) and contacts his or her guardian spirit, asking for the spirit's help in creating the magical talisman. After carefully considering the warrior's personality and nature, the spirit selects 1d6+3 items that the warrior must collect. Usually, several of these items are difficult or dangerous to procure, such as a bear's claw, a giant snake's rattle, or a feather from the nest of an eagle.

After the items are collected, the warrior goes to the tribe's shaman and asks for help in mystically binding the materials together. The shaman asks the warrior to gather one last rare item. Almost always, the shaman chooses an item needed for performing shamanistic duties, and when the warrior procures it, takes part of the item for personal use.

Once all the items are assembled, the shaman performs a ceremony binding them into a sacred bundle, and from that point forward the warrior wears the bundle at all times. The *sacred bundle* bestows the following benefits upon the owner: +2 on all saving throws, the warrior is only surprised on a natural roll of 1, unarmored AC becomes 2, and one point is subtracted from each die of damage.

If the *sacred bundle* is ever removed from the warrior's body, all of its benefits permanently vanish, and he or she can never create another one. A *sacred bundle* never benefits anybody but the warrior who made it.

of the Sphere

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide

This is a small adamantite loop and handle that is useless to nonwizards. Characters of any other class touching a talisman of this sort 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 (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 or she only needs to check for continual control every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (MV 16). Note that a *wand of negation* will have no effect upon a *sphere of annihilation*, but if the wand is directed

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at the talisman it will negate its power of control as long as the wand is directed at it.

of the Statue

XP Value	GP Value
Crystal: 500	5,000
Iron: 1,300	13,000
Rock: 800	8,000

The Milenian Scepter

There are three varieties of this talisman, each corresponding to a different kind of living statue (crystal, iron, or rock). Each talisman looks like an inch tall statue, and is made of the same material as the living statue it affects (an *iron talisman* affects iron living statues, for example).

The wearer of the talisman can attempt to control one living statue of the appropriate type within 60 feet. The living statue is allowed a one-time saving throw vs. spell. If successful, that living statue can never be controlled by that talisman. If the save fails, the living statue must obey the commands of the wearer. It can be ordered to walk, attack, guard, and so forth. Once given a command, the wearer need not remain within 60 feet for the living statue to fulfill its duties. Once a talisman is "attuned" to a living statue (meaning the statue failed its saving throw), it cannot be used to control other living statues until the original statue is destroyed

of Tongues

XP Value: 3,500 **GP Value:** 32,500

Old Empires

This medallion enables an individual to understand all languages both written and spoken, as a *tongues* or *comprehend languages* spell. The *talisman of tongues* also enables the wearer to speak these languages. Furthermore, it enables the wearer to *read magic* and *read Mulhorand magic*, at will.

Only one of these talismans is known to exist, since the priests of Thoth have been hunting and destroying them to prevent foreigners from being able to decipher the secrets of Mulhorandi magic.

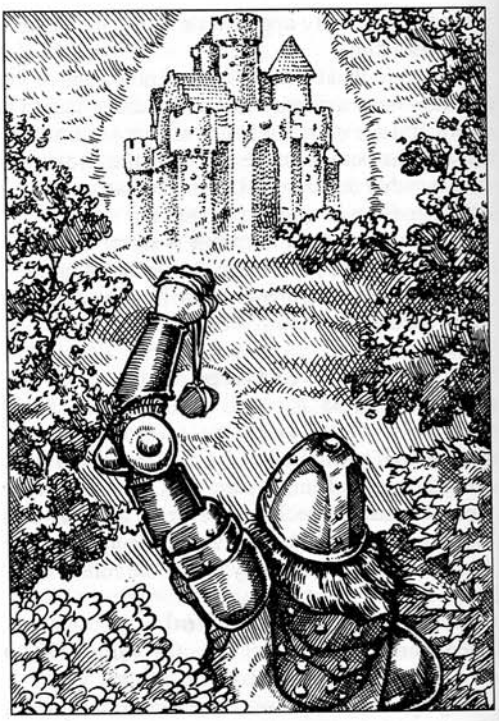
of Ultimate Evil

XP Value: 3,500 **GP Value:** 27,500

Dungeon Master Guide

This device looks like a *talisman of pure good* and is exactly its opposite in all respects. It has six charges.

In Ravenloft: Using this item requires a Ravenloft powers check.



of Zagy

XP Value: 1,000 **GP Value:** 10,000

Dungeon Master Guide

A talisman of this sort appears exactly the same as a *stone 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 talisman 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 occurs first, 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 the user has points of Charisma.

The device grants one *wish* for every six points of the character's Charisma. It will also grow warm and throb whenever its owner 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 disappears. A base 10,000 gp diamond remains in its stead.

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In a DRAGONLANCE Campaign: *The talisman of Zagy* is called the *talisman of Lunitari* on Ansalon.

Talon

See **Claw**

Tanglefoot

XP Value: 50 **GP Value:** 500

DRAGON Magazine 2

This small, synthetic fungoid rapidly expands to fill a 10- by 10-foot area with rubbery tentacles. It takes three turns to force through the mass, but a giant size creature takes only one. The tendrils dissipate harmlessly in one hour.

Tanglevine Root

XP Value: 400 **GP Value:** 2,000

Adventure Pack I

These roots start to grow when exposed to body temperature, and sprout to form a barrier of writhing vines 10 feet wide. Any creature caught by one of these vines becomes *entangled* and must be cut free. It takes five rounds to cut someone free. Oil loosens the vines' grip and a victim may be freed in two rounds. Fire and alcohol kills and dissolves *tanglevines*.

Tapestry

Tapestries are thick wall hangings made from linen, wool, or other heavy materials. They are used to block drafts that whistle through badly constructed walls during winter, and to dampen unwanted sound. Tapestries in wealthy homes usually are ornamented with scenes of battle, portraits of leaders (both great and small), heroes and heroines, pets, and idyllic landscapes.

of Disease Warding

XP Value: 1,250 **GP Value:** 12,500

Tome of Magic

This is a 3-foot-square cotton tapestry bearing the image of a rainbow. When hung in a building of 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.

of Ekbir

XP Value: 1,250 **GP Value:** 12,500

GREYHAWK Adventures

This 10- by 15-foot woven tapestry displays a scene of a dark river in a bleak, rocky landscape. The tapestry was intended to be a *gate* from Ekbir to the lower planes for disposal of its worst criminals. It is rumored, however, that the tapestry actually opens into a previously undiscovered plane, and not one of the Lower Planes, although the landscape is bleak enough.

The command word causes a branch of the river to enter the Prime Material Plane. The water rushes out from the tapestry and forms a river 10 feet wide and 5 feet deep. It flows for 50 feet before vanishing back into the plane that it normally occupies. The river exists in the Prime Material Plane for three turns, and can only be summoned once a month. The water is brackish and evil-smelling, and the current is swift and strong.

A character who enters the river must make a Strength check or be swept along with the water. This check must be made every five rounds, or once per 10 feet of the river traveled by swimming, whichever comes first. A character who fails the check in the last 10 feet of the river is carried through the *gate* and into the land beyond. There is no return.

of Folded Existence

XP Value: 7,000 **GP Value:** 35,000

Assassin Mountain

These tapestries always show an interior space such as a palatial room, the cavern of a genie's hoard, or the interior of a ship. The viewer can enter or leave the magical room of a *tapestry of folded existence* simply by speaking a command word and walking into or out of the tapestry. With great detail, the threads of the tapestry depict everything (including people) brought into or out of it. They are generally used as treasuries, prisons, or workrooms.

These tapestries always measure at least 6 feet by 10 feet and are of the finest craftsmanship. They require at least two people to carry. The interior room can vary from 5,000 to 10,000 square feet. Creatures and items within a *tapestry of folded existence* require neither food nor drink and suffer no aging effects while they remain in the tapestry. These tapestries function only when placed on a wall or floor. They are *items of concealed wizardry* and cannot be discovered with *detect magic* spells.

of Rooms

XP Value: 6,000 **GP Value:** 30,000

Castle GREYHAWK

This tapestry is an amazing artifact that Voyeux stole from the tyrant of Elredd on Woolly Bay. The user of this tapestry can see any room (or relatively enclosed outdoor space) he or she has ever been in, just by mentally commanding the picture to appear. The point of view given is one that the viewer previously occupied. If all the viewer has done is to duck his or her head into the room and out again, the view is from the door of the room. If the viewer is very familiar with the room and has walked every inch of it, the viewpoint is any one desired.

Like many artifacts, this one has its drawbacks. In this case, it is a very subtle one. The viewer is ever more inclined to just sit on a couch or in a chair and watch the tapestry—forsaking any activity to watch what is going on in places where the viewer has been before.

The viewer has only the basest instinct remaining—the only time he or she will move is to obtain food. As soon as food is in hand, the victim races back to the tapestry, hoping not to have missed any of the activity. Even the food is not savored. It is just shoved into whatever eating orifice the viewer has and consumed without any real appreciation of its nature. It is said that Voyeux gained the artifact by poisoning the tyrant who had owned it.

Tart

Tarts are pastries made from flaky dough and baked until lightly brown. Both sweet and sour fruit stuffing is used in tarts, creating a tantalizing sensation on the tongue.

of Accusation

XP Value: 600 **GP Value:** 3,000

POLYHEDRON Newszine 23

These pastries are tempting, anyone seeing them must make a saving throw vs. spell or pick one up. They cannot be eaten; anyone attempting to do so will merely put the tart away in a pouch or other container (no saving throw). The *tarts* are *cursed*; anyone carrying a *tart* cannot hide in shadows, stay *invisible*, or otherwise remain unnoticed. A *remove curse* spell will cause the victim to eat the tart, requiring a saving throw vs. poison (or die). A *dispel evil* spell from a caster of at least 26th level will cause the *tart* to disappear.

of Enticement

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 23

These pastries appear and function as *tarts of accusation* in all respects, except for the reactions of others. Anyone carrying a tart attracts the attention of monsters encountered; such beings will always try to attack the owner of the tart, regardless of reaction or Morale rolls. The tarts can be removed in the same manner as *tarts of accusation*.

of a Summer's Day

XP Value: 600 **GP Value:** 3,000

POLYHEDRON Newszine 23

These pastries, *tarts of a summer's day*, appear and function as *tarts of accusation* in all respects, but have no effect on others. The owner of a tart may, on command, cause stormy or cloudy weather to change, becoming a brightly lit summer's day in but one turn. This use causes the tart to disappear.

Tathlum

XP Value: 1,000 **GP Value:** 5,000

DEITIES & DEMIGODS Cyclopedia

This weapon of war with magical properties can be made by anyone of the Celtic religions. First, cut off the head of an enemy and coat it with lime from a lime pool in the former territory of the dead person, allowing several coats to dry to a rock hard ball. It takes one day to do each coat, and each coat takes one week to dry. When thrown at friends of the former owner, under bright sunshine, it has the effect of doing damage up to ¼ of the original hit points of the person hit. If the person hit is a relative of the head, ½ of the hit points are taken away. This weapon is usable only once.

Tea of the Zhakar

XP Value: 50 **GP Value:** 150

Dwarven Kingdoms of Krynn

The Zhakar are unique among dwarves in that they disdain potent drink. They prefer instead a watery tea made from a refined fungus powder, a drink that is poisonous to any nondwarf who samples a sip. Those who partake must successfully save vs. poison at +2, or collapse with 1d6 hours of gagging sickness.

Tea Set of Skill and Grace

XP Value: 1,500 **GP Value:** 2,000

DRAGON Magazine 126

This *tea set*, made of the finest materials, enables its owner to conduct a tea ceremony as if he or she had filled a slot with the tea-ceremony proficiency. Possession of the set adds +4 to the chances of attaining utter concentration while conducting the ceremony; this benefit is the same whether or not the character has regular proficiency in the tea ceremony. The same +4 bonus applies if the character uses the set when engaged

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in a contest. If the character used the set while learning the ceremony, he or she still has +2 on the chance of contest-winning and attainment of utter concentration without the set.

Telescope

Telescopes are made of two cylindrical pieces of finely-crafted metal that tightly fit within each other, but are free to slide in and out. The user peers through a lens in the smaller end, where another lens is fitted, toward the desired area of viewing. By adjusting the tubes in or out, the user can focus and see objects clearly, even at great distances. (See also **Scope**.)

of Fantastic Vision

XP Value: 1,500 **GP Value:** 7,500

DRAGON Magazine 179

This appears to be a *telescope of true vision* and functions as such for the first 1d4 times. After this, the telescope reveals fantastic and lurid scenes, often the opposite of what it truly there (for example, a merchant fleet appears to be a pirate squadron in the spyglass, a safe harbor as a monster-ridden mirage, an upcoming city as a dark domain of evil).

of True Vision

XP Value: 2,000 **GP Value:** 10,000

Land of Fate

This device appears as a normal spyglass bound in gold. It enables the viewer to see up to 50 times farther than normal (a character may see something at 5,000 feet as if at 100 feet) at distances of 50 feet or more. Upon speaking a command word, the spyglass functions as a *gem of seeing* for one round, revealing the true nature of what is viewed in the glass. The *telescope of true vision* has 20 charges at its full power. Its lens fractures and crumbles when the last charge is used.

Tent

A tent is portable shelter made of canvas or animal skins. Portable dwellings, tents appear to be rolls of fabric, and may be mistaken for rugs. A tent may be unfolded and erected for use by supporting it with poles and ropes. A small one-man tent (3 by 6 feet when erected) weighs only 5 pounds. The largest royal tents are made of several parts, weigh over 5,000 pounds total, and may cover an area 500 feet square. They require a large wooden or magical framework; the canvas is either hung from the framework or draped over it. The most common adventurers' tent has a 10-foot-square base, tapers to 8 feet square at a height of 7 feet, and has a peaked top; it is 10 feet tall overall. The tent is supported by wooden poles, has sleeping room for two plus a storage area for other gear, and usually costs 25–50 gp.

The act of erecting a tent is called "pitching" it. The packing, cleaning, and other actions involved in taking down a tent are collectively known as "breaking camp." Pitching a tent usually takes one to two turns; breaking camp takes the same, plus 1d4 turns for packing other items, cleaning the area to avoid being tracked, and so forth.

Magical tents appear identical to ordinary ones but are always of the highest quality canvas. They cannot be damaged by nonmagical weapons; magic weapons and spells have standard effects, and normal or magical fire can destroy most tents in one turn. All magical tents have command words.

Roll	Tent Type
01–10	Bell Tent
11–20	Bundle Tent
21–30	Large Tent
31–40	Pavilion
41–50	Pyramid Tent
51–60	Small Tent
61–70	Tepee
71–80	Wedge Tent
81–90	Wigwam
91–00	Yurt

of Captivity

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This tent looks and functions like a *tent of luxury*. However, if the door is locked, there is a 25% chance it sticks shut. If the door sticks, the entrance to the tent cannot be opened by any means except a *wish*; those within the tent are forced to leave by the "back door" into the Ethereal Plane. The *tent of captivity* cannot replenish its supplies while It is occupied.

Dew

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

When pitched and left standing for one night, this tent attracts and collects morning dew on its surface and channels it into a collection pouch in one comer. The *dew tent* provides sufficient water for two humans and their mounts for one day, even in the desert and other arid regions.

of Luxury

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This tent appears identical on the outside to a standard size adventurer's tent. It is much larger inside, however, and opens into an extra-dimensional space. The tent pitches itself on command and can also be commanded (from the inside

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only) to lock itself (as a *wizard lock* from a 30th-level caster). The area within the tent is 120 feet square and contains supplies and accommodations for 10 humans and their mounts (horses or creatures of similar size) for one day. It contains comfortable silken beds, a stable, a large water basin, a food bush having fruits and tasty leaves, magical light that dims on command, a window through which the viewer can magically see the area around the tent (on the Prime Material Plane) from a point 10 feet above it, and a "back door" through which those in the tent can pass into the Ethereal Plane. The back door is very hard to find from the Ether (10% chance when using a *detect invisible* spell) and there is only a 1% chance every three hours (not cumulative) it will attract some Ethereal visitor. The back door cannot be locked and Is best used as an emergency exit. If a *tent of luxury* is damaged while occupied, however, all living creatures within it are ejected into the Ethereal Plane. The tent's contents cannot be removed by any means. All the supplies replenish themselves every 12 hours, but the tent must be folded up and then repitched for this to occur.

Mist

XP Value: 2,000 **GP Value:** 10,000

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- by 12-foot 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 a *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 will reveal it.
- 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 pours from the flask to form the *mist tent* again.

The *mist tent* is unharmed by any type 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 it sustains 10 points of damage, it dissipates in a shower of light and is permanently negated. If this occurs while it 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 rereleased; all damage repaired.

In Ravenloft: The use of this magical item can be very dangerous in Ravenloft. There is a minimum 5% chance that the land will use the tent like the mists of Ravenloft. If it is used within the mists themselves, the chances rise to 25%. The occupants are transported to some other location in the misty borders of Ravenloft. If the DM needs to keep the characters in their original domain, this new location is in that domain, just at a new place along the border.

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The mists have no compunction about transferring the tent to a place above a lake or into dangerous terrain.

Polychromatic

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This white tent can be commanded to change its color. Any single color can be named, or the tent can be commanded to *blend*. If so, it assumes the appearance of its surroundings—grainy and sand-colored in the desert, green and brown in the woods—camouflaged. The *polychromatic tent* is always white when not pitched.

Poor

XP Value: — **GP Value:** 400

The Book of Marvelous Magic

This tent appears to be a *polychromatic tent* in all respects. Each person who spends a night in the tent has a 25% chance of dreaming about some detail of events to occur the following day. If so, only certain creatures or areas are revealed; no results can be portrayed, as that would depend on too many variables. In return for the dream, the tent causes a gem, cash, or other item worth 100–600 gp to vanish during the night. The *poor tent* must be slept in for one full night to give the chance of dreaming.

of Shelter

XP Value: 1,000 **GP Value:** 5,000

Dragon Dawn

A *tent of shelter* looks like a small canvas tarp. When placed on the ground and the command word spoken, it forms into a shelter large enough for two people and up to 200 pounds of gear. At the entrance to the tent a small brazier of glowing coals appears for cooking and heating, and enough foodstuffs for a moderate meal. The tent provides no magical protection for its inhabitants.

of Standing

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This tent needs no poles or ropes and pitches itself when a command word is spoken. A second command causes it to collapse, but it cannot otherwise be taken down except by a *dispel magic* spell (treat as 30th-level magic) or a *wish*.

of Warning

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This tent looks and functions like the *polychromatic tent*. However, if a hostile creature approaches within 240 yards, the tent changes color of its own accord once per round. The colors are usually bright and easily seen at long range and will probably attract nearby creatures.

X

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This tent appears to be a *tent of dew*. However, its top bears a slight discoloration which is not visible except from the air and at a distance of 240 yards or more. The mark appears to be an "**X**" and may attract the attention of aerial passers-by (DM's choice of chances). The markings on the tent are visible to infravision and cannot be removed by any means.

Thorn of Sleep

XP Value: 100 **GP Value:** 500

The Complete Ranger's Handbook

The *thorn of sleep* looks like the thorn of a plant, about 3 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 awake until attacked or strongly roused. Noises, even those of battle, cannot awaken the sleeping creature. Each thorn can be used but once. Only 1d8 thorns can be found at any one time. A *thorn of sleep* can be projected by a blowgun.

Thread

Magical threads appear identical to balls of string or spun spindles, but careful examination reveals threads to be of finer material. To activate a thread's magic, it either must be unwound from the ball or spindle, touched against another magical item, or sewn into a piece of cloth.

of Aging

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

This item appears identical to a *ball of string*, but careful examination reveals it to be of finer material. It attunes itself to anyone who touches it. If the victim thereafter unwinds any of it, the unfortunate one *ages* one year for each inch unwound. Elves may ignore the effects of the first 200 years of *aging*; dwarves may ignore the first 50 years, and halflings the first 20 years. Otherwise, each 10 years of *aging* cost the victim 1 point of Constitution—the loss is permanent. A *wish* restores 1 point lost in this manner, but less powerful magic cannot affect the loss. Once the thread has attuned itself, it cannot be neutralized unless *remove curse* is cast upon it by a 36th-level caster; this makes the thread disappear along with all the victim's magical *aging*. Otherwise, the vic-

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tim must guard the thread carefully because, if it is unwound by any means or creature, the victim to whom the thread is attuned is affected. (See also **Ball**, *of String*).

of Commands

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This thread is identical to a *thread of aging* However, if unwound and placed on any magical cloth, it sews itself into the form of the command words for that item. Ten inches of thread are needed for each command word. Once a word is sewn onto the item, the sewing disappears and cannot be seen unless *detect invisible* or similar spell effect is used.

of Embroidery

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This thread is identical to *thread of aging* However, if placed upon any normal cloth, it sews itself in beautiful patterns, and 100 gp value may be added for every 10 inches of thread used. The ball of thread contains 1d100×10 inches of thread when found.

Throne

A throne is an ornate chair made of wood or stone. Magical thrones are quite powerful and all the details about them should be studied before adding a throne to a campaign. A throne is usually 8 feet high, 4 feet wide and with deep, plush furnishings and often ornately carved. Encumbrance is high, from 150 to 400 pounds or as given in the description.

of Death

XP Value: — **GP Value:** 4,000

The Book of Marvelous Magic

This throne appears identical to a *throne of power*, but any creature sitting upon it dies instantly. Ten percent of the time, however, it merely damages and ejects the victim, who is severely wounded (down to 1 point). The throne has no effect on any creature forced to sit upon it, only those who do so of their own free wills.

of the Gods

XP Value: 24,000 **GP Value:** 120,000

Eldritch Wizardry

This massive, gold-inlaid throne was crafted by an ancient race in honor of their gods. It is carved into the heart of a mountain and cannot be moved, not even magically because it is still a part of the mountain. Anyone seated on the throne receives at best one item of magic, but can only be a recipient once. Also, anyone who sits on the throne can use and is subject to the powers of the throne. It has the following abilities and penalties:

- *Clairvoyance*
- *Telekinesis*
- *Speak with dead*
- *Read magic*
- *Death* spell twice per day
- *Charm monste*r with –3 on saving throw twice a day.
- *Teleport* twice per day
- Relic gives off a gas that renders all within 30 feet unconscious for two hours (use saving throw for poison).
- Locates treasure as follows (select one):
  1. Silver, gold within 90 feet
  2. Gems within 60 feet
  3. Magic within 10 feet
- Has the power of a *gem of seeing* when held by the owner.
- User may *raise dead* fully, once a day.

of the Gods II

XP Value: — **GP Value:** —

Book of Artifacts

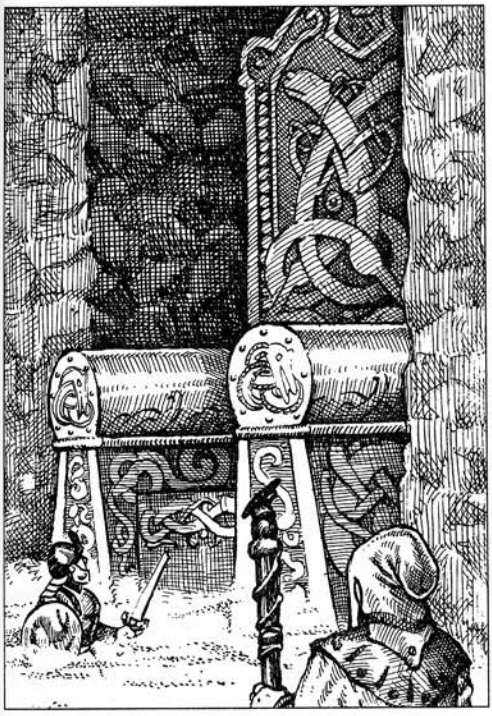
The *throne of the gods* is an ornate chair, large enough to seat a storm giant. Scintillating gems and mosaics adorn its arms, back, and legs. The throne itself protrudes from the rear wall of a cavern, 100 yards in diameter and sits upon a floor of billowing clouds.

When the gods created the multiverse, they needed a way to communicate with mortals on the many planes, so they merged their powers and created the throne. The wondrous chair exists on all planes simultaneously, and it can be used by any god. Its existence has long since drifted into the legends of many planes, but it is the one on the Prime Material Plane that is discussed here.

On occasion, an individual strives to preserve and protect the gods' throne, but over the years most of them have banded together into a small, fanatical cult called the Seekers. In their quest for the throne, the Seekers have dispatched emissaries throughout the lands, seeking signs of the artifact in ancient religious texts. Many of these tomes describe a divine throne located at the center of a mighty mountain, but as the religions share no common geographical location, the Seekers believe the throne moves about in a manner that is baffling to mortals.

On rare occasions, mortals have found the throne, and Randyl the Bold was one of them. In a mountain reputed to hold great treasure, Randyl's party fought many battles in twisting tunnels for many months. Randyl was the only one to find the throne room, but he was tired, bleeding from many wounds, and oblivious to his surroundings. He rested upon the huge throne,

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unaware of its true nature, wondering how he might be strong enough to escape, when he was engulfed in a bright, blue glow. Randyl leaped from the seat and watched in amazement as his arms, chest, and legs expanded with bulging muscles. Not understanding what had transpired, Randyl fled the room and escaped the mountain.

Years later, the Seekers heard of Randyl's exploit and sent the wizard Zatar to question him about it. Although the Seekers normally collected information about the throne to prevent power-hungry despots from finding it, Randyl's tale sparked a flash of greed within Zatar; he was overwhelmed by the unlimited magical abilities that might be his.

Secretly Zatar put together an expedition, and after many long months of searching and many great perils, Zatar and his company found the throne. Greedily he approached it, climbed upon the mighty seat, and sat there, running his hands over the treasures that protruded through the ivory and gold mosaics. Suddenly, an eerie blue glow radiated from the throne, engulfing the wizard and blinding his companions. When the light receded, the party found a crumpled, whimpering figure on the throne. Zatar, now a babbling idiot, attacked his companions, who killed him in self-defense and quickly departed.

The *throne of the gods* is an artifact designed for high-level parties. While any character can sit on the throne, the trick lies in deciding how the artifact will react. If and when a character sits upon the throne, the DM should instruct the player to declare what his character is thinking. The PC's response determines the invoked power or subsequent curse.

One possible adventure might find the party in a dying village. Approached by an elderly shaman, they are told of a mighty wizard who destroyed their holy idol. Ever since its destruction, the village has been slowly wasting away.

Unable to face the rigors of the journey himself, the shaman gives the PCs a drawing of an idol. He tells the PCs that they must seek a mighty throne, which lies deep within a nearby mountain, sit upon the chair while staring at the picture, and then think only of the idol. The shaman warns the party that thinking of anything else will unleash the fury of the gods upon them all.

Finding the chamber in which the throne lies is stuff for an excellent adventure in itself, but the addition of a powerful band of Seekers that zealously attempts to prevent the party from achieving its goal will spice up the scenario nicely.

Constant Powers: An *antimagic shell* radiates from the base of the throne and fills the entire chamber—only the throne is unaffected.

Invoked Powers: A character sitting upon the throne with a clear, concise desire in mind has an 85% chance that the throne will fulfill that request. The throne reads the character's desire and responds to it within one round.

A single prime attribute score can be raised up to 3 points (not to exceed 20 points) if a PC requests it. The player must speak in character, (a character cannot say "I want my Strength score to improve." Rather, "I want to fight with the endurance of a giant," (increasing Constitution) or "I want to be as strong as a giant" (increasing Strength). Similarly, experience levels can be raised to within 1 point of the next level, but the request should center on the character desiring to be better in his or her class.

A magical item also may be granted to a character on the throne PCs requesting any item with variable bonuses receive a +1 magical version of the item. Others who desire a more potent version of an item they already possess add +1 to it (to a maximum of +3). Obviously, the exact item should be clearly visualized within the character's mind.

Curse: The gods are offended when mere mortals use the *throne of the gods,* even if they have humble intentions. Normally, the throne grants 85% of reasonable requests. If the request is not granted, the gods were displeased for some unknown reason. The character suffers instead (determine randomly): a –1 cursed item, –1 to all

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prime attributes, or is *teleported* 10 miles away.

Any character daring the throne for a second try immediately incurs a wrath to match the folly (listed below). Those foolish enough to attempt a third try instantly find themselves alone, in a face to face combat with a random god on its home plane.

- A character desiring godlike powers has all prime attributes reduced by 2.
- If the character wants a magical item or device belonging to a god, an item buried in the throne, or a second magical item, the god grants the desire with a twist: The character receives a –4 version that appears to be the item requested if analyzed by any and all means.
- Should something not listed under Invoked Powers be desired, the character is *teleported* in a random direction to some location 1d100 miles away.
- Lacking a clear, concise desire in mind finds the character entirely at the mercy of the gods. One of the three above fates should either be hand-selected or randomly determined.

Suggested Means of Destruction:

- Force any major power, under pain of death, to unmake the throne
- *Wish* it had never been built 1,000 times.
- Dissolve the *entire* mountain currently housing the throne, using 1,000 *transmute rock to mud* spells cast by fiends.

Hlidskialf

XP Value: 12,000 **GP Value:** 60,000

Gods, Demigods, & Heroes

Hlidskialf is Odin's avatar's magical *all-seeing throne*. Treat as an unlimited duration *crystal ball with clairvoyance*.

of Incineration

XP Value: — **GP Value:** 3,000

The Book of Marvelous Magic

This throne is identical to a *throne of power*. When a creature sits on it, the usual saving throw is required; failure, however, causes the victim to catch fire, taking 40 points of fire damage per round (no protections or saving throws apply) until dead. The fire can be quenched only by a *wish*, and the victim cannot get up from the throne unless this remedy is applied. The remains of the victim burn completely, leaving only ashes.

If the saving throw is successful, the lucky victim is ejected from the throne immediately, and a loud laughing sound emanates from it. This noise attracts the attention of all creatures within 120 feet who usually come to investigate. The throne has no effect on any creature forced to sit upon it, only those who choose to do so of their own free will.

of Power

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

This large chair is made of wood, metal, and stone and adorned by 100 gems. If any creature voluntarily sits on the throne, the daring soul must make a saving throw vs. spell with a –4 penalty to the roll. Those of royal (not merely noble) birth have no penalty to the saving throw and instead gains a +2 bonus. No other adjustments of any type, magical or otherwise, apply to the saving throw; the "base" saving throw for the class and level of the user is always applied.

If the saving throw fails, the victim and carried equipment are instantly *transported* to an unoccupied room or corridor in the deepest part of the deepest dungeon on the planet. If the victim attempts to return to the throne by use of a *teleport* or *dimension door* effect or spell (regardless of elapsed time between the ejection and the attempted return), the throne immediately *transports* the victim in the same manner.

If the saving throw is successful, the user is not *transported* and may remain and use the throne properly. The throne may be used by any race or class and telepathically instructs the successful user about all command words, spell powers, charges, and the proper use of each. The throne can produce the following spells, each once a day, as if cast by a 30th-level wizard: *charm person*, *detect magic*, *detect evil*, *detect invisible*, *hold person*, *protection from evil 10' radius*, *dimension door*, and *remove curse*. All magical effects are gained or directed by the user. In addition, while seated on the throne, the user's charisma is 18.

The throne grants 500 charges to the user and disappears when they are spent; each spell cast from the throne drains one charge. The throne also disappears after 1,001 days, regardless of charges used. Any person of royal birth may use the throne with unlimited charges, but it still disappears in 1,001 days. The day on which the saving throw is made is counted as day one.

The throne is immune to all attacks and damage except the physical act of prying a stone loose, and this is difficult (roll 1d8, 1 indicates success). The 100 gems are worth 50 gp each, but if even one is removed, the throne loses its power forever. Magical attempts at loosening stones have no effect.

The throne cannot be moved except on command of the user after the initial saving throw is

made. The throne cannot be carried but *teleports* on command with no chance of error as long as the destination is well known to the user. It *teleports* only while the user sits in it and only four times during the 1,001 days.

of Summoning

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This throne is exactly like a *throne of power*, but no saving throw is required to sit upon it. Instead, a 36th-level spellcaster is *summoned*, who appears within 120 feet and in sight of the throne at the point most convenient for the wizard. This powerful wizard is of the same alignment as the throne user. He solemnly intones, "I am commanded to serve you once," and then disappears. The user of the throne is then immediately ejected. When the user sits upon it again, the throne *summons* the wizard, who is enraged at being *summoned* unless some quite excellent reason is immediately given. If the wizard is not a player character, he or she has all due spells memorized and ready. The impending death of the user is sufficient reason for *summoning*, but if a reasonable chance of survival exists, or if the user merely lacks courage or foresight, the wizard directs most attacks at the user of the throne.

of Transformation

XP Value: 13,000 **GP Value:** 65,000

Crown of Ancient Glory

This bizarre artifact is a special item in the possession of Ala, the Seawitch of Narvendul. With use of the proper command words, anyone sitting in the chair is transformed (*polymorphed*) into an ocean osprey, a young girl, an old man, an old woman, a gaseous form, or a wolf. The transformation is purely physical and the user (victim) retains his or her own personality and character traits. In the case of animals, though, speech is not possible.

By returning to the throne, the individual is able to return to his or her former condition. The chair can only function once per day, rendering one change only.

If a character takes the throne without employing the appropriate command words, the transformation occurs in a random fashion. Without the proper command words, only *remove curse*, followed by *wish*, can restore a person to his or her natural state. *Polymorph* spells cannot transform victims of the throne.

Throwing Stars

(Shuriken)

Shuriken are small throwing weapons. They come in many sizes and shapes, the most common bear the shapes of stars or spikes. Stars have three or more razor-edged points, ensuring that at least one will strike the victim when thrown. They come in a variety of sizes (here divided into small and large). Spikes are large pins, tapering to sharp points. Both are thrown by hand and have a limited range. Shuriken are easily concealed; they can be hidden in folds of clothing or tucked in sashes. Spikes can even be worn in the hair.

Magical *shuriken*, of course, possess a variety of other talents.

Roll	Star Type
01–10	Caltrop
11–20	Chatkcha
21–30	Large Shuriken
31–40	Shaken
41–50	Shuriken
51–60	Slashdisk
61–70	Small Shuriken
71–80	Tetsu-Bishi
81–90	Throwing Spike
91–00	Throwing Star

of Ojy-Do

XP Value: 1,000 **GP Value:** 10,000

Kara-Tur

The ninjas of Ojy-do, also known as the Fangs of Night, have magical *shurikin*, stars made of stone that always hit their mark. The victim must save vs. death magic or fall unconscious for one full turn. Whether the saving throw fails or succeeds, the victim suffers 2d4 points of damage. These shurikin are carried by the five highest-ranking warriors in the clan.

of Returning

XP Value: 1,000 **GP Value:** 5,000

New Item

If thrown and the attack misses, these *shurikin* always return to the owner at the end of the following round. If a *shurikin of returning* strikes a target, it lodges itself into the target and cannot return.

Timberbane's Clockwork Chopper-Ripper

XP Value	GP Value
Copies: 300	1,800
Original: 2,500	15,000

New Item

This unusual tool looks like a small chainsaw made of iron and wood bolted together. A winding crank (cord and handle) juts out from the side of the gear box. The gearbox contains an ingenious spring-loaded mechanism driving the chainsaw. A famous tinker gnome by the name of

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Springol Timberbane created the original device. His creation was equivalent to a magical +3, *treant-slayer* weapon. (By *treant*, understand all manners of "living" trees.) Timberbane earned his notoriety from the chaotic architecture of the wooden palaces he built. The values for both the original device and nonmagical copies are given above.

The clockwork chopper-ripper can be used as a two-handed weapon requiring to be held by its two handles. Over a period of several successful attacks, the weapon can deliver up to 40 points of cutting damage (not including damage bonuses due to magical enchantments) after which it must be rewound. Each round of rewinding resets the spring for 1d12 points.

The weapon inflicts 2d4+2 points of damage against small or medium foes, or 2d6+2 against large foes, and has a speed factor of 8. Against wood, the weapon inflicts another 10 points of damage, which does *not* count against the 40 points limitation of the spring motor. It is considered a medium size weapon weighing about 10 lbs. Strength adjustments only apply to Attack Rolls (not damage). The weapon is totally ineffective against rock or metal over ½ inch thick. It requires a weapon proficiency to be used in combat, and falls in the weapon category of short swords to determine the races or character classes that can use it.

Natural scores of 1–2 on an Attack Roll cause the gears to jam (must roll every time it is used, even against inanimate objects like trees or doors). The weapon itself is AC0 and can take up to 30 points of physical bashing before it's beyond repair. Jams or damage can be fixed after combat with a successful proficiency check and an hour of gnomish tinkering. Add an hour of tinkering for each failed check. The *clockwork chopper-ripper* comes with a safety lock and a leather sheath for transport, but no warranty.

Timepiece of Klorr

XP Value: — **GP Value:** —

Forbidden Lore

This unusual pocket watch was brought into Ravenloft from an unknown world more than 200 years ago. Since that time, it has proven itself to be an instrument of great power and great evil. Indeed, few who have ever learned of its existence without owning it for themselves have lived long enough to pass on the story of its wondrous nature.

Description: The *timepiece of Klorr* is crafted of an unusual alloy of gold, silver, and bronze. It is circular in shape, roughly 2½ inches in diameter, with a hinged lid that snaps down to protect the face of the watch when it is put away. The timepiece hangs from a slender chain, fashioned from the same indestructible alloy as the watch itself.

The metal from which the watch was made does not tarnish and cannot be harmed by any known force. Thus, the watch looks today just as it did when it was first created. Indeed, there is some evidence to indicate that the watch has actually become brighter and better polished over the years, although this might be an error caused by the sparsity of accounts of its existence.

The casing itself is ornate and carved with many dark and sinister forms. Numerous shapes resemble the twisting and writhing figures of tormented souls, while others are clearly those of the fiends that torment them through all eternity. The hinges on the lid and the clasp that secure the cover when it is down are fashioned in the image of skeletal claws.

When the cover is opened, the face of the watch is revealed. It is white in color—clearly some form of crystal—although its exact composition is unknown. A glass lens covers the face, but like the rest of the watch, it appears to be impervious to any manner of damage. The face is numbered, in an ornate script, from 1 to 13. The movement of the hands is sharp and steady, producing an audible click with the passing of each second. Mysteriously, the hands never seem to pass between the hours of 12 and 13. Even if one watches the face of the timepiece carefully, the hands seem to click from 12:59 to 1:00.

If opened in darkness, the white crystal of the face emits a soft glow so that the time may be easily read. No form of magical *darkness* can prevent the holder from seeing the illuminated dial, although it cannot be used to shed light upon surrounding objects in such a situation. That this effect is magical cannot be disputed, for at least one person who was wholly blind is said to have looked upon the face of the watch and saw it quite clearly. It is said that even a blindfold or similar obstruction cannot prevent the watch's owner from gazing upon its face.

The back of the watch is set with an inscription that is unreadable unless viewed with a *read magic* spell. When this is done, however, the following verse becomes clear:

By my power the sands are stayed,
The hour of death is long delayed,
The grip of time can be unmade,
But beware the price that's paid.

History: The timepiece was created some 350 years ago by Klorr, a watchmaker in a strange, mysterious, and nameless land. Klorr had always been fascinated by clocks and timepieces of

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every description. In fact, his love for these objects had passed the bounds of any reasonable man and had become nothing short of an obsession. His whole home was filled with all manner of timepieces, each kept in perfect working order and synchronized so that they differed from each other by not so much as a second. It is said that the cacophony of an hour chiming in Klorr's shop was nearly enough to drive a man mad. Indeed, perhaps that accounts for the creation of this twisted chronometer.

As Klorr grew older, he came to realize that there was one timepiece in his home that he could not regulate or control: the beating of his own heart. He was reminded of this his entire waking life, for the throbbing in his chest seemed never to be in synchronization with the staccato clicking of the gears and springs of his countless clocks. It may be that this drove him mad, for he vowed that he would not permit his own heart to betray the perfect rhythms of his many timepieces.

Klorr spent years researching the magical powers that he would employ to create his next watch. He sought out a race of master metalworkers and begged them to teach him the secrets of their craft so that he might manufacture the watch from a metal that no earthly hand could damage. He pursued the foul and accursed magic of the necromancer and sought to gain knowledge over the functioning of the living heart so that he might learn to pace it with a timepiece. Eventually, he explored the extradimensional magic of the Outer Planes and sought the guidance of a diabolical presence there to aid him in the last stages of his efforts.

When Klorr had completed the construction of his pocket watch, he found that it did indeed control the beating of his own heart. With every rumble of his pulse in his ears, the hands snapped forward and a sharp tick would split the air.

Much to his own despair, however, he found that the watch seemed to control the beating of his heart to an even greater extent than he had intended. Indeed, it soon became clear to him that if the watch were not wound each day, if it were allowed to slow and stop, his heart would match its gradual paralysis. In the end, when the watch stopped, so would his heart. He seemed to have stopped aging as well. He needed no food, no drink, and the passing of the years meant nothing to him. The watch was the master of his fate now, not the fleeting fancies of time and many fates of the universe.

Whenever he used the watch to invoke one of its magical effects, he found that a third hand appeared on its face. This hand would begin to tick off the seconds between the 12th and 13th hour on the clock's face. Before that hour had passed, he was forced to kill someone in order to satisfy the hunger of the timepiece. He soon found that he was unable to resist the urge to use the watch's magic, despite his desire not to do so. He also learned that the hunger of the watch was directly related to the exact power that he employed and the vitality of the person killed.

Eventually, Klorr found himself unable to hold out against the overwhelming magic of the watch. He became locked in a cycle of killings. Each time he hunted, he would use the powers of the watch. This would, in turn, compel him to kill again. This vicious cycle became the pattern of his life.

Powers: The *timepiece of Klorr* gives its holder many great powers, each of which can be used as often as desired. As soon as one is employed, however, the third hand appears on the face and the watch begins to count off the seconds of an hour. If it has not been able to absorb sufficient life energy to satisfy its hunger by the end of that hour, it will drain the energy of the holder, utterly and irrevocably destroying the unfortunate victim. Nothing, not even a *wish* spell, can restore life to one slain in this manner.

Each time that one of the watch's powers is used, the holder of the *timepiece of Klorr* is moved to seek out and kill others of its race. The

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number of people that must be slain is determined by the power required to invoke a given spell effect. Each power of the watch is followed with a parenthetical number that indicates the number of levels of life energy that the watch must drain. Thus, if it were used to invoke a *featherfall* (1) spell and then a *haste* (3) spell by an elf, the owner would have to seek out and kill four 1st- (or 0-) level elves, two 2nd-level elves, or some other combination that would total four levels. The use of any of the watch's spells or spell-like abilities precludes taking another action in the same round.

The magical spells that are available to the holder of the timepiece are as follows: *featherfall* (1), *feign death* (3), *haste* (3), *hold person* (3), *hold undead* (3), *slow* (3), *extension I* (4), *distance distortion* (5), *extension II* (5), *hold monster* (5), *extension III* (6), *temporal stasis* (9), and *time stop* (9). All of these spells function as described in the *PH*.

In addition to its general magical abilities, the watch has several unique powers. As with the spell abilities, each of these has a cost associated with it.

Successful Saving Throws (3): Anyone holding the watch automatically succeeds on any saving throw that he or she is called upon to roll. This requires no thought on the part of the watch's holder, it just happens. In fact, the holder of the watch cannot even opt to fail a saving throw. If the person holding the watch has not yet been bound to it, the use of this ability links that person to the *timepiece of Klorr*. This is the only power of the watch that does not count as an action for the holder. The only exception to this ability is the saving throw required to discard the watch, as detailed below.

Heal Damage (5): At any time, the watch may be called upon to *heal damage* that its holder has taken. When this is done, the effect is similar to that of a *cure critical wounds* priest spell, save that it can only be used on the keeper of the timepiece.

Perfect Time (0): This ability of the *timepiece of Klorr* is an element of its nature and need not be invoked or "paid for" by the user. Nothing can upset the watch's ability to keep perfect track of the passage of time. Even if it and its owner are placed in a state of temporal stasis, the watch keeps working. No known force can cause the timepiece to lose so much as a second.

Visibility (0): Another side effect of the watch's existence is the fact that its face cannot be hidden from its owner. So long as one is able to flip open the cover to reveal the watch's face, no magical or physical blindness or obstruction can prevent the owner from looking upon it and knowing the exact time. As with the previous power, this one is free of any obligation on the part of the holder.

The Curse: The watch has no power over someone until one of its abilities is used. This might be any of the spells or magical powers except for *perfect time* and *visibility*. Even the automatic power to successfully roll saving throws counts as a deliberate use, although the holder of the watch does not actually invoke this ability.

Upon using one of the watch's abilities, the holder becomes bound to it. From that point on, the individual's heart beats at a perfect 60 beats per minute. Like the watch, the heart has become a perfect timepiece.

Once bound to the watch, the holder must personally kill the people required to repay the *timepiece of Klorr* for any used powers. If the owner fails in this effort, the watch claims the owner as victim instead.

The *timepiece of Klorr* is a very difficult burden to rid oneself of, for once it has been taken up, the only time that an individual can attempt to discard it is when the watch's hunger has been sated. That is, when the third hand is not showing and the owner of the watch is not under an obligation to claim another victim.

At this time, a *remove curse* or similar spell has a chance of breaking the watch's bond to its owner. When the spell is cast, the recipient must roll a saving throw vs. spell. If the roll succeeds, the watch may be discarded simply by putting it down and walking away from it. Other, more dramatic methods include sealing it in an iron box and casting it into the sea, tossing it into a volcano, or anything else that might satisfy the former owner that the *timepiece of Klorr* has been destroyed.

Of course, the timepiece cannot be so easily unmade. Those who granted Klorr the ability to create this great artifact will allow nothing so simple to destroy it. It is rumored that only the fires of the Outer Planes can cause the timepiece to be reduced to the elemental evil from which it was forged.

Tome

Books, Librams, Manuals, Spellbooks, and Tomes

In the AD&D game system, each of these terms has a unique definition:

Books may be used only by *priests* and sometimes raise a specific character statistic.
Librams are books used only by *wizards*, and occasionally boost stats.
Manuals may be used by both *fighters* and

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thieves, and some include boosts to stats.
Spellbooks contain spells and surprises. Most are restricted to priests and wizards, but a few may be used by any class.
Tomes may be used by *all classes* and some grant boosts to stats.

All magical books, librams, manuals, and tomes appear to be normal works of arcane lore. Each is indistinguishable from others by visual examination or by magical detection.

A *wish* spell can identify or classify a magical work. Other spells, notably *alter reality*, *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 studied by a character, most magical works vanish forever. However, one that is not beneficial to the reader may become attached to the character, and he or she is unable to get rid of it. If the work benefits another character alignment, the owner is geased to conceal and guard it. The DM should exercise judgment and imagination when deciding exactly how these items are to be treated.

of Bodily Health

XP Value: 5,000 **GP Value:** 50,000

DUNGEON MASTER Guide

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 or her Constitution by 1 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 tome will not be useful to any character a second time, nor is more than one character able to benefit from a single copy.

Canon of Changes

XP Value: 24,000 **GP Value:** 120,000

Gods, Demigods, & Heroes

The *Cannon of Changes* is book of the gods that deals with redistribution of matter and motion. It allows the reader to create any nonmagical object.

Canon of Changes II

XP Value: 24,000 **GP Value:** 120,000

Legends & Lore

This book allows the reader to draw on the mystic Oneness of the universe to change the nature of matter to fulfill his own desires. Essentially, any nonliving object weighing up to 50 pounds can be converted into any, nonliving, nonmagical object of similar mass.

If used in conjunction with the *Analects of Magic* (see **Libram**), the conversion can be done with up to 500 pounds of mass. In addition, the object may be converted into a magical weapon, armor, or shield with a bonus of up to +5, with one power based on any wizard or priest spell of up to 5th-level. Alternatively, the object could be converted into any monster of up to 10-HD.

Only a being of at least 18 Constitution and 18 Wisdom can read this book. Even for beings powerful enough to employ the tome, it requires 72 hours of constant reading before he can execute the change, and he forgets everything he has learned from the book after the transformation is completed. A being may read the book as many times as he wishes, but he loses 1 point of Constitution each time he uses the knowledge gained from it.

Any being who attempts to use this book while lacking the proper Constitution or Wisdom permanently loses 1d6 points of Constitution. This book may not be used to alter living beings, attribute scores, or to create magic items except as described above.

of Clear Thought

XP Value: 8,000 **GP Value:** 48,000

DUNGEON MASTER Guide

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 disciplines 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.

of Dogmatic Methods

XP Value: — **GP Value:** 5,000

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

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immediately obvious. The manual has the power to provide advice on any action that its owner might consider taking. The owner needs 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.

The first time the book is used, the owner is suddenly struck with the idea that he or she now owns a source of information that can give valuable advice on any matter. It becomes a guide for life. The owner will not share the book or let anyone take it away. If anyone tries to remove it, the character 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 tome 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 or she is going to pray for a spell, there may be 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 or she 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 comfortably committing him or herself to a 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.

of Dogmatic Methods II

XP Value: — **GP Value:** 5,000

1992 Fantasy Collector Card 625

This silver bound, gem-studded book has the power to provide advice on any action that its owner might consider taking. Opened to any page, a list of actions, most of them highly ritualistic, appears to insure the success of any action. The owner immediately forms a dependence upon the book, and refers to it before taking even the most mundane actions. The book recommends extremely time consuming operations. Furthermore, the owner will not share the book with anyone and will fight to keep it. A *remove curse* spell, or similar magic, is required to neutralize its effects.



E'soa Ho-chi

XP Value: 6,500 **GP Value:** 65,000

Kara-Tur

E'soa Ho-chi, "the Herald," was given to the lamas of Ko'Chung by Mei Lung as a chronicle to verify history in case the dragon had an unforeseen accident. The tome is very large and thick and it is always open, with writing on the right side and unfinished script appearing magically on the left. A lama must stand vigil and turn the page to keep the magic flowing, but anyone might do the job. This book records history as the events unfold. The person who turns the page can direct the book's recounting of current events to the people and places about which the reader wishes to learn, or he could read the book's reports on the important events of Kara-Tur as decided by the book. Occasionally, mentions of the western barbarians appear on the pages. *The herald* weighs more than one man can lift and is adorned

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in gold and blue and green jades.

Clearly, this is a very powerful instrument of the magical Celestial Heavens. The guards are fanatical about its safety, willing to die protecting it. Should it be stolen, all of Tabot (along with interested parties of T'u Lung and Shou Lung) would seek the tome. Some would seek to return it to the Gompa. Others would only want it for their own use. Once word of the theft was out, there would be virtually no peace for the thieves.

of the Fool

XP Value: 8,000 **GP Value:** 40,000

DRAGON Magazine 134

This book is a 9″×12″ leather bound book of approximately 100 pages. The *Tome of the Fool* radiates a hot-pink glow that is visible for up to 100 yards around. By careful study of this tome over one month, a jester may gain enough experience points to achieve the midpoint of the next level of experience. The tome works only once before disappearing, and that jester may never again use any tome of this sort. Any person other than a jester who reads this book immediately becomes a jester of 1st level (no saving throw allowed).

of Gainful Exercise

XP Value: 5,000 **GP Value:** 50,000

DUNGEON MASTER Guide

This work is similar to the *Manual of Bodily Health*, but its reading and prescribed courses of action will result in the addition of 1 point to the reader's Strength.

of Garden Flowers

XP Value: 1,500 **GP Value:** 8,500

DRAGON Magazine 30

Anyone reading the *Book of Garden Flowers* is immediately able to identify all garden flowers and plants from a seed, leaf, or blossom.

of Glowing Pages*

XP Value: +2,000 **GP Value:** +10,000

Baltron's Beacon

The pages of this book magically glow when touched for easy reading.

Herald of Mei Lung

XP Value: — **GP Value:** —

Book of Artifacts

The *Herald of Mei Lung* is a large tome, roughly the size of a small shield and 6 inches thick, but is otherwise of nondescript appearance. Its pages are of the thinnest paper and each is covered in an elaborate script penned in golden ink. The language is unknown to any who view it, but can be read with the aid of a *comprehend languages* spell.

At the birth of the world, the great and wise dragon Mei Lung was given the task of recording all that has, is, or will transpire in the world. Supposedly, should the great dragon fail in his duties, the universe would end. To prevent this dire fate from occurring, Mei Lung created the *Herald.*

Mei Lung was not merely satisfied to create the *Herald,* although many would view this as protection enough. Aware that disaster might befall not just him but his entire household (for dragons of that far eastern land lived in a style much different from the wyrms of the west), Mei Lung entrusted the magical volume to a sect of isolated and devout monks far away in the fastness of the highest mountains of the world. There the book has ever been, watched over by monks who now live only for its protection.

The *Herald of Mei Lung* is one of the few truly beneficent artifacts, possessing no harmful powers. As such, it can be a useful aid in a particularly difficult adventure, providing answers to mysteries and clues about the future. The player characters can never actually own the artifact. Instead they must go to it. This by itself is an adventure as the group treks across a hostile wilderness similar to the Himalayas to find the ancient monastery. Even then, dealings with the monks must be role-played, and the return journey survived.

Constant Powers: The *Herald of Mei Lung* is wondrous in that it writes by itself the history of every major and virtually every minor event in the world. Since this history starts with the creation of the world, finding information can take a long time. For every day spent reading the book, there is a 1% cumulative chance of finding the correct information. What is revealed is the truth, although often one-sided in its presentation.

The book records more than just the past, however. Any event occurring in the present can also be read about. The character needs only turn to the final penned pages and read. It is even possible to read about future events on the final pages, although since the tales are still forming themselves, there is only a 20% chance of gaining useful information, and even then it may be incomplete.

The *Herald* is protected with a powerful spell that automatically teleports the tome back to the monastery if it has been absent for more than 12 hours.

Suggested Means of Destruction:

- If the universe ends, the book also ends.
- One must go back in time and prevent Mei Lung from becoming the Celestial Historian.
- Mei Lung must be convinced that knowledge is meaningless.

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of Hopeful Deeds

XP Value: 700 **GP Value:** 5,000

New Item

After one week of study, a good character suffers a –3 penalty on all saving throws. This effect is permanent until a *restoration* or *limited wish* spell is used to counteract it.

of Hopeless Deeds

XP Value: — **GP Value:** 5,000

DRAGON Magazine 82

When evil characters study this book for more than a week, they suffer a –3 penalty on all saving throws. This effect is permanent until restoration or *limited wish* negates the penalty.

of Humorous Perspective

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 134

This book looks exactly the same as the *tome of the fool*, and it is usable only by jesters. Like the tome of the fool, anyone who is not a jester and who reads it immediately becomes a 1st-level jester. When read, this book enables a jester to attain a different outlook on things—one in which death and other morbid topics are merely punch lines in the great game of life. The jester, because of his calm control of the situation, receives an extra +10% modifier to his morale-changing ability. The same jester may cast *friends* and *charm person* once a day in addition to normal spellcasting abilities. Finally, the reader of this tome is forever immune to emotion-changing spells involving fear, hate, despair, discord, hopelessness, and rage, as received from *symbol* or *emotion* spells.

of Immoral Sanity

XP Value: 1,000 **GP Value:** 600

DRAGON Magazine 82

A good character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity.

of Infinite Spells

XP Value: 9,000 **GP Value:** 45,000

DUNGEON MASTER Guide

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. After that, he can examine the writing without further harm. The *Book of Infinite Spells* contains 1d8+22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

Roll	Page Contents
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 wizards' 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 a day. (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 a 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 spell 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 employed, including casting time, spell failure, and so on.

Juia Lo'tanu

XP Value: 6,000 **GP Value:** 30,000

Kara-Tur

This tome is bound with the time-blackened skin of a giant eel, smooth and glossy. On its cover is a painting of a red and white spotted carp, the symbol of hard work and success. Inside are 20 paintings done on transparent silk that has been stiffened with clear lacquer. The paintings can be viewed from either side of the page. They are of tranquil subjects with hidden, deeper meanings. Examples of the subjects are: two kittens watch-

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ing swimming carp in a pool with water lilies; the sun setting behind a picturesque mountain; three girls farming in the rice-paddy. The book has no magical wards or traps, as it was designed to be accessible.

This very beautiful work of art was painted by Da'u Ching Tso with the magical paints given to him by the pigfaced spirit from the Heavens. It was inspired by the teachings of the wu jen Korsanna the Orator, who infused his magic into Da'u's expressions of art. The thoughts, feelings and knowledge of the student and master are gained through study of this tome.

Korsanna took this treasured book throughout the land, using it as a teaching tool. This was in the years 1240–1280, and many great speakers are known from this period, most of whom followed Korsanna for a while. Then Korsanna died mysteriously in the village of Sou Tu, now ruins in southern Noka Jui District. The *Juia Lo'tanu* passed through a few hands who admired it only as art, then came to rest in the hands of the Wai clan about the year 1425. This tome was held and studied by the Wai family, and many believe that its magic enabled the Wai men to gain their power and stature in the communities of southern Shou. By the year 2000, the Wai clan was one of the most powerful noble families of southern Shou Lung, well known for their imaginative and engaging public speaking.

Just before the Moon Feast Festival in the year 2065, the Wai clan fortress and compound was raided by a band of marauding jungle barbarians, who succeeded in breaking through the main gate with a *fireball* from their leader's magic staff. This group of fools stole many of the family heirlooms, but also took the *Juia Lo'tanu*. The ancestral home was located east of the modern city of Ha'chou, and the escaping brigands rode east to the Henai River, crossing at Tarepi. Here they were caught midstream by the Shou posse and many of them were killed by arrows. Only the wizard leader and five men eluded the law. Historians speculate that these barbarians were the same group that raided We'noa and Chin a year later, and were ultimately captured at Cufa Twi Caverns. The *Juia Lo'tanu* and the rest of the Wai heirlooms were lost. Gossip and legend place the treasure in a citadel deep inside the caverns, but this is only hearsay.

If a character has an Intelligence of 15 or higher, he will gain from intense analysis of this tome. Alignment is unimportant for the magical lessons. After 1d4 months of scrutiny, the tome gives insight into the art of magical oratory, a fantastic gift, and the skill is passed



on to the reader. It gives the character a magical ability to influence any group he addresses toward his position or conclusions, often swaying a crowd's support. The player must speak for a half-hour or more. The effectiveness of this ability is situational, and entirely dependent on the DM's interpretation. It is not a *mass hypnotism* or *suggestion*, because it can be learned by any character class and it is not as powerful as a true wu jen spell. A magical speech will add 10 percent to the morale of followers or troops in the speaker's command. It also increases the courtly abilities of poetry and Noh by increasing their base chance of success by 2.

For example, if the magical orator is addressing a group of friends, or any neutral crowd, they may be easily convinced that the speaker's purpose or meanings are correct and true, and action may be expected. However, a speech before an angry Emperor or a lynch-mob may only save the character's life, with a quick trip to the local prison or a public flogging the punishment—the situation will dictate the outcome. A low-classed bushi warrior can only expect a magical speech to get gentlemen to listen and maybe reflect on his words. A good benchmark is that 15 percent of any neutral group will be swayed to action or belief by magical oratory.

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of Leadership and Influence

XP Value: 6,000 **GP Value:** 60,000

DUNGEON MASTER Guide

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 1 point.

When read by a bard, the character increases by one level. His or her experience points become equal to the minimum required to attain the new level.

of Psionic Interaction

XP Value: 5,000 **GP Value:** 50,000

Baltron's Beacon

This tome tells how to build psionic powers. If the reader cannot use psionics, the tome has no effect. If the reader is psionic, the study confers 25 more psionic strength points immediately, and (at the usual rate, with level progression) one new attack mode, one new defense mode, and one minor discipline. If the reader is not psionic but has psionic potential, the study permits a check for them at double normal chances, even if a previous roll for psionics has failed. However, if the roll is more than 30% under the minimum needed to gain such abilities, the victim is struck by catatonia (insanity) that can only be cured by a *heal* spell. The tome vanishes either after proper use or after causing three cases of catatonia.

of Quickness of Action

XP Value: 5,000 **GP Value:** 50,000

DUNGEON MASTER Guide

The heavy covers and metal bindings of this compilation will not distinguish it from other nonmagical texts of small value. This work contains secret formulae and prescriptions for unguents and exercises 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 1 point of Dexterity. The manual will disappear immediately after reading, but the contents are remembered for three months. However, the reader cannot articulate or otherwise record the information he retains. Only after the month of training is the Dexterity bonus granted. Further perusal of a similar text will not add to the same character's Dexterity.

of Saintly Sanity

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 82

An evil character who studies this book has a 5% chance per day, cumulative, of contracting some form of insanity.

Seven Fingers
(The Life of Thorstag)

XP Value: 2,500 **GP Value:** 25,000

DRAGON Magazine 69

This memoir is a thick bundle of vellum sheets bound about with two leather straps and enclosed in a leathern bag. A recent owner, the merchant Zephrum Nelagul, noted in his ledgers that *Seven Fingers* had 278 sheets, but also noted that it ended precipitously and seemed to have gaps in the narrative, which suggests that some pages have been lost or deliberately removed.

The book was written by (or at least under the supervision of) the adventurer Thorstag "Seven Fingers" Amareh, a fighting man who rose to take the lordship of a tiny northern dale, where he died some 70 winters ago. Thorstag's nickname and the main title of this volume come from his habit of severing the fingers of important enemies whom he slew, and storing these in an iron box. There were seven such enemies, and Thorstag evidently put the fingers to some sort of magical use, but their present location is unknown. The volume recounts Thorstag's reportedly boring and trivial life ("wearisome pages of dreams, underhanded schemes, and malicious violence," Zephrum records), but contains three passages of special note.

The first is a detailed and exacting description of the selection of a card, *void*, from a *deck of many things*, so complete that anyone who reads this section could immediately recognize the same effects if they occurred in his or her presence.

The second is a recipe or description of the making of *Keoghtom's ointment*, which may or may not be correct. Curiously, no owner of the memoir has made any mention of the accuracy of the recipe, but only of its inclusion; this hints that they have not attempted the process because it is obviously incomplete, or too difficult in execution or the procurement of the ingredients, or the writing itself contains some magical trap or guardian they would prefer not to disturb.

The third is a detailed inventory of the dowries of the princesses Elmyra and Hlassela of Cormyr, which Thorstag took part in guarding on an overland journey from Suzail, the capital of Cormyr, to Arabel, a city some distance to the north and east. The journey was safe, the princesses married, and set out forthwith eastward with their (royal, but not identified by Thorstag) husbands. Neither Thorstag nor the sage Elminster has heard of their fate, but in some eastern tomb or treasury the greater part of these dowries must now lie. Thorstag's list includes weights and identifying marks of jewelry (since he had to guard against forgery and

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substitution of the pieces), and adventurers or historians will surely find it a source of inspiration, if not a path to wealth.

The present whereabouts of the memoir is unknown. It was last seen in the hands of an unidentified man "with the clothes and manner of a southern merchant," according to Zephrum Nelagul, who sold it to said merchant at a bazaar in Waterdeep for 900 pieces of gold. Zephrum attests that he obtained the *book* from an ignorant bailiff in Longsaddle, who sold it as part of the contents of a dead man's house. The dead man, one Borwyn, was a trader in hides and leather goods who covered much of the north in his trade, and had acquired, in Zephrum's words, "an odd assortment of keepsakes and valuables." One can only conjecture that somehow Borwyn the trader visited the dale where Thorstag had ruled and was buried, or got the book from another person who was given it by Thorstag for safekeeping, or who took it after Thorstag's death. If any reports come to light of the possible missing pages, more might be said of how Borwyn got the memoir, and of its original, complete contents.

of Ssu-Ma

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

The immortal hero Ssu-Ma is said to be the father of written knowledge, bringing mankind from barbaric chaos to civilization. His great tome is said to gather knowledge of all sorts from the very air itself, and is thus able to provide information on anything in existence.

This large, bulky book is 5 feet square and nearly a foot thick. Its covers are each half an inch thick, fastened securely by a built-in lock. The covers are not marked in any way.

The lock on the book cannot be opened magically, and open locks attempts suffer a +50% penalty to the roll. Anyone who fails to pick the lock can never succeed in opening it. The contents of the book cannot be examined until the lock and book are opened. The first page of the book explains all of its powers and the page references where the command words and instructions for each power can be found. The tome can be read easily by anyone.

The tome's contents explain how the user, drawing on the power of the tome, can produce the effects of the given powers. The pages of the book cannot be used as materials for the effects (such as mapping).

Suggested Powers:

- *Feeblemind*
- *Lore* (treat as a *legend lore* spell)
- *Mapmaking* (duration one turn; Treat as a *map of mapping*)
- *Repair Normal Objects*
- *Open Locks* (70% success rate)
- *Memorize +5 spell levels* (five 1st-level spells, one 2nd-level and three 1st-level spells, and so on)

Suggested Handicaps:

- When first used the user suffers a –6 penalty to Strength score.
- **Body part change:** The user becomes hunchbacked, and suffers a +4 penalty to Armor Class and a –4 penalty to all THAC0 rolls because of this deformity.

Suggested Penalties:

- User involuntarily assumes *gaseous form*.
- **Memory lapse:** The user immediately forgets any 1st-level spells memorized.
- **Service:** The user is suddenly compelled to map an entire level of a nearby dungeon (or country side), using the tome, and will assemble an expedition to do so, leaving within three days. This effect ends when the map is completed.

of Understanding

XP Value: 8,000 **GP Value:** 43,500

DUNGEON MASTER Guide

Identical to a *Tome of Clear Thought*, this work increases Wisdom by 1 point.

Vacuous Grimoire

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

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 1 point of Intelligence is lost or not; the second is to find if 2 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.

Tool Set

"Tool Set" is a generic term for a set of implements and devices craftspeople use when practicing their professions. It covers everything from pliers to saws, from vices to sets of lockpicks.

Gemcutter's Tools of Sunndi

XP Value	GP Value
–1: 3,000	25,000
–2: 6,000	50,000
–3: 9,000	75,000

GREYHAWK Adventures

This magical set of vises, hammers, blades, and chisels was enchanted by the mountain dwarves who work the gemstone mines in the County of Sunndi. They help any character with a gem cutting proficiency to increase the value of his or her work. For individual stones, the cutter can make a proficiency check to gain a modifier to the **Gem Base Value Table** found in the *DMG*. The DM rolls 1d8 to determine the modifier:

Roll	Modifier
1–6	–1
6–7	–2
8	–3

The tools are also useful for finishing stones in a mine; the cutter can add 20–50% to the final average value listed on **Table 34: Gemstone Quality** in the *Dungeoneer's Survival Guide*. A gem cutter with these tools can demand up to four times the normal fees for services.

Thieves' Tools of Stealth

XP Value: 750 **GP Value:** 7,5000

POLYHEDRON Newszine 82

These magical thieves' tools are a great boon to any thief or rogue. They do not appear to be made of metal, but instead appear to be constructed of a very dark, hard substance, perhaps obsidian. While they are magical, no means of detecting magic can reveal this fact. The tools confer a +10% bonus to a rogue's open locks and remove traps rolls.

The greatest power of the tools is revealed when they are placed inside their case, and the case is touched to the user's skin. The case magically melds into the individual's body. There the tools safely remain, until the owner concentrates on bringing them to the surface. If a rogue is slain while the tools are melded with his skin, the tools reemerge.

A thief's tool set usually includes the following equipment: one set (universal lockpicks, prybar, waxed cord with two hooks and six thin steel spikes, whipsaw, cutters, two small black velvet bags, black leather gloves and mask, iron grapnel with 2-foot shank and end-ring), and 30 gp.

Woodworker's Tools of Dyvers

XP Value: 2,000 **GP Value:** 24,000

GREYHAWK Adventures

This set of magical hammers, spikes, axes, chisels, files, and other tools was created for a carpenter in the City of Dyvers, and though he paid much gold for it, the set eventually brought him great wealth. It allows a character with carpentry proficiency to build very sturdy wooden constructions with 150% of normal defensive point values. Consequently, the carpenter receives double to triple the usual fees, or a weekly average of 50 to 75 gp.

Tooth

These body implements allow creatures to chew their food. Many enchanted teeth come in sets; most of the values below are for a single tooth. If a whole set is desired, multiply the values by the number of teeth in the set to determine the total value.

of Dahlver-nar

XP Value: 40,000 **GP Value:** 200,000

DUNGEON MASTER Guide, 1st Edition

If any priest was more powerful than the renowned Dahlver-nar, histories do not tell us. The gods themselves gave special powers to him, and these have passed on to others by means of the great relics of Dahlver-nar—his teeth. Each of the teeth has some power, and if one character manages to gain a full quarter, half, or all of them, other grand benefits accrue, the additional powers and effects being cumulative. In order to gain the power of one of these teeth, however, the character must place it into his or her mouth, where it will graft itself in the place of a missing tooth. The teeth can never be removed once emplaced, short of the demise of the possessor. The DM is encouraged to decide the powers for the following (use the Artifact Rules in Volume 1).

- Each of the 32 teeth.
- The 8-tooth sets of 18, 9–16, 17–24, 25–32.
- The 16-tooth sets of 1–16, 17–32.
- The complete set.

of Dalhvar-nar II

XP Value: — **GP Value:** —

Book of Artifacts

The *teeth of Dalhvar-nar* are a set of 32 ancient red dragon teeth: four 6-inch incisors, two 18-inch upper fangs, two 12-inch lower fangs, four 8-inch canines, eight 6-inch canines, four 4-inch bicuspids, and eight 2-inch molars. They are carried in a deep, coppery red dragon-hide bag.

Long ago, as the ancient red dragon Incendax sought to increase his territory, he chanced upon a large group of young mages and their teacher gathering spell components, and he murdered them all. The guild's archmages were so outraged that 13 of their greatest members banded together

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to kill the dragon. They tracked Incendax to his lair and collectively attacked him with magic so potent that a massive explosion resulted. When the dust settled, all that remained of the two forces were the teeth of the dragon.

Dalhvar-nar was a young priest of some wit and ability, whose path to fortune took him to that cave centuries later. With a bit of magical guidance, he found a patch of loose shale and cleared it away, exposing a dark passage. Dalhvar-nar crawled through, found a huge chamber, and was amazed as he looked upon scorched walls and blasted boulders, the remains of the great battle. Dalh searched through the cavern and eventually discovered the dragon's teeth. He then gathered them up and stuffed them into his pack, figuring a wizard might pay a handsome sum for them.

On the way back to town, Dalh heard something heavy fall to the ground behind him. He turned to see what it was and found that one of the large dragon fangs had fallen out of his backpack. In amazement, Dalh watched as the tooth buried itself into the earth, whereupon the ground trembled, and up sprang a mighty monster! Dalh quickly readied for battle, but instead of attacking, the beast kneeled at his feet awaiting his command. Instead of selling the teeth, Dalh decided to experiment with them.

The priest's friends thought it quite odd when the once generous Dalh suddenly grew extremely preoccupied with his possessions, constantly itemizing them and angrily demanding the return of everything he had ever lent to another. Then his order disowned him, having heard reports that he was raiding traveling caravans. At last, Dalh vanished after taking up residence in a remote mountain cave. It is rumored that he was last spotted in the clutched talons of a giant gold dragon.

The curse associated with the *teeth of Dalhvar-nar* suits this item more to be used by soon-to-be villainous NPCs, rather than one of the player characters . . . unless the DM wants an antisocial, treasure-hungry, miserly PC wreaking havoc upon the entire campaign.

An adventure might begin when the player characters enter a town to rest and recuperate. That night, the quiet town is attacked by a group of monsters led by a "mad old hermit" who lives on a nearby mountain.

Constant Powers: A character holding any of the teeth is able to detect the exact number and type of all gems and precious metals within 60 feet. Having any of the teeth on his or her person also allows the character to speak and understand the language of red dragons, and the tongue common to all evil dragons. Finally, possessing any of the teeth grants a character immunity to all forms of fire.



Invoked Powers: These powers are released only if the teeth (not including the molars) are thrust point-first into the ground. If the surface is any form of soil (clay, dirt, sand), the teeth sink in and a monster emerges in 1d4 rounds. On any other surface, or if dropped on their sides, the teeth just lie there until picked up. After being used, they magically reappear among the rest of the teeth in 1d2 + 1 days.

Summoned monsters serve the owner of the teeth for 30 rounds and follow all other guidelines specified in *monster summoning I.* Each of the 18-inch upper fangs summons one 7-HD remorhaz or three 15-HD fire giants; the 12-inch lower fangs each summon three 7-HD wyverns or four 8-headed, 8-HD hydras; the 8-inch canines each summon six 4-HD fire toads; the 6-inch canines each summon 1d10 2-HD lizard men; and the 4-inch bicuspids each create a 60-foot–diameter *wall of fire* 20 feet high and lasting 20 rounds.

The eight molars work in the following manner: The tooth must be physically planted in a hole 2 inches or more in depth, which takes 1d4 rounds. After the dirt is patted flat (one more round), a puff of smoke issues forth, engulfs the character, and endows him or her with its power. The DM should roll 1d8 and consult the following table:

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Roll	Effect
1	The user can *teleport without error.*
2	The owner can invoke from his palm a 6-foot long cone of magical fire, growing from 3 inches at the base to 3 feet at the end.
3	The owner can *fly* (as the spell) for 25 turns.
4	The character can make a *suggestion* with a duration of 21 hours.
5	The holder can invoke *domination* with a 200-yard range.
6	The owner can *transmute rock to mud* (or the reverse) in a 100-foot cube.
7	The wielder can invoke *improved invisibility* with a 10-round duration.
8	The user can invoke *disintegrate.*

All powers of the molars have a casting time of 3, once the character is empowered. Magical abilities can be interrupted and wasted, just like normal spells.

Curse: The character possessing the teeth immediately becomes chaotic evil in alignment and cannot bear to be separated from the teeth. The victim will immediately retrieve any teeth that fall upon an impenetrable surface, ignoring anything happening around him or her.

After possessing the teeth for one week, the character begins to hoard possessions, developing accurate lists and going so far as to spend vast periods of time counting them—valuable or not. In the third week, the owner searches for a large cave extending deep within a mountain, to dwell in solitude. In the fourth week, anyone approaching the character or his or her possessions is perceived as a thief. The character receives a –5 reaction adjustment to former friends and immediately attacks approaching strangers. Once the cave is established, the character assumes the habits and attitudes of an ancient red dragon. They maintain a haughty and condescending attitude, and enjoy surveying the surrounding countryside from their caves. A fierce hatred of gold dragons develops, and the owner aspires to establish a large territory.

When the teeth are out of the possession of the owner for 1d4 + 2 weeks, the character returns to his or her original alignment and loses the traits of the dragon (in reverse order) over a period of two weeks. At the DM's option, the side-effects of alignment change remain with the character.

Suggested Means of Destruction:

- Allow the teeth to soak in 32 doses of *sweet water* for 1,000 years, whereupon they rot away.
- Pull all the teeth of a conscious, ancient red dragon and replace them with the artifacts without explaining what you're doing.
- Bathe the teeth in the breath of 32 different types of dragons in 32 days.

Dragon

XP Value: 100/HD **GP Value:** 1,000/HD

DRAGON Magazine 98

What do you do with a dragon once it's dead? Dragon claws strung as a necklace make a nice souvenir. The teeth can be used to make unusual handles for swords or daggers, or, if big enough, they can be made into drinking horns. An enterprising adventurer will find wizards quite willing to pay for genuine dragons' blood and body parts, to be used in experiments. Some wizards have an even better use for a *dragon's tooth* than making an ale cup out of it. With the proper spells and materials, the tooth can be used to create "the children of the dragon."

A *dragon's tooth* can be enchanted so that, when planted in the ground and given a command word (usually "grow!"), the tooth sprouts an armed warrior of an Armor Class and alignment appropriate to the dragon from whose tooth it grew. Each dragonman will also have special abilities, unique to its type.

Classical Greek mythology describes two separate incidents in which *dragon's teeth* were used for this purpose. Jason, as part of his quest for the *golden fleece*, had to prove himself worthy of the sacred golden fleece to King Aeetes of Colchis. His test was to harness the fiery bulls of the king, plow and sow a field with the teeth of a dragon, and then fight the crop of men that grew afterwards. The *dragon's teeth* sprouted armed warriors, ready to fight at the slightest provocation. Jason quickly tossed a stone at the back of one of the dragonmen, who thought his sibling had struck him and so returned the blow. Soon, all the warriors were fighting each other; at length, they were destroyed.

Cadmus, founder of the Greek city of Thebes, slew a foul serpent that had killed all of his men with its poisonous breath. Obeying a divine inspiration, he gathered the *dragon's teeth* and planted them. Up sprang a host of fully armed and armored warriors, who immediately began to fight among themselves until only five remained. The five survivors made peace, and they agreed to follow Cadmus, to help him build and populate his city.

When discovered as part of a treasure trove, *dragons' teeth* may be found in collections of 1d20, usually contained in a leather bag. A single *dragon's tooth* is usually between 3 and 12 inches in length. Dungeon Masters may use the following table to determine the type of teeth found:

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Roll	Dragon type
01–04	Silver
05–12	Blue
13–20	Green
21–35	Brass
36–50	Black
51–65	White
66–80	Copper
81–88	Red
89–96	Bronze
97–00	Gold

Sometimes (10%), a bag may contain a mixed assortment of teeth, the different types determined using the above percentile rolls. In such cases, the teeth might be color-coded or marked in some fashion that the player characters may puzzle out for themselves. Dragonmen will either obey or attack the person who caused the teeth to grow, depending on the alignments involved. Dragonmen of an alignment opposite to that of the possessor of the teeth (such as lawful good vs. chaotic evil, or chaotic good vs. lawful evil) will refuse to obey the owner of the *dragon teeth* and attack at once.

If the owner's alignment either differs in only one respect from the dragonman's (lawful good vs. lawful evil, for example) or is neutral, then the dragonman must make a saving throw vs. spell to determine if it obeys the owner. Failure indicates the warriors obey, albeit reluctantly and without enthusiasm. Daily saves are made to determine continued fealty. A successful save allows the dragonman to desert, and it may, if the opportunity is there, injure or discomfit the owner of the tooth in some way. Dragonmen of the same alignment as the possessor of the teeth are loyal to the death. (Dragonmen continue to "live" until killed.) Being magical constructs, they and all their apparel and items *disintegrate* when slain, with no possible chance of *resurrection* or saving.

The dragonmen Jason faced grew from teeth that were enchanted in the normal fashion. It is likely that Aeetes himself spoke the command word to ensure that Jason would have to fight the dragonmen. In the case of Cadmus, the Greek gods caused the teeth to sprout, since Cadmus couldn't enchant them, and they also caused the dragonmen to fight among themselves, for the purpose of selecting only the best warriors to serve Cadmus.

To be worthy of enchantment, a *dragon's teeth* must be in perfect condition—without chips, cracks, or splits due to age, careless handling, or extraction. A dragon, according to one source has 64 teeth in its mouth normally. After being slain in combat, there will be 2d8 teeth damaged from fighting or lost during the beast's death throes.

Should adventurers decide to pull the remainder of the teeth for sale to a wizard, then each remaining tooth must save as bone vs. crushing blow during the extraction. Failure to save means the tooth is damaged during extraction and is useless for enchantment. Player character and NPC wizards who wish to create enchanted *dragons' teeth* may use the following method to do so. After a tooth has been prepared for enchantment, using the spell *enchant an item*, it is immersed in a crystal basin containing a broth composed of a mixture of the parent dragon's blood and at least one of the following ingredients, according to the type of tooth being enchanted:

Dragon	Ingredient
Black	Black dragon acid, giant slug spittle, bombardier beetle glands, or large quantities of strong acid.
Blue	Several crushed electric eels, dust or gems from the body of a shocker, umpleby hair or skin, volt barbs, or the skeleton of a boggart.
Brass	The *sleep* eye of a beholder, teeth from a homunculus, sprite sleep ointment, glands from the leopard head of a kamadan, sandman sand, two handfuls of black lotus pollen, or bark from a black willow.
Bronze	A crushed chunk of pure amber (transparent gold in color) the size of two human fists, storm giant blood, behir blood, or the *lightning* eye of a retriever.
Copper	The *slow* eye from a beholder, chips from a stone golem, mustard jelly venom, or a large amount of sloth blood.
Gold	Refer to the ingredients for red and green dragonmen. A mixture of one ingredient each from the red and green lists will guarantee immunity to both fire and poison attacks. Either ingredient alone only results in immunity to fire or poison.
Green	Powdered ghast bone, scent glands from several giant skunks, a large amount of wolverine musk, a large amount of uropygi (giant pedipalp) scent, vapor rat blood, retch plant juice, large amounts of fatty excretion of taer, or one cup of flumph spittle or of witherstench musk.
Red	Chimera blood, hell hound blood, salamander blood, magman blood, phoenix blood (one drop alone will suffice), a pyrolisk eye, fire drake blood, firenewt or fire toad blood.

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Silver As with the gold dragon tooth, a silver dragon's tooth also requires one ingredient from the white dragon list in order to achieve the dual immunity to cold and paralysis. Venom from a carrion crawler, giant Portuguese man-o-war, giant wasp, crystal ooze, drider, tenebrous worm, assassin bug, fire snake, garbug, grell (a large amount), tentamort, or female tiger fly is also needed.

White Ice toad blood, hoar fox blood, ice lizard blood, or a frost man's eye (the one covered by the patch).

After an appropriate ingredient is found and put into the basin, a low fire is kept burning under the basin, and the tooth is allowed to steep for one hour. The wizard must then cast a *limited wish* over the tooth and let it sit overnight in the mixture. Then the wizard may remove the tooth and perform an *identify* spell to determine if the enchantment was a success.

Some of the possible results of using teeth from each of the 10 major dragon types from the MONSTROUS MANUAL are described below. Each tooth can create a fighter who possesses a level of fighting ability equal to half the number of Hit Dice the parent dragon had (round fractions up). Each warrior also has half the number of hit points that the parent dragon once had (again, round fractions up). The warrior will make all saving throws as a fighter or wizard of equal level (whichever is more advantageous). A dragonman is of the same sex as the parent dragon.

Black Dragon: An AC 3 warrior appears, dressed in black chain mail with shield and armed with a black long sword. Chaotic evil in alignment, with an average Intelligence of 10 and a Dexterity of 15, the warrior is immune to all acid-based attacks and can cast a *Melf's acid arrow* spell once a day (1d4+1 damage from arrow, 2d4 damage from acid with saving throws applicable, +1 on attack rolls).

Blue Dragon: An AC 2 warrior appears, accoutered in blue plate mail with shield and armed with a mace. Lawful evil in alignment, with an average Intelligence of 12, this warrior is immune to all electrical attacks and can perform a *shocking grasp* spell (1d8+3 damage) once a day.

Brass Dragon: An AC 2 warrior appears, armored in brass plate with a shield and flail. Chaotic good with some neutral tendencies like its sire, this warrior has an Intelligence of 14 and tends to be verbose and often selfish, just like a brass dragon. The warrior is immune to *sleep* spells and can cast a *sleep* spell once a day (the spell has a duration of 5 rounds).

Bronze Dragon: An AC 0 warrior appears, wearing bronze plate mail with shield and armed with two javelins and a short sword. This warrior is lawful good with an Intelligence and Dexterity of 16, and is immune to electrical attacks. Once per day, he may cast a *lightning bolt* for 2d6 points of damage to a distance of 40 feet (save vs. spell for half damage).

Copper Dragon: An AC 1 warrior appears, wearing copper-colored plate mail with shield and armed with a morning star. He has a Dexterity of 15 and an Intelligence of 14. Like the brass dragonman, he tends toward avariciousness despite his chaotic good alignment. He is immune to *slow* spells and can cast that spell once a day with a 4-round duration.

Gold Dragon: An AC –2 warrior appears, wearing gilt-edged plate mail and carrying a shield. He is armed with a knife, a brace of six darts, and a short (4′) fisherman's trident. He is lawful good with an Intelligence of 17 and a Dexterity of 18 (+3 to strike with missile weapons). He may be immune to fire (45% chance), poison gas (45%) or both (10%), and he can cast one *flaming sphere* spell a day, of 3 rounds duration, for 2d4 damage.

Roll	Immunities
01–45	Fire
46–90	Poison gas
91–00	Fire and poison gas

Green Dragon: An AC 2 warrior appears, dressed in scale mail covered over with green vestments and carrying a bow, a full quiver of 20 arrows, and a hand axe. This lawful evil warrior has an Intelligence of 11 and a Dexterity of 18 (+3 to strike with missile weapons). He is immune to poison gas attacks and can cast a *stinking cloud* spell of 2 rounds duration once a day.

Red Dragon: An AC –1 warrior appears, dressed in red plate mail with a shield and carrying a broad sword. Chaotic evil in alignment, this warrior has an Intelligence of 16 and a Dexterity of 17. He is immune to all fire- and heat-based attacks, and can perform a *burning hands* spell once a day for 1d6+1 damage.

Silver Dragon: An AC –1 warrior appears, accoutered in silver-gilt plate mail with shield and carrying a sabre. Lawful good in alignment, with an Intelligence of 16 and a Dexterity of 17, this warrior may be immune to cold (45% chance), paralysis (45%) or both (10%), and he can cause *paralysis* for 1d6 rounds by touch, once a day.

Roll	Immunities
01–45	Cold
46–90	Paralysis
91–00	Cold and paralysis

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White Dragon: An AC 3 warrior appears, dressed in white splint mail with shield and carrying a battle axe. This is a chaotic evil, berserker warrior with an Intelligence of 8. In battle, there is a 50% chance he will go into berserker rage and gains +2 on attack and damage rolls for offensive attacks and a –2 penalty on all saving throws and Armor Class. He is immune to cold. Once per day, he can do 1d10 damage with his *icy stare* (save vs. spell for half damage), similar to the attack of a frost man.

Sweet

XP Value	GP Value
Respite: 1,000	5,000
Stamina: 1,500	6,000

POLYHEDRON Newszine 23

This is an artificial molar of human type, made of a ceramic material. It must be placed in the user's jaw to have effect, in place of a natural tooth. Several different types may be created, including the following.

Roll	Tooth
1–3	**Respite:** When the user deliberately bites down on this item, it produces a *time stop* effect, which lasts for one full round. The *sweet tooth of respite* may be used three times per week.
3–6	**Stamina:** When the user deliberately bites down on this item, it *cures* the user of nearly all damage sustained, leaving 1d6 points uncured. It has effect even if the user is diseased, poisoned, or suffers any other special effect that would normally prevent magical *curing*. The *sweet tooth of stamina* may be used once a month.

Torc

A torc is a band of precious metal that is worn around the neck. Torcs are often decoratively worked and many have gems or precious inlaid stones.

Belenus's

XP Value: 3,400 **GP Value:** 17,000

Legends & Lore

Belenus's avatar can blind any living creature within sight by making his magical torc shine with the brightness of the sun. He can also focus the light for one round, inflicting 3d10 damage provided he hits his mark.

of Craftsmanship

XP Value: 4,000 **GP Value:** 20,000

Van Richten's Guide to the Lich

This cursed neck-ring cannot be removed by any means short of a *wish*, except by a lich. While the wearer lives, he or she receives a +2 bonus to saving throws vs. spell of the Necromantic school. When the wearer dies, however, the torc automatically absorbs all of the nonweapon proficiencies the person possessed in life. When the ring is, in turn, worn by another person or by a lich, the skills it absorbed become available to the wearer. Only nonweapon proficiencies are available for absorption; spells and weapon proficiencies are excluded. However, the skill to read, write, and speak foreign languages and scrolls are absorbed and can be used by the wearer. (A conversation generally constitutes a use, as does reading a scroll or sign.) The ring cannot enhance a skill already possessed.

Central to the functioning of the torc is a ruby set in its center. Should the gem be taken from the torc, all of the skills are lost and the ring becomes nonfunctional.

The torc may be used to perform up to 30 functions. After the 30th task is performed, it becomes jewelry of 500 gp value. The torc cannot be recharged, but it can be put on a different victim, whose skills are then absorbed into the neck-ring. The wearer has no method of knowing how many proficiency uses the torc contains unless a careful record is kept.

These torcs are quite commonly employed by liches when they have the opportunity to capture live people. Note that the torc does not deprive the living person of skills, but merely copies what is within the person.

of the Goddess

XP Value: 3,000 **GP Value:** 15,000

Hall of Heroes

The *torque of the goddess* is a silver band worn about the neck. It is commonly used by druids and other members of the Ffolk. This torque functions as a *ring of protection +2* and can be used in conjunction with any other magical rings except other *rings of protection*. Additionally, the torque provides its wearer with immunity to lycanthropy, though not damage suffered from a lycanthropic attack. The wearer receives a +2 to all attack and damage rolls against a lycanthrope. Although the torque does not allow a weapon that would not normally harm a lycanthrope to harm one, the wearer can harm a lycanthrope with his or her hands or teeth. The leaders of hunting dog packs used to track lycanthropes are often equipped with such collars.

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of the Gods

XP Value: 5,000 **GP Value:** 25,000

Gods, Demigods, & Heroes

A magical device made by Goibhnie that allows the holder to *shapechange* at will. It appears as a short neck-plate with a large gem of any type in its center.

of the Gods II

XP Value: 5,000 **GP Value:** 25,000

DEITIES & DEMIGODS Cyclopedia

This magical device, made by Goibhnie, allows the holder to *shapechange* or *polymorph others*. This is similar to the other druidic torcs, but it is made of rare metals and bears a large gem (of a random type) set into the center.

of the Gods III

XP Value: 6,000 **GP Value:** 30,000

Legends & Lore

The *torc of the gods* was created by Goibhniu himself and is only bestowed upon the most brave warriors of the tribes. The torc allows the wearer to *shape change* or *polymorph others* at will, for any duration desired. The torc is forged of rare metals and has a gem set into the front.



of the Gods at the Tor

XP Value: 10,000 **GP Value:** 50,000

DRAGON Magazine 102

The *torc of the gods at the Tor* has all the abilities of the *torc of the gods* plus several additional powers. It allows the wearer to function as a 10th-level druid, adding the capability to cast the extra spells after the torc is worn for a full month. In addition, the torc causes all vegetation within a 240-yard radius of the wearer to attack any targets the wearer designates as the *entangle* spell. This power may be used once a day.

However, the torc's powers only function if the wearer dedicates him or herself to the restoration and preservation of the druid's temple at the Tor. The wearer must give up all adventuring as long as the torc is owned, or else give the torc to another druid who will carry on the task. Taking the torc with the intent to use it on adventuring, or hiding the torc without giving it to another druid, is cause for divine punishment; the DM may cause the offending druid to lose all spellcasting powers until such time as amends are made. Note that a PC druid who keeps the torc may do so with the willing permission of the NPC druids in the area regardless of the level of the possessor—so long as he or she agrees to stay and protect the druid's temple. The *torc at the Tor* grants its wearer *protection +2*.

of Stability

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 179

The wearer cannot be moved, except under his or her own power. This includes falling, dragging, pushing, carrying, or impact from a weapon. The wearer can walk, run, jump, and climb normally, but no outside force can. Any attack that would throw or push the wearer does 1d3 points of damage instead. The wearer cannot walk on walls or upside-down.

Torch

A burning torch can illuminate a 40-foot radius under optimum conditions. Although very lightweight, a torch can be used as a bludgeoning weapon that causes approximately one-half club damage (1d3 points of damage). Flaming torches can be quite effective weapons against highly opponents such as mummies.

of Continual Fire

XP Value: 1,000 **GP Value:** 5,000

Realmspace

These small wooden torches can light up a 15-foot radius sphere, providing warmth for all within 20 feet of the torch's light. The item has a command word that, when spoken, instantly ignites the top of the torch. Saying the word again douses the fire. At no time does the tip of the item heat up. The item possesses 1,000 charges. Each

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charge can last as long as two hours, unless the command word is spoken again during that time, turning the torch off.

Continual

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 181

Everyone has had trouble with torches burning out or going out when dropped. If you want to spare player characters this problem but don't want to give them *wands of illumination*, the *continual torch* is the answer. This is an enchanted torch whose flame will never go out. Though often a vital advantage in dungeon fighting, it can be inconvenient if you are trying to hide the light. Because of the magic that powers it, the *continual torch* needs no oxygen and can operate equally well underwater or in a vacuum. It also gives off nothing in the way of smoke. As to what makes it different from a *wand of illumination*, the light it sheds is no more than that of an ordinary torch (20-foot radius). The flame can burn what it touches, like ordinary fire, so the torch may be used as a weapon in the same manner as a normal torch (treat as nonmagical fire). Enchanted monsters cannot be harmed unless they are specifically vulnerable to fire.

of Control

XP Value: 400 **GP Value:** 2,000

DRAGON Magazine 30

The *torch of control* was designed to save Orlow the trouble of putting out the torches in his house at night. Though lighting and burning like a normal torch, the *torch of control* extinguishes itself upon command.

Fiery Brand of Masauwu

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

The legendary Guardian of Death, Masauwu is greatly feared. It is rumored that he walks across the entire earth every night, appearing as a dark-skinned giant clad in animal skins and carrying a flaming torch. This device is sometimes left for others to use, especially if they can further his purposes. It has horrible and awesome powers, but if the user impresses Masauwu by employing it often and with diligence, he may grant even greater ones.

This is a club-like torch, 4 feet long. It is not normally burning when found. If lit, it can only be extinguished by water.

The artifact is active when found. Each time the user slays another creature by using the item, knowledge of one power is granted (maximum two per day). The artifact may be wielded as a club.

The artifact must be lit for any powers to function, issuing forth from the flames, on command.

Suggested Powers: (All spell-like abilities are cast at 20th-level.) *Meteor swarm*, *obliterate* (Range 60′; effect kills all 7-HD or fewer creatures unless they save vs. spell at –4, all others take 6d10 points damage or save for half damage. *Turn* (as 20th-level priest), *spell damage bonus* (+1 to all spell attacks and damage dice), *detect invisible*, *teleport*

Suggested Handicaps: When the first power is used, Constitution score permanently drops 5 points (minimum score of 3). When *turn undead* is first used, *energy drain*—user loses three levels. When *spell damage bonus* is first used to augment *meteor swarm*, *doom* is sent. User and artifact utterly vanish, but all equipment carried is lost, either when user is next struck by any undead creature, or when spell damage bonus is applied to the *meteor swarm* a third time.

Suggested Penalties:

- *Cause critical wounds*, affects user; save vs. spell for half damage.
- *Attract undead*: If adventuring underground or outdoors after dark, 2d4 undead arrive in 1d6 rounds. All are of one type; roll 1d12 to find Hit Dice type.
- *Operating Cost*: User loses 20% of all treasure owned, not counting magic.
- *Die*: User drops dead instantly, no saving throw. (Can be normally *raised*.)
- *Poison gas*: Artifact releases 20,000 cubic feet of purple gas (roughly a 30-foot cubic cloud). Each living creature within it must make a Saving throw vs. Poison, with a –2 penalty, or die. User is not affected by the gas.

Gruumsh's Everburning Torch

XP Value: 800 **GP Value:** 4,000

Monster Mythology

This ever-burning torch cannot be dimmed (by *fire quench*, *darkness*, and the like).

Transportation

This section details miscellaneous transportation devices that cannot be categorized elsewhere.

Chemcheaux Teleport Pad

XP Value: 80,000 **GP Value:** 400,000

POLYHEDRON Newszine 63

These pads are found only in Chemcheaux Magic Shops. By specifying a number, the person standing on the star-shaped pad is instantly *teleported* to the pad at the specified Chemcheaux.

If a *teleport pad* is stolen, Prismal and several of the strongest mages in his employ *teleport* themselves to the stolen pad. The mages simply

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stand on any of the remaining *teleport pads*, use the number of the Chemcheaux from which the *pad* was stolen, and appear at the stolen pad, wherever it is.

The mages who come to retrieve the item are never under 18th level, and all carry items of extreme power. If the wizards do not experience hostilities when they arrive, they merely pick up the *teleport pad*, and *teleport* themselves, via spell, to the appropriate shop to return the item. If they meet aggression, they do not hesitate to obliterate the opponents as quickly as possible.

Teleportation Chamber

XP Value	P Value
1′×1′×1′: 2,000	20,000
2′×2′×3′: 2,500	25,000
3′×3′×6′: 3,000	30,000
3′×5′×6′: 3,500	35,000
5′×5′×10′: 4,000	40,000
10′×10′×10′: 10,000	100,000

Tome of Magic

These devices are used to *teleport* matter (as the 5th-level *teleport* spell) and vary in size from a box a foot square to a 10-foot-square 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.

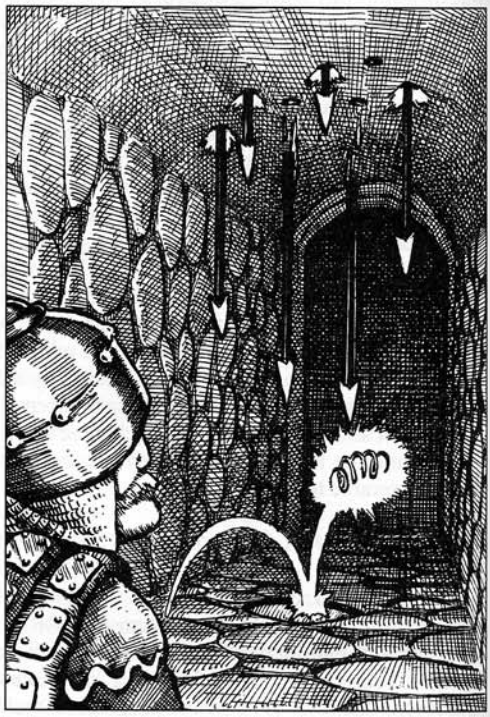
To activate the device, a creature must touch one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *PHB* for casting the 5th-level *teleport* spell, with one exception. If the contents of the chamber are being sent 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.

Roll	Chamber Size
1	1′ cube
2	2′×2′×3′ box
3	3′×3′×6′ box
4	3′×5′×6′ box
5	5′×5′×10′ box
6	10′×10′×10′ 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 1d20+80 charges and may be recharged.

In Ravenloft: These arcane devices cannot *teleport* anything outside of a domain when the domain's borders are closed. If they are not, then the chambers function normally.



Transporter Pad

XP Value: 5,000 **GP Value:** 25,000

Infinity Sphere

Used in conjunction with *crystal ball II*, *teleport pads* allow groups of up to five individuals to transport to almost any location in a crystal sphere. Those locations magically protected from scrying, however, are immune to the *teleport pad.* The *teleport pad* can be used once a day.

Trap-Springer

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 82

This coiled steel spring is prized by adventurers. It is a precisely wound spiral of flattened wire, 6 inches in diameter and 6 inches tall. When the appropriate commands are spoken, the *trap-springer* performs the following services for its owner:

When the first command word is given, the device springs end over end up to 50 feet along any straight passage, counting paces aloud as it

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goes. When the second command is given and a race is named (human, elf, dwarf, and so on), the *trap-springer* magically alters its weight to approximate an average weight for the racial type named, thus triggering any pressure plates or pit traps along its course. A third command word calls the device back to its owner. A final command word extends the trap-springer vertically or horizontally up to 50 feet, making the device rigid and allowing its owner to measure the depth, height, and length of any straight passage, or to use the coil as a ladder. The *trap-springer* cannot turn corners.

Tree

Magical trees often grow, change with the seasons, and require light, soil, air, and water to live, just as normal trees do. Each magical tree has at least one special magical ability that can be used by those who live near it or attend it.

Great

XP Value: 20,000 **GP Value:** 100,000

Gods, Demigods, & Heroes

The fragments of this tree can make various magic items or are in themselves magical. The branches provide 1d10 magic arrows or one sword.

of Life

XP Value: 40,000 **GP Value:** 200,000

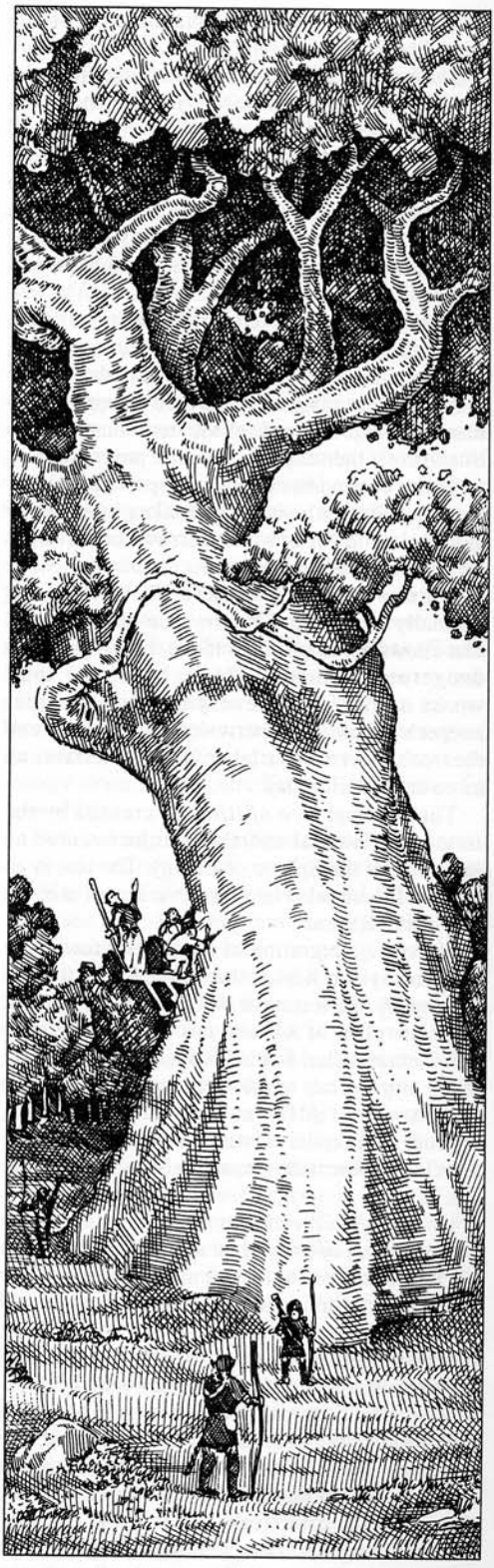
The Elves of Alfheim

Most elf clans have a "Relic" called the *tree of life*. Elven life is built around this tree. Among other things, it is the source of many of the unique magic of the elves.

Like other demihuman relics, each *tree of life* has a Keeper with 2d4 acolytes. The Keeper is given a *domination* power which allows him to give unquestioned orders to any clan member except the Clanmaster. The Keeper also communicates with the tree by using *ESP* spells.

The tree has an ongoing aura with a *turn undead* power similar to that of a 5th-level priest. This aura normally has a 360-foot radius, but is diminished by 5 feet every time one of the magical abilities described below is used. Once the aura is reduced to 0 radius, the powers cannot be used until the aura's radius is recovered at a rate of 1d6–1 feet (minimum of one) per day.

The Keeper can also have a *tree of life* use five magical abilities: *cure blindness*, *cure disease*, *neutralize poison*, *cure serious wounds*, and *identify item*. The tree can also be used in rituals to create many magical objects. Creation of the *elven lightboat* and the *oil of sunlight* is described elsewhere. Other items that can be created include:



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Elven boots: These boots are soled with the treated bark of the *tree of life*.

Elven cloaks: These cloaks are made from the other leaves of the *tree of life* (not the ones used for making *oil of sunlight*). They are pulped, drawn into fibre, and woven into cloaks.

Healing potion: Distilled, from the sap of the *tree of life*.

Magical bows and arrows: The wood of a *tree of life* can be used for making magical bows and arrows.

Elven long swords: Very small quantities of the sap of the *tree of life* are used in the tempering oakwood into magical *elven long swords*.

All of these magical items take a long time to manufacture. The need for the item must first be established, then the tree must be prepared with extensive ceremonies to give up a part of itself for the item. Strangely enough, it takes less time to gain the wood for bows and arrows than it does for any of the other objects.

The *tree of life* is intelligent, like a treant, but normally immobile. Keepers also know a ritual that allows a *tree of life* to move, but the ritual is dangerous to the tree (75% chance the spell works minus 5% for every level of the treekeeper's below 20, otherwise the tree dies) and the tree's movement is laborious. It can travel no more than a mile a day.

The original *tree of iife* was created by the Immortal Ilsundal shortly after he became an Immortal of the Sphere of Energy. The tree is an avatar of Ilsundal. The *First Tree* is still alive in the Sylvan Realm.

Since the emigration of Mealiden Stuwatcher from the Sylvan Realm, there have been 10 equal *trees of life*. Each is an avatar of Ilsundal. Each of the major clans of Alfheim has one of these *trees of life* except Clan Feadiel, which has a daughter of the original *tree of life*. All other *trees of life* in and outside of Alfheim are "daughter" trees, dependent upon the existence of their "mothers." Should a mother tree die, all the daughters wither too.

No Alfheim elf clan can take root in any place without a *tree of life*. When a clan has grown too big for its immediate area or must move for some other reason, a living branch is taken from the old *tree of life* to move with the clan. Some of the clan members stay to guard the original tree until the move is completed (often many years).

When the emigrating clan finds an area that looks appropriate for the elven way of life, the treekeeper finds an oak tree and grafts the *tree of life* brunch onto the oak. In a matter of months, the *tree of life* effectively remakes the oak into another *tree of life*. However, the new *tree of life* gains none of its magical powers and attributes for about five years. That is the critical period for any attempt at an elven settlement, the time when most such attempts have failed, if they did.

A *tree of life* grown in this way is spiritually dependent on the tree its branch was taken from. If the old tree withers and dies, so does the new one.

To remove this dependency, a treekeeper performs an "adoption" ceremony that takes over a century to prepare. The newer tree becomes independent of the old tree and effectively becomes the proper home of the avatar of Ilsundal. The other daughter trees of the old tree are now the daughters of this new tree. Of course this ceremony has to be performed with the approval of all the daughter trees of the original tree. Though the ceremony has been devised, it has never had to be performed in the known history of the elves of Alfheim.

This dependence continues through every tree generation. Thus, if Grandmother tree is stricken, then mother tree is also stricken, and baby tree is likewise affected. Considering the wanderings the elves have done over the centuries, finding the source of a tree of life's illness can be an incredible quest.

All subsidiary trees have the same powers as their ancestors. No two trees can exist within 50 miles of one another without both sickening. In game terms, they cannot regain their magical abilities after they've been used and soon lose their immortality and normal invulnerability to plant diseases. Elf sages think that they take too much out of the basic magical essence of the world when too close together.

of Life II

XP Value: 60,000 **GP Value:** 300,000

DARK SUN Campaign Set

A *tree of life* is a mighty, magical tree, enchanted by a powerful priest or wizard. The magical life forces of *trees of life* make them virtually eternal. The greatest *trees of life* are ancient—many solitary trees predate the villages around them and others stand in entire groves, a quiet testimony to the great wizards of a bygone age. Present day priests and wizards still create new trees to enrich the world or, in the case of the defilers, to pervert their powerful life forces to further their destructive, evil ambitions.

A *tree of life* is, in essence, a living magical item. It stores and channels energies from all four elemental planes. Thus, though wizards can create a *tree of life*, only priests and druids can tap its special powers.

Special Powers: Any priest or druid in contact with a *tree of life* receives from the tree four spells, each of which can be cast once a day. The

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spells gained are *heal*, *augury*, *divination*, and *magic font*.

Destroying a *tree of life*: A *tree of life* has two distinct parts, its physical form and its life force. The stump, branches, roots, or leaves of a *tree of life* make up its physical form, and are not inherently magical. The same things that would destroy a normal tree will destroy the physical form of a *tree of life* (chopping it down, burning it) with one exception. Neither climate nor terrain affect a *tree of life*. One will flourish in the middle of the desert or on a rocky mountain face, regardless of drought, severe weather, natural lightning, earthquakes, and so forth.

Destroying the tree's life force is much more difficult. A *tree of life* at any stage of growth (even sprouts) has 100 hit points (10 levels of 10 hit points each) that can only be affected by life-draining magic. The wizard spells *vampiric touch*, *enervation*, *trap the soul*, and *energy drain* can each drain hit points; *death spell*, *finger of death*, *limited wish*, and *raze* can each snuff out three levels of the target tree; and a *wish* slays the tree. The priest spells that affect a tree's life force are *raise dead* (and its reverse *slay being*), *restoration* (and its reverse, *energy drain*), and *resurrection* (and its reverse, *destruction*). Undead creatures that have an energy drain attack can affect the life force of a *tree of life*.

Defiler magic also affects a tree's life force. Every level of defiler magic cast within 100 yards of a *tree of life* drains one level of life force from the tree. This negates the effect the spell would otherwise have on surrounding vegetation.

The life force of a *tree of life* is completely snuffed if it falls below 0 levels or hit points. The life force cannot regenerate if either of these numbers falls below 0, in which case both the life force and the physical form of the tree die.

Regeneration: Both a *tree of life's* physical form and its life force regenerate. If the tree's physical form is damaged or destroyed, it will grow back, to full size. The tree will regrow at a rate of one quarter of its full size each week. A sprout will appear in one day, grow to a sapling in one week. It will grow to a young tree in two weeks, then to a full sized adult tree in three. After four weeks, the *tree of life* will revert to its true form: an ancient and mighty tree. No matter how many times the physical form of the tree is destroyed, it will always grow back in four weeks.

The life force of a *tree of life* regenerates one level (10 hit points) per hour. It regenerates even if the life force reaches 0 points, but not if it goes below 0.

Though originally created by wizards to combat the destruction of nature, *trees of life*

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are now heavily exploited by defilers, who use the trees' powerful life forces to charge their defiling spells. Sorcerer-kings often have large gardens within their cities, even within their palaces, where groves of *trees of life* are tended and maintained. Thus, defilers can exercise evil magic from their citadels without decimating the cities below—a desperate measure to keep their tiny verdant belts as plentiful as possible.

of Malice

XP Value: 2,000 **GP Value:** 10,000

Islands of Terror

This is a mulberry tree. Anyone who eats the fruit of this tree becomes filled with evil thoughts. Those who eat the fruit must successfully save vs. spell or become chaotic evil for four days. A save vs. spell should be made immediately, and then again for each truly evil act the character commits while under the influence of the new alignment. A character who fails a saving throw becomes chaotic evil permanently. The fruit is considered delightful by chaotic evils, but does not otherwise affect them.

of the Ravenous

XP Value: 2,000 **GP Value:** 10,000

Islands of Terror

This appears to be a cherry tree. There are a dozen warriors who fight eternally under this tree, for anyone who eats the fruit of this tree becomes so enamored with its taste that they want nothing but to eat it, and they will fight to the death with anyone who tries to stop them. Those who attempt to take and eat a cherry are not prevented. However, anyone who tastes the fruit must successfully save vs. poison or join the battle. The tree *resurrects* anyone slain in this battle, so the war is endless. Over the course of the years, the warrior's weapons and armor have become broken and useless, so now this battle has degenerated from honorable combat to the pure savagery of naked barbarians punching, wrestling, and gouging each other like animals. Cherry blossoms continually fall upon their fighting forms. The sight is disgusting enough to require a horror check when it is first seen.

of Unending Lamentation

XP Value: 2,000 **GP Value:** 10,000

Islands of Terror

This is a willow tree. There are several dozen people here weeping pitifully. They are so overwhelmed with grief that they cannot move. They stay alive, without aging, by eating the leaves of this tree. Those who come within 90 feet of it must successfully save vs. paralyzation or fall prey to the lamentation and join in the weeping. If the tree is destroyed or the people are pulled away, they return to normal.



of Venom

XP Value: 2,000 **GP Value:** 10,000

Islands of Terror

This grove is filled with the scent of oranges so sweet that it is overbearing. However, the fruit of this tree is highly poisonous. Any who eat of the fruit must successfully save vs. poison with a –6 penalty or die immediately, and even those who successfully save permanently lose 1d6 hit points. The many skeletons under the tree are the corpses of those who have eaten the fruit over the centuries.

Triad of Betrayal

XP Value: — **GP Value:** —

Book of Artifacts

There are three elements in the *Triad of Betrayal:* a *coin,* a golden *circlet,* and a *dagger.* The coin appears as a common copper piece, both sides depicting a fat-jowled merchant. One face smiles cajolingly and the other sneers scornfully. The circlet is simply an unadorned circlet of beaten gold. There are no other identifying marks to be found on the circlet, not even the runes or marking typical of other powerful magical items. The dagger is double-edged, with

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a nasty barb at its tip and a blood groove that runs the length of the blade. The hilt of the dagger is wrapped in mottled snake skin, though none can say for certain what type of serpent it came from. The pommel bears a bright (some would say flaming) red garnet.

The *Triad of Betrayal* was created for the god Hiddukel by the mastersmith-god Reorx. Then, Hiddukel imbued each of the artifacts with his essence and set them free in the world, to thwart the will of the goddess Mishakal. The *Triad of Betrayal* was Hiddukel's answer to Mishakal's *Circle of Love,* and each of the evil artifacts follows its good counterpart.

The Triad first appeared in the Age of Might, when Hiddukel convinced Reorx that these items were necessary for the world. Trusting his fellow god, Reorx did as he was asked, not foreseeing the other's evil intent in the matter. When Hiddukel enchanted the items with evil and set them free in the world of Krynn, he placed them where they would be sure to attract attention. The malevolent deity knew that the Triad would eventually end up in the hands of those who would use them for evil, and Hiddukel was ready to push them along that path.

The three pieces of the Triad are the *coin of luck* (also known as the *coin of greed*), the *dagger of vengeance,* and the *golden circlet* (also known as the *circlet of pride*).

Since the *Triad of Betrayal* was created to counter items created by the goddess Mishakal, the pieces of the Triad constantly follow in the path of the *Circle of Love.* Hence, the Triad can become involved in the campaign by having the PCs discover one or more parts of the *Circle of Love.*

Constant Powers: The coin acts as a *luckstone,* sometimes adding a bonus of +2 to any die roll (roll 1d6: even = +0; odd = +2).

The dagger functions as a *dagger of venom,* but secretes its own extremely potent venom (successfully save vs. poison with a –2 penalty or die).

The circlet can command up to 8 HD of creatures, once per turn. Commands must be only one word, spoken in a tongue that can understood, and each lasts for one round. (Alternatively, the user can focus on a single creature of up to 4 HD and within 60 feet, and control that creature as long as concentration lasts.) When this power is used, Hiddukel places into the mind of the user an offer of great power in exchange for an oath of service. If the person accepts, the full range of powers becomes available.

Invoked Powers: After the coin has revealed itself as a tool of Hiddukel, the user can cast *continual darkness 15' radius.* Once per turn, the bearer can also cast *suggestion* on anyone, but only to sow discord. Finally, it can cast *curse* and *bestow curse* (the reverse of *bless* and *remove curse*).

If the dagger is used for vengeance, it can be used to backstab at +4 to strike. It inflicts 1d4 + 2 points of damage and requires a successful saving throw vs. poison with a –2 penalty to avoid death. On a roll of 18–20, the *dagger* injects a second dose of poison, requiring a second save vs. poison at –4.

The circlet can be used to *heat* or *chill metal* at will and to cast modified *command* spells of seven words or less. It also adds +2 to Charisma, but subtracts –2 from Wisdom.

Random Powers: The coin can create a 20-foot *antimagic shell* at Hiddukel's whim, which he does to place the bearer at a disadvantage so that he must bargain even further for his life. In this way, Hiddukel ensures that no bearer of the coin will escape his grasp. The dagger and circlet have no random powers.

Resonating Powers: The Triad has no resonating powers. True to the name of betrayal, each of these items works separately only. While they might be used by the same person, the items can never add their powers together, for cooperation is not in the nature of Evil.

Curse: Anyone invoking the *coin of greed's* powers must make a successful system shock roll or become scarred and lose 1 point of Charisma. The user of the coin eventually becomes more corrupt, greedy, and jealous, until he precipitates his own downfall or until Hiddukel can betray him in a fashion befitting such an evil god.

The dagger slowly gains control over its wielders, especially those who harbor resentment or jealousy. With each use, the dagger gradually shifts its user's alignment toward chaotic evil (as follows: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, chaotic evil). The dagger renders the user suspicious, paranoid, and temperamental. Anytime a PC or NPC does something the bearer might consider a threat, the bearer must make a Wisdom check, minus the number of times the character has used the dagger. If the check fails, the character flies into a rage and must attack the offender. Finally, the dagger calls out to its previous owners. Any owner who has a combined Intelligence and Wisdom of less than 27 pursues the dagger fanatically, seeking to possess it again.

Anytime someone uses the major powers of the circlet, they lose 1 hit point permanently. However, these hit points can be recovered by attacking someone with bare hands, feet, or teeth—a

successful hit drains 2 levels from the target and restores 2 hit points, up to the user's original maximum. However, each time this power is used, the user must make a successful system shock roll or permanently lose 1d3 Constitution. If the Constitution score falls to 0, the user becomes a mindless spectre and the circlet moves on to another owner.

This artifact ultimately corrupts the user, leaving him or her conceited, arrogant, and boastful. Only then can the user attract minions who share the user's prejudices and hatreds.

Suggested Means of Destruction:

- **Coin:** Place it atop its counterpart in the *Circle of Love*, the *Hands of the Healing Spirit*.
- **Dagger:** Clash it against its counterpart in the Circle, the *Armband of Trueheart's Warding*.
- **Circlet:** Place the *Ring of Nature's Love*, the *circlet's* opposite, within the boundaries of the circlet.
- Return any part to the god Reorx, who wishes to atone for the evil his creations have wrought.
- **Coin:** Remint it in the fires of the 13 volcanoes around Sanction.
- **Dagger:** Throw it through a portal into the Abyss, where Takhisis reigns and tolerates no meddling from Hiddukel.
- **Circlet:** Place it upon the head of a completely pride-free individual of lawful good alignment, where it shatters into 1,001 pieces.

Trimia's Catalogue of Outer Planar Artifacts

XP Value: 12,000 **GP Value:** 120,000

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 (1d20×1,000). 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 that 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 a 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.

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 3 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.

Acheron: The device used to reach Acheron is a 2-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.

Arborea: The device used to reach the Plane of Arborea 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 conveyed to Arborea. The chariot arrives in motion.

Arcadia: Arcadia's transportation device is a palm size 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.

Baator: Baator 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.

The Beastlands: A leaf sculpted of gold is the device used to arrive in The Beastlands. The leaf is about 2 inches long and is wrought in fine detail.

Bytopia: This device appears to be a featureless cube of silver measuring 3 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 Bytopia 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 again be used.

Carceri: 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.

Elysium: The device used to reach this plane is a sturdy currach, a primitive vessel made from thick hides 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.

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.

The Gray Waste: The device used to reach The Gray Waste 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 The Gray Waste.

Limbo: Limbo is reached through the use of a magical mirror. When a person stands before the mirror, he or she sees a normal reflection. The reflected world in the background, however, is in utter chaos—the bricks from the wall behind the character 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 layers of Limbo. The mirror does not travel to Limbo. Another means of returning to the Prime Material Plane must be found.

Mechanus: The device used to transport to the Plane of Mechanus 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 timepiece is solid gold and has two long, thin gold chains that run through a metal loop at the top of the watch.

Mount Celestia: A featureless sphere of gold is used to travel to Mount Celestia. The sphere is 3 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.

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 five rounds and magically reappears in the jar.

Ysgard: The device used to reach Ysgard is a prism approximately 3 inches in length. To operate the device, the prism must be used outdoors to create a rainbow on the ground. When the com-

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mand word is spoken, the rainbow grows out of the ground and rises up into the sky. The rainbow lasts for one turn. Anyone who steps onto the rainbow is whisked up the colored path and into the Plane of Ysgard.

In Ravenloft: The catalogue works almost as described. The sole exception is that there is almost always an additional item required besides the money to acquire the device. Some sample items are a drop of vampire's blood, a feather from a wereraven, a stone from the temple of Gehenna, and so on. If some money and the items are placed upon the book, the magical device appears.

The device that appears is one of the few ways to leave the Demiplane of Ravenloft. However, in Ravenloft there is a 20% chance of a malfunction, far greater than the normal 5% chance. The device vanishes when used, whether successful or not. If unsuccessful, the character remains in Ravenloft.

Tub

A magical tub is 3 feet in diameter, has sides 18 inches high, and rope handles. It is made entirely of plain, unmarked wood; encumbrance is 30 pounds.

Bath

XP Value: 1,000 **GP Value:** 5,000

Wizard's Challenge

This large oval tub is made of fine wood trimmed with brass. At the pronunciation of the command words "bath time," the tub fills with warm water. When the user says "bath over," the water drains away. It can be used three times a day.

of Fat

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This tub appears identical to a *tub of lard*, but when commanded to produce lard it causes the user to increase in weight by 50% instead. The weight appears simply as extra pounds of flesh. The extra weight breaks the straps of any armor worn, causing it to fall off immediately—this does not harm any enchantments and repairs are easily made by a leatherworker for a moderate fee. Clothing worn beneath the armor bulges but is not harmed. The extra fat can be removed quickly only with a *heal* spell, a *wish*, or a *remove curse* from a caster of 26th level or higher. The fat may also be removed by fasting for one week, but the character's Strength, Dexterity, and Constitution drop to 3 during this time; he or she regains 1 point per day of full rest thereafter until back to normal.

of Lard

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

When this tub is touched and commanded to function, it creates 1 cubic foot of greasy lard. Anyone handling the lard must wipe it off carefully afterward or have a 75% chance of dropping any item picked up or used (weapon, wand, anything solid). The lard may be smeared on 100 square feet of surface; any creature crossing that area thereafter must move at half normal rate and must make a saving throw vs. spell or fall. A fallen victim cannot rise by physical effort but may crawl off the larded area in one round. The lard vanishes in one hour; the tub may be used once a day.

of Sailing

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This tub is identical to a *tub of lard*, but cannot create anything. If placed in any liquid, it floats and can support up to 500 pounds of weight without sinking. If a creature sits in the tub and commands it to sail, it moves at a movement rate of 18. It is not affected by wind but is easily damaged (5 hull points, AC 9).

Taryn's

XP Value: 1,000 **GP Value:** 5,000

POLYHEDRON Newszine 43

Although this item appears as an ordinary wooden bucket, when the command word is spoken it expands into a wooden tub filled with comfortably hot water capable of holding up to six people. Twenty-five percent of the time, a wooden shelf also appears, it is attached to the tub and has chilled goblets of white wine resting on it. The tub shrinks back into a wooden bucket upon command.

of Washing

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

Upon command, this tub magically fills with soapy water. Any items placed in the water and removed immediately are completely clean and dry; the water removes stains or dyes, even if magical, and works on creatures and objects. The tub functions once a day; the water disappears one hour after its creation.

Tunic

A tunic is a simple, straight garment similar to a modern "T-shirt." Usually sleeveless, tunics were worn by all classes of Roman and medieval societies, chiefly differenced by the ostentation of the embroidery work embellishing them.

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of Glory

XP Value: 4,000 **GP Value:** 40,000

Twilight Calling

The *tunic of glory* has the powers of an *antimagic shell* (as the spell), useable three times a day, and *haste* (as the spell) useable twice a day.

Wizard's

XP Value: 500 **GP Value:** 3,500

The Emirates of Ylaruam

This elegantly embroidered tunic was created by a master craftsman and wizard for a sultan. Its power is to reveal the silhouette of one's perfect mate. The tunic was stolen from the craftsman by the sultan's jealous vizier, who subsequently disappeared.

Turban

A turban is a long strip of fabric wrapped around the head. It is common in the Land of Fate. If wrapped around a skull cap, a turban forms a flattened sphere. If wrapped around a fez or other support, the turban is taller, rounder and more impressive. A turban wrap is often held in place with a pin or brooch, particularly if the wearer is wealthy or powerful.

Feather

XP Value: 900 **GP Value:** 4,500

Secrets of the Lamp

This magical turban, made of woven peacock feathers, can create a *gust of wind* up to three times a day. In addition, it allows the wearer to assume the form of a *wind shadow* once a day and to summon a *wind carpet* once a month.

of Multiplication

XP Value: 400 **GP Value:** 2,000

Assassin Mountain

This turban is permanently enchanted to create *mirror images* of the user once a day as if cast by a 12th-level wizard.

of Silence

XP Value: 600 **GP Value:** 3,000

Assassin Mountain

This turban is enchanted to radiate a permanent *silence, 15' radius*, around the wearer. *Silence* can be activated up to three times a day and can be canceled by the wearer's mental command.

of Tusmit

XP Value	GP Value
Brown: 500	2,000
Gray: 1,000	3,000
Black: 1,000	2,000
Red: 1,000	2,500
White: 1,500	3,000

GREYHAWK Adventures

These colorful garments have been used for many purposes in Tusmit. Some of these turbans have brought their owners great wealth and fame, while others have caused their owners terrible suffering. Each turban can summon one of the geniekind each week. The genie's reaction and the course of the action is decided in play. There are five turbans, each of a different color:

Roll	Color	Turban Type
01–20	Brown	*Turban of Jann Summoning*
21–40	Gray	*Turban of Djinni Summoning*
41–60	Black	*Turban of Dao Summoning*
61–80	Red	*Turban of Efreeti Summoning*
81–00	White	*Turban of Marid Summoning*

The *summoned* genie must obey the first order of the turban wearer. From then on there is a 5% cumulative chance per additional order that the *summoned* genie may ignore the order and attack the summoner. There is no way to tell how many times a turban has been used. If the genie is killed, the turban is useless.

Turret

XP Value	GP Value
Light +1: 800	4,000
Light +2: 1,600	8,000
Light +3: 3,200	16,000
Medium +1: 1,000	5,000
Medium +2: 2,000	10,000
Medium +3: 4,000	20,000
Heavy +1: 2,000	10,000
Heavy +2: 4,000	20,000
Heavy +3: 8,000	40,000

War Captain's Companion

Somewhat rare items, magically enhanced *turrets* are a highly desirable addition to any ship or stronghold. About 10% of all magical *turrets* are magically stabilized. They are nonprotective, but give a bonus to the attack roll of the weapon.

Most magical *turrets* are *protective turrets*. These turrets add a magical plus to the standard –4 AC bonus that nonmagical protective turrets provide. For example, a turret +2 would give the crew a total AC adjustment of –6; an AC 7 crew would be AC 1.

Secondly, the *turret* takes the brunt of any

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magical attack. If it makes its saving throw, then the protected weapon is unharmed and the crew saves for half damage or none, with a bonus of +4. If the turret fails, its protective value is destroyed and the crew and the weapon save normally. Magical *turrets* use the same amount of space as nonmagical turrets.

The table above assumes the magical *turret* is ceramic. Subtract 25% from the values if the *turret* is bone or thick wood. Add 25% if the turret is metal. Stone *turrets* are possible only to races that can manipulate stone (such as xorn and pech).

Turrets are usually used with ballistae, catapults, and jettisons.

Tvashtri's Pinwheel

XP Value: 7,000 **GP Value:** 35,000

Legends & Lore

The avatar carries a pinwheel that negates magic within 100 feet when he blows on it (as an *antimagic shell*).

Tzolo's Guardian

XP Value: 16,000 **GP Value:** 80,000

DUNGEON Magazine 37

This powerful, sorcerous, human size creature, a gift to Tzolo from evil elementals, is a deadly adversary. It wields a *bastard sword +2* that turns those it strikes to stone on a natural 20. The *guardian* has 18/99 Strength (+2 to attack rolls and +6 to damage with the sword). It attacks with the blade for 1d8+8 points of damage (including Strength and magical bonuses), and a combination bite/tusk attack for 2d6 points of damage. These attacks can be directed at two separate individuals simultaneously.

The *guardian* can survive in both earth and water elements. At will, it can cast *detect good*, *detect invisibility*, *water breathing* (on another), and *dispel magic* (at the 16th level). Three times a day it may cast *fly* (12th level), *passwall*, *water walk*, and *ice storm*. Once a day it can cast *conjure elemental* (earth or water, 12-HD), *transmute rock to mud*, *transmute mud to rock*, *stone shape*, and *stone tell*. The *oval stone* it possesses allows it to cast a *sink* spell once a week and *wall of stone* spell twice a day.

The *guardian* is not affected, either directly or indirectly, by any earth or water, therefore it is unharmed by certain spells (*transmute rock to mud*, *flesh to stone*, *earthquake*), cannot be drowned, and cannot be attacked by creatures from the Elemental Planes of Earth or Water or the Paraelemental Plane of Ooze. The guardian takes half or no damage from cold, acid, and electricity. If poisoned, it is unaffected and can return the toxin in a spray through its trunk (a cloud of poison 8 feet in diameter, which dissipates in two rounds). It is immune to all illusions and has a magic resistance of 50%. A +2 or better weapon is needed to hit the guardian, and it regenerates 3 hp per round. After it is slain, the guardian continues regenerating and revives when it reaches 50 hp to seek out and destroy its attackers.



Tzolo's guardian can be permanently slain only if burned by magical fire after it is reduced to 0 hp. Until it is permanently slain, none of its possessions can be removed; they are attached to the creature. When it has been permanently slain, the creature and its possessions are turned back into marble. At this point, the *oval stone* may be taken from *Tzolo's guardian*.

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Universal Solvent

XP Value: 1,000 **GP Value:** 7,000

Unearthed Arcana

Also known as the *ultimate solvent*, this strange, magical liquid appears to be nothing more remarkable than some sort of minor oil or potion. In fact, upon first examination it seems to have the properties of both *oil of slipperiness* and a *potion of delusion*. However, it is applied to any form of adhesive or sticky material, the solvent immediately dissolves it. Thus, for instance, the effects of *sovereign glue* are immediately negated by this liquid, as are those of any other forms of cement, glue, or adhesive. The area of effect of this liquid is 1 cubic foot per ounce, and a typical container holds 27 ounces. If the liquid is carefully distilled to bring it down to half of its original volume, then each ounce will actually dissolve 1 cubic foot of material, organic or inorganic, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a successful attack roll is required, and the subject is then also entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution; however, for such items of magical nature a saving throw vs. spell applies.

Unseen Ship Crew

XP Value: 2,500 **GP Value:** 25,000

War Captain's Companion

When activated, this magical item (often a bosun's whistle) summons an *unseen crew* that increases the size of a ship's crew by 50%. The *unseen crew* are effectively *unseen servants* that perform sailors' tasks (manning sail booms, working rudders, manning oars, scrubbing decks, and the like, depending upon ship design). The item can be used once per day for 1d4+4 turns, but cannot be activated in the phlogiston.

Though the *unseen crew* is invisible, some of them can be seen occasionally as they pass through the magical currents of the spelljamming helm. Though these sightings may occur as often as once per turn, the glimpse is only for a brief second.

The *unseen ship crew* works stations that are not currently manned. If an oar is unused, the unseen crew mans the oar, but if a three-man oar was currently manned by only one individual, they would let it alone, manning something else instead. The *unseen crew* takes proportional losses as if they were 1 HD sailors (including area effect weapons), but can be used the next day.

Captains who possess this magical item tend to have very superstitious crews. Whenever the ship comes into port, the crew often speaks of ghosts manning the sails, throwing a life preserver overboard to a fallen comrade (whether to an *unseen crewman* or a real one), or looking out from the crow's nest.

Urn

An urn is a vase with a rounded bottom and a wide mouth. Urns have round or fluted bases to keep them upright. Most urns also are equipped with tight-fitting covers. These vases tend to be highly decorative, and usually are made of precious materials or heavily ornamented or both.

of Ashes

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

This ornamental container is 18 inches tall and 4 inches in diameter. When found, it contains ashes, the remains of some creature or another (determined at random). If the ashes are burned in reverse by using *blackflame*, the immolated creature reforms and awakens. It understands and obeys the user for a month and a day, or until slain.

of Awakening

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This urn is identical to an *urn of ashes*, but when the ashes are restored by *blackflame*, they form a liquid. This magical fluid can awaken any sleeping creature, even if powerfully cursed or forced to *sleep*. The urn then becomes nonmagical but is worth 1,000 gp if sold. If the ashes are removed, they are useless.

of Curses

XP Value: — **GP Value:** 800

The Book of Marvelous Magic

This urn appears to be and functions as an *urn of ashes*. However, any priest within 30 feet loses some ability to *turn undead*. Any result of "T" (an automatic T or a successful roll for a number) has no effect; only "D" results apply normally (see **Table 47** in the *DMG*). If the ashes are recovered by *blackflame*, an undead creature (determined at random) is created and attacks the user.

of Hindsight

XP Value: 4,000 **GP Value:** 20,000

Wonders of Lankhmar

This urn allows the holder to see into the past of all those who are within a 10-foot radius. The glimpse is so completely accurate that the

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holder can even smell the odors and taste the tastes of the past being viewed. These feelings from the past are so vivid that the holder is able to recall all of them as long as he is in contact with the urn.

The urn, unfortunately, has a side effect. While the possessor has it, there is a cumulative 1% chance per use that the user goes insane. This insanity manifests itself as egomania and acute paranoia. The user eventually believes that even a spouse or dearly loved partner is out to steal the magical item, or is out to kill him or her. The side effects wear off in the number of weeks equal to the number of times the item was used. In other words, if the item was used ten times, and the user became insane, it would require 10 weeks for the user to become sane again, once the urn was taken from his or her possession.

of Water Purification

XP Value: 2,000 **GP Value:** 10,000

War Captain's Companion

This magical copper urn purifies all water placed into it. It has the capacity to hold 30 gallons of fluid, which it purifies at the rate of one gallon per turn. (In the phlogiston, the purification rate drops to one gallon per hour.) The urn removes all trace of pollutants, disease, alcohol, poison, salt, dirt, and every other known and unknown thing from the water. All that is left of 100% pure water—the urn even turns milk or juice into pure water.

The urn looks much like a large jar, with several brass bands reinforcing its curving sides. It has a copper lid which is used primarily to keep excess dirt out, and to keep the water from evaporating too quickly. The lid is nonmagical.

Utensil

Utensils are a general group of items that are used during meals.

Roll	Utensil Type
01–20	Butter Knife
21–40	Carving Knife
41–60	Fork
61–80	Serving Spoon
81–00	Sipping Spoon

Birth Spoon

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This silver spoon functions only when placed in the mouth of a baby not more than one day old. It may be immediately removed but must be kept in the dwelling where the babe was born. Sometime in the first year of life, the lucky baby inherits from a long-lost, forgotten relative a fortune of at least 1,000 gp but not more than 50,000 gp. If the spoon is stolen, a curse of bad luck falls upon the baby, and all money and items owned are lost.

of Cleanliness

XP Value: 50 **GP Value:** 250

DRAGON Magazine 73

This item may be any utensil or plate. When left in a bucket overnight, the object sheds all dirt, which gathers on the bottom of the bucket to be discarded. While in the bucket, the object cannot be reached by insects, and no odor is emitted.

of the Cultured Palate

XP Value: 400 **GP Value:** 2,000

POLYHEDRON Newszine 90

These eating utensils are usually of the highest quality workmanship, though they may be made of almost any material. They consist of a cup, knife, fork, and spoon, normally very ornate and usually carried in a special pouch or box.

When used, the utensils make any food or drink—no matter what its quality or age—taste like any food or drink the consumer desires. The food is as nutritious and satisfying as the imagined meal. The quantity of the food is not affected.

of Etiquette

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 73

This item is an ordinary-appearing set of cutlery that enables the user to eat in accordance with the standards or manners of any group with whom he or she shares a meal.

of Eating

XP Value: 100 **GP Value:** 500

DRAGON Magazine 30

Perhaps to avoid tasting the food, Orlow also created the *spoon of eating* that enabled him to eat an entire day's rations in one bite without indigestion.

of Medication

XP Value: 1,000 **GP Value:** 10,000

The Book of Marvelous Magic

When filled with honey and served to any creature, this spoon removes any and all ordinary diseases afflicting the recipient. It does not cure lycanthropy or magical diseases. The spoon may be used magically once a day.

of Mixing

XP Value: 1,500 **GP Value:** 15,000

The Complete Wizard's Handbook

This spoon increases the chance of successfully combining magical potions to create a new effect. When combining potions as per the

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Potion rules in the *DMG*, 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 create an explosion, a lethal poison, or a mild poison.

Murlynd's

XP Value: 750 **GP Value:** 4,000

DUNGEON MASTER Guide

This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if detection is performed successfully. If the spoon is placed in an empty container, a bowl, cup, or dish, 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.

In a DRAGONLANCE Campaign: *Murlynd's spoon* does not exist on Ansalon.

Musical

XP Value: 100 **GP Value:** 1,000

The Book of Marvelous Magic

This item is useless by itself, but when two musical spoons are rapped together, they have several effects:

- All within 30 feet of the noise are immune to magical songs and other sound-based effects (such as the *charming song* of a harpy).
- The user may dispel any one *silence 15' radius* priest spell effect within 120 yards if desired, even if the spoons are used within silence.
- The user may cast a *silence 15' radius* spell to a range of 180 yards.

The spoons function as long as they are rapped together, but only one *silence* spell may be cast or negated each turn.

of Sticking

XP Value: 50 **GP Value:** 500

The Book of Marvelous Magic

This cursed spoon appears and is used as a *spoon of medication*. However, in addition to curing disease, it also sticks in the recipient's mouth and cannot be removed until a *remove curse* is applied by a caster of at least 15th level. The victim cannot speak or cast spells with verbal components until the spoon is removed.

of Stirring

XP Value: 100 **GP Value:** 500

DRAGON Magazine 30

The *spoon of stirring* was developed to aid in baking. On command, this spoon stirs any substance up to the consistency of bread dough until ordered to stop.

of Stirring II

XP Value: 500 **GP Value:** 1,500

Unearthed Arcana

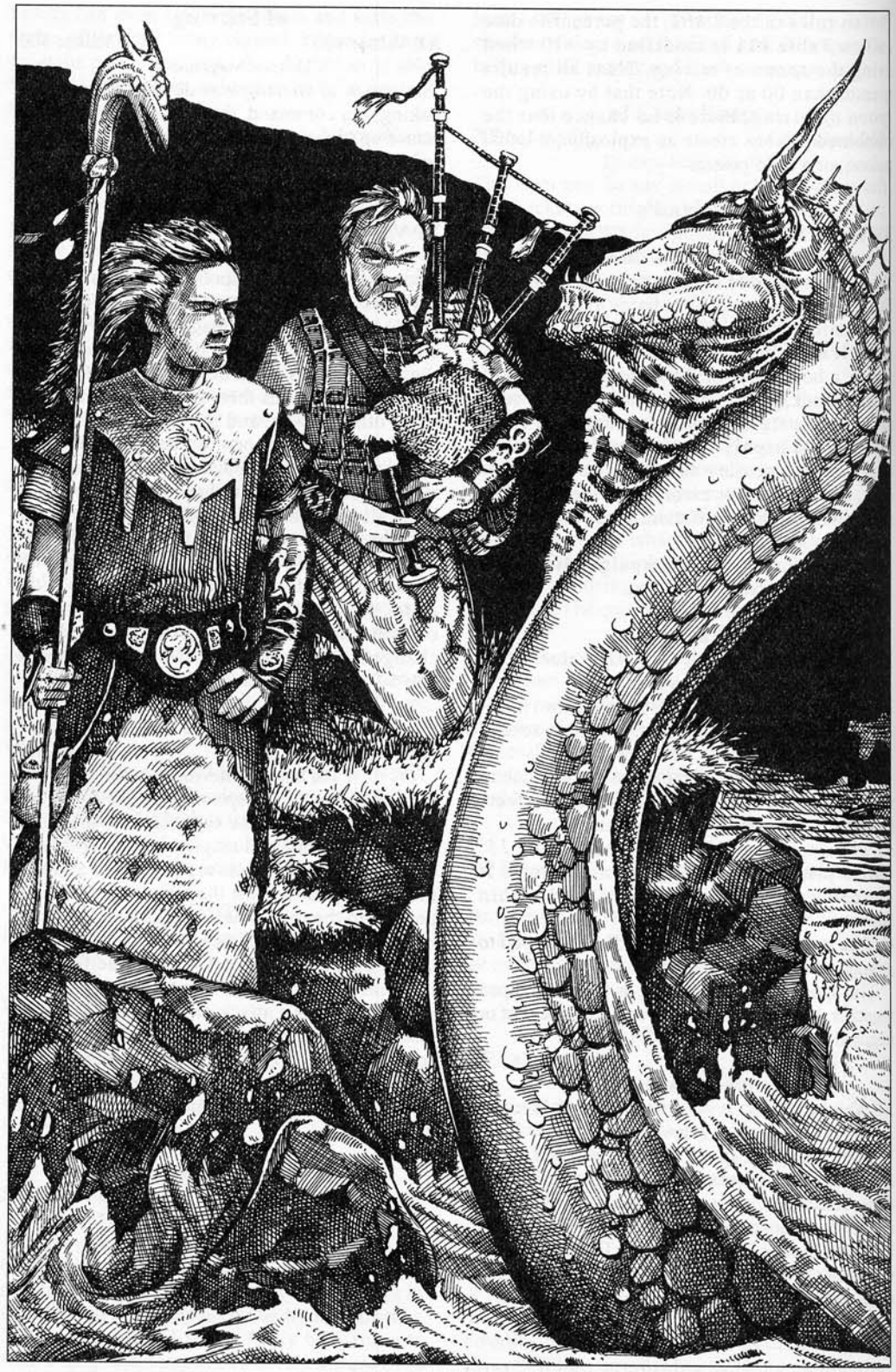
Appearing as a normal spoon of an unremarkable sort, this instrument does not radiate magic unless it is dipped into a magical potion. Immediately upon being inserted into a magical liquid, the spoon gives off a burst of the alteration magic. The liquid is then magically altered into some other potion, and the spoon seems to be normal again. The spoon can be taken out of the liquid and used repeatedly. If the same potion is treated thus more than three times, the liquid loses all of its magical properties, becoming a noisome liquor of no value whatsoever. To find the type of potion produced by the spoon, use the random tables in this encyclopedia or those in the *DMG*. If the result is the same as the previous contents, then the appearance of the liquid has changed and the strength of the stuff is twice (01–50) or half normal (51–00).

of Sugar

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

Upon command, the *spoon of sugar* fills with magical sweetener. The sugar attracts the attention of all normal and magical insects within 30 feet. Giant-sized insects are permitted a saving throw vs. spell to resist the effect, but with a –4 penalty to the roll. When attacking an attracted insect, the attacker gains a +4 bonus to the first attack roll, but the insect is then free from the magical attraction and its effects, even if the attack misses. An attack on one insect does not disturb the others. If sugar is removed from the spoon, it lasts for one turn. If the sugar is eaten by insects while in the spoon, the spoon is destroyed. The spoon produces the magical sugar once a day.

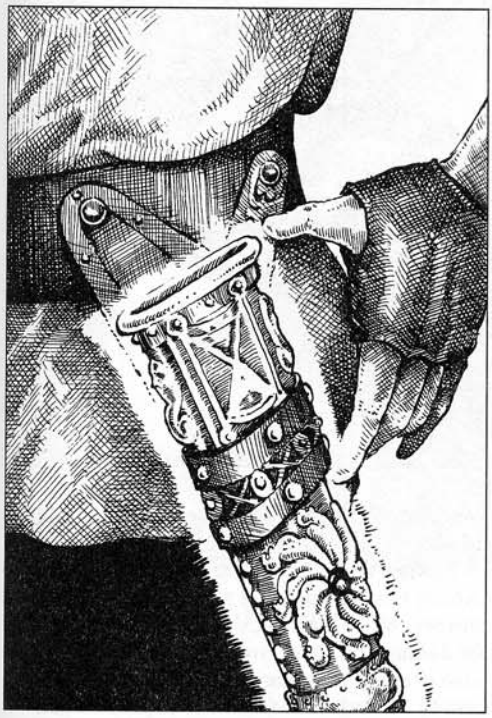


Vainamoinen's Tears

XP Value: 1,000 **GP Value:** 5,000

Gods, Demigods, and Heroes

When and if Vainamoinen's avatar cries, he spills 2d10 tears that turn into 5,000 gp value blue pearls. You will not find them just lying around Lapland though, for he collects these "gems."



Vampire Sheath

XP Value: 25,000 **GP Value:** 125,000

Nightstorm

This device can only be created by Ultimate-level Immortals; Thanatos is the only Immortal known to have used it.

The sheath can imprison an Immortal victim. It draws on the victim's own power to trap the prisoner in a pocket dimension, accessible only through the Time Stream. Whenever the victim tries to exert power, the sheath feeds on the power and shifts the victim back a few seconds in time to the point before he or she decided to use the power. Thus the victim remains perpetually on the verge of action, without acting.

To an onlooker in the Time Stream, the shift backward in time makes the sheath appear to recede. All objects that move forward in time appear to approach the observer.

Thanatos trapped the Immortal Asterius in this sheath shortly after the other Immortals were lured back to the headwaters of the Emerald River. Asterius, though, cleverly foiled some of the sheath's restrictions. By reciting certain spells backwards, Asterius provoked the sheath's movement back in time—and that, in turn, repeated the recitation of the spell forward, triggering its effects.

Vane of Location

XP Value	GP Value
Greater: 2,000	10,000
Lesser: 1,000	5,000

War Captain's Companion

This divination device is usually mounted on the foredeck, in the vicinity of a *spelljamming helm*, or in sight of the navigator. To activate the greater vane, the helmsman merely needs to ask it where a certain location is—crystal sphere, planet, or similar celestial body, and the vane of location points in the immediate direction (even up or down).

The vane points in the direction of the body last requested until the ship arrives at that location; at which point it spins around slowly, waiting for its next command. The *vane of location* cannot be used to find the location of a specific individual or item. If the vane is set for a specific location, and a new location is wanted, a *dispel magic* spell must be cast on the vane to make it ready to receive the new command.

If a location specified cannot be determined from another (two bodies with the same name), the crystal sphere name must be given as well. Lesser vanes, of half value, are keyed to the countries and cities of specific spheres.

Veil of X-Ray Vision

XP Value: 1,000 **GP Value:** 5,000

Thieves of Lankhmar

This appears to be a strip of fine, diaphanous cloth about 18 inches long and 4 inches wide. If bound over the eyes like a blindfold, it endows any wearer with the ability to see clearly through objects as though those objects were clear glass. The thickness through which the wearer can see depends on the material observed through.

Material	Thickness
Lead	½ inch
Other metals	2 inches
Stone	2 inches
Wood	6 inches
Other common building materials	6 inches
Flesh	12 inches

It also gives the wearer the ability to see clearly in fog, smoke and other visibility-reducing

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conditions (whether natural or magically induced). The veil has a number of obvious uses for a creative thief: seeing through walls or into locked boxes, and the like. It also gives thieves a 30% bonus to their Open Lock rolls—to a maximum of 98%—whether the locks are key or combination (the thief can see the tumblers within the lock). It gives nonthieves a 10% chance to pick a lock (they still require suitable tools, however). The veil can be used for a maximum period of 20 minutes (two turns) per day after which time it ceases to function for an entire day.

Vest

A vest is a close-fitting, waist-length piece of clothing. It is sleeveless, buttons tightly at the midriff, and opens at the chest to display a bit of shirt, and, perhaps, a neckerchief or cravat beneath.

of Attraction

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This cursed vest functions as a *vest of missile protection* but also causes all incoming missiles to score maximum damage per hit (each arrow automatically inflicting 6 points, a sling stone 4 points, and so on) The vest cannot be removed until a *remove curse* is applied.

of Missile Protection

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This cloth vest is of quite normal appearance but absorbs 10 points of damage per round from normal missiles. Excess damage affects the wearer normally. The vest is useless when worn under metal armor and cannot fit over it; it functions normally when worn under leather armor or in addition to normal clothing or robes. It has no effect on Armor Class. magical attack forms, or enchanted missiles such as magical arrows.

Vestments of Power

XP Value	GP Value
Greater: 3,000	30,000
Lesser: 1,800	18,000

Halls of the High King

Priests of many faiths in the Realms possess ceremonial robes. Almost 25% of all 7th-level or higher priests encountered in their homes, temples, or holy places will have access to magical robes. In most cases, these are vestments of power. Appearing only as unusually fine religious garments of the style, fabric, and hue normal to the faith, these robes possess magical powers as detailed below and may be worn and used in conjunction with other protective devices and magic items.



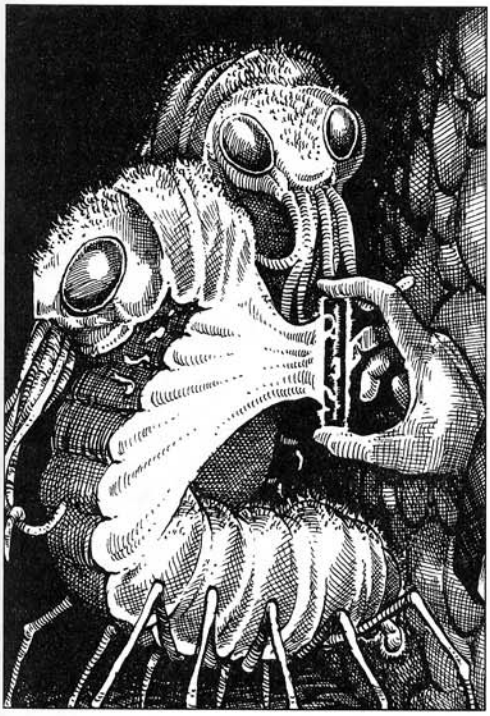
Lesser Vestments: The wearer receives a +3 Armor Class bonus, and a +4 bonus to all saving throws, while wearing the vestments. No attack or damage bonuses are gained. The vestments also provide the wearer with protection equivalent to the 3rd-level wizard spell *protection from normal missiles*, the 1st-level wizard spell *feather fall* and a *ring of fire resistance*.

Greater Vestments: These robes provide all the powers and protections of lesser vestment and two additional powers, both usable three times in any one-day period. These powers are *true seeing* and *dimension door*. The former power is equivalent to the 5th-level priest spell (no ointment is required), while the latter power is equal in efficacy to the 4th-level wizard spell, as if cast by a 10th-level wizard (the one-round recovery period is retained).

Greater vestments possess a secret command word. If spoken when the robes are touched but not worn, the robes will become *invisible*, and *levitate* in place, not moving unless physically snatched from their waiting location. The command word must be spoken backwards within 60 feet of their present location (they may have been moved from their original location by any number of disturbances) to make them reappear and cease *levitation*. *Invisibility* and l*evitation* can continue for centuries if not commanded to

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cease. Note that the protective powers of a *greater vestment* do not function while it is *invisible* and *levitating*.



Vial of Durance

XP Value: 3000 **GP Value:** 15,000

Nightrage

This small iron vial, 3 inches long and 1 finger's breadth in diameter, can confine one or more magical creatures indefinitely. The tube contains no opening, but the silver runes engraved on it often include the words of command necessary to trap and release a captive. It often appears as an ornament on a necklace or bracer.

When the user holds the vial within 6 feet of a magical creature and speaks the command word of trapping, all magical creatures in the vicinity must make a saving throw vs. spell. A failed roll means the creature is absorbed into the vial. The user and all nonmagical creatures are immune to the effect.

When empty of captives, the *vial of durance* can be destroyed easily. While the vial holds its captive, it has an AC equal to the captives' best AC, and hit points equal to the combined total of all captives. Damage to it damages all the captives as well. If the vial is destroyed, all captives reappear, dead.

Captivity lasts until the user holds the vial and speaks the command word of release. At once all creatures held in the vial are released (unless they desire otherwise). They reappear in the nearest open space large enough to hold them, and they have immunity against subsequent captivity in that vial. The former captives have no obligation to their captor or to those who freed them.

Durance vials are intrinsically evil and therefore quite rare. Good heroes often feel honorbound to free their captives and destroy the vials. If sold intact, the vial is worth about 3,000 gp.

Koresh Teyd received his vial from Thanatos. However, evil alchemists in the Known World have been known to manufacture them, so the vial doesn't necessarily imply Immortal magic.

Violets of Pain

XP Value: — **GP Value:** 100 Per petal

New Item

Violets of pain are wildflowers that are commonly found on all worlds. They are deep purple in color, and very pleasing to the eye. *Violets of pain* are prized by evil wizards as ingredients for certain spells, and by the ruthless for the properties of its refined poison—colorless, odorless, and tasteless, it cannot be detected by any known methods.

When they are picked with bare hands, *violets of pain* secrete a virulent toxin that immobilizes unprotected pickers for 1d4 rounds (0 onset time), causing severe agony and 1d6 points of damage each round. A successful saving throw vs. poison reduces the damage by half, but a *cure serious wounds* spell must be cast in order to heal the damage.

Violin

See **Stringed Instrument**

Violin Rack

See **Stringed Instrument**



Wands

Wands are 1¼ feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something—metal, crystal, or stone. 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, and so on, unless otherwise stated. At the DM's option, 1% of all wands can be trapped to backfire.

Wands are powered by charges, each uses costing one or more charges (depending on the item). When created, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have far 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. Alternatively, the DM can rule that the wand immediately crumbles into dust (settling the issue) or it has become a useless stick.

Command Words (Optional Rule): Like rods and staves, wands can require the utterance of a command word or phrase to operate and, like those 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 *read magic* to translate) or require the characters to use such methods as *commune* spells or expensive sages. If the DM chooses not to use this option, ignore references to command words in the item descriptions below—all items simply work.

Almen's Wand of Illumination

XP Value: 2,000 **GP Value:** 10,000

1992 Fantasy Collector Card 262

Almen's wand was bestowed on him by Lathander as a scourge to all undead. It has only one power of a *wand of illumination*—it wields an enhanced version of the *sunburst* effect. When Almen holds the wand above his head and speaks its command word, the tip of the wand ignites with a brilliant, greenish-white light, effectively creating sunlight in a 120′ radius. Any undead within 40′ of the wand suffer 6d6 points of damage per round; the wand continues to glow for 1d6 turns.

of Animal Location

XP Value: 1,250 **GP Value:** 10,000

DRAGON Magazine 73

A wooden wand. When used with the proper words, the wand points toward any animal lost by the person holding the wand or by his employer. The wand cannot detect any animal over the horizon.

of Animation

XP Value: 2,500 **GP Value:** 15,000

POLYHEDRON Newszine 47

These rare wands are crafted of crystal and tipped with a small golden orb with a faceted emerald in its center. When the command word is spoken, the wand enables the owner to animate any nonliving object within a 20′ radius, with the following effects:

Animate dead: When this power is used, 1d3 corpses in the wand's area of effect will be animated for 3d10 rounds. The animated creatures have 1 Hit Die and can follow simple orders. This ability drains one charge.

Animate object: 1d3 objects less than 3′×3′×3′ can be animated through this ability for 3d10 rounds. One charge is drained when this power is used.

Animate Weapon: This ability causes one weapon of the wielder's choice to become animated for 1d6+9 rounds. The animated weapon will dance (as a *sword of dancing*), attacking as a 5th-level fighter. Weapons held by unwilling creatures cannot be animated. This ability drains two charges.

The wand is rechargeable and is usable only by wizards.

Anything

XP Value: 2,500 **GP Value:** 12,500

Unearthed Arcana

This device will perform as if it were an ordinary *wand of wonder*, although it will have no more than 50 usages before being totally expended. In addition, it has three other special uses: Upon command, it will perform as if it were any other sort of known wand, but it can only duplicate the effects of any given wand once. If it is commanded to duplicate a single kind of wand more than once, the second or third such command will have no effect—and after three such demands, successful or not, the wand will be totally drained and useless. The item cannot be recharged.

of Arc Lightning

XP Value: 5,000 **GP Value:** 40,000

POLYHEDRON Newszine 82

The wizard Tesla created these wands. They have all the powers of normal *wands of lightning*. However, they have additional powers when used in matching pairs. When commanded, a pair of wands generate an *arc of lightning* 5 feet wide that jumps from one wand to the other. Everything in the area of effect suffers 6d6 points of



electrical damage (save vs. wand for half damage). One use of this feature drains two charges from the initiating wand and one from the receiving wand. The length of the arc is a minimum of 2 feet to a maximum of 30 feet.

of Armory

XP Value: 600 **GP Value:** 3,000

Curse of the Azure Bonds

When touched to a target individual, this wand provides the target with an *invisible field of force*, providing AC 0 for six rounds. The field absorbs all *magic missile* attacks and all electrical-based attacks (including magical ones). Other spells will affect the target normally. A *dispel magic*, *disintegrate*, or *limited wish* will bring down the field, not affecting the person behind it.

of Armory II

XP Value: 600 **GP Value:** 5,000

The Magister

The long-ago wizard Hosta worked on this device for many years, and he had many apprentices; not a few of them carried the knowledge of making the complete and final item away at his death. The sorceress Myschanta of Arabel is known to possess one; others are in the royal treasuries of Cormyr and Aglarond. Many other specimens of this wand are believed to survive—most (since Hosta lived in the North) probably now lie in tombs or dragon hoards. One used in a tavern brawl in Waterdeep many years ago had the command word "Plessendar"; the tome *High Magic of Mirabar* lists among the treasures of that city a *wand of armory* (since gone missing) with the command word "Skulpin." Elminster suspects that the parchment found behind paneling in the throne room at Suzail, which bears only the word or name "Ailun," preserved the command word of Azoun II's vanished *wand of armory*.

When touched to a target creature (or activated upon the wielder's person), this wand envelops the recipient from head to foot, and on all sides, with an invisible, magical *field of force* which slows and deflects physical attacks, affording the equivalent of Armor Class 0 protection.

This *field of force* can be destroyed by *dispel magic*, *limited wish*, *disintegrate* (which does not affect the protected person, however), or similar, stronger spells; otherwise it lasts for six rounds. During this time it absorbs *magic missiles* and all electrical attacks (including magical ones) so that they do no harm to the wearer—or anything else coming into contact with the field—but otherwise does not affect spells cast into, or out of, its confines.

The "force armor" may be cast over and in addition to real, physical armor worn by a target, and completely covers any size M or S creature (who need not be conscious, living, or even willing to be so protected; no saving throw allowed). Size L creatures have only their heads and torsos protected by the *field of force*. All classes may use this wand, which cannot be recharged. Each use of the wand drains one charge.

of Banishment

XP Value: 5,000 **GP Value:** 30,000

Waterdeep and the North

Savengriff was a young magic-worker of Waterdeep who fell in with a band of reckless adventurers and was slain in battle with a beholder. His corpse was found by the Archmage Khelben "Blackstaff" Arunsun, who arranged for his *resurrection*. Savengriff became a loyal apprentice but has devoted much of his time since then to devising means of avoiding fearsome beings—and another death like his first.

The *wand of banishment* was one result. Savengriff made over a dozen of these before he vanished into other planes than this; most passed into the hands of good wizards across the North, one Savengriff took with him, one he gave to Khelben, and he is thought to have hidden away at least one. Elminster gives the command word of one he examined as "Baerlaguth" but has not revealed in whose possession the wand was (or is now).

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This wand is usable only by wizards; it cannot be recharged, and each use (effective or not) drains one charge. Upon command, a needle-thin ray of flickering green light shoots from the wand's tip up to a distance of 40 feet, striking a single target creature (the target is allowed a save vs. spell at –1; a successful save means the ray missed). Creatures struck by the ray are affected as follows:

- A summoned creature (from another plane) is instantly *banished* back to its own plane; it must save vs. wand at –4 to remain. If it does remain, it is *held* for one round.
- A creature summoned from elsewhere on the Prime Material Plane (by *monster summoning*, *call woodland beings*, or the like) is driven away; it will leave instantly at a normal movement rate, stopping only to defend itself if attacked, and not return.
- A hostile creature of 2+2 Hit Dice or less (including enemy familiars and homonculi) is affected as if by a *repulsion* spell, for four rounds. The target is allowed a save vs. wand; if successful, the *repulsion* lasts for only two rounds.
- A hostile creature of more than 2+2 Hit Dice must save vs. wand at –4; if successful, it is *slowed* for 1d4+1 rounds (if save is successfully made, target creature is unaffected).
- By draining six charges at once (the power will not work if less than six are left, but any attempt will exhaust the wand anyway), the wielder of the wand may try to *repel* any other wands within 40 feet. Any affected wands (all wands are allowed a save vs. lightning on the saving throw matrix for magical and nonmagical items at –3; if successful, they are unaffected) are instantly, and violently, *telekinesed* away from the *wand of banishment* for 1d6×100 feet of distance, and *held* there for 1d4 rounds. Wands carried in the hand or belt tear free; wands in backpacks and chests will drag the owner or item with them—unless very heavy or bulky, in which case the wand will smash about within the item, perhaps being destroyed (save vs. crushing blow). Note that wands in extradimensional spaces (such as a *bag of holding* or that produced by a *rope trick*) are immune from this effect.

Only one creature can be attacked with a *wand of banishment* per round; the ray will only affect one creature at a time, although it may affect any number of wands. Any given creature can be affected by any particular *wand of banishment* only once every 12 hours; a creature cannot be repeatedly attacked, or attacked a second time or with a different function of the wand, if an initial attack fails. Subsequent attempts will merely waste charges; a creature that has saved once against the wand (or endured one successful attack) cannot be affected by the wand again until the dweomer built up around the creature by the wand dissipates (which takes 12 hours).

of Beauty and Ugliness

XP Value: 6,000 **GP Value:** 30,000

POLYHEDRON Newszine 89

These two wands were fashioned using lava from a volcano and are virtually indestructible. The *wand of beauty* can provide 1 point of comeliness for each charge expended, but it can be charged only by beating someone with the *wand of ugliness*. Each strike by the *wand of ugliness* provides one charge on the *wand of beauty* and reduces the victim's comeliness by 1d6 points, though it does no other physical damage. Using the *wand of ugliness* is a chaotic evil act, and continued use eventually changes the wielder's alignment to chaotic evil.

Each strike with the *wand of beauty* adds 1 point of comeliness. When a person attains a comeliness of 18, it requires 20 charges to increase comeliness another point, so a character with a comeliness of 18 must expend 20 charges to attain a comeliness of 19.

History of the Wands: When an evil sorceress created them centuries ago, the wands were thought to be indestructible. However, a group of good wizards and priests worked for months finally to fashion a method for dealing with the foul magical items. They constructed a magical container from the volcano's lava. The container consists of five parts: a sturdy box open on the top, a red velvet cushion with indentations for the wands, a glass lid, and two metal fasteners. When the wands are sealed within the container, all of their effects are immediately reversed. The container is not only indestructible but also sentient—it wants to contain the wands.

Bisselite Wand of Peace

XP Value: 3,000 **GP Value:** 15,000

GREYHAWK Adventures

This item has served the priests and border guards of the March of Bissel. Once a day it can cause all mortal beings in a 50-foot radius to save vs. wand or become calm and unwilling to fight. Calmed beings will defend themselves against attack but will not attack or otherwise take hostile action. However, those affected do not necessarily become friendly. The duration of the effect is three turns.

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Bonewand

XP Value: 2,000 **GP Value:** 12,000

Iuz the Evil

Usable by priests, warriors, or wizards, this black wooden wand may be recharged by the joint efforts of a priest of Iuz and a wizard, both of 12th or higher level. When a charge is used, a volley of sharp bone shards flies from the wand, filling a cone-shaped area 60 feet long, with a 10-foot radius at the terminus of the cone and a 1-foot radius at the tip of the wand, where the effect originates. All creatures within the area of effect suffer 6d4 points of damage from the flying shards. Damage is halved with a successful saving throw vs. wand. The user of a *bonewand* may also create an *animate dead* spell, requiring the expenditure of two charges, but this function is only usable by a priest or wizard.

Buckler*

XP Value: 1,000 **GP Value:** 5,000

Unearthed Arcana

This is a short, thick wand about 1½ feet in length with an exceptionally sharp point on one end and a trigger mechanism built into the opposite end, which is blunt. The wand is usable by any character except one of the priest class and can be activated with an initiative modifier of one. When the thick end is grasped firmly, and the trigger pressed, the tip of the wand becomes the equivalent of a *dagger +1* and the rest of the shaft blossoms into a round shield of buckler size having a +1 magic value. The whole becomes equal to a *spiked buckler +1*. Because of its dweomer, it can be employed by wizards, but no spells can be cast when it is in buckler form unless the possessor is a multiclassed character with fighter abilities in addition to wizard abilities. A thief who employs the wand's powers cannot climb walls or perform other abilities requiring the use of his or her hands while holding the device.

of Burdening

XP Value: — **GP Value:** 2,000

POLYHEDRON Newszine 43

This wand emits a gray beam up to a maximum range of 90 feet. Any creature struck by the beam who fails to make a saving throw vs. wand immediately feels as encumbered as if trying to carry 200 pounds in addition to normally carried items.

of Cluny

XP Value: 120 **GP Value:** 600

POLYHEDRON Newszine 82

A dozen of these wands were created by the wizard Cluny the Great. They were supposed to write his name on any surface in bright glowing letters in a color specified by him, simply by expending a charge. Unfortunately, Cluny could not spell. The wielder of a *wand of Cluny* can write his or her name in a colorful script on any nonmagical surface by speaking a command word and expending one of the wand's charges. However, the wand will never spell the wielder's name correctly. A *wand of Cluny* is found with 20d20 charges, and the glowing script it writes lasts for 24 hours.

of Cold

XP Value: 5,000 **GP Value:** 40,000

DUNGEONS & DRAGONS Rules Cyclopedia

This wand creates a cone of cold, 60 feet long and 30 feet wide at the far end. All within the cone take 6d6 points of cold damage, but they may make a saving throw vs. wand for half damage.

of Color

XP Value: 1,000 **GP Value:** 7,000

Inside RAVEN'S BLUFF™, THE LIVING CITY

This item, usable by all classes and races, allows the user to change the color of cloth as the *color* spell. Shaped like a fine painter's brush, the wand allows greater precision than a normal casting of the spell. The wand was created to be easily recharged, and a simple casting of the *color* spell will add another charge, up to the maximum of 100 charges.

of Conjuration

XP Value: 7,000 **GP Value:** 35,000

DUNGEON MASTER Guide

Grasping this device enables a wizard to recognize any cast or written conjuration/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[1]

[1]A maximum of six charges may be expended, one per level of *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.

A *wand of conjuration* 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′×10′, 40′×15′, 30′×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.

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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 modifier of +5, and only one function per round is possible. The wand may be recharged.

Continual Light

XP Value: 500 **GP Value:** 2,500

The Ruins of Undermountain

This nondescript, unshaped stick has one simple spell cast on it: *continual light*. The *light* cannot be dimmed, so the user must either cast *dispel magic* on it or sheath it in a dark tube-shaped bag. (Often these wands are found with such a bag.)

of Corridors

XP Value: 4,000 **GP Value:** 20,000

Tome of Magic

This wand allows its user to clear short corridors through the Plane of Elemental Earth and the Quasielemental 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′×10′×50′ path. The corridor is completed in one 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.

Dalamar's Wand of Lightning

XP Value: 4,000 **GP Value:** 30,000

DRAGONLANCE® Adventures

Though there have been many *wands of lightning*, this particular wand carries its own curse. Because the wand was used by Dalamar to kill Kitiara, the dead Dragon Highlord unceasingly hunts for the wand and its current owner.

This device works only for spellcasters. The wand casts *lightning bolts* at 15th-level. It normally carries seven charges and recharges itself at the rate of one charge for every week in which there is a local thunderstorm.

Each time a character uses the device, there is a 5% chance that his location is noted by Lord Soth, who comes to take the wand to his mistress, Kitiara. The death knight appears in 1d10 rounds to claim the prize.

Dark Wand of the Sulhaut Mountains

XP Value: 1,500 **GP Value:** 8,000

GREYHAWK Adventures

This ebony wand was enchanted by an elf wizard who traveled from Loftwick to the Sulhaut Mountains to hunt down the ancient enemies of his race. The wand is a specialized version of the *wand of enemy detection*. The range of the wand is 10 miles per charge expended. The wand has two functions.

First, it can be used to discover the direction of the nearest drow or drider. The user simply so commands and pivots until the wand reacts.

Secondly, the wand can be used to observe a drow or drider. When pointed in the proper direction and commanded, the wand will create an illusory image of the nearest drow elf or drider in that direction and his or her immediate surroundings. The wand user receives a vague impression of distance (such as, within a mile, within five miles, far away). The image lasts one turn and reveals whatever that drow or drider is doing in some detail, but not enough for the user to be able to read a scroll being read by the subject, for example.

of Darkness

XP Value	GP Value
Greater: 5,000	30,000
Lesser: 4,000	25,000

The Magister

Human and drow wizards acting at the behest of the powerful forces of evil that inhabit the Lower Planes are believed to have made these fell magical devices. They enable the weakest servants of evil to hold their own, and can be found throughout the Realms. They are made of ebony or carved and polished bone, and a few have small, ornamental claws at one or both ends. Elminster warns that they are dangerous to those of good alignment. Demons, devils, illithids, and other creatures of evil seem attracted to the use of such wands. From sources he does not reveal, Elminster reports six known command words for such wands: "Orgul," "Meth," "Kulmur," "Druu," "Ulgukh," and "Ssleer." After the command word is spoken, choice of the wand function is by mental concentration of the bearer.

A *wand of darkness* has four separate functions. It can be wielded by any intelligent, speaking creature of neutral or evil alignment. Creatures of good alignment cannot make the wand function, and suffer 1d2 points of damage per contact with the wand—or, if they grasp it continuously, 1d2 points of damage per round. It can be recharged. The powers of the wand are these:

- It can *cause darkness 15′ radius*, lasting four rounds and centered on the tip of the wand, at a cost of one charge. The bearer of the wand (and anyone else, while touching the wand) can see perfectly in any darkness produced by the wand.

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- The wand can be commanded to summon a nightmare at a cost of three charges. The summoning has a 4-in-6 chance of success; the charges are lost even if it fails. The nightmare is brought from an evil Outer Plane and appears in an explosion of black smoke and a brimstone stench within three rounds, whereupon it immediately knows and serves its summoner. It can be commanded to fight on the summoner's behalf, or take the summoner into the Astral or Ethereal Plane. It so serves for nine turns at a time, and then vanishes. If the summoner is then astride it, he or she is taken along for the ride or flung off, usually to be hurt when landing.
- By touch, and at a cost of two charges, a *wand of darkness* can break a *protection from evil* circle or deal any creatures of good alignment 1d4+1 points of fiery damage. Creatures immune to fire, or creatures of neutral or evil alignments, are unharmed, but the charges are lost.
- By touch, and at a cost of four charges, *a wand of darkness* can animate a single corpse of a size S or M creature. A zombie, skeleton, or animal zombie is thus produced and can be commanded by the wand wielder as though an *animate dead* spell had been cast. The undead creature serves until destroyed or until six turns have elapsed, then it collapses. If it is still intact, a corpse or skeleton can then be animated anew by the expenditure of four additional charges. Attempts to animate incomplete skeletons fail but still drain four charges. The wand cannot be used to control existing undead but only undead creatures created by the wand.

In addition, 10% of these wands are *greater wands of darkness*, capable of summoning a shadow when so ordered. This function has a 1 in 3 chance of success (2 in 3 if in deep caverns or ancient ruins) and expends 4 charges if successful or not. The shadow arrives in three rounds and does not attack any creature holding or touching the wand.

Roll	Wand Type
01–90	*Lesser wand of darkness.*
91–00	*Greater wand of darkness.*

of Death

XP Value: 20,000 **GP Value:** 100,000

Eldritch Wizardry

Orcus holds the *wand of death* (also known as *Orcus's wand*) that is a rod of obsidian topped with a skull. This instrument causes death (or annihilation) to any creature, save those of like status (other fiends, godlings, and similar creatures), merely by touching their flesh.

of Defoliation

XP Value: 1,000 **GP Value:** 6,000

Unearthed Arcana

This wand is never constructed of any sort of wood; instead, ivory or bone is typically the major component. It has the following functions:

- When one charge is expended, all chlorophyll in a 30-foot radius from the wand is destroyed. Thus, leaves turn to autumnal colors and drop off, grass becomes brown and dry, and so forth.
- When two charges are expended, all normal plant life within the 30-foot radius area of effect withers and dies. Sentient plant creatures and other unnatural sorts of plants will not necessarily be killed, but they will each suffer 1d6 points of damage. If so desired, the possessor of the wand can direct the force of this power into a cone-shaped area of 30-foot length, widening to 10-foot diameter at the farthest point from the wand. Effects are the same as for the spherical area of effect, except that sentient and abnormal plant life within the cone suffer 6d6 points of damage instead of only 1d6. Any plant-creature or other abnormal plant that lies partially within the conical area of effect is entitled to a saving throw vs. wand and if successful takes only ½ damage (3d6).

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of Displacement

XP Value: 3,500 **GP Value:** 25,000

The Magister

This wand is exceedingly rare; probably only a dozen or so exist, and most are in the possession of thieves' guilds in large cities. The inventor is thought to be the long-ago wizard Schollus, who made a few (which he sold for vast sums of money) before disappearing forever into other planes. He alone knew the secret of their making.

These wands are among the most closely guarded (and eagerly sought) treasures of dweomercraft. The Guild in Baldur's Gate is known to hold one, and it is thought that another lies in the hands of thieves in Hillsfar. Several are rumored to be in the rich cities of the South (due to the number of inexplicable thefts there), but the precise whereabouts of none can be heard or read. Elminster can only give a partial set of command words for but a single wand (which one is not known), from all his books of lore; three of the six words for that wand are: "Tamyr," "Urembom," and "Lairu"

A *wand of displacement* can *teleport without error* single pieces (or several pieces fastened together in some way) of nonliving material (which may be organic or formerly alive) up to 160 feet away from their initial position. The wielder must touch the material to be *teleported* with the wand while speaking a command word, and later touch the intended new location of the material while speaking the same command word. The material will then be *teleported* from one location to the other within one segment. Once the *teleport* has been accomplished, the command word can be used for another object.

Magical items (or any items bearing a dweomer) may be transported without affecting their magic in any way, but the following limitations apply: If the material is of over 30 cubic feet in volume (weight does not matter), or is contained within a magical prison (such as a *protective circle*, *protection from evil*, a *forcecage*, *imprisonment*, and so on), or the intended new location is over 160 feet distant from its location at the time the wand wielder speaks the command word a second time, the teleport does not work and the magic is lost. The command word is again free for use. Material that is destroyed, consumed, or made living (such as a *resurrected* corpse) cannot *teleport*.

The wand may touch the intended location any number of times without activating if the command word is not spoken. A magical prison (such as a petrified creature, *magic jar*, or the like) could itself be *teleported*, and the *teleportation* circumvents any physical or magical barriers around the new location—or between the two objects. The wand cannot move objects from plane to plane.

Each wand has six set and unchangeable command words; up to six items can be simultaneously carried or held ready to *teleport*. *Teleports* can be made in any order; the first word need not be spoken a second time before the second, third, or fourth is spoken. The *teleport* will not work, however, if a location is touched before the item. *Dispel magic* cast upon the item does not negate or foil a not-yet-completed *teleportation*; only magical imprisonment (see above) of the item can prevent the *teleportation*. Once *teleports* are wasted by failing to work or used successfully, the command words corresponding to them are freed again for reuse. Knowledge of only one or two command words permits simultaneously carrying only one or two items. This wand may not be recharged, and each teleport, successful or not, drains one charge. This wand may be used by all classes.

of Earth and Stone

XP Value	GP Value
Normal: 2,000	10,000
Powerful: 3,000	15,000

DUNGEON MASTER Guide

A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

Dig	½ charge per use
Passwall	1 charge per use
Move earth	2 charges per use

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

Transmute mud to rock	1 charge per use
Transmute rock to mud	1 charge per use

of Element Transmogrification

XP Value: 2,000 **GP Value:** 10,000

Tome of Magic

This wand changes a quantity of one element into an equal amount of another element (water into fire, earth into air, and so on). 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

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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, and the like), the creature is obliterated. Thus, transmuting a water elemental into fire disintegrates it.

A creature attacked by the wand is allowed a saving throw vs. wand. 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: one charge for an 8-HD elemental, two charges for a 12-HD elemental, and three 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 and can be recharged.

of Enemy Detection

XP Value: 2,000 **GP Value:** 10,000

DUNGEON MASTER Guide

This wand pulses in the wielder's hand and points in the direction of any creatures hostile to the bearer of the device. The creatures 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.

of Eyes

XP Value: 3,000 **GP Value:** 20,000

The Magister

This wand emits a *wizard eye* (see the 4th-level wizard spell) upon command; each such use drains one charge. The range and duration of the eye are as if cast by a 6th-level wizard, regardless of the level of the wielder. Any user who has never employed a *wizard* eye spell before typically requires 1d2 rounds to master moving about, focussing, and comprehending what is seen by an eye. The wand can also cure blindness by touch and command (at a cost of four charges per use). If touched to the eyes of any one creature (including the wielder) and properly commanded, the wand can confer the ability to see invisible creatures and objects within the affected creatures' normal range of vision for the following round only, at a cost of three charges. Note that this ability is not *x-ray vision*; items and beings concealed behind solid barriers cannot be discerned. This wand functions only once in a round regardless of how it is wielded, and not once for each of its functions. No known method of recharging these wands has yet been perfected.

of Fear

XP Value: 3,000 **GP Value:** 15,000

DUNGEON MASTER Guide

When a *fear wand* is activated, a pale amber ray springs from the tip of the wand in a cone 60 feet long by 20 feet in base diameter that flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per a *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.

of Feathers

XP Value: 3,000 **GP Value:** 15,000

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These wands are approximately 18 inches long, made of rune-carved wood, and tipped with a small clump of multicolored feathers, making them look much like feather dusters. A *wand of feathers* casts four different spells and usually has with 10d10 charges.

- *Gust of wind*, two charges.
- *Tasha's uncontrollable hideous laughter*, one charge.
- *Unseen Servant*, one charge (lasts two hours).
- *Cantrip*, one charge.

All spells are cast as if the wielder were a 6th-level wizard.

Fire Wand of Suloise

XP Value: 4,000 **GP Value:** 35,000

GREYHAWK Adventures

This wand may have been the device that caused the destruction of the Suel Empire, or it may have been created to reproduce the event. No scholar doubts that its creator was a wizard of great power and violent tendencies. The wand is rarely bought or sold, since few wizards dare to use it. Often it merely falls into the hands of an unsuspecting spellcaster who never realizes its full powers and dangers until too late.

The wand can summon a deadly "fire" to rain down in a 60-foot cube from a range of up to 80 yards. The "fire" inflicts five points of damage per round to all creatures, regardless of protections, resistances, or immunities to normal or magical flame. Such damage cannot be cured by any spell less powerful than a *heal* spell. Furthermore, the fire will destroy buildings of less than stone construction, and evaporate freestanding liquid to a depth of one foot per round. Objects exposed to the "fire" must save vs. disintegration or be destroyed. Note, however, that matter is burned to dust and ashes, not vaporized. Though

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the wand itself is never affected by the fire, the wand has a 5% chance of a malfunction, in which case the effect is centered upon the wand user.

The fire requires three charges to operate and has a minimum duration of six rounds. After this, the caster can end the rain by concentrating for a round and making a saving throw vs. spell. Each round the wand continues to operate will drain one more charge. If the wand is emptied, then the fiery rain vanishes and the wand explodes, engulfing the wizard and everything within 10 feet in a blast that inflicts 3d10 points of damage.

The wand can be recharged, but only in the Quasielemental Plane of Ash, which lies between the Elemental Plane of Fire and the Negative Energy Plane.

of Fire

XP Value: 4,500 **GP Value:** 25,000

DUNGEON MASTER Guide

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 6 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 size 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 (that is, 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 1,200 feet square (10′×120′, 20′×60′, 30′×40′, and so on). The flames last for six rounds and cause 2d6+6 points of 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.

of Fireballs

XP Value: 2,000 **GP Value:** 16,000

Unearthed Arcana

This wand simply enables the wielder to cast a *fireball* spell as if he or she were a wizard of 6th level. Damage is 6d6 points, with saving throws applicable for half damage. The wand can be recharged by any wizard of at least 8th level.

of Fireballs II

XP Value: 2,000 **GP Value:** 16,000

DUNGEONS & DRAGONS Rules Cyclopedia

This wand creates a *fireball* effect (as if using the wizard spell) up to 240 feet away. All victims take 6d6 points of fire damage, but they may make a saving throw vs. wand for half damage. The wand cannot be recharged.

of Flame Extinguishing

XP Value: 1,500 **GP Value:** 10,000

DUNGEON MASTER Guide

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

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from *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.

of Fog

XP Value: 1,750 **GP Value:** 8,000

DUNGEON Magazine 14

When activated, this *wand* creates 1,000 cubic feet of fog per round for 1d6+6 rounds, like the 1st-level illusion spell *wall of fog*. Such usage drains the *wand* of one charge. The initial 10′×10′×10′ fog cube can be centered on any area within 60′ of the *wand* user and within his or her range of vision. On subsequent rounds, additional cubes of fog can be created in adjacent 10′×10′×10′ areas as willed by the *wand* user. Each fog cube persists for one turn after its creation. The *wand* is usable by all classes and may be recharged by illusionists of 12th or higher level.

of Fog Control

XP Value: 4,000 **GP Value:** 20,000

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Usually made of hardwood, a *wand of fog control* looks like a discarded twig. Appearances are deceiving, however, as this is a powerful magical item. When a charge is expended, the *wand* creates a bank of fog that encompassed 60,000 cubic feet. The fog obscures normal sight and *infravision* beyond four feet. A second charge allows the wielder to shape the cloud. Another charge creates a path through the fog that is 6 feet high by 6 feet wide and follows a course dictated by the wielder. The duration of the fog is 10 minutes unless the wielder expends another charge to remove the fog earlier. *Wands of fog control* are found with 1d100 charges.

of Force

XP Value: 3,000 **GP Value:** 30,000

The Forgotten Temple of Tharizdun

Although it is rumored that the idea of such a wand has taken many forms, the one which has been standardized, so to speak, is a trifunction device which requires considerable operator knowledge only in the application of its third function.

First, a *wand of force* enables the wielder to cause a shaft of nearly invisible, blue-white energy to spring forth from its tip. This shaft of energy extends 4 feet and is equal to a *bastard sword +5* with respect to attack rolls and damage. This usage expends one charge per turn.

Secondly, a *wand of force* can be employed to create a *wall of force* duplicating the 5th-level wizard spell of the same name as if cast by a 10th-level wizard. This function expends one charge per wall created, and a single usage per round is possible.

Thirdly, a *wand of force* can be employed to create a nearly invisible plane of energy which performs as if it had been created by the casting of a *Bigby's forceful hand* spell. The wand user must actually be a wizard in order to activate this function, and regardless of his or her level, one of the various Bigby's hand/fist spells must be recorded for study (not necessarily for casting) in the spell books of the wand wielder. Use of this function expends ½-charge per round.

Fighters of all types are able to use the first and second functions of the wand. The device can be recharged by a wizard of 16th or higher level, and in addition it can draw sufficient energy to regain a single charge by being touched to any of the following: a manifestation of one of the Bigby's hand/fist spells, a manifestation of the *Mordenkainen's sword* spell, or a manifestation of a *wall of force*. Touching any of these things with the wand causes the effect of a *disintegrate* spell, destroying the spell manifestation instantly, and enabling the wand to absorb power equivalent to a single charge.

of Freshness

XP Value: 1,500 **GP Value:** 7,500

POLYHEDRON Newszine 79

These wands are always a bright color and are usually decorated with etchings of flowers. By expending a charge, the wielder is able to turn rancid, spoiled food into fresh, delicious fare. A single charge will cover one cubic foot of food. *Wands of freshness* are found with 1d100 charges and can easily be recharged.

of Frost

XP Value: 6,000 **GP Value:** 50,000

DUNGEON MASTER Guide

A *frost wand* can perform three functions that duplicate wizard spells. The wand can function once per round and may be recharged.

- *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-square-foot area (10′×60′, 20′×30′, and so on). 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

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initiative modifier is +2, and the effect lasts just one second. The temperature is –100(DG) F and damage is 6d6, treating all 1s rolled as 2s (6d6, 12–36). The cost is two charges per use. A saving throw vs. wand is applicable.

Gremlin

XP Value: 3,000 **GP Value:** 10,000

Top Ballista

This wand is often a stout shaft of mahogany or ebony some 18 inches long, tipped with a wooden claw into which is set a sphere of quartz. It has three uses. First, the wand can detect gremlins. It does this automatically within 120 feet (if there is more than one gremlin in range, it detects the nearest). Within the sphere, a small blue glow shows the direction of the gremlin, and the closer the gremlin, the stronger the glow. This does not use any charges from the wand.

Second, the wand provides protection against the chaotic aura effects of gremlins. The wand holder gains +4 on any saving throws he must make for himself or his equipment. If none would normally be allowed, he gets one anyway (but without the +4 bonus). This function uses no charges.

Third, if a charge is drawn from the wand, all gremlins in a 30-foot radius from the wand must save vs. wand or flee in fear for 1d4 turns. They will not willingly approach within 300 feet of the spot from which they were forced to flee for 1d4+4 weeks. Once all charges have been used from the wand, it decays to dust.

of Hammerblows

XP Value: 1,000 **GP Value:** 8,000

The Magister

The wizard Phultan recently developed this device, and has used it to shatter potion vials, delicate jewelry, brittle parchment maps and scrolls, lanterns, mirrors, ladder rungs, and even the material components of rival spellcasters. It can't directly affect living creatures, and is thus little sought after by rival wizards, but Phultan has sold several to thieves and assassins in Westgate, Amn, the Vilhon Reach, and the Kingdoms of the South, who have seen its potential. Elminster has examined one that was found on a thief slain in Waterdeep, and sets down its powers below. Its command word, he reports, is "Dessout"

This wand, when activated by a whispered command, causes objects to be affected as if by a "crushing blow" (forcing a saving throw to be made at par on the item saving throw matrix). Targets must be nonliving items, of any size, but at least some portion of them must be within 60 feet of the tip of the wand—and they must be visible to the wand-wielder when the wand is activated. No known physical or magical barriers can stop the wand's effect, which is silent and does not affect or alert surroundings—such as a creature holding the item—at all. No actual physical blow is dealt, but rather there is a magical assault on the internal structure of the item.

The wand can be used by any class, and is rechargeable. One charge is expended per *hammerblow*, regardless of the blow's effectiveness. It is not possible to hit an alternate item by accident—the intended target is chosen mentally by the wand-wielder, and if it is missed nothing at all occurs.

of Highfolk

XP Value: 4,000 **GP Value:** 18,000

Greyhawk Adventures

A favorite weapon of high elves in the northwest, this wand causes dissension between humans, demi-humans, or humanoids of evil alignment in a 30′×30′ area. Any of these creatures that fail a saving throw vs. wand will become unusually factious and quarrelsome, convinced that their allies are in fact dangerous enemies. This may lead to open fighting: those affected by the wand must make a saving throw vs. spell at each significant provocation to avoid coming to blows. If the DM desires, attacks by common enemies or strong leadership may improve the saving throws, while malicious insults or actual blows may worsen them. The effect of the wand lasts a maximum of 1d6 turns, less if one faction has been slain.

of Ice Storms

XP Value: 2,500 **GP Value:** 20,000

Unearthed Arcana

This device enables the wielder to cause an *ice storm* just as if he or she were a wizard of 7th level. Either damaging hail or sleet and slippery conditions are possible (see the *ice storm* spell explanation). The wand can be recharged by a wizard of 9th level.

of Illumination

XP Value: 2,000 **GP Value:** 10,000

Dungeon Master Guide

This wand has four separate functions, three of which approximate wizard spells, and one of which is unique. The wand can be recharged.

- *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

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wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this *sunburst* is 120 feet maximum, and its duration is 1/10 of a second. Its area of effect is a globe with a 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. wand 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.

of Illusion

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide

This wand creates audible and visual illusions (*audible glamer*, *phantasmal force*). The wand emits an invisible ray, with a 140-foot maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it—the user may move normally but can't engage in combat during this time. Each portion costs one charge to effect and one per round to continue. The wand may be recharged.

Iron

XP Value: 19,000 **GP Value:** 95,000

Gods, Demigods, & Heroes

This device makes all invisible things appear if within 30 yards of it. It can make objects disappear as *disappearing dust*, it acts as a *staff of striking*, and will grow to any length and become roughened for easy climbing.

Karelia's Wand of Illusion

XP Value: 2,750 **GP Value:**

1993 Collector Card 495

Karelia's wand generates *audible glamer* and *phantasmal force* spell effects just as any *wand of illusion* would. However, Karelia has managed to modify this particular one so that any visual effect created has a large amount of pink in it, which usually appears very odd. Karelia once created a fountain in the midst of a flower garden, but the trees and the fountain's spray were pink.

of Knock

XP Value: 2,500 **GP Value:** 15,000

The Magister

This rare and unusual type of wand has a variety of powers. It can perform only one such function in a round, and so operates only once in that round. Its most common function is to open all normal locks at a touch, noiselessly and within one round per lock. This drains one charge per lock but does not alert the wielder to, or deactivate, any traps or alarms associated with such locks. Magically held or *wizard locked* portals, doors, and hatches can be passed through freely at a touch of this wand. The *hold* on held things is negated, at a cost of one charge per level of the caster who put it there; a *wizard lock* is opened for six rounds, not destroyed, for the same cost in charges. This process takes one round for magical holds, and 1d3 (determine randomly) for locks; once begun, the wand wielder need not keep the wand in contact with the door and can turn his or her attention elsewhere.

The wand can alert creatures up to 60 feet distant, when grasped and soundlessly directed. This function does not expend charges, and takes the form of either an audible, faint but distinct "knocking" sound or a soundless tap on one creature—a force insufficient to deal damage or affect balance or spellcasting—as the wielder chooses. At a cost of one charge, this wand can also operate as a *shatter* spell (see 1st-level wizard spell; 60-foot range, nonmagical glass only). This wand can be recharged.

of Light

XP Value: 50 **GP Value:** 250

Needle

This odd and flexible wand is made of an unknown substance. If struck against any hard object, it glows to 30-foot radius for one turn, then goes dark. It can be used as often as desired and has no charges.

of Lightening

XP Value: 1,000 **GP Value:** 7,500

DRAGON Magazine 35

This wand, whether directed at an opponent or oneself, will cause the operator to gradually become weightless. Once the wand is activated it cannot be stopped until the process is complete (5 rounds). Treat as *gaseous form* to see if the victim is blown by air currents, although the victim will obviously not be able to pass through cracks or holes.

of Lightning

XP Value: 4,000 **GP Value:** 30,000

DUNGEON MASTER Guide

This wand has two functions that closely resemble wizard spells:

• *Shock:* This does 1d10 points of damage to a target struck in combat, with no saving throw. Characters wearing metal armor and shields are treated as Armor Class 10. Plain leather and wood work normally. Magic 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 the 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 initiative modifier of +2.

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

of Lightning Bolts

XP Value: 2,000 **GP Value:** 16,000

Unearthed Arcana

A wand of this nature enables the possessor to cast a *lightning bolt* as if he or she were a wizard of 6th level. Damage is 6d6 points, with saving throw applicable for half damage. Either form of bolt (forked or single stroke) is possible. The device can be recharged by a wizard of 8th level.

of Lightning Bolts II

XP Value: 2,000 **GP Value:** 16,000

DUNGEONS & DRAGONS Rules Cyclopedia

This creates a *lightning bolt* (as if using the wizard spell), starting up to 240 feet away and 60 feet long from that point. The victims take 6d6 points of electrical damage, but they may make a saving throw vs. wand for half damage.

Lightwand

XP Value	GP Value
Ring: 200	2,000
Wand: 30	300

POLYHEDRON Magazine 26

A *lightwand* produces soft light to a 30-foot radius when struck against a hard object. This effect lasts for one turn per strike. The wand can be used as often as desired, and uses no charges. A lightwand can also be fitted with a special ring, about 2 inches across. The ring focuses and amplifies the light, creating a damaging beam when the ring is slid along the wand. The maximum rate of fire is two shots per turn. The ray has a range of 120 feet and can inflict 2d8 points of damage to a target creature with a successful attack roll. Any target is treated as AC 10, modified only for magic and Dexterity bonuses. The victim may make a saving throw vs. wand for one-half damage. There are no class restrictions, but weapon proficiency applies. *Fog* or other obscurement cuts the range to 10 feet or less. The ring uses one charge per shot (whether hit or miss), and has 20 charges when new.

of Lloth

XP Value: 3,000 **GP Value:** 25,000

MENZOBERRANZAN Campaign Set

This is a tiny device, no more than 8 inches long. It can be employed for several different purposes:

• *Web:* The wand can launch the equivalent of one *web* spell per round, creating the effect up to 120 feet away from the wielder.

• *Rope:* The wand will launch a thin, but very strong, rope. The rope will travel up to 240 feet, to a secure location indicated by the user (or, alternately, it can hang straight down without being attached to anything). Once fastened, it remains affixed until the wielder commands it to release. The rope cannot be affected by fire or normal weapons; if attacked by magical weapons, it is assumed to have an AC of –4 and 12 hit points. However, it can be cut by the wielder of the wand with any knife or blade, by the use of a command word.

The wand, when new, contains a full 240 feet of rope. If the rope is saved after each use (drawn back into the wand) the full length is available the next time. If any is lost, however, it is lost permanently.

• *Sting:* The wand extends into a scorpion-like scimitar that functions in all respects as a poisoned *long sword +4*. The user needs no proficiency but must know a command word to

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activate the stingsword. Damage is inflicted normally (1d8+4 against human size foes), but anyone struck with it must also make a saving throw vs. poison. If the save fails, the character is paralyzed for 3d6 turns.

Mace-Wand of Lightning

XP Value: 4,000 **GP Value:** 40,000

Egg of the Phoenix

This is a special combination weapon, it acts as a *mace +2* and as a *wand of lightning*. The wand (handle) can be recharged. Once the wand uses its last charge, the weapon loses its magical abilities.



of Magic Detection

XP Value: 2,500 **GP Value:** 22,000

DUNGEON MASTER Guide

This wand is similar in operation to an *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* pulses and points to the strongest source. Note that the wand 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 radiations. The school of magic (abjuration, alteration, and so on) 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 temporarily malfunctions and indicates nonmagical items as magical, or vice-versa. The wand may be recharged.

of Magical Mirrors

XP Value: 3,000 **GP Value:** 20,000

The Magister

These wands were made by the Archmage Glendar who, though good and noble in life, became a lich and was later destroyed. The knowledge of their construction is now lost. Perhaps 20 were made, and most survive about the Realms in the possession of powerful wizards, or in treasure caches. Elminster has found four known command words in his researches: "Phasral," "Talusta," "Ormduth," and"Resshemma." To which wands these apply—and indeed, where specifically any of these wands are—is not known.

Activation of this wand creates an opaque, silvery, and reflective circular *shield of force*. The shield appears wherever the wand is pointing, 10 feet distant from the wielder of the wand, facing outward. Its surface reflects images (including the gaze of the catoblepas and basilisk) like a mirror; the wand wielder can look through the mirror as though it was a window without suffering any harm from such attacks—and when viewed through the shield, things appear as they truly are: illusions are invisible; creatures or items disguised by magic, mutable form, or invisibility (such as dopplegangers, *shapechanged* individuals, leprechauns, farastu gehreleths, and batezzu) are revealed in their true forms; and so forth. The *mirror-shield* lasts for 1d6+2 rounds (at random, not at the wielder's command) and moves as the wielder moves the point of the wand. Each wand can only have one shield created from it in existence at a time (the first shield instantly disappears if the second is activated). The caster need not concentrate on the shield to maintain its existence and can even put the wand down or pass the wand to another (who thereby assumes control of the shield's location) to engage in spellcasting or other activities.

The shield has no tangible physical existence; it can neither ward off attacks nor be used as a weapon. Creatures pass through it as though it does not exist. It does, however, reflect *color spray* spells striking it from any direction directly back at the caster and harmlessly dispel *darkness* and *prismatic spheres*, *walls*, and *sprays* upon contact. *Dispel magic*, *limited wish*, *wish*, or *alter reality* destroys such a shield; it cannot otherwise be affected. Each creation of such a shield drains one charge from the wand, and such wands are not rechargeable. Wizards, illusionists, priests, and druids may use this wand.

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of Magic Missiles

XP Value: 4,000 **GP Value:** 35,000

DUNGEON MASTER Guide

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.

Meriadar's

XP Value: 4,000 **GP Value:** 30,000

Monster Mythology

Meriadar's avatar carries a *wand of size alteration* with which he can reduce hostile creatures down to 10% of their normal size to negate their offensive capability.

of Metal Command

XP Value: 2,500 **GP Value:** 10,000

Unearthed Arcana

This wand appears to be nothing more useful than a *wand of metal and mineral detection*, but in the hands of a dwarf or gnome, its exceptional powers become operational:

If one charge is expended, the wand can transmute gold to lead, or lead to gold. The range of this power is 30 feet, and the amount of metal converted is 1d6 pounds.

If two charges are expended, the user can *heat metal* in the same fashion as the druid spell of the same name. Range is 30 feet, and only a single target area of 3-foot-diameter can be affected, causing up to 60 pounds of metal within this area to become heated.

If three charges are expended, the possessor of the wand can cast any one of the following spells just as if he or she were an 18th-level wizard: *crystalbrittle*, *glassee*, or *glassteel*.

of Metal Detection

XP Value: 1,500 **GP Value:** 7,500

DUNGEONS & DRAGONS Rules Cyclopedia

This wand will point toward any type of metal named if within 20 feet and if 100 pounds or more in weight. The user cannot detect the amount of metal.

of Metal and Mineral Detection

XP Value: 1,500 **GP Value:** 7,500

DUNGEON MASTER Guide

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, and so on). 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.

Mirynda's Wand of Polymorphing

XP Value: 4,000 **GP Value:** 30,000

1992 Fantasy Collector Card 261

Mirynda's wand is a bit more efficient than others of the like; she is not limited to *polymorphing* her victims into small, inoffensive animals—she can change them into rocks, plants, or monsters with Hit Dice equal to the victim's level. If she uses the wand as a range weapon (60′ range), then the effects are temporary, lasting 1d6+6 hours: targets are entitled to a saving throw, with success indicating a miss. If she rolls a successful attack roll and touches her victim with the wand, then the effects are permanent; unless the victim makes a successful saving throw, in which case the effects are temporary, as above.

of Misplaced Objects

XP Value: 2,000 **GP Value:** 10,000

Tome of Magic

This wand emits a multitude of golden orbs that rush toward a target creature. The orbs surround the victim, swirling wildly for one 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. The escapee discovers, however, that all objects on his or her 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 1d4+1 rounds to rearranging all gear.

A character requiring an item carried in a backpack, pouch, pocket, or other container must spend 2d6 rounds searching for the item. The penalty is canceled if three turns are spent

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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.

Mistletoe

XP Value: 1,500 **GP Value:** 15,000

DRAGON Magazine 187

This wand is created by druids who expect to spend extended periods of time away from their native grove. When manufactured, a *mistletoe wand* has exactly 80 charges (if found, it has 80 –2d20 charges). The wand transforms into a *shillelagh* (as the 1st-level spell) at no expenditure of charges. For one charge per round, the druid may use it to cast any one of these spells: *invisibility to animals*, *locate animals or plants*, *detect snares and pits*, and *pass without trace* (wielder only). The most important power of the wand, however, is its use as a substitute for greater mistletoe. Any spell that requires mistletoe as a material component may be cast with this wand as the component instead (one charge is expended if the wand is used this way). To do so, the druid grasps the wand and speaks a command word; these actions do not delay the casting of the spell (there is no initiative penalty to use this wand). The wand cannot be recharged. If the wand is buried in the grove where it was made after its charges have been depleted, the amount of mistletoe available for harvest from that grove during the next full moon is twice normal.

Mystic

XP Value: 1,000 **GP Value:** 6,000

DRAGON Magazine 139

This 6-inch glass wand becomes the hilt of a *sword of light* when a command word is spoken The weapon may be wielded by anyone and causes 1d10 points of damage. Another command word shuts off the weapon.

Nabil's Wand of Magic Missiles

XP Value: 4,000 **GP Value:** 35,000

1992 Fantasy Collector Card 296

Nabil's version of the *wand of magic missiles* shoots forth up to two *magical missiles* in a single round, each inflicting 1d4+1 points of damage to targets. In addition, each missile leaves a bright glowing path and issues a high-pitched shriek as it streaks toward its target. Various missiles have a different color of flaming path, and the sound each make is slightly different, much as various fireworks sound and appear unique during a pyrotechnical display.

of Negation

XP Value: 3,500 **GP Value:** 15,000

DUNGEON MASTER Guide

This device negates the spell or magical functions of rods, staves, wands, and other magical items. The individual with the *negation wand* points 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 magical function from a 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.

Nidus's Wand of Endless Repetition

XP Value: 3,500 **GP Value:** 25,000

DRAGON Magazine 40

Named for the legendary wizard who by its use gave us the oath "Nidus's Curse!", examples of this device typically have but 4d12 charges when found. The art of its fabrication is lost and has not yet been rediscovered. Upon command, such a wand emits a gray cone of light that reaches a 40-foot diameter at its maximum range of 15 feet. The cone may be continually maintained at a cost of one charge per round. Creatures caught in its light are allowed a saving throw. Any victim not having special magic resistance who is physically touched by the wand gets no saving throw.

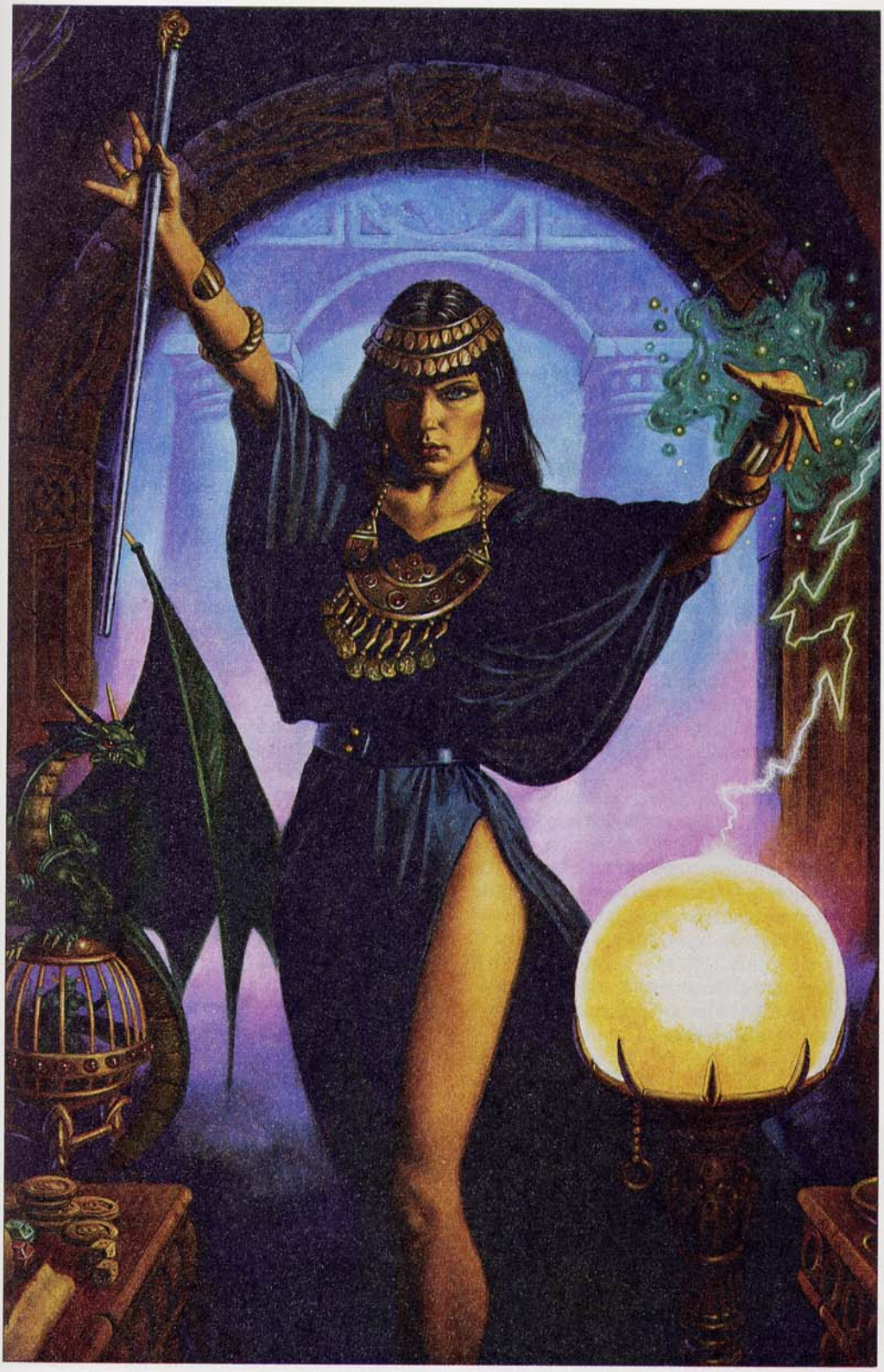
Anyone affected by the wand is forced to endlessly repeat actions taken during the preceding two rounds (or at least mimic them, as in the case of a spellcaster, who would continually try to cast the particular spell even after his magic is exhausted). This automation-style cycle of two rounds of action, two rounds of the same actions in reverse to the starting position once again, and so on will continue until *dispel magic*, *remove curse*, or a *wish* is cast upon the victim. Even if the victim should die from lack of food and water, or from damage inflicted by passing creatures, the corpse endlessly completes the cycles until it falls apart.

of Obliteration

XP Value: 2,500 **GP Value:** 12,500

The Magister

The origin and means of making these rare and powerful wands are now lost. Six were discovered in a chest on the island realm of Ruathym over



100 years ago. One is now thought to be in the treasury of that nation—the finders sold the others at enormous prices and their descendants are now wealthy merchant families of that nation.

If any others have been found since, no one knows about it. The whereabouts of all are unknown. Elminster believes that only about 10 have ever existed in the Realms; he can find no hint of even a single command word for any of them. The wands are said to be dangerous; sometimes they turn back upon the user.

This wand can harmlessly erase and dispel *symbols*, *glyphs of warding*, and other written messages and runes (such as *a wizard* mark). It can obliterate scrolls and even pages from spell books, but all such items (regardless of how written and on what) gain a saving throw vs. "magical fire" on the **Saving Throw Matrix for Magical and Non-Magical Items**, as if they were "parchment or paper," with bonuses and penalties as follows:

- Normal, nonmagical writing: –3
- *Wizard mark*, identifying rune or sigil for magical person or thing, command word, message concealed by unreadable magic: +1.
- *Symbol*, *glyph of warding*, protective circle or other magical rune: +2
- Single written spell (such as a scroll), *secret page* magic: +3.
- Spellbook page (or scroll if in close proximity to other scrolls or spell books); includes all multispell scrolls, but not *secret page* spell book pages: +4.

Messages and marks deeply cut into stone cannot be destroyed by this wand. Only one message (regardless of extent), spell, or magical rune can be affected with the wand per round, and the fading (if successful) takes a full round. If an erasing attempt is unsuccessful, there is a 5% chance the wand will explode, doing 4d12+6 points of damage to all within 10 feet. The wand cannot be recharged, and each use, successful or not, drains one charge. Only wizards, illusionists, and incantatrixes can use this wand.

of Ochalor's Eye

XP Value: 3,500 **GP Value:** 15,000

DRAGON Magazine 40

This wand is topped with a fiery orange gem, known as *Ochalor's eye*, or *the eye of fear*. It pulses with light, and when glowing acts as an extra-strong *fear* spell; all creatures within its 6-yard range (cone-shaped area of effect as in *fear* spell) drop anything in their hands and quake in fear, rooted to the spot. They stare at the eye gem in a trance, oblivious to all else. Creatures of under 6 Hit Dice get no saving throw; creatures of 6 Hit Dice and over get a saving throw as follows:

Hit Dice	Save Penalty
6	–3
7	–2
8	–1
9+	Normal

Creatures that are afraid are frozen to the spot unless the gem is hidden from their view or they are physically struck, upon which they break free of their trance and flee blindly, screaming in terror, for five rounds (or longer, if they are not out of sight of the wand by that time).

It is said that those who look into the lighted gem see the manner of their deaths, endlessly replayed. Others speak of some cold and malignant intelligence which seems to know all their hurts and fears—and laughs contemptuously at them. Few afterwards remember what of this is true, but their fear and hatred of *Ochalor's eye* remain. Any creature who has suffered the effects of the wand is 50% likely to attempt to destroy any wand of this type they subsequently encounter, regardless of whether it is held by friend or foe

Each wink of the gem expends one charge. Upon draining all charges, the gem shatters. The wand cannot be recharged.

Odin's Rune

XP Value: 10,000 **GP Value:** 60,000

Gods, Demigods, & Heroes

This wand is golden with etched *Nordic runes of power* upon and around its surface. Every time this wand is used the particular rune that represents the power being used will shine. The wand's many powers are

- Acts as a *Rod of Rulership*.
- Summons the Elements. (1d4 Elementals of the user's choice).
- Conjure or Dispel fiend. The user may summon or dispel a fiend once a month.
- Emanates a continual *antimagic spell*. The user's magic can work through this shell.
- Stores 12 spells of the user's choice.
- Causes instantaneous death to any mortal or nondeity who handles it.
- It cannot be detected by *detect magic* spells.

of Orcus

XP Value: 20,000 **GP Value:** 100,000

Eldritch Wizardry

The *wand of Orcus*, also known as the *wand of death*, is a rod of obsidian topped by a skull. When used by any other than Orcus himself, the wand has a 50% chance of annihilating any creature (except fiends, godlings, and the like) merely by touch, but subjects the user to one of the curses stated below each time this is tried. In addition, it

bestows the following abilities/penalties:

- Move at double speed.
- *Cure light wounds* once a day.
- *Speak with animals.*
- *Cause serious wound*; user receives 2d12 points of damage.

Orgel's Wand of Earth Passage

XP Value: 6,000 **GP Value:** 45,000

1992 Fantasy Collector Card 626

Orgel's wand is basically the same as a *wand of corridors*: it allows its user to clear short corridors through the Plane of Elemental Earth and the Quasielemental Plane of Minerals. One charge clears a 10′×10′×50′ path through either plane. The wand does not affect living creatures, so it cannot be used to attack an earth elemental, for example. *Orgel's wand* has an additional ability, though. The expenditure of two charges will open a portal to the Ethereal Plane, allowing the user and his comrades to exit the planes of Earth and Minerals.

of Paralyzation

XP Value: 3,500 **GP Value:** 25,000

DUNGEON MASTER Guide

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 a 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.

Phandore's Wand of Fire

XP Value: 4,700 **GP Value:** 30,000

1992 Fantasy Collector Card 263

Coming from a family of elf blacksmiths, Phandore has imbued his wand with an extra blacksmith-like quality. He can expend two charges from the wand, then it to touch a weapon and temper that weapon as if it had passed through the smithy's forge many times. This operation adds +2 to the weapon's attack and damage for its next 10 attack rolls. After that, the weapon reverts to its former status. The wand also performs all of the functions of a *wand of fire*.

of Polymorphing

XP Value: 3,500 **GP Value:** 25,000

DUNGEON MASTER Guide

This wand emits a thin, green beam that darts forth to a maximum distance of 60 feet. Any creature touched by this beam must make a saving throw vs. wand (success indicating a miss) or be *polymorphed* (as the *polymorph other* spell). The wielder may opt to turn the victim into a snail, frog, insect, or other creature, 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 wand 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.

of Portraiture

XP Value: 10,000 **GP Value:** 25,000

Inside RAVEN'S BLUFF, THE LIVING CITY

Late in their brief adventuring career, Jantz and Joli discovered the *wand of portraiture* and a small *crystal ball* set in an ornately carved wooden case. These items were near the remains of an ancient wizard in an old tower. The wand showed no signs of use, but signs of research were nearby. With some sage help, they discovered how to operate the wand. It functions by being pointed at the person or object, the command "Ready" causes a sphere of light to leap from the wand, centering at a distance determined by the wizard holding the item. With hand motions and pronunciation of the words "bigger" or "smaller," the caster changes the size and focus of the ball. A sphere 10 feet in diameter or less costs only one charge, while spheres up to 100 feet in diameter costs two. A ball can be made as large as 1,000 feet in diameter with the expenditure of three charges. With the pronunciation of the word "flash," the caster causes the image surrounded by the sphere to become embedded in a *crystal ball*, which the wand wielder must hold in his other hand.

If a *crystal ball* is not held, the image appears briefly before dissipating, wasting the charges.

Worried that the wand would run out of charges, the couple hired a well-known young researcher called Darsson Spellmaker. With the fragmented notes from the site of the discovery, and a great deal of work, Darsson was able to create a reasonable duplicate of the spell, which he calls *portrait*. The wand can be recharged as often as necessary with this spell.

of Prime Material Pocket

XP Value: 5,000 **GP Value:** 28,000

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

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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, while keeping the elemental conditions of the pocket completely separate from the Elemental Plane.

One charge creates a sphere 10 feet in diameter. If the wielder wishes, multiple charges can be used to create larger spheres. Thus, a 30-foot-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 human-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.

of Revealing

XP Value: 3,000 **GP Value:** 25,000

CARDMASTER Adventure Design Deck

The wand locates secret doors (50% chance) and identifies traps (75%).



Robin Goodfellow's

XP Value: 3,500 **GP Value:** 25,000

Tall Tales of the Wee Folk

Robin Goodfellow (also known as Puck) has perfected the art of *polymorphing* others, and has placed this ability into a wand. He can, with the use of this wand, *polymorph* opponents to the extent that he is able to transform just parts of another being, if he so wishes; for example, he has been known to change a man's head into that of an ass. He can also cast such a partial *polymorph*, with limited duration, as a curse. Each use of the wand that partially *polymorphs* an individual costs one charge from the wand.

Runestick

XP Value: 4,500 **GP Value:** 40,000

Moonshae

The *runestick* is a kind of magical wand that can be created by a druid of at least 7th level, but a Dexterity of at least 14 is required. The *runestick* is a short piece of oak (about 12 inches long), carved with a detailed pattern of runes and then wrapped in mistletoe or holly. It can be used to store up to five spell-levels of druidic spells.

The stick takes 1d4 hours to create for each spell level cast into it (roll separately for each spell). Upon completing the *runestick*, the druid must cast upon it the spells he or she wishes to store. The *runestick* crumbles to dust one month after its creation; it cannot be recharged.

The spells stored in the *runestick* are cast at the level of the druid who enchanted the *runestick*. It can be used by any druid who knows the command word. It can also be used by any maiden of pure heart (use the unicorn test to decide this) who knows the command word. However, when used by a nondruid, the effects of the spells (radius, range, damage, and so on) are halved and the victim receives a +4 modifier to saving throws.

Rust

XP Value: 6,000 **GP Value:** 35,000

DRAGON Magazine 126

This wand, which may be used only by wu jen, is a potent weapon against armored foes. Every time a charge is expended, a pencil-thin ray of a rusty red color streaks out. Any metal object hit acts as though a *metal to rust* spell had been cast on it. Note: because the beam is so thin, a save vs. wand means that the beam has missed and could thus strike something else. The beam will travel 100 feet before dying out if it hits nothing. As with the spell, the *wand* may also *transform rust to metal*. If one charge is expended while the *wand* is swirled around in a pile of rust (here the rust may be due to any cause), the affected item is

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restored as per the spell. If less than 90% of the item's rust is in that spot, the spell will not work, but the one charge will still be expended. The *wand* may be recharged.

of Salt

XP Value: 5,000 **GP Value:** 40,000

Old Empires

This evil wand is used by the followers of the Cult of Tiamat. The wand produces powerful cramps and thirst pangs in any who are struck by its beam, so they suffer 2d6 points of damage per round (half if a saving throw vs. wand is successful, with a new saving throw applicable each round). This continues until they spend one full round drinking water, in which case the cramps stop. This wand can also render a 50-×50-foot section of land infertile. The wand is made of saltsteel, a magically hardened salt whose manufacture is known only to the wizards of Unther. The surface is overlain with sand to give it a sparkling appearance. Only two of these cruel weapons are known to exist.

Sathallarin's Wand of Wonder

XP Value: 6,000 **GP Value:** 10,000

1992 Fantasy Collector Card 299

Sathallarin's magical wand is similar in many ways to a typical *wand of wonder*—each time a charge is expended, an unusual event occurs. When Sathallarin uses his wand, however, not one but two and sometimes three (10% chance) different effects are created simultaneously, producing some even more bizarre occurrences.

Scant Wand of Storms

XP Value: 6,000 **GP Value:** 40,000

GREYHAWK Adventures

This wand was created in the capital city of Onnwal, and has been used against raiding warships from the South Province. Its creator was undoubtedly influenced by observing the furious weather in the Sea of Gearnat.

The wand is usable only outdoors and creates various weather effects with the following expenditure of charges:

- Wall of fog 1
- Precipitation 1
- Gust of wind 2
- Cloudburst 2
- *Chain lightning* 8
- *Influence weather* 3

Chain lightning is similar to the wizard's spell, but with a range of 70 yards. The bolt strikes the first object targeted for 6d6 of damage (half damage if a saving throw vs. wand is successful) arcs randomly to another object within range for 5d6 of damage, then to another for 4d6, etc. The bolt continues arcing between each object struck, ending when a sixth object has been struck for 1d6 points of damage.

Influence weather is similar to the spell *control weather*, but can be used only to increase cloudiness, rain/snowfall, and/or wind velocity.

Each time the wand is used, the general weather conditions over a broad area can become unexpectedly severe. The chance for and type of severe weather depends on the original effect that the caster has attempted to summon:

Effect Attempted	Chance for Severe Weather	Type of Weather	Charges Drained
Wall of fog	10%	Thick, persistent fog	3
Precipitation	10%	Rain or snow squall	3
Gust of wind	20%	Gale or tornado	4
Cloudburst	20%	Hailstorm or severe snow	4
Chain lightning	30%	Lightning storm	5
Influence weather	30%	Heavy rain or blizzard	5

The charges drained for severe weather are immediately lost from the wand if the severe weather occurs. The wand can be recharged.

of Secret Door Detection

XP Value: 3,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

The user may find any secret door within 20 feet, using one charge per secret door found.

of Secret Door & Trap Detection

XP Value: 5,000 **GP Value:** 40,000

The Hidden Shrine of Tamoachan

This wand will point at the location of a trap or secret door or in the general direction; range 15′ for secret doors and 30′ for traps. It will not identify how the door or trap works. It can only be commanded to detect one of the two choices at a time.

of Secret Door & Trap Location

XP Value: 5,000 **GP Value:** 40,000

DUNGEON MASTER GUIDE

This wand has an effective radius of 15 feet for secret door location, 30 feet for trap location. When the wand is energized, it pulses in the wielder's hand and points 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.

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of Size Alteration

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide

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), 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 is affected unless a saving throw succeeds. Note that a willing target need not 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 use 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.

of Sleep

XP Value: 4,000 **GP Value:** 20,000

Old Empires

This wand is constructed from green willow vines from Ganathwood that are entwined and enchanted to become hard as stone. When the command word is spoken, the wand emits an 80-foot-long *cone of sleeping gas*, 10 feet wide at its base and 30 feet wide at its end. All caught in this cone must roll successful saving throws vs. wand or fall asleep for 3d4 rounds. Creatures with immunities to sleep have their normal resistances against the effect of this wand. This wand may be used only by a wizard.

of the Squid

XP Value: 5,000 **GP Value:** 20,000

The Final Enemy

This is a device peculiar to high-level sahuagin priests. A slender wand about 11 inches long, it may be made of a variety of materials—bone, coral, stone, silver, almost anything. If it is pointed at an opponent and the command word spoken, the wand emits a thin, gray ray up to a range of 60 feet. The victim suffers 4d4 points of damage in the first round and is held (as the spell *hold person* cast at the 12th-level of spell use, so the effects last for 16 rounds). After the first round there is no further damage but the *hold* effect continues. The wand can, of course, be discharged again at the same opponent if the user wishes to cause more damage. The effect is limited to one victim, who gets the benefit of a normal saving throw. If the victim makes the save, the initial damage is halved (2d4 points) and the hold does not take effect.

The device will hold up to 100 charges, one charge being expended each time the device is used, and can be recharged. It requires a command word to operate and may be used only by the priest class (including druids, and paladins and rangers of high enough experience level to cast priest spells).

of Steam and Vapor

XP Value: 4,500 **GP Value:** 25,000

Unearthed Arcana

A wand of this sort has two separate functions, each of which requires the expenditure of one charge:

- **Steam:** The wand will spout forth a jet of superheated steam in a cone 10′×30′×50′. Any creature within this area takes 6d6 points of damage. The cloud persists, slowly cooling, so that on the second round it inflicts 4d6 damage, and on the third and last round it causes 2d6 damage. Saving throws apply for half damage in all cases. Naturally, fire-dwelling or fire-using creatures will not be harmed by the steam—unless they are harmed by dampness.
- **Vapor:** The wand will gout forth billows of warm, steamy vapors. These vapors are equal to a *fog cloud* of 40-foot depth, 60-foot height, and 80-foot breadth. This vaporous cloud persists for six rounds, remaining stationary unless moved about by magical or nonmagical breezes or winds. Cold-using creatures will suffer 1 point of damage per round while inside the vapor cloud, and cold-dwelling creatures will take twice that amount of damage.

of the Sun

XP Value: 4,000 **GP Value:** 8,000

A Dozen and One Adventures

This wand discharges a shining golden ray up to 30 yards long, similar in effect to the 3rd-level fire spell *sunscorch*. The luminous beam strikes its target unerringly, baking the target for 6d4 points of damage plus an additional 2d4 if the target is wearing metal armor or touching any metal weapon or item larger than a sword. Each use expends two charges.

The *wand of the sun*, a favorite weapon among powerful members of the Brotherhood of True Flame, can be wielded by both fire mages and wizards skilled in fire magic. However, it can only be recharged by a fire mage of 12th level or higher.

6108



of Teeth

XP Value: 3,500 **GP Value:** 15,000

The Magister

Lantan of Pelmarin, that sinister and rotund wizard notorious for his ruthless domination of the wizards of the South through poison, subterfuge, and awesome magic, is said to have looked like a pomegranate in death. "Full of holes," said the merchant Zustel of Amn, who viewed the body, "holes right through!" Lantan came out the loser in a battle with the bard Tamshan, a grim but gentle man who possessed a spell Lantan wanted. Tamshan still holds the cause of Lantan's demise—a *wand of teeth*, one of the only seven known to exist.

The origin and method of manufacturing these devices is lost in antiquity, and the few remaining wands are all thought to still possess only a few charges each. Anczibul of Neverwinter spent much of his apprenticeship to the Archmage Khelben "Blackstaff" Arunsun studying Khelben's specimen of the wand, and from his diaries Elminster has decoded the hidden command word of Khelben's wand, "Neverretha." *The Book of Bulgo*, written by the Southern merchant of that name, attests that Elzir of Calimshan possessed a *wand of teeth* and that its word of command was "Orlethar."

This wand is not rechargeable; it calls forth a certain number of "teeth" (one per charge), firing at targets up to 70 feet distant. The missiles it fires are daggerlike wedges or blades of force that coalesce out of nothingness within one second of activation. (Actually, Elminster believes they are drawn from material and kinetic energy from the Positive Energy Plane.) In the next segment they flash arrow-straight from the tip of the wand to the extent of the wand's range, passing through everything in their paths except *spheres of annihilation*, *prismatic spheres*, *shield spells*, and *walls* or *cubes of force*, all of which swallow or absorb them. A *forcecage* spell, or an existing *armor* (as in the 1st-level wizard spell or that caused by the *wand of armory*) deflects a tooth.

A strike by a tooth does 2d6+2 points of damage (save vs. spell reduces the damage by half) and strikes (as though a hand weapon directly wielded by the wand-wielder) at +2 on the attack roll. Solid rock deflects a tooth; any other material is struck and damaged by it, although magical items cause any plus they possess to be subtracted from the tooth's attack roll. *Wind wall* and *gust of wind* spells, and similar air disturbances (such as those caused by windwalkers or air elementals) have no effect on the flight of a tooth. All classes may employ this wand.

Thithion's Wand of Fire

XP Value: 5,000 **GP Value:** 30,000

1993 Collector Card 495

Thithion's wand functions just like a typical *wand of fire*, allowing the user to create the *burning hands*, *pyrotechnics*, *fireball*, and *wall of fire* spell effects. *Thithion's wand*, however, generates the vilest, blackest flames of pure *darkness*. These flames burn just as hotly, inflicting just as much damage as normal ones, yet they discharge no light whatever. In fact, they absorb light from all sources, dimming the light level in a 60-foot area and creating the effects of a *fear* spell.

Titania's

XP Value: 15,000 **GP Value:** 75,000

Monster Mythology

Titania's avatar's wand functions as a *staff of power* with the diamond atop it a *gem of brilliance*. It also gives +2 protection and radiates both *protection from evil 30' radius* and a *prayer* effect. From her wand, Titania's avatar can create the following effects twice per day each: *create food and water*, *heroes feast*, and *purify food and water*.

of Trap Detection

XP Value: 3,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

This wand will point at all traps within 20 feet, one at a time, at a cost of one charge per trap found.

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of the Underdark

XP Value: 2,000 **GP Value:** 19,000

MENZOBERRANZAN Campaign Set

This wand can be used once per turn, to perform one of the following effects:

- *Darkness 30' radius:* This expanded sphere of darkness will remain for a time period (up to permanent) specified by the caster at the time of the casting. It can be cast up to 120 feet away.
- *Silence 30' radius:* This effect works within the same parameters as darkness, above.
- *Detect Magic:* The wand can be used to indicate an object or area (up to a medium size room or 60 feet section of corridor). It will indicate whether the item is under any sort of enchantment, though it will not provide any further definition.

of Viscid Globs

XP Value: 4,500 **GP Value:** 25,000

Tantras

Thought to be of drow manufacture, the *wand of viscid globs* is used as a deterrent or as a way to keep prisoners inescapably bound. When it is activated, a sphere of magical energy—appearing as a "glob" of some unknown substance—is projected toward an intended target within 60 feet. A target that is able to move is allowed a saving throw vs. wand to dodge the glob, but someone or something that is bound or otherwise immobile cannot prevent the glob from striking. The wand can be used once per round.

Solid items within the 5-foot-diameter glob when it strikes its target are permanently bound to one another—hands to weapons, armor to bodies, and so on. The specific effect on any character or creature struck depends on the position and orientation of the character's body at the instant when the glob makes contact. A standing character will be rooted to the spot, but if he was holding his weapon away from his body (and if the attachment of armor or clothing to skin does not completely hinder movement) he may still be able to use his weapon to defend himself. Globs are most often used to firmly bind victims who have already been trussed up by ropes or chains, making escape virtually impossible.

No amount of struggling will enable a trapped character or creature to be free of a glob; all that will happen, if the victim tries hard enough, is minor damage (1d3 points per attempt) from strained or torn muscles. The magic of a glob negates any contrary magic that might have been available to or in effect upon a targeted character or creature (such as a *ring of free action*). A character struck while flying or swimming will sink slowly to the ground (taking no damage from the fall) and will not be glued to the solid surface he comes in contact with, but may be frozen in position and unable to move—which could be a serious problem for someone whose *water breathing* spell is about to expire.

Dispel magic will cause a glob to vanish, and ordinary alcohol will dissolve a glob; a flask of wine contains enough liquid to undo the effects of two globs. The effect of the globs is not cumulative; a character already contained within one cannot be further affected by repeated applications of the magic.

of Warding

XP Value	GP Value
Good-aligned version: 4,000	20,000
Evil-aligned version: 4,000	20,000

The Magister

This device is not rechargeable. It can perform a variety of magical functions, one at a time and only once per round. All such spells are cast as if by a 12th-level wizard, rather than operating at the 6th level of expertise. All such effects emanate from the wand and protect the wand wielder only—*protection from evil* (two charges), *push* (one charge), *shield* (one charge), *wall of force* (four charges), *guards and wards* (six charges), *repulsion* (five charges).

Ten percent of these wands cast *protection from good* rather than *protection from evil* but are not themselves aligned and otherwise operate identically.

Roll	Wand Type
01–90	*Good wand of warding*
91–00	*Evil wand of warding*

of Water Finding

XP Value: 2,000 **GP Value:** 10,000

Old Empires

This useful item has saved many travelers in the desert heat. If this wand is activated within 50 miles of any source of drinking water, the wand begins to vibrate; the closer the wand is to water, the stronger the wand vibrates. If water lies beneath the surface at a depth of 500 feet or less, the wand shoots a beam into the earth that draws water to the surface. The water found by this wand is always drinkable; it may not be pure, but it generally does not adversely affect the health of the character.

of Whips

XP Value: 2,500 **GP Value:** 12,000

The Magister

First used by the fell Wizards of Thay, whose wands create red, barbed whips (and have never been known to pass out of the wizards' posses-

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sion), the secrets of making such wands were passed west through unknown means (probably a renegade apprentice, such as the Adept of Mulmaster or one of the Cowled Wizards of Amn). Wizards such as Nelver and Tusprun of the Ten Smokes are known to use such devices. One is thought to have been lost in the Vast Deeps when the sorcerer Alamanth was slain in battle aboard a ship off of Port Llast.

Alamanth set down precise details of the powers and means of using his wand—save for the command word, which is thought to have died with him—and it is from his records that Elminster passes on all details of this type of wand.

This wand shoots forth a whip-shaped field of white, shimmering magical force to a maximum (horizontal and vertical) range of 70 feet. The wielder of the wand names, looks at, or concentrates upon a specific target creature or automaton (golem, undead, homonculus, and even invisible targets), and the whip attacks that creature and that creature only. The whip remains in existence for four rounds; if the target is beyond 70 feet from the wand when it is cast, the whip flashes instantly (in one segment) to the limit of its range, and hangs motionless, waiting, at the point closest to its target. Otherwise the whip strikes once per round, as a *Quaal's feather token* does: at +1 on attack and damage rolls, doing 1d6 points of damage per strike, and binding fast an opponent for 1d6+1 rounds if a save vs. spell is not made after each successful strike.

Once a whip has bound an opponent, the wand wielder cannot release it to strike again. The whip cannot change targets. A whip may follow an opponent that it has struck at least once, beyond 70 feet, moving with the target, even if the target *teleports*, *blinks*, *plane shifts*, or enters a rock or plant. The whip can strike invisible and ethereal, but not astral, creatures without penalty. The *wand of whips* may be recharged. Only wizards may wield it.

Witch

XP Value: 2,000 **GP Value:** 10,000

DRAGON Magazine 5

This wand can execute up to 10 charges each day, doing so until the wand's charges are expended. It is capable of the following spells, all of which function as the wizard (or priest) spells of the same name:

1 Charge per use: *charm person*, *continual light*, *cure light wounds*, *darkness*, *hold person*, *locate object*, and *remove fear*.

2 Charges per use: *charm monster*, *curse* (reverse of *remove curse*), *neutralize poison*, *plant door*, *plant growth*, *polymorph others*, *polymorph self*, and *remove curse*.

3 charges per use: *change self*, *commune*, *dismissal*, *hold monster*, *restoration*, *summon elemental* (as *summon shadow*), and *wither*[1].

[1] *Wither* is a magical power that causes all living plants within a 50-foot radius (centered on the wand-user's location) to rapidly age and die, much like the effect of a defiler's spellcasting in a DARK SUN Campaign.

The *wand* has additional powers. It acts as a *medallion of ESP* and as a permanently cast *protection from normal missiles* spell. The *wand* shields the holder from lycanthropes, undead, and elementals, acting as a *ring of protection +3* against their attacks.

of Wonder

XP Value: 6,000 **GP Value:** 10,000

DUNGEON MASTER Guide

The wand of wonder is a strange and unpredictable device that generates any number of unusual 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 functions of the wand include

Roll	Effect
01–10	*Slow* creature pointed at for one turn.
11–18	*Deludes* wielder for one round into believing the wand functions as indicated by a second die roll.

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Rolle	Effect
19–25	*Gust of wind*, double force of spell.
26–30	*Stinking cloud* at 30-foot range.
31–33	Heavy rain falls for one round in 60-foot radius of wand wielder.
34–36	*Summon animal*:
01–25	Rhino
26–50	Elephant
51–00	Mouse
37–46	*Lightning bolt* (70′×5′) as wand.
47–49	Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder).
50–53	*Enlarge* target if within 60 feet of wand.
54–58	*Darkness* in a 30-foot diameter hemisphere centered at a 30-foot 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	*Vanish* any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal).
66–69	*Diminish* wand wielder to ½ height.
70–79	*Fireball* as wand.
80–84	*Invisibility* covers wand wielder.
85–87	Leaves grow from target if within 60 feet of wand.
88–90	10d4 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing 1 point of damage to any creature in path—roll 5d4 for number of hits.
91–97	*Shimmering colors* dance and play over a 40′×30′ area in front of the wand—creatures therein blinded for 1d6 rounds.
98–00	*Flesh to stone* (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.

of Wonder II

XP Value: 6,000 **GP Value:** 10,000

DRAGON Magazine 147

The guidelines for the *wand of wonder* state that the DM may see fit to change the wand's effects. This has been done for three new *wands of wonder*. It should be noted that all of these wands' magical effects are at the 6th-level of magic use with regard to damage, range, duration, area of effect, and so on, as applicable. Saving throws are applicable for the spell effects in question or as stated in each wand's effects. Most effects should be removable with a *dispel magic* spell, cast against the 6th-level of use, unless otherwise noted. Special game effects should be determined



by the DM (heavy rain might make some surfaces very slick, wash away small items, and ruin books and papers). Summoned creatures disappear if slain, and summoning effects otherwise conform to the monster summoning spell of the level appropriate to the type of creature produced. Nonliving items that are produced are permanent and cannot be dispelled.

These wands use only one charge per usage, and they can never be recharged. It is highly recommended that the DM roll all of each wand's effects in order to keep the nature of the roll-up tables a secret; the number of charges in each wand should also be kept secret so players do not overuse them (this is true of any rod, staff, or wand).

Note that, in the hands of a leprechaun (see **Wand**, *of Wonder IV*, effect 85–87), a *wand of wonder* is very dangerous, as any desired effect can be created on command.

Roll	Effect
01–10	The wand fires a *web* (like the spell; the wand acts as one anchor point).
11–18	The wand *shocks* the wielder as per a *shocking grasp* spell; the wielder must make a Dexterity check on 1d20 at –2 to keep holding the wand.
19–25	*Reverse gravity* affects the target and all within a 30-foot radius (including the caster, if close enough) for 1d4+1 rounds.

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Roll	Effect
26–30	*Tasha's uncontrollable hideous laughter* affects the target creature.
31–33	800 small rubber balls (each 1 inch in diameter) rain down for 1d4 rounds within a 30-foot radius of the wielder, causing all in the area to make a Dexterity check on 1d20 or trip and fall. The balls remain in the area, causing further checks at the start of each round of combat, until they are carried or swept away.
34–36	The wand summons:
01–25	Large dove (AC 7; MV 1, Fl 36 (MC D); HD ½; #AT 1; Dmg 1; AL N).
26–50	Large rabbit (AC 6; MV 18; HD ½; #AT 1; Dmg 1; AL N).
51–00	Large iguana (AC 4; MV 18, Sw 16; HD 3; #AT 1; Dmg 1d4; AL N).
37–46	The wand casts *chain lightning* at the target.
47–49	The target creature and the wielder are covered in liquid chocolate.
50–53	*Haste* affects the target.
54–58	The wand casts *hold monster* at the target.
59–62	Suds flow from the ground in a 90-foot radius around the wielder for 1d4+1 rounds, at 3 cubic feet per round. The suds are either from:
01–25	Soap.
26–00	Beer.
63–65	The target creature is *polymorphed* as per a *wand of polymorphing* into:
01–75	A random creature; DM selects any random-monster table and rolls there.
76–00	Nonliving item; DM selects from the **Random Tables**, this volume.
66–69	The wand wielder spins:
01–50	Clockwise
51–00	Counterclockwise for 1d4 rounds and must make a Dexterity check in order to move or act each round thereafter for 1d4 rounds.
70–79	The wand heals the wielder for 1d8 hp if currently wounded.
80–84	The wand fires a *magic missile* as per a *wand of magic missiles*.
85–87	The target inflates like a balloon for 1d4 rounds and deflates for another 1d4 rounds; only living material of up to 1,000 pounds is affected (the object will not float in the air).
88–90	The wand stretches out and flies at the target for 2d6 points of damage (treat as 6+4-HD creature; maximum range 90 feet).
91–97	The wand wielder breathes fire as a randomly determined *potion of fire breathing* (only one breath use is allowed).
98–00	The target is *disintegrated* as per the spell.

of Wonder III

XP Value: 6,000 **GP Value:** 10,000

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Roll	Effect
01–10	*Scare* is cast at the target.
11–18	The wielder is affected by an irritating rash for 1d4 rounds, reducing Dexterity to 3.
19–25	*Darkness* affects the target every other round for 1d8+2 rounds.
26–30	*Fumble* affects the target at double normal duration.
31–33	The wand begins to gripe about the wielder's treatment of it, loudly complaining about the bad working conditions, the lousy pay, the long working hours, etc. (this effect is similar to that of a *magic mouth*; the wand is not actually sentient).
34–36	The wand summons
01–25	Buzzard (AC 6; MV 3, Fl 27 (MC E); HD 1+1; #AT 1; Dmg 1d2; AL N).
26–50	Giraffe (AC 7; MV 24; HD 5; #AT 2; Dmg 1d4/1d4; AL N).
51–00	Large kitten (AC 6; MV 5; HD ½; hp 1; #AT 3; Dmg 1/1/1; SA rear claws for 1/1; AL N).
37–46	A *delayed blast fireball* takes effect from the point of casting, with a delay time of 1d4 rounds.
47–49	The target and wielder are "exchanged" —that is, the wielder takes the place of the target, and the target takes the place of the wielder, exchanging clothes, equipment, etc., but otherwise retaining their normal physical appearances.
50–53	*Confusion* affects the target.
54–58	*Mirror image* affects the target.
59–62	The target begins to recite very bad poetry for 2d4 rounds, taking no other action unless attacked, as if requested to do so under a *charm* spell.
63–65	A *dust devil* is summoned (AC 4; MV 18; HD 2; #AT 1; Dmg 1d4; AL N) and attacks the target as per the *dust devil* spell.
66–69	*Jump* affects the wielder randomly.
1	Forward 10 feet
2	Left 10 feet
3	Backward 20 feet
4	Right 30 feet
5–6	The wielder can jump only 10 feet backward.

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70–79 A *force cage* affects the target.
80–84 The wielder is affected by a *strength* spell.
85–87 The target's weapon becomes:
01–25 A teddy bear
26–50 A leg of mutton
51–75 A ladle
76–00 A herring
If the target has no weapon, choose another possession. If the target has no possessions, roll again, ignoring this result.
88–90 The wand spews colorless slime in a cone 30 feet wide and 6 feet long, affecting the area as a *grease* spell.
91–97 A spell effect affects the target.
01–50 *Fear.*
51–00 *Faerie fire.*
98–00 An *incendiary cloud* affects the target area.

of Wonder IV

XP Value: 6,000 **GP Value:** 10,000

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01–10 A *chromatic orb* affects the target.
11–18 The wielder is affected as if he had imbibed a *philter of stammering & stuttering.*
19–25 The wand creates a *flaming sphere* which affects the target.
26–30 A *ray of enfeeblement* affects the target.
31–33 The wand causes on of the following:
01–25 A pillow
26–75 A small table
76–00 An anvil
The pillow causes no damage; the table causes 1d6 points of damage (as a club); and the anvil causes 3d10 points of damage, and the target must make a Constitution check at –4 or be knocked unconscious for 2d6 turns.
34–36 The wand summons
01–25 An ugly painting
26–50 Bellows
51–00 A storm giant's boot
37–46 The wand affects the target as per a *ring of the ram* (3 charges expended at once).
47–49 The wand fires 1d4+2 cream puffs at the target, doing no damage.
50–53 The target is imbued with *improved invisibility.*
54–58 *Fascinate* affects the target, who focuses on the wielder.
59–62 The wand causes the target's nose to grow 10 times its normal size for 1d4+2 rounds.
63–65 The target is affected as if a *potion of gaseous form* was imbibed.
66–69 The wielder *levitates* uncontrollably, always heading upward until the spell duration is reached (at which point the wielder falls).
70–79 *Evard's black tentacles* takes effect around the target.
80–84 The wielder is affected by a *stoneskin* spell.
85–87 The wand summons a leprechaun (AC 8; MV 15; HD 1–1; hp 1d4+1; #AT nil; SA/SD spells, theft, 80% magic resistance AL N). The DM should play the leprechaun to the hilt, it will try to gain control of the wand that summoned it and cause complete chaos for as long as possible.
88–90 A randomly chosen item on the target's person sprouts wings and attacks another enemy target for 1d2+1 rounds as a 6+4- HD creature. Only small hand held objects are so affected, and the DM should decide what the item is and what its combat statistics are (see the *animate object* spell).
91–97 The wand fizzles for 1d4+1 rounds, then causes a *hypnotic pattern* to appear, affecting all within range who gaze upon it.
98–00 A *cone of cold* affects the target area at double normal damage.

of Wonder V

(Alternative Wand of Wonder)

XP Value: 1,200 **GP Value:** 6,000

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1D20 Roll	Effect
01	Summon 01–50 Monkey 51–75 Ape 76–00 Baboon
02	An invisible organ plays for 1d6 rounds.
03	Target sprouts wings for 1d12 rounds.
04	Wielder sings for 1d4 rounds.
05	Target smells like horse dung.
06	A 4-foot tall banana appears and dances for 1d8 rounds.
07	5d4 roses shoot forth in a 20-foot long stream.
08	The target's armor turns to leaves.
09	The target is turned invisible.
10	The wielder must shout instead of talk for 1d4 rounds.
11	The target grows a tail.
12	An owlbear appears, runs toward the target, and hugs the victim for 1d4 rounds.
13	Mushrooms grow out of the target's ears.
14	Two tentacles grow on the wielder's

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shoulders.
15 Target's hair turns into snakes.
16 It rains in a 30-foot radius centered on the wielder for 1d10 rounds.
17 Target is *polymorphed* into a dog.
18 The target's nose grows two inches longer.
19 A *meteor swarm* detonates on the wielder, as the 9th-level spell.
20 The wielder *magic jars* into the target's body.

of a Wonder

XP Value: 6,000 **GP Value:** 10,000

The Temple of Elemental Evil

Quite similar to its cousins, the ever-popular *wands of wonder*, this item produces strange and unpredictable results for users of any class or type. The exact effect produced in any single use is determined by a random 1d100 roll, with reference to the following chart. The wand uses one charge per function. It may not be recharged. Allow saving throws wherever applicable, vs. wand unless the effect suggests another category. The wand performs at 6th-level of experience, and all physical changes produced (growths, *polymorphs*, and so forth) can be dispelled.

Roll	Effect
01–02	Target loses all hair, fur, or feathers.
03–07	Pit 10 feet deep (any necessary width) opens under target's feet.
08–09	Target gains +1 attack bonus for the next three rounds.
10–11	One Hundred small bats appear, swarm around the wielder's head for one round, then flit away.
12–13	Target grows wings, arms, or tentacles.
14–15	Cage of heavy iron bars (10′×10′×10′) surrounds the wielder.
16–17	Each piece of headgear within 20 feet (including helmets) changes to a skullcap topped by a bladed device, the blades turning in a breeze.
18–22	Target's color turns to hot pink.
23–25	All gold within 10 feet of the wielder turns to lead.
26–29	Target is covered with a thick layer of honey.
30–32	In each of the next five rounds, 2d4 sp shoots forth from each of the wielder's ears.
33–34	Target is garbed in a beautiful, well-tailored, embroidered silk coat (2,000 gp value, but magical and dispellable).
35–39	Target is polymorphed into a giant rabbit (as the *polymorph other* spell: check for mental change).
40–41	Target grows a large moustache in one round (possibly with goatee).
42–43	Thousands of horseflies fill the area within 10 feet of the wielder, interfering with concentration and preventing spell casting and combat. They remain for 5d4 turns but will not leave the area except to follow honey.
44–48	Target is affected by *Otto's irresistible dance* for three rounds (no saving throw).
49–52	Stream of acid shoots out to 10-foot range, inflicting 3d8 points of damage (as if dragon breath; save for half damage).
53–55	Band instruments appear between the wielder and the target. They play loudly and march back and forth for 1d4+2 rounds, as if used by invisible musicians, then vanish. Anyone trying to interfere takes 2d6 points of damage and is hurled back 10 feet.
56–57	Tree grows under the wielder, lifting to the ceiling or 50-foot height, whichever is less.
58–62	One hundred dead and putrid fish rain down within 30 feet of the wielder.
63–68	Target glows for five rounds (as if double-intensity *faerie fire*), but thereafter the wielder vanishes (invisible, not dispellable) for 1d4+1 rounds.
69–70	The sound of ringing bells peals from the wand, drowning out all noise and speech for 1d4+1 rounds.
71–75	*Dispel magic* effect on everything within 20 feet of the wand, as if an 11th-level caster.
76–77	Wielder is *polymorphed* into a mule-centaur.
78–84	*Monster summoning IV* spell effect, as if cast by the wand wielder.
85–86	Target gains 3d4 hit points that remain for six turns (cannot be dispelled; damage taken is first removed from added hit points).
87–90	Wielder floats 10 feet up (as if *feather-fall* in *reverse gravity*), hovers for 1d4+2 rounds, then drops suddenly.
91–95	Eight fiery spheres of different hues shoot forth at one-segment intervals, striking the target and seemingly causing great amounts of damage (actually only 1 point from each).
96–99	All weapons held in hand within 30 feet turn into bunches of flowers.
00	Death magic directed at target (60-foot maximum range).

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of Wondrousness

XP Value: 6,000 **GP Value:** 10,000

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The wand's effects are rarely decisive, sometimes helpful, and usually fun. It is best introduced when a hostile wizard uses it against the adventurers. Each time the wand is used, the player rolls 1d100 to determine what happens. The wand often backfires, so the user rolls 1d4, and if "1" is rolled, the effect is reversed. Creatures conjured obey the user (or opponent if the effect is reversed); they disappear after six rounds. Inanimate objects last until dispelled. Magical effects last for the listed duration or for six rounds. Maximum range is 60′ unless noted otherwise. The DM is free to decide how often the wand can be used (no more than once a round please), whether it has charges, and whether it can be recharged.

Roll	Wand Effects
01	User develops hiccups, no action next round (no possibility of reverse effect).
02	*Gust of wind*, 60′ long, from wand toward target creature.
03	Fireworks; everybody with 80′ of target creature blinded and disoriented for two rounds (–4 on attack rolls and saving throws).
04	Miniature snowstorm appears over target creature.
05	Paralysis ray at target creature (save vs. Dexterity or be paralyzed for 20 rounds minus Constitution score).
06	Brightly colored flashing lights cover a 15′ radius around target; all creatures in the area save vs. wand or are stunned 1d4 rounds.
07	Attack dog (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
08	Attack cat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
09	*Darkness* spell (5′ radius) on target creature (save vs. spell or it moves with creature).
10	*Enlarge* target creature to twice normal size (double damage), no save.
11	*Slow* spell on one target creature, no save.
12	Attack rat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19; SA infects target creature with leptospirosis on an attack roll of 20).
13	*Faerie fire* on one target creature, no save.
14	Popcorn sprays from wand at target creature.
15	*Lightning bolt* 10′ wide and 40′ long, 2 points of damage.
16	Attack chicken (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA target creature is –4 on attack rolls and saving throws while chicken attacks).
17	Whiskey sprays from wand at target creature.
18	Ten fake gems shoot from wand at target creature, no damage, each worth 1 gp.
19	Reduce target creature to half normal size (half damage), no save.
20	*Magic missile* at target creature (one missile, 1d6 damage).
21	Attack viper (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA hit causes save vs. poison or lose 1 hp per round for four rounds).
22	*Confusion* spell on one target creature.
23	Thin *ray of cold* (2 points of damage).
24	*Meteor* (automatically strikes target creature for 2 points of damage, then explodes for 2 points of fire damage in 10′ radius).
25	Swarm of attack wasps covers target creature, save vs. petrification or flee until they go away.
26	Flowers shoot from wand at target creature.
27	Acid shoots from wand in a 60′ stream (save vs. Dexterity or take 2 points acid damage).

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28 Attack grizzly cub (HD 4; hp 6; AC 6; #AT 3; Dmg 1/1/1d6; THAC0 15; SA hug for additional 1d6 points if both paws hit).
29 Attack butterflies (no effective attack).
30 Attack shark (HD 6; hp 12; AC 4; #AT 1; Dmg 3d8; THAC0 13; SA swallows human size creatures whole on an attack roll of 20), not much good out of water.
31 *Fireball* (radius 20′, damage, 2 points).
32 Attack skunk (HD l; hp 1; AC 6; #AT l; Dmg nil; THAC0 19; SA stinking cloud on one creature, flees after delivering cloud).
33 *Levitate* target creature (save vs. spell to avoid; if dropped, the target *feather falls*).
34 Target creature turns a random bright color.
35 All of target creature's nonmagical equipment *teleported* back home (save vs. wand to avoid).
36 Target creature's feet covered with chewing gum; successful Strength check to move, *slowed* if check fails.
37 Attack pugilist (HD 2; hp 10; AC 8; #AT 2; Dmg 1/1; THAC0 16; SA hit causes save vs. crushing blow or be stunned 1d4 rounds).
38 Colored candies shoot from wand at target creature, no damage.
39 *Burning hands* (2 points damage).
40 Oil shoots from wand (target creature must save vs. wand or fall).
41 *Scare* spell at target creature.
42 Target creature's mouth fills with chewing gum, must spend one round taking it out prior to using verbal spells, breath weapon, biting.
43 *Phantasmal force* of hideous monster (DM's choice), poorly executed, doesn't fool anybody.
44 Mud sprays on target creature; successful Dexterity check or be blinded until wiped off.
45 Attack canaries (no effective attack).
46 *Positive energy ray* (basic damage two, –6 vs. undead or evil extraplanar creatures, save vs. spell for half damage).
47 *Negative energy ray* (damage 2, 6 vs. paladins or good extraplanar creatures, save vs. spell for half damage).
48 *Arrow +1* (Range 120′, THAC0 14, shatters whether it hits or misses).
49 Shadow monster fighter (HD 1; hp 1; AC 10; #AT 1; Dmg 1; THAC0 20; SA looks really dangerous).
50 Fool's gold (100 pieces) shoot from wand, no damage.
51 Black pudding (HD 3; hp 6; AC 10; #AT 1; Dmg 1d4; THAC0 16; SA dissolves wood and metal; SD immune to cold, blow, or lightning spells, fears fire) shoots from wand, any target must make a successful Dexterity check or be covered.
52 Gray ooze (same as black pudding, but immune to most spells, lightning and blows do full damage).
53 Ochre jelly (same as black pudding but weapons, cold, and fire do full damage).
54 Attack giant ant (HD 1; hp 1; AC 8; #AT 1; Dmg 1; THAC0 20; SA successful bite allows sting attempt, if sting hits, target must save vs. poison or have Dexterity lowered to 3 for 20 rounds).
55 Target creature's sex changes (duration one day).
56 Creeping bugs cover target creature (as *creeping doom*, but only four deadly bugs).
57 Target creature *polymorphed* into berserk ogre that attacks anyone it can reach (save vs. spell to avoid transformation.)
58 Stream of black pepper shoots at target (successful Dexterity check or sneezing causes –4 to attack rolls and saving throws.).
59 *Improved invisibility* covers target creature.
60 Target creature grows thick hair all over body (or loses it all if hairy, people will be mistaken for werewolves, duration one day).
61 Target creature becomes intoxicated (–6 to Intelligence, Wisdom, Dexterity, and Charisma unless target makes a Constitution check), duration one hour.
62 Attack tyrannosaurus rex (HD 2; hp 15; AC 6; #AT 1; Dmg 1d8; THAC0 16), just a baby.
63 Squirts ink at target creature (successful Dexterity check or be blinded until target washes its face).
64 All magic items carried by target creature glow a random bright color.
65 *Dancing lights* (glowing globes of random color).
66 Any normal fires or flames within 60′ of target creature produce *pyrotechnics* (both smoke and fireworks).
67 Miniature rain storm over target creature.
68 Wet ice covers floor in a path in front of

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the wand user 5′ wide and 25′ long. Everybody in the path must make a Dexterity check or fall down.

69 Sounds of reinforcements, opponents check morale.

70 All leather items within 60′ of target creature glow a random bright color.

71 *Grease* spell, where it would do the most harm to target creatures.

72 *Dig* spell (if possible) under target creature.

73 Paper-mache crown appears on target creature's head (looks impressive); trumpet fanfare.

74 All normal fires and flames within 60' of target creature go out.

75 Attack mouse (no effective attack).

76–77 Insane priest of target creature's alignment (HD 1; hp 8; AC 10; #AT 1; Dmg 1d8; THAC0 20; no spells) appears and begins preaching.

78 Target creature saves vs. wand or flees for 1d6 rounds.

79 Attack rabbit (no effective attack).

80 Insane dwarf appears and attacks target creature (HD 2; hp 6; AC 6; #AT 1; Dmg battle axe; THAC0 19).

81 Bouncing rubber ball (AC 0, hp 1) attacks target creature; successful Dexterity check or be stunned 1d4 rounds).

82 String of *entanglement* binds target creature, successful Strength check to break free (try every round until successful).

83 *Reverse gravity* on all within 10′ of target creature, no save.

84 Cotton balls stream from wand.

85 Neon sign correctly declaring alignment of target creature appears in the air.

86 Neon sign misrepresenting alignment of target creature appears in air (roll randomly for alignment displayed).

87 Blessed crossbow bolt shoots from end of wand and automatically hits (1 point of damage, kills rakshasas).

88 Wall of peanut brittle appears between target creature and wand user.

89 Attack octopus (HD 8; hp 8; AC 4; #AT 8; Dmg 1 each; THAC0 12; SA hit causes save vs. crushing blow or be squeezed for 1 point per round by each tentacle), not much use out of water.

90 Loud waltz music plays.

91 Target creature grows feathers (duration six turns).

92 Demented cult member appears and solicits donations; target creature must make a Wisdom check or spend next round driving away the cultist.

93 Target creature makes a successful Charisma check or goes insane for 1d12 turns.

94 Target creature covered with polka dots (random bright color, no save).

95 Sheriff appears and serves subpoena on target creature.

96 All metal items within 60′ of target creature glow a random bright color.

97 Attack lowlifes (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL lawful evil).

98 Attack lowlifes (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL; neutral evil).

99 Attack lowlifes (1d4+1 appear, HD 1; hp 1 each; AC 10; #AT 1; Dmg 1d4; THAC0 20; AL; chaotic evil).

00 User is transformed into a fighter (only if a wizard); double hit points, strength 18/01, AC 0, attacks twice a round for 1d4+5, THAC0 20 minus level, duration one day. In any case, the wand becomes a *dagger +2* for the rest of the day.

Yatil Wand of Zooming

XP Value: 3,500 **GP Value:** 17,500

GREYHAWK Adventures

This item was created by mountaineers of the Yatils to ease their travels between the jagged slopes and ledges. However, the wand has since become a device of mischief, and the cause of many deaths.

The wand can affect one object or creature at a time, *zooming* up to 200 pounds weight per charge expended, to a maximum weight of 600 pounds. *Zooming* movement is in a straight line, and any creature moved in this fashion is responsible for its own landing. The maximum distance is 100 feet, though a shorter distance can be specified by the wand's user. An unwilling creature can save vs. wand to avoid the effect.

An object or creature can be hurled horizontally through the air and accelerated as if falling vertically if twice the normal number of charges are expended. A creature that hits an obstacle takes 1d6 points of damage for every 10 feet traveled; items save vs. fall. A 30-foot *zoom*, for example, inflicts a total of 3d6 points of damage upon a character striking a solid surface. Note that a creature hurled over the edge of a cliff takes no damage from the *zoom*, but does suffer normal falling damage. If insufficient charges are expended, the results will be correspondingly slight.

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Water

Magical water usually maintains its magical properties until imbibed, or splashed on a target. If magical water is polluted, it may have to roll a saving throw in order to retain its magical properties.

Blessed

XP Value: 5 **GP Value:** 25

DRAGON QUEST Game

This is a small glass bottle filled with water that has been specially prepared for use against undead monsters. If it is splashed on any undead creatures (like ghouls, mummies, skeletons, vampires, wights, wraiths, or zombies), it causes 1d6 points of damage.

Golden

XP Value: 1,000 **GP Value:** 5,000

City of Delights

Golden water is a special type of liquid that can actually create a tiny rift into the Elemental Plane of Water. Placing even a single drop of *golden water* somewhere creates a small, permanent fountain.

Golden water is normally found only in springs that are connected to the Elemental Plane of Water, and those places are carefully monitored by marids. If it is placed in a bowl made of precious metal, it maintains its properties. For example, if a maid put *golden water* into a silver bowl and carried it to her home, the bowl would create a perpetual fountain, and the water inside the bowl would still be *golden water*. If, however, *golden water* is placed somewhere else, such as a rock, it will shoot a fountain into the air, but the water in it will no longer be *golden water*.

If a very small drop is placed within a waterskin, it will continually fill the waterskin (even to overflowing). In Huzuz, there are several drinking fountains created using *golden water*.

Holy

XP Value: 5 **GP Value:** 25

The Complete Priest's Handbook

Holy water, that bane of vampires and many other monsters, is created in the following way: In a temple of the god, three priests of at least 2nd level stand over an empty water-basin and perform a ritual of prayer. They pray for the god's blessing and protection for an entire hour. At the end of that time, they each cast a spell, and do so simultaneously: One casts *create water*, the second casts *protection from evil*, and the third casts *purify food and drink*. Half a gallon of *holy water* is created. (The *create water* spell can create up to four gallons of water, but the *protection from evil* and *purify food and drink* used this way can only create half a gallon of *holy water*. Therefore, for every two extra priests, one to cast each of those two spells, an extra half-gallon can be created. Nine priests together can create four gallons.)

The tremendous expenditure of magic and the time involved are the reasons a single dose of holy water costs 25 gp to the adventurer. Obviously, any three priests can create holy water "for free" so long as they are 2nd level or higher, priests of the same god.

Waterskin of Pouring

XP Value: 500 **GP Value:** 2,500

Maztica Campaign Set

This is a feathered waterskin that is always full. It can be used to pour water at one gallon per round.

Wax

If pure, costly wax is mixed with powdered gems, it may be of sufficient quality to be made magical. It may be found in any size, shape, or color but has a glitter to it. Freshly made magical wax is formed into bricks, each 4 inches long, 2 inches wide, and 1 inch thick.

of Careful Hearing

XP Value: 450 **GP Value:** 1,250

The Book of Marvelous Magic

When rolled into small balls and placed in the ears, this wax adds a +4 bonus to saving throws against magical sounds; hearing is otherwise normal. It confers the same bonus against all charm spells. One brick of wax may be rolled into 10 balls (for five creatures with two ears each). Its protection lasts for one week. Nonmagical wax used in the same way confers a +1 bonus to magical sounds but also prevents normal hearing and increases chances of being surprised.

Ceiling

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This wax appears to be *sealing wax* but when used indoors it causes the ceiling to fall, as if from an earthquake. The falling stone or earth inflicts at least 3d10 points of damage to all within 30 feet of the *ceiling wax*, and may be severe enough to bury the victims. The wax is destroyed when the ceiling falls.

of Fabrication

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This wax may be molded into the form of any other item of the same approximate size. To obtain an exact duplicate, the original must be copied and the command given. The duplicate

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appears to be made of the same material as the original and may be magical if the original possessed some dweomer. The duplicate has no special powers, but gains the same resistances as the original. A *dispel magic* spell may return the duplicate to a lump of wax (treat as 30th-level magic).

of Hearing

XP Value: 300 **GP Value:** 1,500

The Book of Marvelous Magic

This wax appears to be *wax of careful hearing* but confers a –4 penalty to the saving throws applicable. Once in place, it cannot be removed until a *remove curse* spell is applied by a caster of 15th or higher level; this destroys the wax.

Sealing

XP Value: 200 **GP Value:** 600

The Book of Marvelous Magic

This wax can be placed in any crack or hole. Afterward it can neither be removed except by magical weapons nor melted except by magical fire. One brick can fill any hole of the same volume or a thin crack up to 20 feet long. (It is ideal for sealing a vampire's coffin when used with *wizard lock*.)

of Waning

XP Value: 150 **GP Value:** 500

The Book of Marvelous Magic

This wax appears and functions as *wax of careful hearing* in all respects. However, *wax of waning* also shrinks the user at the rate of 1 inch per day. It cannot be removed until *remove curse* is applied by a caster of at least 15th level; this destroys the wax. The shrinking is permanent until dispelled (treat as 30th-level magic) and cannot be affected until the wax is removed. Any victim vanishing entirely from the effect is teleported to an Outer Plane in normal form. The immortals may then decide the victim's fate.

Weapon Enhancements

All the enchantments that can be added to almost any weapon, are to be found here. There are exceptions, however, but the DM should reroll these.

Light Generation: As a general rule, magical weapons, armor, or items should not shed light when drawn or being used. This makes it too easy for the players to determine if a weapon is magical, unless the item's description states that it sheds light. However, if the DM chooses, he or she can rule that magical weapons (particularly swords, daggers, and +3 or greater items) shed light and can't be concealed when drawn. In this case, a magical weapon should never glow until the wielder is aware of its magical properties—the light 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.

When the Random Tables in the back of this volume are used, the DM should roll on the table below in order to determine which enchantment is gained for the weapon. Once rolled, refer to the specific entry below for full details.

Roll	Enhancement Gained
01	of Adaptation*
02	Agoraphobic*
03	Antistoneskin*
04	Anything
05	Aquatic*
06	Aquatic with Free Action*
07	of Balance*
08	Bloodfearer*
09	Boneiron*
10	Bonewood*
11	with Bonus vs. Opponent*
12	of Breathing*
13	Brittleblade*
14	of Charming*
15	of Clairaudience*
16	of Clairvoyance*
17	Claustrophobic*
18	of Concealed Wizardry*
19	of Deceiving*
20	of Defending*
21	of Deflecting*
22	of Detect Evil/Good*
23	of Detect Gems*
24	of Detect Magic*
25	of Detect Metal*
26	of Detect Shifting Walls & Rooms*
27	of Detect Slopes*
28	of Detection*
29	of Disruption*
30	of Draining*
31	of Enchantment*
32	of ESP*
33	of Extinguishing*
34	of Extra Damage*
35	of Find Secret Doors*
36	of Find Traps*
37	of Finding*
38	of Flame*
39	of Flaming*
40	of Flying*
41	of Flying II*
42	of Forgetfulness*
43	Fossilized*
44	of Healing*

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45	of Healing II*
46	of Hiding*
47	with Hilt of Conjuring*
48	of Holding*
49	of Illumination*
50	of Illusion*
51	Intelligent*
52	Intelligent II*
53	Invisible*
54	of Levitation*
55	of Lighting*
56	Lightweight*
57	Living*
58	Miniature*
59	Narcissistic*
60	Petrified*
61	Polymorphed*
62	of Proficiency*
63	Purple-Leaf*
64	Quirk*
65–67	Racial*
68	of Returning*
69	of See Invisible*
70	Shivering*
71	of Silence*
72	of Silencing*
73	of Slaying*
74	of Slicing*
75	of Slowing*
76	of Specialization*
77	Spectral*
78–80	of Speed
81	of Speed II*
82	of Speeding*
83	Stoneiron*
84	of Surrender*
85	of Telekinesis*
86	of Telepathy*
87	of Teleportation*
88	of Translating*
89	Unbreakable*
90	Uncharged*
91	of Venom*
92	of Watching*
93	Weightless*
94	of Wishing*
95	Woodiron*
96	of X-Ray Vision*
97–99	Roll twice, ignoring 97–00 results
00	Roll three times, ignoring 97–00 results

As an added feature, DMs may choose to roll on the table below to determine the construction material of a weapon. Often, the weapon's description states what the weapon is made of, but this can be superseded by choosing a material or rolling on the table below.

Roll	Construction Material
01	Adamantite
02–10	Bone
11–20	Copper
21–60	Iron
61–70	Obsidian
71–75	Silver
76–85	Steel
86–95	Stone
96–00	Wood

of Adaptation*

XP Value	GP Value
Cursed –2: —	+1,000
Normal +1: +900	+5,400
Normal +2: +1,500	+9,000
Normal +3: +2,100	+12,600
Normal +4: +3,200	+19,200

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These magical weapons, which initially appears to be short walking sticks, are prized by fighters, although they can be used by any class. When grasped and the name of a weapon spoken, such as "bardiche," the stick transforms into that weapon. The wielder can change melee weapons merely by uttering the name of a different item. *Weapons of adaptation* cannot assume the form of missile weapons or bows, nor do they grant weapon proficiencies to their wielders. The wielders suffer nonproficiency penalties if they use weapons with which they are not familiar. All *weapons of adaptation* have magical pluses except those cursed. To determine the type of adaptation found, consult the chart below.

Roll	Bonus
01–50	+1
51–75	+2
76–90	+3
91–96	+4
96–00	Cursed, –2

Agoraphobic*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

This weapon is the exact opposite of the *claustrophobic weapon*. It must be talked or forced out of its scabbard. Once it is out, it fights like a normal magical item but causes double damage in order to get back into its scabbard as quickly as possible. If its wielder is struck in combat, there is a percentage chance equal to the number of points of damage sustained that the weapon will take advantage of the situation and escape into the security of the scabbard.

If the wielder does not fight during a round, he or she must do nothing but concentrate on keeping the weapon out of its scabbard, otherwise it

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will return to where it feels safe. Note that concentration does not preclude using the weapon's special abilities.

When the *agoraphobic weapon* result is rolled on the **Random Item Chart**, the DM should roll another effect and combine the results.

Antistoneskin*

XP Value: — **GP Value:** +1,000

New Item

Tired of having his warriors fighting his enemies (who were, consequently, protected by *stoneskin* spells), King Damien of Islemaine offered Prismal a great sum of money to provide an enchantment for edged weapons and those with pommels that would ignore the *stoneskin's* defenses. At first, Prismal pondered the worth of such an undertaking, wondering what his wizard friends would think of him should he succeed. Realizing his monarch is the type to perform some rather chaotic edicts against those that do not serve him without reserve, Prismal agreed. After all, he would be in rather deep trouble if he were found dead or worse: without his property where he stored all his annals and equipment. Damien asked for results within the week, but Prismal, knowing that this was impossible, asked for an additional month. He was given two weeks.

In order to have peace and quiet (and a total lack of interruption from fledgling wizards looking for a master to teach them the arcane arts), he transferred himself and his laboratory to a friend's house on Kodiak Island and began work. Seventeen days and the loss of most of his facial hair later (eyebrows included), his work was completed. He *teleported* his lab back to his house in time to hear an incessant banging on his front door.

Speaking a command word as he walked down the spiral staircase, the door swung open to the amazement of a page. Stuttering in nervousness (partially due to the wizard's unusual appearance), he informed Prismal that Damien of Islemaine wanted an audience immediately. After what seemed like a lifetime of Damien's snarling and spit-ridden accusations, Prismal informed the monarch that his work was finished. Damien was happy that the work was fulfilled, but he felt it necessary to notify Prismal that he was foregoing the mandatory flogging for delay. Prismal half smiled, knowing full well that Damien feared him, and shuddered at the horrid vengeance for which Prismal was known.

The work that Prismal labored over allows a blade to ignore the defenses of the *stoneskin* spell. Oddly enough, the potency of the spell (the number of hits that the *stoneskin* will protect against) does not diminish with repeated, successful strikes.

Anything

XP Value: 2,500 **GP Value:** 12,500

Unearthed Arcana

An *anything weapon* appears to be a weapon of +1 enchantment. Upon command, however, it can change into any desired type of magic weapon of any power (for instance, from a *short sword +1* to a *whip +5*). The weapon remains as commanded for one day (24 hours) or until it performs a special, highly powerful function such as draining a level or severing some body part. The weapon can be commanded to assume another form no more than three times, and each form is singular and may not be repeated—the weapon can be a *dancing sword* only once, a *mattock of the titans* but once, or a *vorpal blade* just once.

After changing upon command for a third time and then reverting to its original form, the *anything weapon* loses all of its dweomer and is thereafter an ordinary sword. This type of weapon can never have intelligence, ego, communication power, or any other sort of special ability.

Aquatic*

See **Enchanted Enhancements** in **Volume 1**

Aquatic with Free Action*

See **Enchanted Enhancements** in **Volume 1**

of Balance*

XP Value: +80 **GP Value:** +800

Oriental Adventures

When carried, this weapon gives the character exceptional balance. Ninjas and thieves gain a bonus of 10% to their tightrope walking ability. In other situations where balance is important (teetering on the edge of a pit, for example) the character is automatically allowed a saving throw vs. death magic to regain his balance. If successful, the weapon shifts its weight or pulls the character the fraction of an inch needed to regain sure footing. If the saving throw fails, the character suffers the normal consequences.

Bloodfearer*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

Bloodfearing or *haemophobic* weapons will scream (those that have the power of speech) and faint upon drawing blood. The scream attracts any wandering monsters that happen to be nearby. The faint lasts 1d4 rounds and strips the weapon of any bonuses that it may possess while it is unconscious. In extreme cases (5%), the weapon ceases to be a rigid object, becoming completely flexible (and useless as a weapon) until it regains consciousness.

These weapons are unafraid in combat against

creatures that have no blood (undead or shambling mounds, for example), or when fighting in the dark (they cannot see the blood). Hardier weapons of this type (15%) are *thanophobic* and only faint upon seeing a dead creature.

When the *bloodfearer weapon* result is rolled on the **Random Item Chart**, the DM should roll another effect and combine the results.

Boneiron*

XP Value: — **GP Value:** —

DRAGON Magazine 197

These weapons are similar to *woodiron weapons*, except that they are made of bone. Chitin weapons are also covered in this category. As with the other two classes of weaponry, these weapons act as ordinary metallic weapons, having no penalties in battle, and they are unbreakable. Since bone is the best of the nonmetallic substances used in weapons creation, a wizard does not need to expend so much magical energy in its transformation. Thus, the experience point value in making a *boneiron weapon* is only 15 times the gold-piece value of a regular metal weapon. A *boneiron trident* is thus worth 225 XP while a *boneiron battle axe* is valued at 75 XP.

Bonewood*

XP Value: — **GP Value:** —

DRAGON Magazine 197

These wooden weapons have been enchanted to have the properties of those of bone. Apart from being fireproof, there are no additional benefits to weapons normally made of wood, such as clubs and quarterstaves, but all other weapons have their attack and damage penalties reduced from –3 and –2, respectively, to –1 in both cases. These weapons still break when a 20 is rolled. As with *petrified weapons*, *bonewood weapons* are more common than their effectiveness would seem to warrant, due to the relative ease of their construction and the practice they provide for magical apprentices. These weapons are worth 10 times as many experience points as the gold-piece cost of a normal iron weapon (a *bonewood glaive-guisarme* is worth 100 XP).

with Bonus vs. Opponent*

XP Value: +200/plus **GP Value:** +1,000/plus

DUNGEONS & DRAGONS Rules Cyclopedia

This weapon modifier is an additional attack and damage bonus when the weapon is used against a specific opponent (for example, a *sword +1/+2 vs. enchanted monsters*). The amount of the bonus may be from +1 to +5 greater than the normal magical bonus of the weapon, according to the table below. (A sword +1 with a +3 bonus against lycanthropes would be a *sword +1/+4 vs. lycanthropes*.)

Roll	Additional Modifier
01–57	+1
58–73	+2
74–82	+3
83–85	+4
86–00	+5

The DM should feel free to add more categories of opponents as appropriate, taking care not to upset the balance of the game. Opponent categories are listed on the table below.

Roll	Opponent	Roll	Opponent
01–06	Bugs	59–67	Reptiles and dinosaurs
07–09	Constructs	68–70	Spell-immune monsters
10–15	Dragonkind	71–76	Spellcasters
16–24	Enchanted Monsters	77–88	Undead
25–36	Giantkind	89–94	Water-breathing monsters
37–48	Lycanthropes	95–00	Weapon-using monsters
49–52	Planar Beings		
53–58	Regenerating monsters		

- **Bugs** include all normal and giant size forms of arachnids (spider, tick, scorpion), insects (ant, beetle, fly), and chilopods (centipedes).
- **Constructs** include all created monsters such as living statues or golems. Gargoyles are also included in this category.
- **Dragonkind** includes all dragons of all colors and sizes plus draconian monsters such as the chimera, hydra (all types), salamander, and wyvern.
- **Enchanted monsters** include those creatures that cannot be hit by normal or silver weapons.
- **Giantkind** includes all giants and all giant-type creatures such as ogres, cyclopes, and other humanoids that are larger than human-size (including characters who have consumed a *potion of growth*).
- **Lycanthropes** include all types of werecreatures, whether in animal form or not. This includes all characters afflicted with lycanthropy.
- **Planar monsters** include those creatures that come from the Elemental, Ethereal, Astral, or Outer Planes. All types are included, but Immortals do not count as planar monsters.
- **Regenerating monsters** include all creatures that regain more than 1 point per day by rest or other means. This includes any creature wearing a *ring of regeneration*.
- **Reptiles and dinosaurs** include all normal and giant size forms of lizards, snakes, turtles, crocodiles, and dinosaurs.
- **Spell-immune monsters** include those creatures that are immune to 1 or more spell lev-

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els, as specified in the monster descriptions (such as drakes). This does not include creatures that are immune merely to certain specific spells (such as the undead immunity to *sleep*, *charm*, and *hold*).

- **Spellcasters** include all priests, elves, wizards, and other creatures able to use spells (such as paladins or spirits, for example).
- **Undead** includes all types of undead creatures, both land and water, from skeleton to lich.
-

Water-breathing monsters include those creatures able to breathe water, including characters under the influence of a *potion* or *ring of water breathing*. Note that aquatic mammals (whale, dolphin, and so on) breathe air and are not included in this category.

- **Weapon-using monsters** include those creatures that have weapons in hand (not claws) at the time of a melee. For example, a wererat wielding a sword would be affected by this additional bonus, but the wererat would not be affected if it were attacking only with its bite.



of Breathing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

The weapon with this talent can create either one *water breathing* spell effect per day or one *air breathing* effect per day. *Air breathing* supplies only the user with pure air for 1 turn, and it can be used to counter the effects of airlessness, poisoned air (such as a gas trap), and so forth; however, it cannot negate the effects of any breath weapon.

Brittleblade*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

An affliction of ancient weapons, due to their fear of hurting themselves, manifests itself as an adjustment of the attack roll bonus of the weapon depending upon the Armor Class of the opponent. Against opponents with an AC of 7 or worse, the blade gains a +1 over its normal attack bonuses. Between Armor Classes 4 and 6, the weapon gains its normal attack bonuses. For every one Armor Class lower than 4, a progressing –1 attack roll penalty is accrued.

Dexterity bonuses or adjustments due to items that are not pieces of armor (such as *rings of protection* or a *cloak of displacement*) are not included in determining the effective Armor Class of the opponent.

When the *brittleblade weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Charming*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

The talent can create one *charm person* spell effect per day to a 120-foot range (as the 1st level wizard spell).

of Clairaudience*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

As with the potion, the user may hear all noises in one area within 60 feet through the ears of a creature in that area.

of Clairvoyance*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

As with the potion, the user may see any area up to 60 feet away through the eyes of a creature there.

Claustrophobic*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

This magical weapon is normal except that it refuses to enter its scabbard. A character attempting to sheath the weapon must talk it into the idea of going into a closed space (see Morale in the *DMG*). The character can force the weapon into the scabbard, but the PC's Strength must be greater than the weapon's Ego. Failure means that the weapon must be carried in the open, which can be inconvenient when a peaceful appearance is required. Putting the

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weapon down does not solve the problem, because it may not like being left on its own.

When the *claustrophobic weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Concealed Wizardry*

XP Value: +300 **GP Value:** +1,500

Land of Fate

This weapon's magical nature is concealed by enchantments designed to cloak its true nature. The weapon does not respond to *detect magic* or similar spells, but a *legend lore* or *identify* spell, or the legend lore ability of the rawun or barber, can reveal some of its magical nature. Any type of weapon may be a *weapon of concealed wizardry*, including special weapons. If, in rolling, the DM gets the *weapon of concealed wizardry* a second time, any special weapon may be chosen.

of Deceiving*

XP Value: +400 **GP Value:** +2,000

Dungeons & Dragons Rules Cyclopedia

The weapon with this talent can be commanded to change the appearance of the user. The size cannot be changed, but facial features, equipment carried, and other details can all be modified. This is only an illusion; the user remains intact. The weapon must be held to create the disguise (unsheathed in the case of edged weapons), and it cannot disguise itself.

of Defending*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The Strength of the weapon may be used normally (applying to attack and damage rolls) with this talent or as a bonus to the armor class of the user. A missile weapon cannot have this talent (roll again).

of Deflecting*

XP Value: +1,000 **GP Value:** +5,000

Dungeons & Dragons Rules Cyclopedia

If the user is hit by a blow that would cause an energy drain, the ability of these weapons can automatically *deflect* the blow. After the opponent hits, the user may decide whether to *deflect* the blow. If used for *deflecting*, the weapon absorbs the effect of the *energy drain* but at the cost of one magical bonus, which is drained from the weapon for each *energy drain* negated. If an energy drain deflected reduces the bonuses to below 0 (such as a *sword +1* deflecting a specter's attack, which causes a *double energy drain*), the weapon disintegrates; the *extra drain* does not affect the user. If a missile weapon has this talent, it must be held in hand to *deflect* the blow (and cannot be used at combat range).

of Detect Evil/Good*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword is able to detect one of these intentions up to a 20-foot range. No sword can do both; the DM must determine which alignment the sword possesses, it cannot then detect the opposite alignment.

of Detect Gems*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword can detect all types of gems and the amount of each within a 60-foot range, pointing itself in that direction.

of Detect Magic*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword can cause all magic within 20 feet to *glow* (as the spell effect) up to three times a day.

of Detect Metal*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword can *detect metal* of any type requested up to a range of 60 feet. It will point in the direction of the material, but it cannot detect the amount.

of Detect Shifting Walls & Rooms*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword can find these items if within 10 feet.

of Detect Slopes*

XP Value: +100 **GP Value:** +500

Dungeons & Dragons Rules Cyclopedia

The sword can locate all sloping passages within a 10-foot range.

of Detection*

XP Value: +100 **GP Value:** +500

Oriental Adventures

This weapon is able to detect one type of thing or situation, selected from the table below.

Roll	Detects
01	Evil, 10-foot radius.
02	Good, 10-foot radius.
03	Poison, touch.
04	Lifeforms, 10-foot radius.
05	Back attacks, one-foot range.
06	Invisible creatures and objects, 10-foot radius.
07	Traps, 5-foot radius.
08	Secret doors, 10-foot radius.

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For the power to function, the character must hold the weapon and utter the command word. Should the result be positive, the weapon indicates this by a gentle tug in the direction of the thing detected.

of Disruption*

XP Value: +1,000 **GP Value:** +6,000

Oriental Adventures

The weapon functions identically to the *mace of disruption*.

of Draining*

XP Value: +2,000 **GP Value:** +10,000

DUNGEONS & DRAGONS Rules Cyclopedia

Upon command, the weapon with this talent can drain one level or Hit Die when it strikes an opponent (as if a wraith), in addition to normal damage. The command may be spoken after the attack roll is made. The weapon can drain 1d4+4 levels or Hit Dice in all; it then loses this ability forever. *Energy drain* cannot affect any creatures that have *energy drain* powers (wight, wraith, spectre, and so on). If a missile weapon has this talent, it may be applied to any missile shot, but each level drained also drains one magical bonus from the weapon. If the weapon becomes nonmagical because of this loss, it loses the ability to *energy drain* as well.

Drow

See *Drow Treasure* in **Enchanted Enhancements, Volume 1**.

of Enchantment*

XP Value: +1,000 **GP Value:** +5,000

DRAGON Magazine 181

These magical weapons possess a dweomer that allows them to penetrate the magical defenses of creatures that can be struck only by enchanted weapons. No bonuses for attacks or damage occur; such a weapon has the same chance to successfully attack a highly magical monster as an ordinary weapon has to strike a plain, flesh-and-blood creature, doing damage as a normal weapon.

Missile weapons are a bit different. While actual *missiles of enchantment* (bolts, arrows, sling bullets, etc.) are the same as combat weapons, bows, crossbows, and *slings of enchantment* cast a magical aura on any mundane ammunition with which they are loaded (no bonuses for using *missiles* and *bows of enchantment* together).

For all weapons of enchantment, the XP cost is that of a regular +1 version of that weapon type, or whatever other official magical weapon exists of that type that is of low value. These weapons do not lose their abilities when taken to other planes, and the missile launchers can provide their owners with a virtually unlimited supply of "magical" missiles. Just remember that the damage done is the same as for ordinary weapons. The magic doesn't add to the weapon's attack capabilities; it negates the monster's defensive capabilities.

of ESP*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

As with the potion, the user may listen to the thoughts of any one living creature within 60 feet.

of Extinguishing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

A weapon with this talent is cool to the touch. When used against a fire-using creature (such as a red dragon or fire elemental, for example) the magical bonus of the weapon is doubled. In addition, the weapon will douse a normal fire if thrust into it. It has no effect on magical fire. If a missile weapon has this talent, it applies to all missiles fired.

of Extra Damage*

XP Value: +500 **GP Value:** +2,500

DUNGEONS & DRAGONS Rules Cyclopedia

This power lasts for 1d10 rounds when commanded. The user may inflict four times the normal damage on each successful hit. This power may be generated more than once; each duplicate roll increases the multiplier by 1 (to 5 times, 6 times, and so on).

of Find Secret Doors*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopedia

The weapon can locate all secret doors within a 10-foot range up to three times a day.

of Find Traps*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopedia

The weapon can detect traps of all types within 10 feet up to three times a day.

of Finding*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopedia

The talent can create one *locate object* spell effect a day to a 120-foot range (as the 2nd-level wizard spell).

of Flame*

XP Value: +200 **GP Value:** +1,000

Oriental Adventures

Upon uttering the command word, the weapon bursts into magical *flame*. This flame causes 2d4 points of additional damage on a successful hit. It ignites combustible items 40% of the time. It casts light out to a 15-foot radius. The weapon remains *flaming* until the character utters the command word again. The flame does no damage to the weapon, regardless of the weapon's material.

of Flaming*

XP Value: +200 **GP Value:** +1,000

Dungeons & Dragons Rules Cyclopedia

The point or edge of a weapon that has this talent will blaze with *flames* upon command. The *flames* do not harm the weapon or the user, but they will add a +2 bonus to attack rolls against hippogriffs, pegasi, rocs, and trolls and a +3 bonus against treants and undead monsters. The bonus applies to both attack and damage rolls. The *flames* may easily be used to light a torch, lantern, or other flammable item. If a missile weapon has this talent, it applies to all missiles fired.

of Flying*

XP Value: +300 **GP Value:** +1,500

Dungeons & Dragons Rules Cyclopedia

As with the potion, the user may *fly* in the air for a maximum of three turns per use.

of Flying II*

XP Value: +1,000 **GP Value:** +5,000

Dungeons & Dragons Rules Cyclopedia

The weapon with this talent can *fly* in the air and attack by itself. In battle, it must first be used normally at least once. If then commanded to *fly*, it will continue to attack the same opponent for three more rounds, returning to its master after that time (or when commanded to return). Its attack rolls are made as if it were wielded normally, based on the class and level of the user. If a missile weapon has this talent, it creates normal missiles as it shoots; the owner does not have to supply it with new missiles, and cannot supply it with *magic missiles* to shoot.

of Forgetfulness*

XP Value: +1,000 **GP Value:** +5,000

Assassin Mountain

These weapons vary in size from scimitars to jambiya and katar. They give the wielder no bonus on attack or damage rolls, but anyone who weaves the blade in a figure-eight pattern can induce amnesia in those who view it. Amnesic *forgetfulness* includes everything the viewer has seen in the past three rounds, the round of use, and the following three rounds. The viewer may make a saving throw vs. spell at a –3 penalty to avoid the effect.

An attack with such a blade entitles the victim to another saving throw with a +3 bonus to shake the effect entirely. These blades are very useful for bypassing guards, bodyguards, servants, and sentries.

Fossilized*

XP Value: — **GP Value:** —

Dragon Magazine 197

Technically speaking, these should be called "reverse fossilization" weapons, but *fossilized* is a much shorter term. The weapons are made of stone, whether flint, obsidian, or some other rock, that has been permanently enchanted to have the properties of bone weaponry. This gives them an attack penalty of only –1, instead of their original –2; damage is the same for both bone and stone weapons. These weapons, unfortunately, still break in battle if a 20 is rolled, but at least they give aspiring young wizards some defense until they are ready to handle serious enchantments. The experience point value for *fossilized weapons* is five times the gold piece value of a normal metal weapon; a *fossilized footman's mace* is thus worth 40 XP.

of Healing*

XP Value: +300 **GP Value:** +1,500

Dungeons & Dragons Rules Cyclopedia

A weapon with this power can heal up to a total of 6 points of damage per day, at the rate of 1 hit point per round. This power may be generated more than once; duplicate rolls increase the amount of healing by 6 points each (to 12, 18, and so on, per day), but the rate of healing remains the same.

of Healing II*

XP Value: +400 **GP Value:** +2,000

Dungeons & Dragons Rules Cyclopedia

This ability can create one *cure serious wounds* spell effect per day, curing the user only of 2d6+2 points of damage (as the 4th-level priest spell).

of Hiding*

XP Value: +300 **GP Value:** +1,500

Dungeons & Dragons Rules Cyclopedia

A weapon with this talent can create one *invisibility* spell effect on only the user when commanded to do so. In addition, the weapon can itself become *invisible* three times per day.

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with Hilt of Conjuring*

XP Value: +100 **GP Value:** +500

DRAGON Magazine 181

These are plain weapon hilts, axe or mace handles, or polearm hafts without their bladed heads. When the appropriate command word is spoken, the head or blade of the desired weapon will magically appear from the hilt, handle, or haft, doing the same amount of damage as a regular weapon of its type. No magical bonuses attack or damage rolls are granted, though the weapon counts as magical for attack purposes against certain monsters. *Weapon hilts* can project any type of weapon blade requested; handles can be used for hand axes, horseman's weapons like small maces, or for battle axes and footman's weapons; any type of polearm head can appear on a *haft of conjuring*. Each type of item of this sort may be used three times a day. If not "turned off" by another command word, any item that appears lasts for a full 24-hour day.

of Holding*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent can create one *hold person* spell effect a day to a 180-foot range (as the 2nd-level priest spell).

of Illumination*

XP Value	P Value
Alternating: +2,000	+10,000
Lesser: +500	+2,500
Greater: +1,000	+5,000

DRAGON Magazine 181

These items come in three basic versions: *Lesser weapons of illumination* operate using a fixed number of charges, like *wands*. When a charge is expended, the weapon glows with a 5-foot radius for the same length of time as a *wand of illumination* but has no combat bonuses. These weapons have 1d8+8 charges and cannot be recharged.

Greater weapons of illumination need no charges. They glow on command, just as their lesser counterparts do, but this power may be used indefinitely. Again, they have no combat bonuses.

Alternating weapons of illumination can serve as either *weapons +1* or *glowing weapons*, but not both at the same time. A simple command word switches dweomers instantly, presenting many owners with a cruel dilemma. If the weapon is a PC's only means of light in a dungeon fight, a choice may have to be made between seeing what is to be fought and having greater combat ability. If a creature that can be struck only by +1 or better weapons attacks a character who does not have the blind fighting proficiency, that character is in serious trouble. The weapon's dweomer is permanent. All melee weapon types are eligible to become all types of *weapons of illumination*.

of Illusion*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

The user may create a *phantasmal force*, as the wizard spell.

Intelligent*

XP Value: Varies **GP Value:** Varies

DUNGEON MASTER Guide

One of the rarer 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, and the like) 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 an attack bonus (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.

The following tables 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. If the DM feels a combination is too bizarre or powerful, it can simply be changed or ignored.

The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d100 on the first table. Then, move onto the other tables until all the capabilities of the weapon have been specified.

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Weapon Intelligence and Capabilities Table

Roll	Int	Communicates	Capabilities
01–34	12	Semi-empathic[1]	1 primary ability
35–59	13	Empathic	2 primary abilities
60–79	14	Speech[2]	2 primary abilities
80–91	15	Speech[2]	3 primary abilities[4]
92–97	16	Speech[2]	3 primary abilities[4]
98–00	17	Speech & Telepathy[3]	3 primary abilities, 1 extraordinary power[5]

[1]The owner will receive some signal (a throb, tingle, or other sensation) and feels compelling urges when its ability functions.
[2]The weapon speaks the character's native tongue plus one or more other tongues as indicated on Spoken Languages Table below.
[3]The weapon can use either communication mode at will; with language use as any speaking weapon.
[4]The weapon can also read languages/maps of any nonmagical type.
[5]The weapon can read languages as well as magical writings.

Intelligent Weapon Alignment: Any weapon with intelligence has an alignment. Note that *holy avengers* have alignment restrictions. All cursed weapons are absolutely neutral.

Weapon Alignment Table

Roll	Alignment of Weapon
01–05	Chaotic good
06–15	Chaotic neutral[1]
16–20	Chaotic evil
21–25	Neutral evil[1]
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral[1]
61–80	Neutral (absolute)
81–00	Neutral good[1]

[1]The item can also be used by any character whose alignment corresponds to the nonneutral alignment portion of the weapon's alignment (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 in footnote #1 above, sustains points of damage equal to the number of ego points (see **Table 119** in the *DMG*) of the weapon. The 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 the roll on the **Weapon Intelligence and Capabilities Table**, the weapon's specific abilities are determined by rolling on the appropriate tables below.

Weapon Primary Abilities

Roll	Ability
01–11	Detect "elevator"/shifting rooms/walls in a 10′ radius.
12–22	Detect sloping passages in a 10′ radius
23–33	Detect traps of large size in a 10′ radius/.
34–44	*Detect evil/good* in a 10′ radius
45–55	*Detect precious metals*, kind, and amount in a 20′ radius
56–66	*Detect gems*, kind, and number in a 5′ radius.
67–77	*Detect magic* in a 10′ radius.
78–82	Detect secret doors in a 5′ radius.
83–87	*Detect invisible objects* in a 10′ radius.
88–92	Locate object in a 120′ radius.
93–98	Roll twice on this table ignoring scores of 93 to 00.
99–00	Roll on the **Weapon Extraordinary Powers Table** instead.

If the same ability is rolled twice or more, the range of the power is doubled, tripled, and so on. All abilities function only when the weapon is held, drawn, and the owner 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.

Weapon Extraordinary Powers

Roll	Power*
01–07	*Charm person* on contact, 3 times/day
08–15	*Clairaudience* 30-yard range—three times/day, one round per use.
16–22	*Clairvoyance* 30-yard range—three times/day, one round per use.
23–28	Determine direction and depth, 2 times/day.
29–34	*ESP* 30-yard range— three times/day, one round per use.
35–41	*Flying* 120 feet/turn—one hour/day.
42–47	Heal—One time/day.
48–54	*Illusion* 120 yards range—2 times/day, as the wand.
55–61	*Levitation* one turn duration—3 times/day, at 6th level of ability.
62–67	*Strength* one time/day (upon wielder only).

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68–75	*Telekinesis* 250 pounds maximum—2 times/day, 1 round each use.
76–81	*Telepathy* 60 yards range—2 times/day,
82–88	*Teleportation* one time/day, 600 pounds maximum, casting time 2.
89–94	*X-ray vision* 40 yards range—2 times/day, one turn per use.
95–97	Roll twice on this table ignoring scores of 95–97.
98–99	Character may choose one power from this table.
00	Character may choose one power from this table, and then roll on the **Special Purpose Weapons Table**.

*Saving throws apply as usual.

If the same power is rolled twice, the uses per 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.

Special Purpose Weapons

A: Purpose: A weapon's purpose must suit the alignment and type of the weapon in question. Killing is always restricted to evil victims when the weapon is of good alignment. Weapons dedicated to slaying monsters are either good and slay neutral or evil monsters, or evil and slay neutral or good monsters.

Roll	Purpose
01–10	Defeat/slay diametrically opposed alignment[1].
11–20	Defeat priests (of a particular type).
21–30	Defeat fighters.
31–40	Defeat wizards.
41–50	Defeat thieves.
51–55	Defeat bards.
56–65	Overthrow law and/or chaos.
66–75	Defeat good and/or evil.
76–95	Defeat nonhuman monsters.
96–00	Other.

[1]The purpose of the true neutral version of this weapon is to preserve balance (see **Alignment** in the *DMG*) by defeating/slaying powerful beings of the extreme alignments (lawful good, lawful evil, chaotic good, chaotic evil).

B: Special Purpose Power: These specific powers operate only in pursuit of the special purpose.

Roll	Power
01–10	*Blindness* for 2d6 rounds[1].
11–20	*Confusion* for 2d6 rounds[1].
21–25	*Disintegrate*[1].
26–55	*Fear* for 1d4 rounds[1].
56–65	Insanity for 1d4 rounds[1].
66–80	Paralysis for 1d4 rounds[1].
81–00	+2 to all saving throws, –1 to each die of damage sustained.

[1]Upon scoring a hit with the weapon, unless the opponent succeeds with a saving throw vs. spell.

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 Dwarf.

Roll	Languages
01–40	1
41–70	2
71–85	3
86–95	4
96–99	5
00	6[1]

[1]Or the total of two 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, is a factor with regard to the dominance of weapon over character, as detailed on the **Weapon Ego Table** below:

Weapon Ego Table

Attribute of Weapon	Ego Points
Each + of weapon[1]	1
Each primary ability[2]	1
Each extraordinary power[2]	2
Special purpose	S
Each language spoken	1
Telepathic ability	2
Reading languages ability	1
Reading magic ability	2

[1]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 (like a *holy avenger*, *of sharpness*) add double their + rating for ego.
[2]If double ability, double ego points.

Weapons vs. Characters

When a weapon possesses unusual characteristics, it has a personality, which is rated by combining its intelligence and ego scores. The weapon is, of course, absolutely true to its alignment, and if the character who possesses the weapon is not,

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personality conflict—weapon vs. character—results.

Similarly, any weapon with an ego of 19 or higher always considers 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 points of damage taken equal to the character's average number of points per level. Divide the character's total hit points by his or her level (round up). For example, a fighter of 7th-level has 53 hit points: 53×7 = 7.6. Thus for every 8 points of damage, the fighter's personality score is reduced by 1.

Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

- Removal of associates, henchmen, hirelings, or creatures of alignment or personality distasteful to the weapon.
- The character is divested of all other magical weapons.
- Obedience from the character so weapon can lead the expedition for its own purposes.
- Immediate seeking and slaying of creatures hateful to the weapon.
- Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its safekeeping.
- Magical protection and devices to protect it from molestation when not in use.
- That the character pay it handsomely for all abilities and power the weapon is called upon to exercise in behalf of its possessor.
- That the character carries it on all occasions.
- That the character relinquishes 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:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his associates.
- Force its possessor to surrender to an opponent.
- 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 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 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 grim odds.

Weapons of this nature can 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 enforce 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 only give it the chance to shatter itself against some hated enemy.

DM's Note: Most players will be unwilling to play weapons with personalities they way the personalities dictate. It is up to the DM to ensure that the role of the weapon is played to the hilt (so to speak) with the DM assuming the persona of the weapon if necessary.

In Ravenloft: The ego of an evil, intelligent weapon rises 5 points in Ravenloft. (Weapons of good or neutral alignment not affected.) If an evil weapon dominates its bearer, the weapon has a 50% chance of delivering itself to the lord of that domain. Each week a character wields an evil, intelligent sword, a Ravenloft powers check must be made.

In Kara-Tur: The weapon has Intelligence and capabilities as if it were an Intelligent sword, although it can never have communication ability beyond semi-empathy. Intelligence is 1d6+11.

Intelligent II*

XP Value: Varies **GP Value:** Varies

DUNGEONS & DRAGONS Expert Set

Certain magical weapons may be intelligent and have other special abilities, as well. The DM can create special intelligent magic weapons or roll them randomly, using the following procedure. An intelligent weapon should be played by the DM, just like an NPC.

Rolling up an intelligent weapon:

1. Find out if the weapon has a special purpose (Optional 1d20).
2. Determine Intelligence score (1d20).

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3. Find languages known (1d100).
4. Determine weapon's alignment (1d20).
5. Find primary power (1d100).
6. Roll extraordinary power, if any (1d100).
7. Roll ego score (1d12).

Special Purpose

A weapon will have a special purpose if a roll of 20 on 1d20 is made (the DM may choose to omit this roll, carefully placing all special purpose weapons, as they are both very powerful and very rare). Any weapon with a special purpose has Intelligence and Ego scores of 12, as well as one special purpose.

Special purpose is given to some rare weapons by their creator. The following list gives some special purposes that may be used, or the DM may invent others. Only one special purpose may be given to any one magic weapon

- Slay wizards (or elves).
- Slay priests.
- Slay fighters (or dwarves or halflings).
- Slay monster (roll for one type randomly).
- Defeat law (or chaos).
- Defeat good (or evil).

When used for its special purpose, the weapon gains one added ability, according to its alignment.

- Lawful weapons paralyze chaotic opponents unless the victim saves vs. spell.
- Neutral weapons add +1 to all of the user's saving throws.
- Chaotic weapons turn to stone a lawful opponent upon a hit unless the victim saves vs. spell.

Example: A lawful weapon with a special purpose to slay wizards will paralyze only chaotic wizards, and only if the saving throw is failed.

Intelligence

Each intelligent weapon has an Intelligence score, one or more primary powers, possibly an extraordinary power, and a method of communication Empathy means that the user of the weapon somehow knows what the weapon's powers are and how to use them.

Die Roll	Int Score	Powers	Method of Communication
01–14	None	None	None
15	7	1 Primary	Empathy
16	8	2 Primary	Empathy
17	9	3 Primary	Empathy
18	10	3 Primary	Speech
19	11	3 Primary + Read Magic	Speech
20	12	3 Primary + Read Magic + 1 Extraordinary	Speech

Languages

Speaking weapons talk aloud, usually telling the user what is desired. Any weapon that can *read magic* can read written information in any language it can speak. A talking weapon always knows the number of languages rolled. The DM has to choose which languages are known.

Roll	Number of Languages
01–50	1
51–70	2
71–85	3
86–95	4
96–99	5
00	Roll again twice and add the results

Alignment

Determine the alignment of the intelligent weapon (roll 1d20):

Roll	Alignment
01–13	Lawful
14–18	Neutral
19–20	Chaotic

A weapon's alignment cannot be detected until it is handled. If the creature handling the weapon is of the same alignment, there are no adverse effects. However, if the alignment is different, the user takes some damage in each round in which the weapon is touched or held, according to the following chart.

User's Alignment	Weapon's Alignment	Damage per Round
Lawful	Neutral	1d6
	Chaotic	2d6
Neutral	Lawful	1d6
	Chaotic	1d6
Chaotic	Lawful	2d6
	Neutral	1d6

Primary Powers

Roll 1d100 to find any primary powers a weapon might have. The number of primary powers depends on the weapon's Intelligence score. Duplicate results should be rerolled.

Roll	Primary Power
01–15	Detect shifting walls and rooms
16–30	Detect sloping passages
31–40	Find secret doors
41–50	Find traps
51–60	*See invisible objects*
61–70	*Detect evil/good*
71–80	*Detect metal*
81–90	*Detect magic*
91–95	*Detect gems*

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96–99	Roll for one extraordinary power (see **Extraordinary Powers** below)
00	Roll twice more on this table

Unless otherwise noted, one primary power may be used each round, once per round. The user must have the weapon in hand and be concentrating on the power in order to use it. Duplicate results should be rolled again unless noted otherwise.

Detect shifting walls and rooms: The weapon can find shifting walls and rooms within a range of 10 feet.

Detect sloping passages: The weapon can locate sloping passages within a 10-foot range.

Find secret doors: The weapon can locate all secret doors within a 10-foot range. This power can only be used three times per day.

Detect traps: The weapon can detect traps of any type within 10 feet, but only three times per day.

See invisible objects: The weapon can *see invisible* and hidden objects (but not secret doors) within 20 feet.

Detect evil (good): The weapon is able to detect one of these intentions up to a range of 20 feet. (Animals and traps are neither evil nor good.)

Detect metal: The weapon can *detect metal* of any type requested up to a range of 60 feet (unless blocked by lead). It points in the direction of the material.

Detect magic: The weapon can detect any magic spell or item within 20 feet, and causes the magic item (when commanded) to glow. This power can only be used three times per day.

Detect gems: The weapon can detect any type of gems (and tells their number) within a range of 60 feet (unless blocked by lead). The weapon points in the direction of the gems.

Extraordinary Powers

If the intelligent weapon has an extraordinary power, roll 1d100 on the table below. Duplicate results should be rolled again unless noted otherwise.

Roll	Extraordinary Powers
01–10	*Clairaudience*
11–20	*Clairvoyance*
21–30	*ESP*
31–40	*Telepathy*
41 50	*Telekinesis*
51–59	*Teleportation*
60–68	*X-ray vision*
69–77	*Illusion*
78–82	*Levitation*
83–87	*Flying*
88–92	*Healing* (duplicate allowed)
93–97	Extra damage (duplicate allowed)
98–99	Make two more rolls on this table
00	Make three more rolls on this table

As with primary powers, the user must have the weapon in hand and be concentrating on the power. Any extraordinary power is only usable three times a day unless specially noted otherwise.

Clairaudience: This power allows the user to hear noises (including speech) in an area up to a range of 60 feet through the ears of a creature in that area (unless blocked by lead). The user must concentrate for one turn in order to hear what the creature hears.

Clairvoyance: This power allows the user to see an area up to 60 feet away through the eyes of a creature in that area, unless blocked by lead. The user must concentrate for one turn in order to "see."

ESP: The user of the weapon may listen to any one living creature's thoughts. The user must concentrate in one direction, and can only "hear" thoughts within 60 feet (unless blocked by lead). The user can understand any thoughts "heard."

Telepathy: This power allows the user to perform the same powers as *ESP* (above), but also gives the ability to "send" thoughts to the creature contacted (as a *helm of telepathy*). Of course, the creature may refuse to answer.

Telekinesis: The user of the weapon may move up to 200 pounds of weight by concentration alone. See the wizard spell of the same name for more information.

Teleportation: This power allows the user of the weapon to *teleport* (as the wizard spell).

X-ray vision: This power produces the same effect as a *ring of X-ray vision* (the ability to see through anything, except gold or lead).

Illusion: This power allows the user to create one *phantasmal force* spell (as the wizard spell).

Levitation: The user of the weapon may *levitate* as if using the wizard spell of the same name, for a maximum of three turns.

Flying: The user of the weapon may *fly* as if using the wizard spell of the same name, for a maximum of three turns.

Healing: The weapon can heal up to 6 points of damage at the rate of 1 point per round. This power may only be used once per day. Duplicate ability rolls increase the amount of *healing* and the time required by six.

Extra damage: This power increases the user's Strength when striking for 1d10 rounds. During this time, the user inflicts four times the normal damage on each successful hit (but has no better chances to hit). Each duplicate roll of this power increases the multiplier by one (to five times, six times, etc.).

Ego

To determine the ego score of an intelligent (non-special purpose) weapon, roll 1d12. The ego of

the weapon is a measure of the force of its personality. A weapon with high intelligence and ego may try to control its user. The DM should make a control check at certain times.

Control checks: An intelligent weapon must be checked to see if it is controlling its user in five different situations:

- When the character first handles the weapon.
- When the character is wounded to a point where half of his or her original hit points are gone.
- When the character acquires any other magic weapon.
- When a character of a different alignment tries to use it.
- When a situation arises where the special purpose of the weapon (if applicable) can be used.

To make the control check, the DM must find the will score of the user and of the weapon. When the will scores are found, the being with the higher total score, either character or weapon, controls the actions of the character.

Will Score

An intelligent weapon's will score is found by adding the weapon's Intelligence, ego, and bonuses. The weapon gets a bonus of +1 to the will score for each extraordinary power it has, plus 1d10 points if the weapon is of a different alignment than the user. A character's will score is found by adding the character's Strength and Wisdom scores and subtracting any adjustments due to wounds, as follows:

- If the character is damaged, but has lost no more than ½ the original hit points, 1d4 points are subtracted.
- If the character has lost more than ½ of the original hit points, 2d4 points are subtracted from the will score.

Weapons in Control

If a weapon controls a character, the DM must decide on the actions of the weapon in certain situations. These may include:

- Leading the user past other magic weapons found, or to discard other weapons.
- Forcing the user to charge into combat to win glory for itself.
- Forcing the user to surrender to an opponent—either one more worthy of the weapon or one easier to control.
- Forcing the user to spend most of his or her money on items for the weapon (jeweled fittings, fancy scabbards, special magical protection, etc.).

The control lasts until the weapon is satisfied or until the situation that caused the control check has passed.

Invisible*

XP Value: +1,000 **GP Value:** +5,000

DRAGON Magazine 169

This weapon does normal damage but appears only as a hilt; its blade cannot be seen. Blood or dirt can outline or betray the location of its blade, but even striking a creature does not make the metal itself appear. An *invisible blade* can therefore be concealed in a person's grasp and carried where weapons are not permitted. An *invisible weapon* is always silent when striking, even if it falls or is thrust against stone or metal. It never reflects light, but it can be normally affected by *heat metal* and similar spells, and it can be readily seen by creatures able to see *invisible* objects. When grasped (it need not be drawn), an *invisible weapon* allows its wielder to see as if using a *detect invisibility* spell.

Detect invisibility, *invisibility*, *gaze reflection*, and some form of magical *silence* are required for the enchantment of such a weapon. The magic must be worked on the weapon as it is forged and tempered.

of Lefthandedness*

XP Value: — **GP Value:** 50

New Item

A variety of these weapons were created by the wizard/warrior Sleedak the Curmudgeon. Sleedak was left-handed, and he grew tired of the barbs and slights of "righties." Weapons of lefthandedness may be found with any conceivable enchantment, and the enchantments do work—but only when the weapon is in the left hand. If held in the right hand, the enchantment either works against the would-be user or reverses with double effect. If, for example, a right-handed fighter uses an *invisible axe of lefthandedness*, the axe shines with a brilliant white light and cannot be concealed.

of Levitation*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

As with the potion, the user may float in the air for a maximum of three turns per use.

of Lighting*

XP Value: +100 **GP Value:** +500

DUNGEONS & DRAGONS Rules Cyclopedia

A weapon that has this talent can create one *light* spell effect per day to a 120-foot range and lasting for 6 turns (similar to the 1st-level wizard spell).

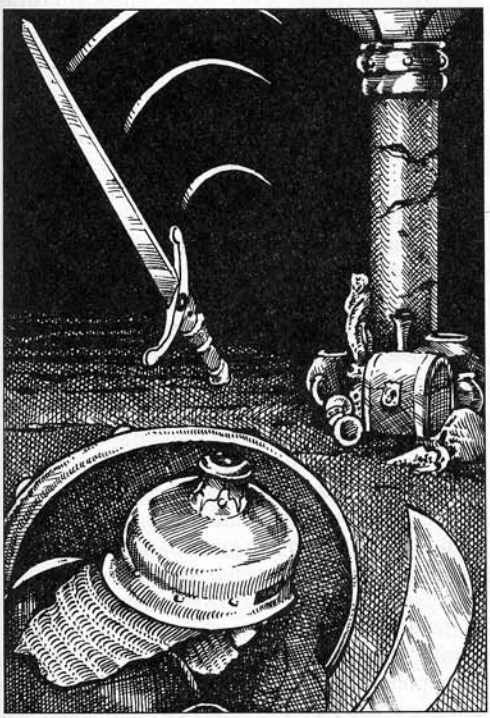
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Lightweight*

XP Value: +10 **GP Value:** +100

DRAGON Magazine 181

For thieves, mountain climbers, fast scouts, and others on the go, these items are extremely useful. Weight and encumbrance may be reduced by half (rounding down) when these weapons and armor are used instead of ordinary ones. No additional advantages are given in combat, though they do count as magical for attack purposes against certain monsters.



Living*

XP Value: +1,000 **GP Value:** +5,000

Wild Elves

Living weapons are conjured spirits that are bound into weapons by powerful magicians. They are highly evil creatures, capable of animating these weapons and attacking with them. They are typically used as guardians by the wizards who made them.

Living weapons are swift in combat. They *fly* through the air hitting targets with a +4 bonus to their attack and damage rolls. The weapons they inhabit are otherwise normal; once the *living weapon* has suffered full damage, the bound spirit is dispersed, and a normal weapon falls harmlessly to the ground.

Living weapons are usually swords, but they can be any melee weapons. In any form they inflict the base damage of the weapon, with a +4 attack and damage roll bonus. *Living weapons* may be turned as undead, with the same chance as of turning vampires.

Living weapons are guardians. They have an attack range of 120 feet from the spot where they were bound. They are of low intelligence and obey simple commands from their masters.

These weapons are highly evil; they prefer to feed on the blood of sentient creatures, but they attack anything that gets within their attack range.

Living Weapon
Climate/Terrain: Any/Subterranean
Frequency: Rare
Organization: Solitary
Activity Cycle: Any
Diet: Blood
Intelligence: Low (5–7)
Treasure: None
Alignment: Chaotic evil
No. Appearing: 1
Armor Class: –1
Movement: Fl 18
Hit Dice: 6
THAC0: 15
No. of Attacks: 2
Damage/Attack: By weapon +4
Special Attacks: None
Special Defenses: +1 or better
Magic Resistance: 20%
Size: M (5′ long)
Morale: Elite (13–14)
XP Value: 2,000

Miniature*

See **Enchanted Enhancements** in **Volume 1**

Narcissistic*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

This weapon believes it has a magnetic personality. As a result, once the weapon's ego has been calculated normally, it is increased by 50%. Naturally, because it is so lovely, the blade has a magnetic effect on any metal near it. The wielder must have a Strength of 18 or the weapon sticks to any metal elements of his or her armor, and no attack or damage bonuses are applied.

Against foes in metal armor, the weapon acts as a normal magical weapon, but causes double damage. However, the wielder must spend one round unsticking the weapon from the target, during that time she or he can do nothing else.

The weapon is not magnetic, it just likes metal—especially when it can see its own reflection.

When the *narcissistic weapon* result is rolled on the Random Item Chart, the DM should roll another effect and combine the results.

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Petrified*

XP Value: +100 **GP Value:** +500

DRAGON Magazine 197

These items are wooden weapons that have been permanently enchanted with petrification spells, making them equivalent to weapons made of stone (flint, obsidian, etc.) instead of wood. The weapons may still break in battle, but until they do, they strike with attack and damage penalties of –1 and –2 instead of the –2 and –3 penalties of normal wooden weapons. These weapons are also fireproof. Wooden weapons such as clubs or quarterstaves are also limited to being fireproof as a benefit. These weapons hardly seem worth the trouble of enchanting, but the process is good practice for apprentice wizards, so *petrified weapons* are fairly common. Besides, when fighting an opponent with a torch—a common event in the arenas of Athas—it's a comfort to know that a wooden weapon won't be burned into uselessness. It is also possible to bury petrified items for use as hidden markers, as they do radiate a dweomer that can be located by a *detect magic* spell.

Polymorphed*

See *Polymorphed Gear* in **Enchanted Enhancements, Volume 1**.

of Proficiency*

XP Value: +50 **GP Value:** +500

DRAGON Magazine 181

In order to use something properly, whether a weapon or a tool, one has to learn *how* to use it. However, a clever wizard can get around this by creating magical weapons and enchanted items that magically impart skill in their use to the owner, but only when using those specific items. If a poor fighter doesn't know how to use any weapon but a short weapon (the only type he or she could afford at the start), a *broad weapon of proficiency* found by the character is perfectly usable, just as if he of she had trained in broad weapons. However, if another broad weapon is found (whether magical or mundane) and the fighter tries to use it, fighting takes place with the standard nonproficiency penalty. Note that in the case of *weapons of proficiency*, there are no attack or damage bonuses; a fighter can merely use them competently in battle even though he or she has no training with that weapon type.

These weapons are mainly useful for increasing a character's combat ability, but all standard weapon restrictions still apply (a wizard cannot use a *broad weapon of proficiency*). Since so many people complain about how helpless a 1st-level wizard is; for instance, a *staff* or *dagger of proficiency* would effectively double the number of weapons he could use. If a fighter discovers too late that he or she should have invested in a missile weapon instead of specializing in melee weapons (or if a bow was simply too expensive), a *bow of proficiency* would give the missile capability of an ordinary fighter who was trained as an archer. Naturally, the owners of such weapons would have to take very good care of them; once those magical items are gone, so go the PCs' abilities to use such weapons, at least until training time comes around. The same goes with noncombat gear such as thieves' tools, musical instruments, and riding gear, unless such skills are assumed to come with the class.

Purple-Leaf*

XP Value: — **GP Value:** —

DRAGON Magazine 197

These magical knives, daggers, and swords are created from the razor-sharp blades of the purple grass that grows in the Athasian wilderness. Each weapon is made from an individual blade of grass that has had one or more *plant growth* spells cast upon it. The type of weapon gained depends on how many castings were used in the process of enchantment: A knife rates one casting; a dagger two; a short sword three; a long sword, broad sword (the latter created by trimming off the tip a bit), or bastard sword four; and a two-handed sword five. Because of the shape of the grass blades, only straight-bladed swords may be created in this manner; no curved weapons such as khopeshes or scimitars are possible.

A *purple-leaf blade* does the same damage as its regular steel counterpart. It does not break in combat, but if a natural 20 is rolled upon hitting an opponent, the blade bends out of line. It takes one round of effort to straighten the blade out, after which it may be used as before. These weapons are both fireproof and rustproof. They are worth 10 XP per casting of a *plant growth* spell required in their creation; a knife is worth 10, a dagger 20, a short sword 30, etc.

Quirks*

XP Value: — **GP Value:** —

DRAGON Magazine 163

The quirks of magical weapons are detailed in most of the major entries. We include a generic weapons' quirk list here for those entries, such as **Blowgun**, that do not have these optional tables.

Roll	Quirks Present
01–86	No quirks
87–94	One quirk
95–98	Two quirks
99–00	Three quirks

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Roll	Result
01–05	Weapon glows (as per *faerie fire*) in normal darkness.
06–09	Weapon is lighter than normal. The wielder has a –1 bonus on any reaction or initiative rolls using the weapon.
10–14	Weapon is unable to harm 1d4 types of creatures.
15–18	Weapon must be used two-handed in order to gain its magical bonus. If the weapon is very short (a dagger or knife), is already a two-handed weapon, or this result does not otherwise apply, disregard this result and the roll.
19–23	Weapon's finish cannot be marred, stained, or scratched in any way.
24–28	Weapon hums whenever enemies come within 30 feet (and the sound negates any chance of surprise).
29–32	Weapon must be baptized in flame after combat, or it loses its magical bonus until it is placed within a fire for at least one hour (weapon is immune to the effects of normal fire).
33–37	Weapon is twice as heavy as normal. The wielder suffers a +1 penalty to all reaction and initiative rolls.
38–43	Weapon appears beat up, notched, scratched, stained, and dented. No amount of polishing can alter its appearance.
44–46	Weapon's magic functions only at night. Also, the weapon is evilly aligned and radiates this alignment.
47–49	Weapon's magic functions only during the day. The weapon is good aligned and radiates this alignment.
50–54	Weapon has a command word on it that shrinks it as would an *item* spell. To return the weapon to normal size, speak the command word backwards.
55–59	Weapon exhibits no magical properties until a certain condition is met (a *bless* spell is cast upon it, a certain type of creature is killed with it, etc.).
60–63	Weapon conducts electricity. As a result, the wielder suffers a –1 penalty on all saves vs. electricity or lightning and takes +1 point per die of damage.
64–68	Weapon radiates nondetection; thus a *detect magic* spell cannot register it.
69–72	Weapon is silent; it makes no noise when dropped or struck.
73–75	Weapon's magic makes it dangerous to wield in combat. If the wielder misses an attack against an intended opponent, he or she must roll under his or her Dexterity score on 1d20 or the weapon slips. An attack roll must be made against any ally in a 5-foot radius (or against the wielder, if no allies are near). A successful hit on oneself or a friend does half damage.
76–79	Weapon is not affected by acid.
80–85	Weapon cannot be broken by any means short of divine power or a near irresistible force (such as having 10 tons of rock dropped on it).
86–89	Weapon is immune to the effects of rust (including the attack of a rust monster).
90–94	Weapon is *invisible* whenever drawn or wielded in combat.
95–97	Weapon's blade or head exists in the Ethereal or Astral Plane (50% chance of either), and is able to hit creatures that can "phase out," become ethereal, and so forth when in an alternate plane.
98–00	Weapon is intelligent—twice, with vastly differing personalities and alignments. The DM should roll twice on the **Sword Intelligence Table** (see **Sword**, *Special*) and disregard any result of no intelligence. The weapon has two egos. Though it tells its owner of the powers it offers, it never discloses the number of charges it possesses. Note that an intelligent weapon never willingly uses its last few charges. These weapons can always be recharged, regardless of type. The weapon switches personalties every 1d4 days.

Racial*

See *Racial Enhancements* in **Enchanted Enhancements, Volume 1**.

of Returning*

XP Value: +1,000 **GP Value:** +5,000

DUNGEONS & DRAGONS Rules Cyclopedia

This type of hand-hurled missile weapon returns to the user if it misses its target; it is sometimes called a "boomerang" weapon. If it misses, it returns at the end of the same round and may automatically be safely caught by the character throwing it (unless the user is paralyzed, confused, immobile, or incapacitated). If it hits a target, the weapon does not return.

of See Invisible*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

This item can find all *invisible* and hidden objects or creatures (but not secret doors) in a 20-foot radius.

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Shivering*

XP Value: — **GP Value:** +100

IMAGINE Magazine 14

This magical weapon is so afraid of fighting that it shivers with fright during melees. This causes it to have 12 attacks per round instead of its normal allowance, but all the attacks are at –1 instead of its normal bonus. An attack or Strength bonus due to the wielder only applies to the first attack. Any other abilities the weapon possesses are unaffected. Each attack only causes 1 point of damage.

When the *shivering weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Silence*

XP Value: +300 **GP Value:** +1,500

Oriental Adventures

When held, this weapon cloaks the character in a muffling field, deadening but not totally stopping all sound emanating from the character. The character can still hear all sounds normally. This field improves the ninja's and thief's chance of moving silently by 15% and increasing the chances of hiding in shadows by 20%. Sonic-based attacks are reduced to half or no damage (depending upon the success of a saving throw). The field extends over the wielder and all carried possessions only. Should something be dropped or if an object is knocked over, it makes the normal noise. Thus the weapon does not protect against clumsiness.

of Silencing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent can create one *silence, 15' radius* spell effect a day to 180-foot range (as the 2nd-level priests spell).

of Slaying*

XP Value: +1,000 **GP Value:** +5,000

Oriental Adventures

This is a *weapon +3*, marked or made in some distinctive way found in the lands of Kara-Tur. Its appearance makes it easy to pick out from a group of similar weapons. Its markings also serve to identify the type of creature affected by the weapon. If the weapon is used against the type of creature identified by the markings, it slays the creature instantly on a successful hit (saving throws applicable). Once successfully used, the weapon loses all its magical properties. Below is a list of some of the creatures that might be affected by the slaying power (roll 2d12). Obviously, many other creatures could be included on this list. The DM should create, modify, or limit weapons of slaying as best fits the campaign.

Roll	Creature	Roll	Creature
02	Bajang	13	Ninja
03	Bushi	14	Ogre Magi
04	Dragons	15	Ogres
05	Elementals	16	Oni
06	Giants	17	P'oh
07	Hengeyokai	18	Samurai
08	Hu hsien	19	Shukenja
09	Kalau	20	Sohei
10	Korobokuru	21	Spiders
11	Kuei	22	Spirit folk
12	Nats	23	Wu Jen
		24	Yakuza

of Slicing*

XP Value: +500 **GP Value:** +2,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent applies only to edged weapons (swords, daggers, and knives, though axes may qualify). If any other weapon type indicates this talent, roll again. If the edged weapon's attack roll is 19 or 20 counting the weapon's magical bonus but no other bonuses, the opponent struck must make a saving throw vs. death magic or be struck dead with one blow. If the saving throw is successful, the victim still takes triple normal damage. These special damage bonuses do not apply when the weapon is used against constructs or undead.

of Slowing*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

When a successful hit is made, a weapon with this talent can cause the opponent struck to become *slowed* (as the reverse of the 3rd-level wizard spell *haste*) for 1 turn (no saving throw). The user may decide whether or not to use this effect after the swing hits.

of Specialization*

XP Value: +100 **GP Value:** +1,000

DRAGON Magazine 181

Items of specialization behave the same as those of *proficiency*, but they act in the owner's hand as if the user had training in weapon specialization, as opposed to mere proficiency. Unlike *items of proficiency*, only weapons may be enchanted for specialization. Only single-class fighters can use *weapons of specialization*. Unlike *weapons of proficiency*, these weapons do give attack and damage bonuses, but the bonuses are granted to the user and are not inherent in the weapon; thus they are not effective against creatures that can be struck only by enchanted weaponry.

Remember, too, that the specialization bonus only comes with that particular weapon; skill in using all weapons of the type in the specialization mode does not come from mere use of that one item.

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Spectral*

XP Value: 3,000 **GP Value:** 6,000

The Ruins of Myth Drannor

These eerie weapons were once very popular. Fashioned from the bones of creatures who died violently, they appear only as hilts carved of bone. When grasped by a living or undead being, a weapon of glowing white *corpselight* appears from the hilt.

The *spectral weapon* is insubstantial, and passes through solid objects: consider targets to be whatever Armor Class they naturally possess (counting Dexterity bonuses and magical protection but not physical armor, unless it is magical). For example, a knight of average Dexterity in nonmagical full plate armor is AC 10 to this blade, not AC 1.

Whenever a *spectral weapon* hits living flesh, it affects it as a *chill touch* spell does (the victim must save vs. spell or suffer 1d4 points of damage and loses 1 point of Strength for an hour, or if not rated for Strength, loses 1 on its attack rolls for every second successful attack of a *spectral weapon*).

If this sort of weapon is wielded by an undead creature, it automatically does 2d4 points of damage. (Strength loss still occurs only if the victim's save fails). Undead creatures cannot be harmed in any way by this weapon.

of Speed

XP Value	GP Value
+1: 2,500	9,000
+2: 3,000	12,000
+3: 3,500	15,000
+4: 4,000	18,000
+5: 4,500	21,000

Unearthed Arcana

A *weapon of speed* is a magical weapon, usually +2, that enables its wielder to always make the first attack in a melee round, even though some magical effect might have otherwise slowed his or her speed and reaction time. This initial attack comes in the first segment of the round, ahead of any other action that may also take place in that segment. The *weapon of speed* also allows more than one strike in some rounds; it increases the wielder's figure for attack per melee round by one place, so that if one attack is normal, the improved figure is 3/2, and if 3/2 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 *weapon of speed* has made his or her 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) takes his or her remaining two attacks at the very end of the round.

There is a 25% chance 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:

Roll	Type
01–50	+1
51–75	+3
76–90	+4
91–00	+5

of Speed II*

XP Value: +1,000 **GP Value:** +5,000

Oriental Adventures

If the weapon is a bow (including crossbows and pellet bows), the weapon allows the user to fire at double the normal fire rate. Furthermore the weapon automatically nocks or cocks itself, allowing the user to automatically fire one shot first in the melee round. If surprised, the character is unable to react quickly enough. However, in situations of complete surprise, the character is able to fire one shot with an initiative of two.

If the weapon is a throwing weapon, it virtually leaps from the character's hand and darts toward the target at incredible speed. At the beginning of any round that the character has the weapon in hand, he or she may automatically make the first attack, provided the weapon is thrown.

For martial arts weapons, a *weapon of speed* allows the character to make twice the normal number of attacks allowed by the martial arts style when fighting with the magical weapon. The character must know a martial art style that teaches the use of the weapon to gain this benefit.

of Speeding*

XP Value: +1,000 **GP Value:** +5,000

DUNGEONS & DRAGONS Rules Cyclopedia

The talent will, on command, create a *haste* spell effect on the user only. The user may then move at double normal speed and attack twice per round for one turn (similar to the 3rd-level wizard spell).

Stoneiron*

XP Value: +0 **GP Value:** +0

DRAGON Magazine 197

These weapons are similar to *woodiron weapons*, in that they have the strength and normal combat abilities of regular iron weapons. However, these weapons are made of stone. Effectively unbreakable, they are another means of giving selected Athasian warriors weapons as good as steel arms

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without cutting into the world's scanty supplies of iron. Because stone is a better beginning material than wood, *stoneiron weaponry* is less valuable in experience points as are woodiron weapons, the experience point total being 20 times the price of a normal iron weapon in gold pieces. For example, a *stoneiron warhammer* is worth 40 XP.



of Surrender*

XP Value: — **GP Value:** +150

IMAGINE Magazine 19

This weapon was made for a once-powerful king by his court magician. It is a powerful weapon with sundry interesting characteristics, whatever is suitable for a particular campaign. Unfortunately, the magician was a traitor, and was bribed to make the weapon turn against his master. The day came when the king faced his enemies in a battle he was sure to win. A soldier, not knowing what harm he did, delivered a message to the king containing a strange word. This was the command word for the king to become aware of the *geas* upon the weapon; he was to surrender to his enemies. His advisors watched in horror as he crossed the field to yield to the leader of the opposing host. His army began to lay down its arms and shuffle, broken, from the field, behind them, the king suddenly recovered his wits, and found himself ringed by spearmen. Only then did he realize what befell him.

When this weapon is used in combat, the user must roll a saving throw vs. spell or immediately surrender to the forces of the enemy, whether it is one meek kobold, or the complete denizens of the Abyss. If the saving throw is successful, the weapon reacts as a normal magical weapon.

When the *surrendering weapon* result is rolled on the random item chart, the DM should roll another effect and combine the results.

of Telekinesis*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

A user carrying one of these weapons may move up to 200 pounds of weight by mere concentration, like a *ring of telekinesis*.

of Telepathy*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

This is the same as *ESP*, but with the ability to "send" thoughts to the creature contacted (as a *helm of telepathy*).

of Teleportation*

XP Value: +500 **GP Value:** +2,500

DUNGEONS & DRAGONS Rules Cyclopedia

The user may *teleport* once a day as the wizard spell.

of Translating*

XP Value: +400 **GP Value:** +2,000

DUNGEONS & DRAGONS Rules Cyclopedia

The weapon that has this talent can, on command, enable the user to understand any and all languages heard. The ability lasts for 6 turns.

Unbreakable*

XP Value: +1,000 **GP Value:** +5,000

Oriental Adventures

This weapon cannot be broken by the weapon breaker martial arts special maneuver. There is a 75% chance that the opponent's weapon is broken instead, should he or she attempt this maneuver. If the weapon ever has to make a saving throw against breakage or crushing blow, it fails only on a 20.

Uncharged*

XP Value: ½ **GP Value:** ½

New Item

Let's face it. With the tragedies that can occur when using *permanency* spells, not every wizard is willing to make a sacrifice for someone else. To counter this, many wizards just "forget" to cast the much needed *permanency* when they create a weapon.

In this case, the weapon literally becomes a *charged* item. When a wizard does not cast this vital spell on a weapon, it is assumed to have

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1d100 charges. Luckily, these charges are not used whenever the weapon misses its intended target. Whenever the warrior (or whoever is using the weapon) strikes a target, one charge is used up, whether the weapon caused maximum damage or just 1 point of damage. Once the last charge is used, the weapon becomes nonmagical.

of Venom*

XP Value: +2,000 **GP Value:** +10,000

Oriental Adventures

These weapons are identical to *daggers of venom*.

of Watching*

XP Value: +200 **GP Value:** +1,000

DUNGEONS & DRAGONS Rules Cyclopedia

A weapon with this talent may be commanded to watch for any one monster type or race. The weapon can then sense the presence of the creatures specified, and it will vibrate slightly if one or more of the named creatures come within 60 feet of it. The vibration silently alerts the user. A specific creature cannot be named, only a race or monster type, and the weapon can only sense one race or type per day, even if none are sensed.

Weightless*

See *Weightless Item* in **Enchanted Enhancements, Volume 1**.

of Wishing*

XP Value: +900 **GP Value:** +4,500

DUNGEONS & DRAGONS Rules Cyclopedia

This talent will grant 1d3 *wishes* to the user (identical to the 9th-level wizard spell).

Woodiron*

XP Value: +0 **GP Value:** +0

DRAGON Magazine 197

These are wooden weapons which have been given the properties of metallic weaponry through enchantment, thus eliminating all penalties for attacking and damage. They are also fireproof and unbreakable. Weapons normally made of wood, such as the club and quarterstaff, are now +1 on attack and damage rolls; they do not have this bonus otherwise and cannot hit creatures that can only be harmed by weapons of +1 or better. Multiply the gold piece value of a normal weapon or shield by 25, and that is the experience point value of these weapons for the wizard creating them—for example, a *woodiron short sword* is worth 250 XP. These weapons are invaluable on Athas, though they would no doubt be disdainfully sniffed at elsewhere, as they give fighters good weapons without cutting into Athas's woefully small supply of iron.

of X-Ray Vision*

XP Value: +300 **GP Value:** +1,500

DUNGEONS & DRAGONS Rules Cyclopedia

The user may see through objects as though wearing a *ring of x-ray vision*.

Weed

Magical weeds are wild plants that have magical or quasimagical effects. A saving throw vs. spell is allowed to negate the weed's effects unless otherwise stated in the accompanying text.

Rapture

XP Value: 150 **GP Value:** 900

The Final Enemy

Also known as *submarinum intoxicatus morbido* or *rapture weed* is an uncommon variety of seaweed found only at ocean depths of 200 feet or more. It is a pale green color and has fronds edged in pale gold. *Rapture weed* is virtually unknown to land dwellers though well known to marine races who use it as land dwellers would use wine.

Its taste is extremely pleasant and its effects on marine peoples are mildly euphoric; it produces in them a slight inebriation and a feeling of well being. However, when it is chewed by landdwellers, the inebriation soon gives way to drunkenness which is followed rapidly by unconsciousness, a state lasting 1d2 hours.

Furthermore, any land dweller who chews three or more fronds of the weed within a 24-hour period becomes hopelessly addicted and exhibits all the horrible symptoms of addiction to strong narcotics. The addict will sell every last possession in order to purchase more of the plant; he or she will lie, cheat, steal, and even murder to obtain it, regardless of alignment or profession. The addict's death will occur in 1d4+2 months. The only known cures for this terrible condition are *neutralize poison* followed by *exorcise*, *heal*, *limited wish*, *wish*, or *alter reality*.

Unfortunately these facts are as little known to land dwellers as is the nature of the plant itself, while the marine races are equally ignorant of the plant's effects on land dwellers and of the remedy for addiction to it; the plant simply does not affect them this way. However a few human sages do have knowledge of the plant, its properties and the remedy against addiction, as do a few alchemists and high-level assassins. The latter gentlemen have been known to pay as much as 500 gp for a single frond.

of the Witch

XP Value: 1,000 **GP Value:** 5,000

Old Empires

The foul fumes of this weed (also known as *witchweed*) affect all wizards. When burned, it

produces a vaporous cloud, 30 feet in radius. Any wizard within its vapors begins to cough violently, is unable to cast spells, and suffers two points of damage per round. The weed burns for 1d6+10 rounds. This long, green weed is grown and used frequently in Luthcheq, a city in Chessenta where wizards are forbidden. When burned, it produces a foul stench similar to burning tobacco. *Witchweed* is typically bundled in shipments of 13 stalks.

Well

Normal wells are nothing more than stone-lined holes in the ground. They penetrate the water table and create a place where water can be drawn out with a bucket or pump. Magical wells can be as simple as a stone-lined hole or as elaborate as a piece of cloth that can be folded and placed in a pocket.

of All Heals

XP Value: — **GP Value:** —

Treasures of GREYHAWK

As the golden door opened, we beheld a wonderful sight—a room ringed with ornate spouts that shot a splendid aqua-colored water that caught the light in a thousand rainbow hues. A beautiful swan floated upon the water.

Upon our entrance into the room, the swan beckoned us to come swim with her. We completely submerged, one a minute and we found all our wounds began healing. After 10 minutes, the healing was complete.

The well's powers are strong—even the dead can be brought back to life (system shock roll is voided in this case). Even those who have been *reincarnated* return to their original form. Unfortunately, the well also inflicts a form of total amnesia that erases all of the memories of the past 24 hours. In this way, the well is able to protect itself from people who would continually abuse its powers.

of Dreams

XP Value: 1,000 **GP Value:** 6,000

POLYHEDRON Newszine 69

Deep within an elven glade, in the shade of a particularly large, stringy bark tree, rests a stone well. An old wooden sign propped up against it reads: "This be the *Well of Dreams*. One gold, one silver, or one Copper. Fate awaits."

The well is an ancient magic item of great power. It grants an ability, disability, or boon to a player character who tosses a coin into its depths. A character can make use of the well but once a year.

To make the well operate, a character must toss a coin into it. If a character tosses in more than one coin, the one of the highest value counts. If any characters enter the well, they discover the walls are smooth and algae-covered. The well's water begins about 30 feet down from the rim, and the water is 200 feet deep. Characters who are submersed in or drink from the water gain no benefits.



Effects caused by the coins are instant and permanent. Characters tossing a coin should roll 1d8 and 1d12, total the numbers, and refer to the tables below.

Platinum and Gold Coins

Roll	Effect
02	Raise ability score of choice by 1.
03	Lower ability score of choice by 1.
04	Advance to 1 XP below the next level.
05	Small, insect wings grow from the character's back. The insect wings allow leaps upward of 5 feet and forward 15 feet once every three turns.
06	A third eye appears on the character's forehead. The third eye lowers the character's Charisma score by 1. It has no beneficial effects.
07	Two-foot-long beard grows from the character's chin. The beard is always 2 feet long; it does not grow. If the character already had a beard, the beard is now 2 feet longer. If the character is

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female, Charisma is lowered by 2 until she shaves.

08 New, brown leather boots appear on the character's feet.

09 Three gold pieces pop out of the well.

10 A pouch filled with 14 gold pieces drops on the character's head (1 point of damage).

11 A purse filled with 30 platinum pieces appears at his or her feet.

12 A loud burp comes from the well.

13 The character's coin flies out of the well, with a bite out of it.

14 Two-foot-long beard grows from the chin. The beard is always 2 feet long; it does not grow. If the character already had a beard, the beard is now 2 feet longer. If the character is female, Charisma is lowered by 2 until she shaves.

15 The handle of his or her weapon becomes coated with honey.

16 Gain one nonweapon proficiency of the character's choice.

17 Character is struck by a miniature *lightning bolt*, 1d8 damage.

18 He or she becomes *invisible*—permanently. The character and all gear are *invisible*, per the 2nd-level wizard spell. The *invisibility* lasts until broken (see spell description) or dispelled (treat the well as a 20th-level caster).

19 The character's primary edged weapon is now *vorpal*, or his or her blunt weapon will now return when thrown. An edged weapon is now the same as a *vorpal sword +3*; a blunt weapon acts like a boomerang, returning on the round following each throw.

20 The character is cursed with lycanthropy: 1–2, werebear; 3–4, weretiger; 5–6, werewolf.

Silver and Copper Coins

Roll	Effect
02	Character turns into a drow.
03	The skin turns green, hair turns black. Charisma drops by 2.
04	The character gains maximum points for the level.
05	A weapon of choice becomes +1.
06	There is an instant of darkness, then everything is as it was before.
07	Hands and feet become webbed. Character automatically gains the swimming proficiency, swimming movement rate is 18.
08	A trumpet blares, then a lone swan takes flight from the well.
09	Some of the character's gold disappears. One half of all carried gold pieces vanish.
10	Nothing happens.
11	A pouch, with the thrown coin in it, appears in your hand.
12	Five coins, of the same kind thrown in, come back out of the well.
13	Nothing happens.
14	A pile of 15 platinum pieces falls at the character's feet.
15	Character gets younger. Humans regress 1d20 years; elves 10d10 years; dwarves 10d6 years; halflings 1d20 years; and gnomes 10d6 years.
16	Hands and feet become webbed. Character automatically gains the swimming proficiency, swimming movement rate is 18.
17	One saving throw number of the character's choice increases by 1, while another decreases by 1.
18	For the next 24 hours, the coin tosser is a colorless, odorless gas. This acts the same as a *potion of gaseous form* except that the character cannot reform for 24 hours.
19	A voice from the well says, "A *wish* will come your way when you least expect it." Sometime in the future, when the character desires something, the *wish* will be granted.
20	Nothing happens.

The well should prove to be a popular locale for PCs, once they learn its secrets. Of course, various ferocious monsters probably will grow fond of the well, too.

of Many Worlds

XP Value: 6,000 **GP Value:** 12,000

DUNGEON MASTER Guide

This strange interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—another planet, a different campaign setting, 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, and functions, 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.

In Ravenloft: In Ravenloft, this item looks like a simple, seamless piece of black cloth. It radiates strong magic, but does not function in the demiplane.

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Sumbar Oracle

XP Value: 12,000 **GP Value:** 60,000

Pirates of the Fallen Stars

"I visited that oracle *once. Asked what my life's callin' was. Got some mumbo-jumbo about 'man's greatest failing' and 'weeping and wailing.' It's all hooey, if'n yer ask me, and I knows ya didn't but I'm a'tellin' ya anyways. Threw my best throwin' dagger down that slimy ol' well, too, I did, and couldn't get it back neither. Shoulda tossed ol' Teldar in there—maybe then I'd 'a got an answer!"*

The island of Sumbar is the contact point for a powerful and mysterious oracle. This being, known as the *Sumbar Oracle* or the *Oracle of Nasmen*, will answer a single question for each questioner who comes to it. Often, the answer will be unclear, but no one has ever found the oracle to lie, once the prophecy was understood.

To use the oracle, one must first reach Sumbar. This is more difficult than it would first appear, as the island is surrounded by treacherous reefs that move between visits so that no one has ever been able to plot a permanent safe course through them. Once ashore, the seeker must make his or her way to the ridge from which the oracle (that takes the form of a large well) may be addressed.

Before addressing the oracle, it is customary to toss a valued item down the well as a sacrifice. The more valuable the item, the more accurate and clear the reading, according to legend; no one has ever confirmed or denied it. After the sacrifice, the questioner simply calls the question down into the well; a voice drifts up from below, conveying the response.

The oracle tends to respond in riddles and poetry that are not clear until after the fact. It also tends to mislead, providing answers with two possible interpretations—at least initially.

For game purposes, treat the oracle as a *contact other plane* spell for an Outer Plane entity with an Intelligence of 20. If the oracle does not know, it will give a misleading or ambiguous answer. Only if the knowledge and veracity rolls are both made will the oracular prediction be at all clear.

The chance of insanity has a very special meaning for this oracle. Rather than giving the chance that the character will go insane after the reading, instead it gives the chance that the character will act as a result of the prophecy in precisely the way to bring himself the greatest doom. The oracle will word its prediction in such a fashion that the seeker will respond with an action that fulfills the most horrible interpretation of the prophecy. Regarding the sacrifice, any of the following may be true at the GM's discretion:

- The sacrifice is irrelevant; the oracle will answer the question regardless of whether or not a sacrifice is made.
- The sacrifice is required, but its value is irrelevant; if the supplicant asks a question without sacrificing something, even if it is a single copper piece, an imp flies up from the well to attack the questioner.
- As above, but the value of the sacrifice is significant. For each 1,000 gp value of the sacrifice, the Intelligence of the entity is increased by one. Thus, a 2,000 gp sacrifice is treated as if the entity had an Intelligence of 22. (For magic-heavy campaigns, the DM may wish to begin the oracle's Intelligence at 0.)

Wheel

A wheel is normally mounted to turn on an axle, a rod connected to the wheel's center. Magical wheels are no different and may be found mounted on devices of various sorts. The turning of the wheel causes any number of effects—noise, light, heat, the movement of other parts, and so forth. Wheel sizes vary according to use; a magical wagon wheel, for example, would appear identical to an ordinary one.

of Burning

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This wheel appears and functions as a *wheel of lighting*. However, if any creature enters the lighted area ahead of the wagon, the light disappears and reappears on the wagon. In addition, the light becomes quite warm and inflicts 1 point of heat damage per round to all within the area of effect, which is 30 feet in diameter. Oddly, the heat cannot damage objects; only creatures are affected. The hot light cannot be extinguished by command once it has begun to heat, but a *remove curse* or *dispel magic* spell (treat as 15th-level magic use) makes the light and heat disappear.

Faerie's

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This small, ornamental wheel enables the user to *levitate*, but in an odd fashion. When held in hand and the command word spoken, the wheel lifts the user upward and forward, as if it were attached to the rim of a wheel 120 yards in diameter. The user reaches the highest point, 120 yards directly above the starting position, in three rounds and returns in another three rounds. A second command causes the wheel to stop functioning and drop the user. Obstructions in the wheel's path may damage the user. If the wheel is used indoors, the user hits the ceiling as if falling upwards, tak-

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ing 1d4 points of damage per 10 feet traveled, and remains there until the wheel is commanded to cease functioning. The user then falls from the ceiling and again takes damage unless protected by other means. The wheel can be activated three times a day.

of Fire

XP Value: 1,800 **GP Value:** 9,000

Oriental Adventures

These magical items are always found in pairs and look like large, ornately decorated chariot wheels. When mounted on a chariot and the command word spoken, they burst into magical *flame*. The *flame* does not hinder the movement of the chariot, nor does it harm the vehicle, animals, or occupants. However, all creatures within 30 feet of the chariot suffer 2d6 points of damage from the intense heat (unless immune to fire). Furthermore, the chariot leaves flaming tracks behind it wherever it goes. Saying the command word a second time causes the flames to disappear.

of Floating

XP Value: 1,200 **GP Value:** 6,000

DUNGEONS & DRAGONS Rules Cyclopedia

This item is identical to a normal wagon wheel, but it enables any wagon upon which it is mounted to float on water. One *wheel of floating* allows a wagon to be towed across a river or stream, carrying up to 1,000 pounds weight without sinking. Each additional *wheel of floating* allows 500 pounds more weight to be carried, to the normal maximum for the wagon of 2,500 pounds. Swamp travel is also possible, but at a very slow movement rate unless some kind of water draft animal is available.

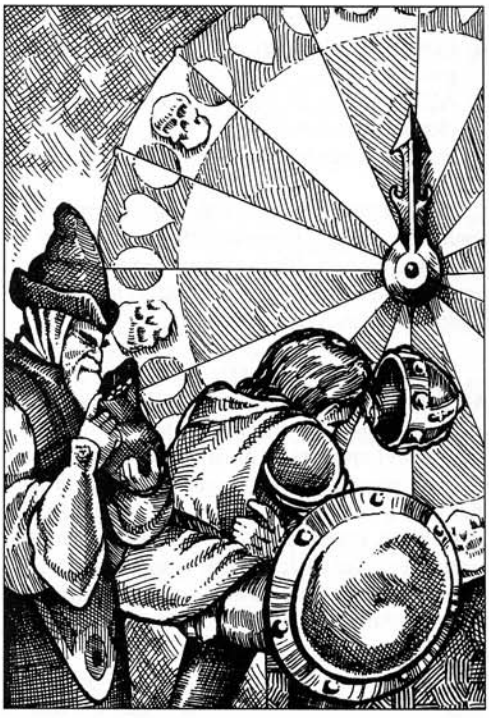
A *cursed wheel of floating* will, when reaching the center of any river or stream, become stuck at that point and cannot be moved until a *remove curse* is applied by a 15th-level caster. This allows progress to continue, but the curse will return again at next use until the wheel is destroyed.

of Fortune

XP Value: 2,500 **GP Value:** 12,500

DUNGEONS & DRAGONS Rules Cyclopedia

This strange device is 10 feet in diameter, mounted on a stand or wall fixture, and easily rotated. It is decorated with a black-and-white pattern of wedges, all intersecting at the center where a green arrow is mounted; the arrow does not turn with the wheel. Near the rim, each black wedge is adorned by a white skull and each white wedge by a red heart. If the wheel is spun (easily done by any creature of 3 Strength or greater), it rotates for 3 rounds and then comes to rest, with the green arrow pointing at one of the wedges (either black or white with equal chances for each). However, a *charmed* creature cannot move the wheel, and each user can spin the wheel only once a day.



If the wheel has spun freely for three rounds, not touched or interfered with in any way, a magical effect occurs, determined by the result of the spin. The wheel cannot be affected by magic of any kind, including *telekinesis*, and it cannot be damaged in any way. A *wish* used to affect the wheel will cause the wheel to vanish, regardless of the *wish*. The wheel cannot be moved except by a creature of 26 or more levels (or Hit Dice). The wheel weighs 2,000 pounds. For each white or black wedge that appears, roll 1d6 and consult the following.

White Wedge

1 1,000 gold pieces appear.
2 10 garnets appear.
3 1 brooch appears.
4 1 miscellaneous magical item appears.
5 1 ability score rises by 1 point (maximum score 18).
6 Prime Requisite or Constitution rises by 1 point (maximum score 18).

Black Wedge

1 1 ability score drops by 1 point (minimum score 3).
2 Prime Requisite drops by 1 point.

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3 Constitution drops by 1 point.
4 Least valuable magical item carried disintegrates.
5 All nonmagical items, except for normal clothing, disintegrate.
6 Die (no saving throw).

The DM may select or randomly determine the results of the spin. If desired, the wedges may be numbered from 1–20, 1–100, or some other conveniently determined number, and a chart may be made with more varied results.

Hasty

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This wheel appears to be and functions like an ordinary wagon wheel and must be mounted normally on a vehicle with other wheels for proper functioning. One *hasty wheel* increases the movement rate of the vehicle by 50% and may be used for any length of time. There is a 20% chance that a *hasty wheel* will also function as a *wheel of floating*.

of Keening

XP Value: 900 **GP Value:** 4,500

POLYHEDRON Newszine 50

This enchanted sharpening wheel makes a pleasant, almost musical sound when used. Any blade sharpened on this device gains a +1 bonus to attack rolls and damage for one round when next used in battle. The magic lasts one day or until the blade is used for normal cutting or carving. The blade itself does not radiate magic, not even while the bonus is in effect.

of Lighting

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This wheel looks exactly like a normal wagon wheel and must be mounted for proper use. When commanded to function, it projects a *light* spell effect 30 yards ahead which moves along at the same rate as the wagon. The wagon itself is not lighted, only the path ahead is clearly seen. If those traveling with or near the wagon avoid the light, creatures attracted to the light may be surprised (–1 to surprise rolls).

of Misfortune

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This item looks and functions like a *wheel of fortune* but with one major difference: a black wedge is the result of the spin 80% of the time, and a white wedge only 20%. The *wheel of misfortune* is otherwise identical in all respects.

Square

XP Value: 400 **GP Value:** 2,000

DUNGEONS & DRAGONS Rules Cyclopedia

This odd "wheel," the size of a normal wagon wheel, is useless on roads and other flat terrain because it is perfectly square. However, when mounted properly on a wagon, it magically allows movement through mountain and desert terrain where there is no road. A wagon with one *square wheel* can be pulled by two horses and can move at 20 feet per turn with two wheels, 30 feet per turn; with three, 40 feet per turn; and with four, the normal rate of 60 feet per turn is possible.

Wind Fire

XP Value: 2,000 **GP Value:** 10,000

Gods, Demigods, & Heroes

There are 25 of these wheels and they shoot fire and wind at the same time as a *staff of wizardry*, whenever turned.

Wheel of Maneuverability

See **Ship's Wheel of Maneuverability**

Whip

A whip is a ropelike device, often with several leather tails or thongs. The tails on some whips have metal barbs, knots, broken glass or crystal, or other sharp object attached to their ends; these whips are commonly called scourges. The common whip is not so much an effective weapon for combat as it is a means of inflicting great pain.

Roll	Whip Type
01–08	Bullwhip
09–15	Chain
16–23	Cord
24–31	Crescent Whip
32–38	Garotte
39–46	Kau-sin-ke
47–54	Lasso
55–62	Manriki-gusari
63–69	Master's Whip
70–77	Rante
78–85	Scourge
86–92	Tailrazor
93–00	Whip

of Amatar

XP Value	GP Value
Normal: 650	6500
Rare: 950	9500

Dwarves Deep

Named for the famous dwarf smith who first devised them, these rare weapons are long, coiled, flexible whips of lovingly crafted metal, usually adamantine. They look like giant metallic

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centipedes, with ringlike segments. In battle, they do damage as a normal drover's whip (1d4+1 plus the victim must make a Strength check or be knocked down, dropping held items or weapons), but they have several additional useful properties.

The metal whip resists being cut or broken (it will suffer up to 36 points of damage on a single round before parting—if it does, its magic is lost). Moreover, its touch can act as a *stone to flesh* spell by utterance of a secret command word, affecting both petrified things and natural stone (creating a *fleshy cylinder*, as the spell) as though the whip was a 12th-level wizard. Thus, 108 cubic feet of stone can be affected per touch. This special power can only be called upon once a turn, and only three times in all a day (any continuous 144-turn period, even underground).

Some 10% of these whips can function as a *flesh to stone* as well, if the command word is known.

Balor

XP Value: 1,000 **GP Value:** 5,000

Outer Planes MC Appendix

The true tanar'ri known as balor use a great whip with many "tails." These whips inflict but 1d4 points of damage per hit. However, they magically wrap around the victim, allowing the balor to draw the victim into its fiery body of flames. Once dragged into the flames, the victim suffers 4d6 points of damage per round. Escaping the whip requires a successful ½ Strength check. While one victim is held in the whip, it cannot be used in other attacks.

of Feathers

XP Value: 800 **GP Value:** 3,000

Mordenkainen's Fantastic Adventure

This 6-foot-long whip is fashioned from many cockatrice feathers. Upon each successful hit, the victim must make a saving throw vs. petrification or be turned to stone. The whip is made from a rare technique of preserving cockatrice feathers, thus making it usable as a weapon.

of Frost, Fire, and Fear

XP Value: 10,000 **GP Value:** 50,000

Shadowdale

This wand is a powerful rechargeable item favored by evil priests in the Realms. Nine 4-foot-long flexible electrum tentacles are attached to a foot long steel shaft. Whenever grasped and unsheathed, it is active. Any strikes on an opponent drain it of charges and confer damage.

Roll 1d10 to determine strike effects, if a successful hit occurs.

Roll	Effect
01	Target suffers (no save) a frost result, or *lash of cold* of 3d6 damage.
02	Fire burns the target (no save) for 3d6 damage.
03	The victim suffers *fear* as a *wand of fear* (save negates).
04	Target suffers (no save) a frost result, or *lash of cold* of 3d6 damage.
05	Fire burns the target (no save) for 3d6 damage.
06	The victim suffers *fear* as a *wand of fear* (save negates).
07	Target suffers (no save) a frost result, or *lash of cold* of 3d6 damage.
08	Fire burns the target (no save) for 3d6 damage.
09	The victim suffers *fear* as a *wand of fear* (save negates).
10	Two tentacles (determine types randomly) strike a single target; both deal their usual damage.

of the Furies

XP Value	GP Value
Alecto's: 4,000	20,000
Megarea's: 4,000	20,000
Tisiphone's: 4,000	20,000

Legends & Lore

The *whips of the furies* strip away attribute points:

- A hit by Alecto's *whip, the persevering anger* (on a priest), strips away 1d4 points of Wisdom
- A hit by *Megarea's whip, the jealous* (on a wizard), strips away 1d4 points of Intelligence
- A hit by Tisiphone's *whip, the blood avenger* (on a warrior), strips away 1d4 points of Strength

Khurgorbaeyag's

XP Value: 3,000 **GP Value:** 15,000

Monster Mythology

The avatar's *whip +3* can fly up to 30 feet as a *rope of entanglement* and a blow from it acts as a *symbol of hopelessness*, the effect lasting for a number of days equal to 20 minus the Wisdom of the creature struck.

Moloch's

XP Value: 2,000 **GP Value:** 10,000

Monster Manual II

Moloch carries a six-tailed whip made of unknown, pliable metal. This device delivers 1, 2, or 4 points of damage per tail striking, depending on the charges Moloch expends. He may expend up to 20 charges per turn (10 rounds). Damage is electrical in nature and so greatly feared by less

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powerful fiends. The whip itself has no charges. When the whip strikes an opponent, 1d4+2 tails will strike an opponent whenever a successful attack roll is made.

Purpose

XP Value	GP Value
Slay fiend: 4,500	22,500
Slay avatar: 9,000	45,000
Slay lawfully aligned: 900	4,500
Slay evilly aligned: 900	4,500

Gods, Demigods, & Heroes

There are four *purpose whips*. When they strike the specified type of opponent on an attack roll of 19 or 20, the victim must roll a save vs. spell or die.

Roll	Whip Type
01–25	Slay fiend
26–50	Slay avatar
51–75	Slay lawfully aligned
76–00	Slay evilly aligned

of Summoning

XP Value: 900 **GP Value:** 4,500

Gods, Demigods, & Heroes

This whip, when cracked, summons a superhero dwarf in mithral armor with a *hammer +3*. He appears in a puff of smoke and serves the wielder of the whip until his mission is considered completed or he is killed. He may *polymorph* himself and if he dies the whip is no longer functional.

Tar's Chaotic Creature

XP Value: 1,200 **GP Value:** 6,000

1992 Fantasy Collector Card 302

Tar's magical whip is normally a +2 weapon, but against any creature with a chaotic alignment, it functions as a +3 weapon.

of Zeif

XP Value: 800 **GP Value:** 5,000

GREYHAWK Adventures

When wielded by a character proficient with the whip, this weapon strikes with a +3 bonus to attack and damage. It can also be cracked in the air to produce a deafening sound, causing all creatures under 8 Hit Dice (except the wielder) in a 20-foot radius to save vs. spell or be deafened for 1d4+1 turns. The sound can be heard up to 1,000 feet away.

Wife of Ilmarinen

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

The legendary Immortal craftsman Ilmarinen once used his great skills to create a companion entirely of gold and silver. However, the result was too cold to even be approached. Appearing as



a metallic golem, it was given special powers when freed, and is said to reside in far northern reaches, either alone or with its current master.

The wife appears to be a metal statue of an extremely attractive human female clad in robes. The entire statue is made of a sparkling mixture of gold and silver.

The wife is always active. The powers of the *wife of Ilmarinen* are used by the artifact alone, not granted to the user. The wife can speak any language it hears, and will explain its powers to any who ask (unless ordered not to). However, the artifact cannot be controlled until a special command word is uttered. Once the command is spoken, the wife obeys either mental or verbal commands from the user.

The command word can only be obtained from Ilmarinen himself (by using a *commune* or *contact other plane* spell), from a previous user of the artifact, or by a *wish*.

Suggested Powers: (All magical abilities are cast at 20th level.) *Ice breath* (Effect 30′×10′) damage is equal to the user's current hit points with saving throw applicable; *Ice storm*.

Suggested Handicap: When control is gained, the user becomes aware that the wife cannot recharge itself. It can eat gold or silver. Each time a power is used, the user must feed the device 5,000 gold pieces.

Suggested Penalty: (1 in 6 chance of occur-

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rence whenever a power is used.) Instead of attacking as directed, the wife aims her attack at the user; normal saving throws apply, but the user gains a +4 bonus for the second and subsequent appearances of this effect.

Wife of Ilmarinen: AC –20; hp 100; #AT 1 power; Dmg by power; MV 24; AL N. The wife will not attack by any means other than its powers.

Winch of Power

XP Value: 4,000 **GP Value:** 32,000

POLYHEDRON Newszine 43

An intricate mechanical device 3 inches high with a loading capacity of 200 pounds. It includes 100 feet of unbreakable thread and can be wound and unwound with thumb and forefinger, no matter how much weight is at the other end. The winch is set in place with a command word, and the command word is needed to remove the winch from its place.

Wind Howdah

XP Value: 3,000 **GP Value:** 15,000

DUNGEON Magazine 44

Using Mindlink and other telepathic sciences and devotions, the Chanth taught their slaves how to construct *wind howdah*. Each *wind howdah* is constructed from a stiff, weed mesh carefully and intricately woven around a polished frame of erdlu bone. The weed used is akin to stiff bamboo but grows in several shades of brown from very light tan to almost black. The weeds for each *wind howdah* have been carefully chosen and woven into complex geometric designs, mandalas, and even artistic scenes depicting the island's daily life. The erdlu bones around which the weed is woven are chosen for their whiteness and flawlessness. They are then rubbed and polished with sand until they literally gleam.

The Chanth then empowers the *wind howdahs* with the ability to *levitate*. Each *wind howdah* has an Intelligence score of 12 and communicates by semi-empathy. (See pages 93–94 of the *COMPLETE PSIONICS HANDBOOK* for details concerning *empowered* items.)

A *wind howdah* is controlled by the pilot who handles the sail. Semi-empathic, the *wind howdah* gains or loses altitude (maximum 1 foot per second or 60 feet per round) as the pilot desires. Semi-empathy is slow and does not allow for urgency. The *wind howdah* takes one round to comprehend a command (either gain altitude or lose altitude) and another round to act on a command. If a pilot must gain 60′ of altitude to avoid crashing into a cliff, he must give the command to the *wind howdah* at least three rounds before getting to the cliff (one for the *wind howdah* to comprehend, one for it to act on the information, and one to gain the necessary 60 feet of altitude). When not in use, a *wind howdah* hovers 12–18 inches off the ground, waiting to be boarded by a pilot and loaded with cargo.

Though extremely lightweight, each *wind howdah* can safely carry 1,500 lbs. Weight over the 1,500-pound limit is likely to rip the weed matting free of its frame or break the erdlu bones during flight. If this occurs, it suddenly loses altitude and disappears into the silt or crashes to the ground. There is a 1% chance per 5 lbs. of weight over 1,500 lbs. of crashing a *wind howdah*. (For example, a *wind howdah* is loaded with the maximum 1,500 lbs. of goods. Therefore, a 50 pound halfling pilot has a 10% chance of crashing, a 450 pound thri-kreen has a 90% chance of crashing, and anyone weighing more than 500 pounds has a 100% chance of crashing.) Roll for crashes once per flight. If a *wind howdah* can handle the load, no further rolls are necessary until more weight is added. If a crash is indicated, it occurs 1d6 rounds after the *wind howdah* is loaded with the excess weight.

Wind howdahs are not graceful fliers and have been designed more for handling weight than aerodynamic stability. Therefore, *wind howdahs* are limited in speed. Because they *levitate*, they move at the speed of the wind when the sail is raised. Daily wind direction is left to the DM's discretion. Average daily wind speed is determined by rolling 2d20, but the DM should allow for calm periods (0 wind speed) and storms (wind speeds of 2d20 + 30).

The maximum safe speed of a *wind howdah* is 25 miles per hour. Speeds in excess of the maximum cause the *wind howdah* to pitch and buck, tossing cargo, passengers, and even the pilot overboard. For every 1 mph over the maximum, the *howdah* has a 5% chance to pitch or yaw so much that the pilot and passengers must make Dexterity checks or be tossed overboard. Passengers make Dexterity checks at –2. The pilot, who is holding the sail, makes his at –4. Falling damage is determined normally, but PCs falling into the Sea of Silt must be quickly rescued or die of suffocation. The fate of the cargo is left to the DM's discretion. Unsecured lightweight objects are easily lost if a *wind howdah* begins to pitch and roll, while a heavy box of weapons might not shift an inch, even in the wildest of barrel-rolls.

Aerial combat is difficult using *wind howdahs*, because they are not maneuverable enough for action, even against ground-based targets. Missile fire is possible, but considering the difficulty and number of penalties incurred, it is virtually useless except at point-blank range. Magical and psionic combat are still possible between *wind howdahs*, so long as they are within range.

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Wind Instruments

This category of musical instrument concerns those that make music from the movement of wind over reeds, tubes, or pipes. Refer to **Percussion** and **Stringed Instrument** sections for other musical instruments.

Roll	Wind Instrument Types
01	Alphorn
02–03	Animal Horn
04	Atrakha (flute)
05–06	Aulos
07	Bagpipes
08–09	Bamboo pipe
10	Bugle
11–12	Clarinet
13	Coiled Horn
14–15	Conch Shell
16	Cornet Flute
17–18	Coronet
19	Crumhorn
20–21	Curtall
22	Double fipple
23–24	Dudy
25	Fanfare horn
26–27	Fipple flute
28	Flageolet
29–30	Flute
31	Gemshorn
32–33	Harmonica
34	Hautboy
35–36	Heralding horn
37	Horn
38–39	Hunting horns
40	Hydraulis
41–42	Jiccal (gourd horn)
43	Kazoo
44–45	Khen
46	Lur
47–48	Mijayrah (recorder)
49	Mitbiq (double-clarinet)
50–51	Mizwid (bagpipes)
52	Nafir (trumpet)
53–54	Nay (flute)
55	Nightingale
56–57	Nose flute
58	Oboe
59–60	Ocarina
61	Organ
62–63	Panpipes
64	Penny flute
65–66	Pipe flute
67	Pipe organ
68–69	Pipes
70	Positive organ
71–72	Posthorn
73	Rackett
74–75	Recorder
76	Sackbut
77–78	Serpent
79	Shakuhaci (flute)
80–81	Shawm
82	Sheng
83–84	Side horn
85	Slide horn
86–87	Straight horn
88	Syrinx
89–90	Tibia
91	Transverse flute
92–93	Trombone
94	Trumpet
95–96	Whistle
97	Whistle flute
98–99	Zampogna
00	Zulkoon (organ)

Bagpipes of Confusion

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

These bagpipes cause every creature within 60 feet to make a saving throw vs. spell with a –4 penalty to the roll, or immediately attack the bagpipes, believing them to be a creature hostile to their user. If the bagpipes are not dropped, the user is the target of half of the attacks. All attacks continue until the bagpipes are destroyed.

Cymboli's Pipes of Sounding

XP Value: 1,500 **GP Value:** 15,000

1993 Collector Card 354

Cymboli's pipes of sounding function much like a typical set of bagpipes. Many different sounds can be created, from running water to the cry of a baby to the footsteps of marching soldiers. Once a week these pipes can also produce the sounds of creatures' calls that have a magical effect on those who hear it. For example, the pipes can be made to sound like the cry of a harpy, with the accompanying *charm* affecting all within range. The piper is immune to any effects.

of Doom

XP Value: 2,000 **GP Value:** 10,000

DUNGEON Magazine 28

These bagpipes are a minor artifact of evil created by Grintharke's former master. Anyone proficient in the use of bagpipes or who has innate musical ability is able to use these pipes in two different ways. First, the pipes enhance musical abilities or skills, such as a bard's ability to influence reactions or the korred ability to make people dance. This function of the pipes results in doubled areas of effect and a –2 penalty to any applicable saving throws. But there is a second and much more destructive use for the pipes.

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When the *pipes of doom* are played properly (the musician knows instinctively what tones and tempos are necessary), they cause the listener to suffer severe mental anguish and terror.

For normal gaming purposes, the pipes' area of effect is a 360-foot-long cone that widens from 10 to 180 feet. (For BATTLESYSTEM® rules purposes, the area of effect is a cone 12″ long and 6″ wide at the end.) All creatures in this area of effect must save vs. spell or suffer insanity so severe as to permanently incapacitate them, causing them to collapse and mumble incoherently, unable to attack or defend. The piper rolls 5d12 attack dice (against which armor has no effect), and all surviving enemy units in the area of effect must make a morale check or rout. Units that succumb to the effects of the pipes may be easily slain.

The pipes become more powerful when the piper becomes more proficient or powerful. Each level or Hit Die of the user above 10 subtracts one from the saving throws of affected individuals when used to cause mass insanity. In addition, at 16th level and above, the pipes can be made to destroy nonliving structures by increasing the *entropy* in each structure so that it simply falls apart into its component pieces. Thus, a wall or a building—or even a person's clothing or weapons—could be brought to ruin, but a living creature, a plant, or a natural stone hill would not be affected. Magical items receive a normal saving throw vs. disintegration.

The final power of this artifact is to *control weather*, as the 7th-level priest spell. The pipes give this ability at full power, so it is possible to adjust the weather by two steps as indicated by the spell description.

If any good or neutrally aligned person who is not a bard or a creature with innate musical abilities (such as a satyr or korred) attempts to use the *pipes of doom*, his or her alignment begins to shift toward evil. Each shift takes one week to complete, so it takes two weeks for a good character or creature to become irrevocably evil. The strength and evil of this artifact can be determined by any appropriate divination spell, and the casting of such a spell should also instill a strong desire to destroy the pipes.

The *pipes of doom* may be destroyed by dropping them into molten rock of any kind, by subjecting them to red dragon flame doing a minimum of 90 points of damage, or by sending them to the Elemental Plane of Fire.

of Droning

XP Value: 4,500 **GP Value:** 22,500

The Book of Marvelous Magic

These bagpipes cause each creature within 60 feet to make a saving throw vs. spell or fall asleep, lulled by the constant, unvarying sound. Sleeping creatures may be easily awakened by physical means but do not wake to any noise and continue to sleep for three turns at most.

Dugal's Bagpipes of Fear

XP Value: 2,000 **GP Value:** 10,000

New Item

Dugal created these silver *pipes of fear* shortly after his conversion to pacifism. When properly played, the bass drone instills *confusion*, and the two tenor drones issue tones of *fear* and *dispel magic*, as the spells, affecting all creatures smaller than L size. The piper cannot be attacked while the pipes are being played.

of Fear

XP Value: 5,000 **GP Value:** 25,000

The Book of Marvelous Magic

When these bagpipes are played, each creature within 60 feet must make a saving throw vs. spell or run away in terror for one turn. All characters (PCs and NPCs) gain a +1 bonus to the roll for each level of experience.

of Feline Attraction

XP Value: 750 **GP Value:** 17,500

The Book of Marvelous Magic

These bagpipes attract the attention of all cats and catlike monsters within 120 feet. They approach but do not attack. The felines sit within

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30 feet of the instrument and wail in concert for as long as the magical playing continues (one turn maximum). They are merely distracted and suffer no penalty to surprise rolls. If attacked, they can ignore the pipes' effect. If a *charm monster* spell is cast at any feline thus attracted, it suffers a –4 penalty to its saving throw, along with any other applicable bonuses or penalties.

of Headaches

XP Value: 5,500 **GP Value:** 60,000

The Book of Marvelous Magic

These bagpipes cause each creature within 60 feet to make a saving throw vs. spell or suffer a headache and double vision (inflicting a –4 penalty to Wisdom, Intelligence, and all attack rolls). The effects last for three turns. The user is not affected.

of Shattering

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

These bagpipes cause all nonmagical glass and ceramic objects within 30 feet to break. Although potions are magical, their ceramic containers normally are not and can be affected. There is no effect on magical objects such as *magical mirrors*.

Bugle of Collapsing

XP Value: 1,500 **GP Value:** 25,000

DUNGEON MASTER Guide

This horn appears to be a normal musical instrument, a bugle of some unusual sort. If it is sounded improperly (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 size rocks will strike the individual sounding the bugle, 2d6 in number, each causing 1d6 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 bugle will fall on top of the bugle blower. The damage is 5d4 points base per each 10 feet of height that the material above drops (twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, and so on).

Proper use of a *bugle of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30 feet to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (a 10-foot radius from the central aiming point) that inflicts damage as noted above if indoors or underground only.

Bards have only a 5% chance of sounding the bugle improperly. Dwarven chanters (a bard kit) never use this instrument improperly once they know the command word.

of Reviving

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This bugle is used as a *bugle of waking*. However, all dead creatures within 120 feet are also wakened, rising as skeletons or zombies as though *animate dead* spells were used and attacking the person commanding the bugle. The undead may be the remains of any once-living creatures.

of Sleeping

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

This metal bugle can be played normally. When commanded, it will play *Taps* softly, by itself. The tune takes 3 rounds to finish and, if interrupted has no effect. At the tune's conclusion, every living creature within 60 feet must make a saving throw vs. spell or fall asleep. The bugle can be interrupted only by a *dispel magic* or *silence spell*, but its effect may be negated by some other magic item, such as a *choirbell*.

of Waking

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This metal bugle has no magical effect if played normally. When commanded, it plays "Reveille," loudly, by itself. As soon as the song begins, all creatures within 30 feet awaken (unless cursed), even if magically *asleep*. However, the bugle continues to play for 3 rounds, attracting the attention of all creatures with 120 feet, who probably dislike the noise (–3 penalty to reaction rolls). The *bugle of waking* can be interrupted only by a *dispel magic* or *silence* spell.

Dugal's Musical Instruments

XP Value	GP Value
Alter self: 300	3,000
Blur: 300	3,000
Change self: 250	2,500
Comprehend languages: 250	2,500
Continual light: 300	3,000
Detect invisibility: 300	3,000
Detect magic: 250	2,500
Dispel magic: 350	3,500
Gust of wind: 350	3,500
Knock: 300	3,000
Tongues: 350	3,500
Whispering wind: 300	3,000

POLYHEDRON Newszine 56

Myriads of tiny runes are etched into the wood of these instruments. Most customers see the runes only as decorative additions to already finely crafted instruments. However, wizards who

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examine them immediately notice a similarity between these runes and ones found on magical scrolls.

The runes are part of a unique process to enchant musical instruments without using high level spells. Each special instrument is endowed with one magical spell of 1st through 3rd level that can be cast up to three times a day by playing a melody to which the instrument's runes are attuned.

The enchantments require only verbal and somatic components. The runes on the instrument are inscribed versions of a particular spell, and the melody is a repetitive musical rendition of the verbal component. When the melody is played, which takes a full turn, the instrument resonates and activates the runes, thus serving as the somatic component and in effect casting the spell.

Dugal's enchantments are limited to those spells in his spell book. Of these, he uses only defensive or benign spells. A devout individualist and recent pacifist, he never uses a spell such as *charm* that infringes on the freedom of another, or a spell like *magic missile* that causes harm to others.

The spell on an enchanted instrument can be invoked by any musician who plays the appropriate melody. Dugal teaches the melody to the buyer at the time of purchase. He also explains to customers that, except for casting time, the capabilities of a spell cast using one of the instruments are as if Dugal cast it—so all spells are cast at 5th level.

Bone Flute

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This unusual flute is entirely made of carefully carved bone. When the command is spoken and the flute played, its music can be heard by all within 60 feet. This music is of quite an unusual sort. The musical tones form airy words, because the *bone flute* speaks with the voice of the creature from whose bone it was made, telling its name and the story of its death. Its tale is always a sad one of greed, treachery, or reckless acts; only by those means can a *bone flute* be made. With a second command the flute is silent, but if it is allowed to finish its tale, the *bone flute* describes the location of the rest of the creature's remains. These remains are inhabited by a neutral ghost seeking aid. If the *bone flute* is interred with the other remains, the ghost is put to rest. The flute carries no charges.

of Courage

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This flute produces a high, shrill note. It has no magical effect unless used outdoors. When properly played and commanded, those within 60 feet who hear the music gain a +2 bonus to saving throws against *fear* and may make a standard saving throw vs. spell even when the *fear* would normally permit none. NPCs affected gain a +2 bonus to morale. The *flute of courage* may be used once a day, for up to four hours. Its effects last for as long as it is played.

Damh's

XP Value: 2,000 **GP Value:** 10,000

Monster Mythology

This flute belongs to the avatar and can summon 2d4 korreds or satyrs if within a mile or create a *forcecage* (each effect three times a day). Damh must spend one full round playing the instrument to generate the effect.



Djinn Nay

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 190

The *nay* provided by the djinn of the Plane of Elemental Air looks like any other reed flute. However, the reeds are metallic, the perfect specimens of a gold-bearing plant that only survives in the terrible mountains of the yak-men. Many brave djinn (and many more of their mortal agents) lost their lives recovering these wondrous metallic plants, called golden wands in the vernacular.

The *nay of the djinn* allows the player to cast

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an *enthrall* spell, as the 2nd-level priest spell of the same name. Duration is as long as the nay is played, but the spell ends when the player stops or is interrupted. The nay may be used in this manner once per day, twice a day if the user is a bard.

A bard also may use the nay to "whistle up the wind": or to summon an air elemental of 8 HD, as the 5th-level spell *conjure elemental*, once per week. The elemental is under the control of the user for as long as the nay is played, but if the music is interrupted, the elemental returns to its home plane without attacking its former controller.

of Danger

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This flute looks exactly like a *faerie flute*. However, the woodland beings it attracts are of the more dangerous sort and are hostile. The flute summons 1d8 creatures, which arrive after one turn. They all attack immediately (no reaction roll), by surprise if possible. The *flute of danger* may summon more than one race of dangerous woodland beings, such as basilisks, cockatrices, owl bears, trolls, will o' wisps, or wyverns. Creatures appearing may be individually selected or determined randomly, but basilisks should not be freely mixed with others, as their gaze attacks can be dangerous to all. The flute may be played magically only once a week at most; however, if the user is slain or turned to stone by the creatures summoned, the flute disintegrates.

of Dismissing

XP Value: 4,000 **GP Value:** 30,000

DRAGON Magazine 47

The *flute of dismissing* possesses the power to disrupt the magic that binds conjured or summoned monsters in their enchanted states. Thus, such creatures will simply disappear when certain special tunes are played on the flute. The device can also send creatures from other planes back to the plane they came from. It is usable by all classes of characters. The magic items, spells and creatures the flute affects are as follows:

Magic items: *Bag of tricks*, *bowl commanding water elementals*, *brazier commanding fire elementals*, *censer controlling air elementals*, *efreeti bottle*, *horn of valhalla*, *iron flask*, *pipes of the sewers*, *ring of djinni summoning*, *stone of controlling earth elementals*, *wand of conjuration*.

Monsters: Aerial servant, djinni, efreet, elemental, fiend, ghost, hell hound, invisible stalker, night hag, nightmare, salamander, shadow, spectre, thought eater, triton, umber hulk, vampire, water weird, wight, wind walker, wraith, xorn.

Spells: *Aerial servant*, *animal summoning*, *call woodland beings*, *conjure animals*, *creeping doom*, *insect plague*, *monster summoning*, *Mordenkainen's faithful hound*, *summon insects*, *summon shadow*.

A different melody is required for each item, monster, or spell to be affected by the flute. The first time the owner of a flute attempts to dismiss a certain object or spell, a poor rendition of the melody is necessarily produced—even assuming that the user of the flute knows which melody to use in a given situation. Any user's first try at a certain melody takes four rounds to play and has a 25% chance of being successfully reproduced. The second try (regardless of the outcome of the first try) takes two rounds to play and has a 50% chance of success. On the third and subsequent attempts, a fair amount of expertise is achieved, so much so that the melody takes one round to play and is always successful.

Even when a melody is successfully played, the object of the melody is allowed a saving throw (if applicable) vs. paralyzation. A check against magic resistance must also be made in cases where the object of the flute playing has such protection. The flute operates at 10th level for purposes of determining the magic resistance saving roll. It is suggested that a side record of a character's attempts with the flute be kept. The flute can be played an unlimited number of times.

Faerie

XP Value: 1,500 **GP Value:** 6,500

The Book of Marvelous Magic

This flute has no magical effect unless played in woodlands. It summons 1d8 woodland creatures, which arrive after one turn of playing. The wood folk are not hostile but are cautious and may choose not to reveal themselves. Further friendly actions or offers are needed to assure them of their safety. Any attack causes them to summon others of their kind, perhaps hundreds if the danger is great: but if properly entreated, and if there is need, they might help the user. The *faerie flute* may summon more than one race of woodland beings, such as centaurs, dryads, elves, halflings, pixies, sprites, and treants. One or more races might appear, and those responding should be selected, depending on the area. The flute plays once a week.

of Luck

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This flute may be used only once a week. When played for one turn, it confers upon the user the benefits bestowed by a *luck potion*; the player may declare any one die roll (such as an attack roll, saving throw, initiative roll, or any other) to

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have the best possible result. The flute's effect is not counted as a potion for combination purposes. If not used, its exceptional effect vanishes one hour after playing. The flute's melody can be heard by all within 120 feet, regardless of obstructions, and may attract monsters.

of Playing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

An ebony flute. When a magic word is spoken, the flute plays a haunting tune (something like *Greensleeves*) for five minutes, without human participation.

of Puppies[1]

New Item

XP Value: 1,200 **GP Value:** 6,000

When played by any character, this flute immediately *polymorphs* 1d4 attacking creatures, of 4th level or less, into neutral puppies. When a bard performs with this flute, 1d10 attacking creatures (4th level and below) are *polymorphed* into neutral puppies.

[1]This item was created by William Moots, who has since passed from the Prime Material Plane. We were asked to include it as a tribute to him—and so we have. Ed.

Shakuhaci of Peace

XP Value	GP Value
+5 Bonus: 2,000	14,000
+10 Bonus: 2,500	17,500
+15 Bonus: 3,000	21,000
+20 Bonus: 3,500	24,500

POLYHEDRON Newszine 82

Many centuries ago, Chujenko, a flute-maker on the island nation of Wa, showed extraordinary hospitality to a wandering priestess. The priestess was in reality a local greater nature spirit, and she was so impressed with Chujenko's kindness that she taught him to create shakuhaci filled with the peace of the woods. Chujenko produced a number of these flutes for the priests of the sect of Eight Million Gods. The flutes can be found throughout Wa, and more rarely in Kozakura. In all respects, these *shakuhaci* look like any other oriental bamboo flute; there are four sound-holes on the top and one on the bottom, and it is played held vertically down from the mouth. Anyone holding the flute can play it as if he had the appropriate proficiency. Characters with the musical instrument proficiency gain a +2 bonus when playing the flute.

The magical abilities of the flute can only be invoked by those who revere peace and nature. Each ability corresponds to a different tune.

- *Calm*, as a shukenja of 6th-level, once a day.
- *Protection from spirits, 15' radius* 2/day.
- *Pacify*, as if cast by a 12th-level shukenja.

In the hands of a shukenja, the flute provides a bonus to purification rituals, as follows, depending upon the type of flute found:

Roll	Bonus
01–09	+5%
10–15	+10%
16–19	+15%
20	+20%

Silver

XP Value: 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

When the command word is spoken, this flute plays itself and is easily heard by all within 60 feet. It causes all normal weapons within range to change to silver and makes them usable against lycanthropes and certain other creatures. Unfortunately, it also causes slings, bows, and other flexible weapons to turn to silver, making them unusable (a silver bow cannot bend to fire arrows). The items remain silver as long as the flute plays and return to normal when taken out of the 60-foot range or when the music stops. The flute may be used once a day for up to one hour per use; it stops playing on command.

of Wind Dancing

XP Value: 1,000 **GP Value:** 5,000

Dragons of Triumph

This item can only be used by a character who knows how to play a flute or other type of similar wind instrument. While playing this flute, the user summons and controls small breezes. After two rounds of playing, the user can create a *zephyr* and after three rounds, a *gust of wind*. If an entire turn is spent playing the flute, a *dust devil* can be created in a 30-foot-diameter area, blowing up dust and leaves and acting as an *obscure* spell. The *dust devil* dissipates gas and mist in the area of effect. The winds created start at the player and move outward (at 10 feet per round) up to 60 feet away. They die down the round after the playing stops.

Airolis's Shining Horn of Ten Thousand Winds

XP Value: 1,500 **GP Value:** 12,000

The Book of Lairs II

Airolis's Shining Horn of Ten Thousand Winds is a unique magical item aligned with the forces of chaos and good. Once a week the horn can summon up a permanent storm until the storm is dispelled with *dispel magic* or by the horn's user. On command the horn grants the power of *feather fall*, and allows the bearer to *wind walk* once a day. The horn prevents some changes in the user.

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The possessor can neither age nor improve abilities (rise in level). Even learning new spells is prohibited. The dead do not decay in the area of effect of the horn. The possessor only can part with the horn when a *remove curse* spell is cast.

of Amplification

XP Value: 1,000 **GP Value:** 5,000

The Complete Bard's 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 or her 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 (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 (setting two has a 10-foot range, setting five has a 25-foot range, and so on). 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.

of Animal Calls

XP Value: 1,200 **GP Value:** 6,000

The Complete Ranger's Handbook

This wooden instrument, painted bright red with tiny silhouettes of various animals along the sides, resembles a recorder about 6 inches long. The instrument can duplicate the cries and calls of any animal. With closed eyes, the user mentally pictures an animal, 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 1d4 rounds.

of the Azure Sea

XP Value: 750 **GP Value:** 5,000

GREYHAWK Adventures

This magical horn was created by an evil high priest who sought a source of undead to befriend and control. The mention of this item causes all sailors and ocean-faring merchants great distress, and they refuse to sail with a character whom they suspect of owning the horn.

Once a week, only at night on the open sea, the horn can summon a ghost ship. The ship appears in 1d4+1 rounds, materializing from the Ethereal Plane into the Border Ethereal, where it can be seen from the Prime Material Plane. The vessel is usually large and multidecked, with two or three masts and tattered sails. It is white and transparent, and it makes no sound. For 10 turns, it floats beside the ship upon which the summoner stands, then vanishes back into the Deep Ethereal.

Any character who sees the ghost ship must save vs. spell or be struck with fear for one turn. The summoner himself is immune from this effect. The ghost ship appears to be deserted, but is actually haunted by the following types of undead:

Roll	Undead
1–2	1d4 apparitions
3–4	1 ghost
6–7	3d4 shadows
8–0	1d4 spectres

These undead do not normally make themselves known, but there is a 75% chance that one of them will transfer to the summoner's ship. Thereafter it reluctantly obeys the orders of the summoner for the rest of the summoner's life or until it is destroyed.

of the Barrier Peaks

XP Value: 3,000 **GP Value:** 18,000

GREYHAWK Adventures

This iron instrument was enchanted by a dwarf smith to cement the friendship between demihumans and giant eagles. It is not used often out of respect to the great birds, but has found occasional use in desperate times.

The horn is usable only once a week. In areas where giant eagles dwell, it can summon 1d6+6 giant eagles, and they arrive in 1d4+3 rounds. If dwarves, elves, or halflings are in danger, the eagles will attack whatever is threatening them or carry the demihumans (and their companions) to safety. The eagles do not fight to the death or risk their lives uselessly, but can call reinforcements if more humans or demihumans need to be rescued.

To ensure that the eagles continue to answer to the horn's call, all those rescued must accept a

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geas to perform some service for the eagles. Failure for all those rescued to do so breaks the ancient pact and causes the horn to shatter.

of Baubles

XP Value: — **GP Value:** 1,200

The Complete Bard's Handbook

When this instrument is blown, 25 cubic feet of useless baubles spew 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 the character 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.

Black Ivory

XP Value: — **GP Value:** 20

Black Courser

When blown, this horn makes no sound audible to human ears. Ten rounds later, however, an ancient bronze dragonne arrives, searching for its long lost master. When it finds whoever blew the horn instead, it attacks.

of Blasting

XP Value: 5,000 **GP Value:** 55,000

DUNGEON MASTER Guide

This magical horn appears to be a normal trumpet, but it radiates magic if *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:

- A cone of sound, 120 feet long and 3 feet wide at the end, issues from the horn. All within this area must roll a successful saving throw vs. spell. Those who successfully save are stunned for one round and deafened for two. Those who fail the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.
- A wave of ultrasonic sound 1-foot wide and 100 feet long issues from the horn. This causes a weakening of materials such as metal, stone, and wood. The weakening is equal to the damage caused by a hit from a missile hurled by a large or heavy catapult. (See **Siege Damage** in the *DMG*—victims suffer an additional –2 penalty to the die roll described there).

If a *horn of blasting* is used magically more than once a day, there is a 10% cumulative chance that it explodes and inflicts 5d10 points of damage upon the person sounding it.

There are no charges on 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.

Bards are better able to play this instrument, so that there is only a 5% cumulative chance per day that the horn explodes. Furthermore, the 2% cumulative chance of the instrument self-destructing is reduced to 1%.

of Bubbles

XP Value: — **GP Value:** 1,200

DUNGEON MASTER Guide

This cursed musical instrument radiates magic if *detect magic* is used. It appears as a normal horn, or possibly any of the 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 time.

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 the hapless minstrel as a mass of bubbles. Once all of the bubbles pop (taking 2d10 rounds), the bard is irrevocably dead. Jesters (a bard kit) have only a 1% chance of being turned to bubbles.

of Change

XP Value: — **GP Value:** —

Book of Artifacts

The *horn of change* is quite ordinary looking, as far as artifacts go, so much so that it is indistinguishable from other magical horns. The horn is made of polished brass and is shaped like a curving ram's horn. Sigils are stamped along its rim and a chain of golden links is the carrying strap.

The origins of the *horn of change* are quite clear and can easily be learned by those who ask. Several hundred years ago (give or take a few decades), a rogue named Eustos was spending an evening at the gaming tables. He had been successful in the market that day, and his luck continued with the dice; he won throw after throw. As the evening wore on and Eustos drank and thought less, he foolishly bragged that he must surely have won the favor of the gods of luck, for no odds were too impossible for him that night.

Well, such a boast cannot go unheard and in a

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short time a charismatic stranger came to the table. Suddenly no throw did the stranger miss, nor any could Eustos make. Finally Eustos offered the greatest and only treasure he had remaining—his very soul. Against this, the stranger put up a plain brass horn. Eustos made the cast—and won.

It is said that the stranger smiled and told the rogue that the horn could bestow great power or immense woe, for each sounding was a roll of chance. Perhaps this is true, for after gaining a reputation for wonders, Eustos vanished one day and was never seen again.

The *horn of change* is a purely chaotic artifact. Thus, it is a wonderful item to give to the player characters. While there is no predicting the balance of its powers, the horn will provide many opportunities for role-playing, as its unpredictable powers come into play.

Constant Powers: Any character who picks up the horn is instantly aware of its possibilities. Show or explain the table below to that player.

Invoked Powers: When the horn is sounded, roll on the table below to find the result. The roll cannot be influenced in any way. Roll on the appropriate **Artifact Table** in **Volume 1** to determine what power immediately takes effect.

Roll	Power
01–10	**Table 1–02: Combat**
11–25	**Table 1–11: Enchantment/Charm**
26–40	**Table 1–03: Conjuration**
41–50	**Table 1–00: Abjuration**
51–75	**Table 1–15: Major Powers**
76–95	**Table 1–04: Cursed**
96–00	**Table 1–01: Cataclysm**

Curse: Each day that a character owns the horn, there is a 1% (cumulative) chance that the character will be seized by a gambling fever so intense that no honest wager can be resisted, regardless of the odds. This only passes when the character gives up or loses the horn.

Suggested Means of Destruction:

- The powers of luck must be gambled with to destroy the horn.
- The gods of justice must be cheated, an ultimate gamble.

of Command

XP Value: 2,000 **GP Value:** 20,000

Old Empires

This horn amplifies the sound of one's voice so that it can be heard three times farther than normal.

The greatest ability of this item, however, is its *suggestion* power. Once each day, a person using the horn can issue a *suggestion* to all within a 60-foot radius. A successful saving throw vs. spell negates this effect (but only for that individual). The person using the horn may direct the command at a single being (giving a penalty of –3 to the saving throw) or at all of the beings within the radius (each gets a saving throw). The *suggestion* must be in a language the affected beings understand.

Death's Head

XP Value: 1,400 GP Value: 7,000

POLYHEDRON Newszine 58

This magical horn can be sounded once a day, and acts as a *symbol of hopelessness* when used in battle against goblinkind.

of Dolphins

XP Value: 750 **GP Value:** 3,250

Otherlands

This conch shell can be blown as a horn. It sends out a deep booming thrum that can be heard in a ten-mile radius. All dolphins in its range will swim at top speed toward the user, anxious to heed the summons. The horn cannot command the dolphins to obey the summoner's orders. Whether the dolphins obey or not depends on the merits of the horn's owner. The horn can be winded nine times a week.

Fog

XP Value: 400 **GP Value:** 4,000

DUNGEON MASTER Guide

This small 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-cubic-foot *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, hornlike noise, the note dropping abruptly to a lower register at the end.

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 accumulates at the rate of 1 inch of water per round in a 10-foot square.

Fog II

XP Value: 400 **GP Value:** 4,000

CARDMASTER Adventure Design Deck

When blown, this instrument allows the party to escape from a monster. It can be used once a day.

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of Goodness/Evil

XP Value: 4,000 **GP Value:** 20,000

DUNGEON MASTER Guide

This magical instrument adapts itself to the alignment of its possessor, so it produces either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn has no power whatever. If the owner is good, then blowing the horn has the effect of a *protection from evil* spell in a 10-foot radius, which lasts for 10 rounds. Each friendly or allied creature within this area is 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 a day.

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.

Gjaller

XP Value: 6,000 **GP Value:** 30,000

Gods, Demigods, & Heroes

Heimdall's horn, *Gjaller*, is the alert system for Asgard as much as Heimdall is the alerter. Heimdall's avatar will blow a blast upon it to announce the coming of the Frost Giants and the gods, and their hosts will issue out to fight the last battle at Ragnarok. This horn also is blown to proclaim visitors. When blown, all creatures within 1,000 miles, regardless of mundane and/or magical limitations, can hear the horn.

of the Gray Waste

XP Value: 4,000 **GP Value:** 20,000

DRAGON Magazine 28

This magical horn, which looks like any other, calls bring forth 1d4 lesser tanar'ri or one greater tanar'ri, when sounded. The tanar'ri will obey the commands of the horn holder for 1d6 hours but have free will if attacked or if asked to give over any treasure they may carry. For a good priest or a paladin to command a tanar'ri to service requires an *atonement*, though they may give the horn to the tanar'ri and command it to be gone. The tanar'ri will bear the holder no ill will and will perform the required task—though it may require a cut of the profits (60% likely for a lesser tanar'ri, 90% likely for a greater tanar'ri). The horn can only be sounded once by any one character.

of Hard Hearts

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This horn appears and functions as a *horn of blasting*. However, the user instantly becomes unforgiving and cruel. Subsequently, the user will never accept an opponent's surrender, donate money or items for any cause, nor agree to any favors requested. If any loans made by the user are as yet unpaid, the user will, if lawfully possible, demand their immediate repayment. The effect may be removed by a *remove curse* spell from a caster of 26th level. The *horn of hard hearts* can be used only once a day at most.

of Plenty

XP Value: 2,000 **GP Value:** 20,000

The Book of Marvelous Magic

When properly commanded and played, this horn produces enough food to feed 120 humans and 120 horses. The *horn of plenty* cannot produce liquids. It may be used once a day.

of the Sacred Grove

XP Value: — **GP Value:** —

Castles Forlorn

This druidic artifact is true neutral in alignment. Created by Gregory (who worshiped Daghdha) and Dorinna (who worshiped Belenus), it draws upon the powers of each god. Many of these powers can only be used by a person who knows the correct sequence of notes to play. Other powers are only effective if the horn is in the hands of a druid.

Major Powers

- Once a week, at night only, the horn can be used by a druid (or a priest of either Daghdha or Belenus) to summon the Wild Hunt.
- Every other day, the horn can be used to cast the 7th-level priest spell *sunray*. A beam of sunlight up to 200 feet long and 10 feet in diameter at its far end emerges from the mouth of the horn.
- Every other day (alternates with the *sunray* power), the horn can be used to create a *heroes' feast* (as the 6th-level priest spell) that will feed 12 people.

Minor Powers

- The bearer of the horn is completely immune to normal fires and gains a +4 bonus to saving throws vs. magical fire.
- Once a day, for three rounds, the horn may be used as a listening device (the mouthpiece is held against the bearer's ear) to understand the speech of a single animal or plant, like the 4th-level priests' spell *speak with plants* or the 2nd-level priests' spell *speak with animals*.
- Once a week, the horn may be used to *control winds*, per the 5th-level priests' spell.
- Four times a day, kissing the horn in the hands of a druid results in the benefits of the 1st-level priests' spell *cure light wounds*.

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Corrupting Effects

- The first time the horn is blown, the sounder must successfully save vs. spell or suffer an alignment change to true neutral.
- If the bearer of the horn is a nondruid and blows the horn at night, there is a cumulative 5% chance per sounding that the horn will call the Ravenloft Wild Hunt. The bearer of the horn automatically becomes the prey. The Pack simply seeks to surround or tree the sounder, whereupon the Master silently steps forth and holds out his hand, expecting the bearer to give him the horn. If refused, the Wild Hunt attacks.

Weaknesses: The *horn of the sacred grove* was created by powerful magic, and it cannot be destroyed by ordinary means, despite the fact that it appears fragile. Normally, the horn would be destroyed only if removed to a plane where the Celtic gods have no influence. Because the gods' connection with the Domain of Forlorn is so tenuous, though, the horn loses power if all of the groves are destroyed or defiled.

September

XP Value: 1,000 **GP Value:** 10,000

The Book of Marvelous Magic

This horn appears and functions as a *horn of plenty*. However, except for the horn itself, it also causes all magical items worn or carried to vanish. The items are not destroyed, but merely return to the user's home. The *September horn* can be used once a day.

Shoo

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

When properly commanded and played, this horn creates a magical *cone of sound* 60 feet long and 10 feet wide at the far end. Each victim within the cone must make a saving throw vs. spell or be knocked over and pushed away until out of range or until stopped by an obstruction. Those affected but stopped take damage as if they fell the distance; so a creature blown over by the horn and pushed 30 feet before hitting a wall would take 3d6 points of damage. The *cone of sound* must be heard to have effect, and can be negated or blocked by a *silence* spell. The horn can be used three times a day.

of Signaling

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This normal size horn only functions outdoors. When properly commanded and played, it can be heard at a distance of eight miles. If used from atop a mountain, its range increases to 24 miles. The *horn of signaling* may be used as often as desired.



of the Tritons

XP Value: 2,000 **GP Value:** 17,500

DUNGEON MASTER Guide

This device is a conch-shell horn that can be blown once a day (except for tritons, who can sound it three times daily). A *horn of the tritons* can perform one of the following functions when blown:

- Calm rough waters in a one mile radius. (This has the effect of *dispelling* a water elemental or water weird.)
- If the character is in a body of water in which such creatures dwell, it summons:

Roll	Number	Creature
1–2	5d4	Hippocampi
3–5	5d6	Giant sea horses
06	1d10	Sea lions

The creatures summoned are friendly and obey, to the best of their understanding, the character who sounded the horn.

- 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.

Bards are able to sound this horn even though it isn't normally usable by rogues. Meistersingers and halfling whistlers (bard kits) are able to use this magical horn twice a day.

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of Uncontrollable Striding and Springing

XP Value: 2,000 **GP Value:** 20,000

DUNGEON Magazine 30

This magical wind instrument looks like a normal hunting horn but radiates abjuration magic. Its effects become apparent as soon as it is sounded, as everyone except the person using it must save vs. spell or jump madly about the place for one full round. Jumps are magically lengthened to let someone leap up to 20 feet from a standing start, or 30 feet if running or walking. The direction of the jump is determined at random by the DM and may be vertical, horizontal, diagonal, or any other direction, as circumstances dictate.

The area of effect of the horn is a circle, 60 feet in radius, centered on the horn. Those within the circle who save vs. spell are immune to the effects of the horn until it is again winded. Due to the quickness of movement of a victim, Armor Class actually improves by 1 (for example, a character with AC 10 becomes AC 9 while affected by a *horn of uncontrollable striding and springing*), but attacks made by a victim are at –1 to –10, based on a roll made by the DM on 1d10.

The horn holds five charges, one of which is expended each time the horn is blown. It may be recharged at a cost of 1,000 gp per charge, by any wizard of 11th level or greater using a *jump* spell.

of Valhalla

XP Value	GP Value
Brass: 1,000	15,000
Bronze: 2,000	30,000
Iron: 3,000	45,000
Silver: 1,000	15,000

DUNGEON MASTER Guide

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 making a percentile roll and consulting the table below.

Roll	Horn Type	Berserk Fighters Summoned	Usable by
01–08	Silver	2d4+2 2nd-level	Any
09–15	Brass	2d4+1 3rd-level	Priest, wizard, rogue
16–18	Bronze	2d4 4th-level	Priest, warrior
19–20	Iron	1d4+1 5th-level	Warrior

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 hit 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, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

Fully 50% of these horns are aligned and summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

At 5th level, bards can sound the brass horn, at 10th level the bronze horn, and at 15th level the iron horn. Skalds (a bard kit) can play any of these horns without penalty.

In a DRAGONLANCE Campaign: The *horn of Valhalla* is called the *horn of Kiri-Jolith* on Ansalon. All warriors summoned by the horn are chaotic good.

In Ravenloft: As usual, the hornblower summons berserkers from Valhalla, who fight. In Ravenloft, however, the berserkers break free of the enchantment after six turns. They cannot return to Valhalla unless they find a normal escape. The berserkers are never pleased about the summons. But if they have battled for a "worthy" cause, the newly freed fighters do not attack the hornblower or his or her companions. Instead, they simply leave as a group, in search of a route home. If they have been ill used, or forced to act in a manner they find distasteful, the berserkers attack the group.

When the hornblower and all companions leave Ravenloft, they still may have to answer for their actions. For each berserker summoned, there is a 1% cumulative chance that a greater power from Valhalla will appear before them—that power demands they justify their actions. The power condemns them for manipulating the berserkers and causing their entrapment in Ravenloft. The characters must make reparations to the greater power, or suffer the consequences.

For every 25 fighters called, there is a 1% cumulative chance that the greater power appears to the wielder in Ravenloft. The greater powers are not bound by the laws of Ravenloft. It claims its fighters, takes the horn and vanishes back to Valhalla. If the fighters were ill used, it may even punish the wielder of the horn.

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of Valor

XP Value: 5,000 **GP Value:** 25,000

Tome of Magic

This golden horn is indistinguishable from any other magical horn until it is sounded. When sounded, each unit hearing it, that 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). The check is made when the horn is sounded—during the magic phase—rather than in the rally phase. If this additional check fails, 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 240 feet. Unusual conditions, such as a raging storm, can decrease this range, but the horn can always be heard at a range of 90 feet (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.)

In Ravenloft: In Ravenloft, this item functions as described for mobs and crowds of villagers. They receive a +2 bonus to their morale for 1d4×10 rounds. Hearing it also enables a fleeing mob to roll a new morale check. If successful, the mob rallies and may once again approach monsters and the like. If used for a group that stands opposed to the mob, it lowers the mob's morale by 1 for 1d10+10 rounds.

of the Vast Swamp

XP Value: 1,000 **GP Value:** 2,500

GREYHAWK Adventures

This conch shell was enchanted by a renegade wizard who was banished by the Count of Sundi for criminal behavior. The wizard sought to gain power over the inhabitants of his new home, though he paid a heavy price for it. The horn summons 1d6+6 giant toads. Any summoner can command the toads for a number of rounds equal to twice his or her level. A nonevil summoner must make a saving throw vs. spell or lose control of the toads and be attacked by them. Each use of the horn causes the summoner to save vs. spell or permanently lose three Wisdom points. The summoner will not notice the change until the Wisdom score drops to 0, when he or she becomes a giant toad. The cumulative changes are:

Total Wisdom Points Lost	Effect
03	Glassy eyes, warts
06	Light green hair
09	Froglike facial features, croaking voice
12	Dark green skin
15	Bloated body, hunched back

of Voices

XP Value: 500 **GP Value:** 2,500

Realmspace

This item is used by the various cultures on the planet Coliar as a way to project the voice to a large area without the necessity of screaming to be heard. Everyone capable of hearing is able to hear the speaker from a distance up to one mile. The voice is not overbearingly loud to those nearest to the horn. In fact, they hear the voice with the same clarity and the same volume as those one mile away. The horn needs only to be placed to the lips and spoken through. There are no command words to activate the item. The only problem is that unless the horn is kept in an airtight sack or box, it projects all noises to a distance of one mile without the owner's realizing it, making it impossible to surprise anything. Horns are priced at 1,250 gp on Coliar, and 5,250 gp everywhere else.

of War

XP Value: 1,000 **GP Value:** 41,000

DRAGON Magazine 145

A *horn of war* is over 5 feet long, made of roughly carved, gold-colored stone, weighing 120 pounds, and covered with thousands of magical symbols and glyphs related to the arts of summoning. Only a nonelf fighter of the 9th level or higher (or a ranger of the 11th level) with Constitution and Charisma scores of 14 or higher may sound a *horn of war*; a fighter of substandard level or with less than 14 Constitution passes out from the strain of attempting to sound it, and an elf or a fighter with substandard Charisma is unable to command the creatures the horn summons. The great call of a *horn of war* carries for 5d4 miles in any weather conditions. It magically summons an army of 10d20 quaggoths, with 10 hp each, in 1d6 turns. The frenzied, battle-crazed mob may be com-

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manded only to attack, which the monsters do until destroyed. If not slain in battle, the quaggoths serve for one hour per level of their summoner before disappearing. Quaggoths summoned but not controlled run amok for 2d6 turns, attacking everyone, before leaving. Three years must pass between each sounding of a *horn of war*. Regardless of whether the quaggoths are commanded or not, they will slay all elves they see while carrying out their other tasks.

Kantele

XP Value: 8,000 **GP Value:** 40,000

Gods, Demigods, & Heroes

This instrument, when played by Vainamoinen's avatar, will summon to him all those lawful in nature within hearing distance. Let it be noted that the music will travel throughout Lapland in a period from 2d4 days and any hearing it have to come (save vs. spell applicable). Also, all evils that hear the music automatically fall asleep for 1d4 days (save vs. spell applicable). Only in special situations will the avatar play his *kantele*.

Heward's Mystical Organ

XP Value: — **GP Value:** —

Book of Artifacts

Heward's Mystical Organ is a massive musical instrument fashioned to look like a particularly sublime pipe organ. The cabinet is a great horseshoe arc with three full sets of keys; one of ivory and obsidian, one of jade and lapis, and the third of steel and brass. Arranged in three banks, one to each side and another across the front, are the organ's ivory stops, nine to a bank, 27 in all. Nine rosewood pedals sound the deepest of the bass notes.

The organ is more than just the cabinet though, for without the pipes it would have no voice. Each pipe is sounded by an elemental spirit. Made of gold and silver, some pipes are only inches in height while others stretch three stories high, almost to the ceiling.

Because the organ cannot be exposed to the elements (and it is in no way portable), it is always found housed in a cathedral-like building, not necessarily the same one each time. Sometimes the organ is discovered in the ruined shell of a temple, other times in a soaring cavern deep beneath the earth. Just how this occurs is one of the mystical properties of the device.

In a time long ago, when the Age of Elves was fading and the new Age of Man was just being born, Heward, Patron of Bards, despaired. Heward was a man more than a man, barely less than a demigod, for it was a time when men could rise to such greatness. For centuries Heward had listened to and learned with joy the songs of the elves. His fellow humans, though, had no time or interest in such graceful skills. Determined to teach humankind the genteel arts of composition and song, the great Heward spent his years building a device that would bring joy and wonder to the world. At last he finished his great creation—*Heward's Mystical Organ.*

It is said that the music Heward played on the organ was stolen from the voices of nightingales and that no man or woman who heard his airs could remain unmoved. Even the reclusive elves and the dour dwarves were lured from their hidden dens when Heward's fingers bent to the keys. Of those who came to hear, some among them were inspired to spread the wonder they had heard. From Heward they learned the arts of harmony, composition, and more—all the skills to make beautiful music. These men and women went out among the people and so Heward inspired the first bards. It is even said that when Heward played, blighted soil blossomed, rain fell upon command, and even the sun lingered a little longer in the sky.

Heward's work did not pass unnoticed in the heavens, and among the divine powers some grew jealous of his skill. These gods spoke to the mice of Heward's hall, saying "Great Heward will some day call you vermin and use his music to drive you from this place. Go and gnaw on his organ before this can happen," and the mice with their foolish little brains did as the gods suggested. Perhaps, as some say, it was the elven gods who, fearful that their own songs would vanish, sent the mice—perhaps it was another. And so the songs of the organ changed and as the soured notes were keyed, evil things stole their tones. Thus the harpies found their voice and the sirens gained their power to lure. Enraged at the treachery of the mice, Heward played one last song on his organ that forever cursed them to be lowly and meek. Then everything disappeared without a trace. Or so the story goes.

Heward's Mystical Organ is one of those artifacts best suited to a multipart adventure, since several elements must be brought together before the organ can be used. Because it is not a particularly practical device (being impossible to transport and difficult to use), most characters are not likely to seek out the organ of their own accord. Therefore, the DM must provide them with a strong enough reason, a threat that can only be foiled by the correct use of the device.

Given the history and musical nature of the artifact, a peril such as the loss of all bardic lore or the evaporation of music throughout the world is particularly appropriate. Once faced with the

problem, the characters must learn how the Organ can help, find the correct tune to play on it, practice that tune (for it must be flawless), discover the location of the organ, and finally, get there. Of course, the agent or agencies behind this plot are not going to leave the characters unhindered. Ever-increasing efforts will be made by the enemy to stop them. Of course, along the way the characters gain hints to a few songs that just might be useful to them.

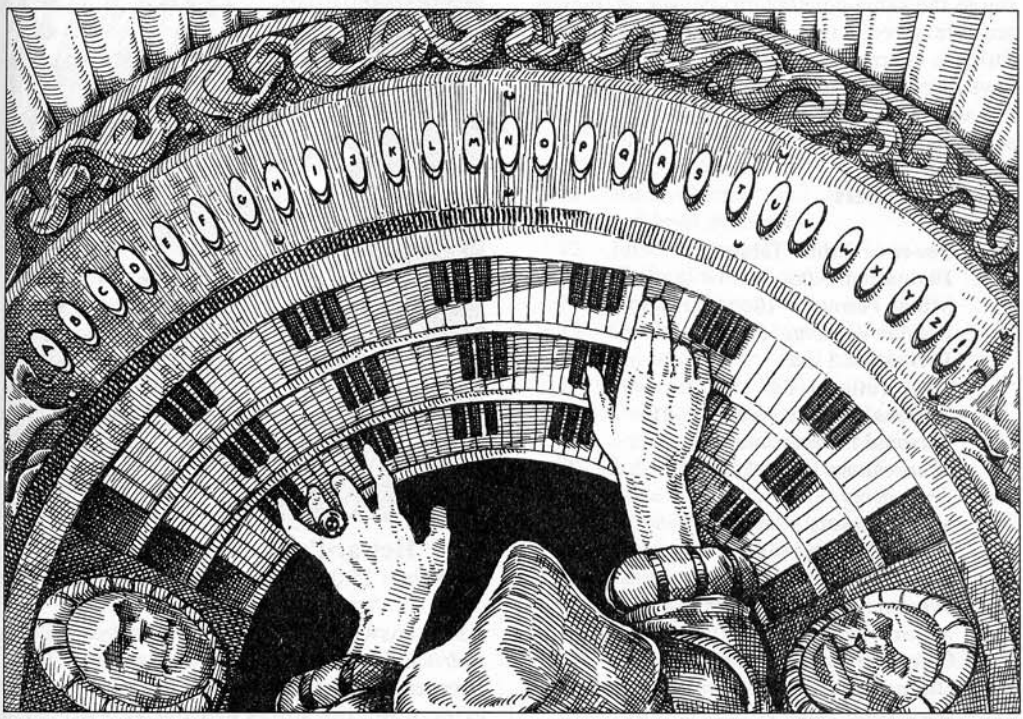
At the end of the adventure, the characters could experiment with the organ, although this would be most foolish. Alternatively, if the DM wants to remove the artifact, it can simply vanish as soon as a song is poorly played.

Invoked Powers: To use the organ properly, characters must know two things; the exact song to be played and the settings for the stops of the organ. Only specific combinations of a particular song and exact stop settings have any effect. There are at least 23 powers of the organ, requiring 23 different songs. (More can exist if the DM desires.) DMs can create their own list of tunes based on their own tastes in music. (It can be particularly effective to choose classical organ works and then play them on a stereo just as the PCs attempt the same.) It is generally a good idea to mix up the selections so that players cannot guess correctly, based on their knowledge of the DM. A form is provided at the end of this entry for the DM to record the settings.

The stops are noted by a coded sequence. There are 27 stops lettered **A-Z** and one more labeled "**!**." Each stop has eight settings (**1** through **8**). The settings are noted as a combination of letter and number. For convenience, any stop all the way in (set to **1**) is ignored. Thus the stop setting for a particular song might be **A7, G2, H3, I5, R6, S6, V2,** and **!3.** The last setting (**!**) is important for, if set incorrectly, the organ's curse is automatically triggered. Once all the stops have been set, the song can be played. A successful proficiency check must be made by one skilled in playing such an instrument. If it fails, the character has erred during the course of playing, potentially triggering a bad effect.

The effects of the organ's 23 songs are quite varied. A suggested breakdown is given here, or the DM can create an effect that matches the goal of the adventure. The tables referred to are found in the **Artifact Tables** in **Volume 1**. Roll on each of the tables listed below to find the abilities of the 23 songs:

5 abilities from **Table 1–21: Personal Enhancements** Roll 5×
6 abilities from **Table 1–00: Abjuration** Roll 6×
6 abilities from **Table 1–11: Enchantment/Charm** Roll 6×
3 abilities from **Table 1–01: Cataclysm** Roll 3×
3 abilities from **Table 1–03: Conjuration** Roll3×



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If the song or setting is incorrect or if the playing is poor, the DM should roll on the table below, **Bad Reviews,** for a result.

Bad Reviews

Roll	Result
01–07	No result
08–09	Curse
10	Random effect

Curse: It is said that only Heward could play the organ without fail. Should any character trigger the curse, all those within the hall must roll a successful saving throw vs. death with a –4 penalty or be stricken mad, tortured by the screeching tones of the pipes. Those driven mad forever wander the world, unable to bear the slightest sound, yet unable to tolerate silence either. Mad characters lose all class abilities except saving throws and hit points and are controlled by the referee. The madness can only be cured by a *wish* spell.

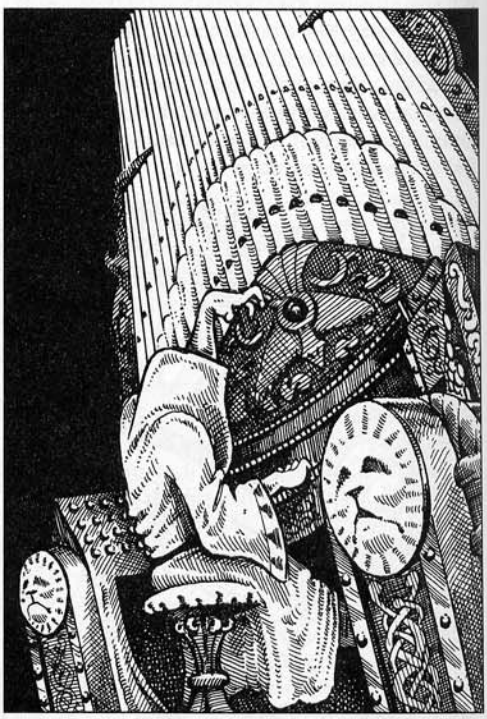
There is also the risk that a character will play the organ *too* well. Should the proficiency check be a 1 (or less), the keyboardist has played with near divine inspiration, worthy of Heward himself. At the end of the piece, the musician is instantly struck with melancholia, knowing that this performance is never likely to be matched. Those listening must roll checks against their Wisdom, with those who fail coming to the same conclusion. (Wiser characters are able to rouse themselves from depression.) Stricken characters take no joy in life, for they have heard the most sublime beauty and gradually waste away, unable to even motivate themselves to eat or drink.

Suggested Powers

P#	Power or Table (Table #)
1	**Divination 1–06**
2	**Minor Powers 1–16**
3	*Conjure elemental* (1/week)
4	**Divination 1–06**
5	**Conjuration 1–03**
6	**Personal Enhancements 1–21**
7	**Personal Enhancements 1–21**
8	*Shapechange* (1/week)
9	*True seeing*
10	**Major Powers 1–15**
11	**Minor Powers 1–16**
12	**Divination 1–06**
13	**Personal Enhancements 1–21**
14	**Abjuration 1–00**
15	**Offensive Powers 1–18**
16	**Offensive Powers 1–18**
17	**Divination 1–06**
18	*Create food/water* (1/day)
19	**Planar 1–22**
20	**Movement 1–17**
21	*Death spell* (1/week)
22	*Power word, stun* (1/day)
23	**Enchantment/Charm 1–11**
24	*Symbol of fear* (1/day)
25	**Enchantment/Charm 1–11**
26	*Power word, blind* (1/week)
27	Portrait of Magus

Suggested Means of Destruction:

- The King of the Mice must be convinced to lead his people in an attack on the organ, for only they can destroy the instrument's inner workings.
- The worst composer in the entire world must be found to play the instrument. The cacophony that results causes such a titanic explosion that the organ, its hall, and the surrounding area for a half-mile radius are destroyed.
- The organ must be burned in a fire kindled with a copy of every work that Heward ever composed.



Heward's Mystical Organ II

XP Value: 25,000 **GP Value:** 125,000

DRAGON Magazine 29

As an answer to the limited information that *Eldritch Wizardry* gave on this wondrous artifact, a reader designed his own way of determining the effects and the songs of *Heward's Mystical*

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Organ. His design is unique enough to warrant a separate entry.

He designed the organ with 7 usable stops and 65 working keys (15 black keys and 50 white keys). For the stops he used a simple binary code. Each stop represents a number, the number of possible combinations for stop positioning is 128. This range is from zero to 127. See the example given below

I = the stop is in
O = the stop is out

64	32	16	8	4	2	1
O	O	O	O	O	O	O = 0
O	O	O	O	O	O	I = 1
O	I	I	I	O	O	I = 57
I	O	O	O	O	O	I = 65
I	I	I	I	I	I	I = 127

Once the stops have been set, find out what the results are. If the player sets the stops at: I O O O I O O, the result is 68. Referring to the stop result table indicates that 68 is a random 5th-level priest spell.

Stop Results Table

0 Attacked by five tanar'ri
1 5th-level priest spell
2 User killed instantly
3 3rd-level wizard spell
4 1st-level wizard spell
5 Organ plays itself
6 7th-level wizard spell reversed[2]
7 1st-level priest spell
8 6th-level druid spell
9 Table 4 monster[4]
10 2nd-level druid spell
11 Power recharge[1]
12 3rd-level priest spell
13 7th-level priest spell reversed[2]
14 3rd-level illusionist spell
15 Organ plays itself
16 Table 6 monster[4]
17 5th-level illusionist spell
18 User loses one level
19 1st-level wizard spell
20 6th-level priest spell
21 Table 3 monster[4]
22 Power recharge[1]
23 Table 2 monster[4]
24 4th-level illusionist spell
25 1st-level priest spell
26 Table 1 monster[4]
27 5th-level wizard spell reversed[2]
28 7th-level illusionist spell
29 Table 5 monster[4]
30 Organ plays itself
31 3rd-level wizard spell
32 6th-level priest spell reversed[2]
33 2nd-level priest spell
34 6th-level wizard spell
35 User shrinks 12 inches
36 3rd-level druid spell
37 2nd-level wizard spell
38 User *polymorphed*
39 4th-level wizard spell
40 1st-level priest spell reversed[2]
41 Table 4 monster
42 7th-level priest spell
43 Power recharge[1]
44 1st-level wizard spell
45 Organ plays itself
46 4th-level illusionist spell
47 3rd-level wizard spell reversed[2]
48 User's charisma -10
49 2nd-level priest spell
50 8th-level wizard spell reversed[2]
51 7th-level wizard spell
52 User *teleported*[3]
53 10–80% users money gone
54 4th-level priest spell
55 1st-level illusionist spell
56 Power recharge[1]
57 5th-level wizard spell
58 6th-level wizard spell reversed[2]
59 Table 4 monster[4]
60 2nd-level illusionist spell
61 *Gas cloud* (roll type)
62 6th-level wizard spell
63 1st-level priest spell
64 Table 3 monster[4]
65 4th-level wizard spell
66 *Teleport* to other plane[3]
67 Organ plays itself
68 5th-level priest spell
69 Random *teleport*[3]
70 3rd-level priest spell reverse[2]
71 2nd-level druid spell
72 Table 4 monster[4]
73 5th-level wizard spell
74 Power recharge[1]
75 Creates 1 magic item (1/wk)
76 3rd-level wizard spell reversed[2]
77 4th-level druid spell
78 User takes 3d12 damage
79 2nd-level wizard spell
80 3rd-level priest spell
81 Table 5 monster[4]
82 6th-level illusionist spell
83 User takes 3-24 shock
84 9th-level wizard spell reversed[2]
85 9th-level wizard spell
86 1st-level druid spell
87 User gets 1d8 jewels (1/week)
88 Table 6 monster[4]
89 7th-level druid spell

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90 Organ plays itself
91 User takes 6d12 damage
92 3rd-level druid spell
93 5th-level wizard spell
94 2nd-level priest spell reversed[2]
95 Table 3 monster[4]
96 2nd-level wizard spell
97 Table 2 monster[4]
98 1st-level wizard spell
99 7th-level wizard spell
100 Organ plays itself
101 1st-level druid spell
102 4th-level priest spell reversed[2]
103 User gets 1d8 jewels (1/wk)
104 4th level wizard spell
105 Table 5 monster[4]
107 6th-level priest spell
108 Organ *teleports*[3]
109 3rd-level illusionist spell
110 4th-level wizard spell reversed[2]
111 5th-level priest spell
112 User *teleported*[3]
113 3rd-level wizard spell
114 User loses 2d3 –1 hp permanently
115 Power recharge[1]
116 4th-level priest spell
117 Table 7 monster[4]
118 Organ plays itself
119 8th-level wizard spell
120 1st-level illusionist
121 6th-level wizard spell reversed[2]
122 2nd-level wizard spell
123 5th-level druid
124 loses 1 statistic point
125 6th-level wizard spell
126 5th-level priest spell reversed[2]
127 Attacked by five baatezu

[1]*Power recharge* means the organ draws in all magical and priestly force within 100 feet of it. All learned spells are lost (no saving throw).
[2]Reversed spells are to be used as if a hostile caster was directing them at the user.
[3]The stops that produce *teleport* are to specific places in the campaign. The DM should adjust these as he or she sees fit.
[4]Where a table monster is indicated, use the dungeon monster tables. The attack is with surprise from behind.

Pipes of Animal Attraction

XP Value: 400 **GP Value:** 2,000

DRAGON Magazine 73

A short hollow wooden tube with a slot cut out of it. This whistle attracts all animals of a given type, usually some herd animal, within hearing.

Copper

XP Value: 200 **GP Value:** 2,000

The Book of Marvelous Magic

These pipes appear identical to *pipes of pan*. However, when played, all metals within 10 feet turn into copper. Magical items are not affected, but all nonmagical coins, weapons, and other forms of metal are immediately changed. They are nonmagical in their new copper forms, and cannot be restored. The *copper pipes* are usable once a day.

Damh's

XP Value: 1,900 **GP Value:** 9,500

Monster Mythology

These magical pipes can cast *charm person* or *mammal*, *fear*, or *sleep* in a 60-foot radius (at will). The avatar must spend one full round playing the instrument to generate the effect.

Gas

XP Value: 250 **GP Value:** 2,500

The Book of Marvelous Magic

These look and function like *sewer pipes*. However, when the creatures arrive, a green gas pours out of the pipes. The user must make a saving throw vs. poison with a –4 penalty to the roll; if it fails, 1d10 points of damage are inflicted, and the summoned creatures attack the user. Otherwise, the creatures may be ordered about normally. The pipes may be used once a week.

of Haunting

XP Value: 400 **GP Value:** 4,000

DUNGEON MASTER Guide

These magical pipes appear 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, spellbinding 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.

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.

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of Pain

XP Value: — **GP Value:** 1,250

DUNGEON MASTER Guide

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. spell 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 are stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. The pain lasts for 2d4 rounds. After that, the least noise causes the victim to wince, reducing the character's attack and saving throw rolls by –2. The effect can be negated only by a *forget* or *remove curse* spell.

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.

Pan

XP Value: 3,000 **GP Value:** 30,000

The Book of Marvelous Magic

This rare item summons 3d6 woodland creatures of various types, both humanoid and otherwise—centaurs, elves, and the like—who appear after one turn of playing. If the command word is spoken, the pipes may be played again to produce one *charm monster* spell per round, directed as the user desires. Up to three spells may be cast per summoning. The pipes may be used once a day.

of Panic

XP Value: 3,000 **GP Value:** 30,000

Tall Tales of the Wee Folk

These appear to be a normal set of shepherd pipes. But when properly played (requiring a music skill check, if the skills system is used), they may be used to the same effect as a *wand of fear*, except everyone within 120 feet of the musician is prey to the effect, if they fail their saving throw—it is not selective between friends and foes.

A faun using *pipes of panic* need not use them solely for the evocation of fear, and can direct the pipes' effects at specific individuals (within range). The magic of the pipes combines with the faun's ability so that targets must save at –2 (cumulative with any other positive or negative adjustments) to avoid the intended effect.

Sewer

XP Value: 2,000 **GP Value:** 8,500

DUNGEON MASTER Guide

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he or she can attract 1d6×10 giant rats (80%) or 3d6×10 normal rats (20%) if either or both are within 400 feet. For each 50 feet distance the rats have to travel, there is 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 or she continues to play. If for any reason the piper ceases playing, the summoned rats leave immediately. If they are called again, it is 70% probable that they come and obey, 30% that they 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.

When played by bards, these pipes actually *teleport* the rats from some unknown location. Thus, a bard can summon rats even if located in an area completely devoid of rats. Meistersingers (a bard kit) can select whether giant or normal rats arrive, and have a +10% bonus to any control rolls.

Sewer II

XP Value: 1,800 **GP Value:** 8,000

The Book of Marvelous Magic

These pipes have no effect unless played within 120 feet of a cave entrance or ruins and cannot function in daylight. Their music summons 2d10 giant rats, 2d4 giant bats, and 1d4 giant vampire bats, which arrive after one turn of playing. The creatures understand and obey the user of the sewer pipes and will travel far if so ordered. They serve for three hours at most and then return to the cave, vanishing utterly when within its confines. The creatures vanish before that time if slain or if struck by sunlight. The pipes function once a week.

of Sounding

XP Value: 1,000 **GP Value:** 10,000

DUNGEON MASTER Guide

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 seems 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.)

Bards are able to generate any sound with

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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 (a bard kit), however, can generate clear speech.

of Speaking

XP Value: 320 **GP Value:** 3,200

The Book of Marvelous Magic

These pipes enable the user to speak to and understand the speech of all normal animals within 30 feet. Giant size and magical animals are not affected, but all others within range are calmed if hostile, and attracted if friendly. They can speak with the user of the pipes for up to one turn, offering what information they can. They suffer no penalty to surprise rolls, however, and are free to ignore the pipes if attacked or threatened in any way. The pipes may be used three times a day outdoors, or once a day indoors (whichever comes first).

Water

XP Value: 200 **GP Value:** 2,000

The Book of Marvelous Magic

These appear identical to *pipes of pan* and summon 1d10 of the same creatures. However, they also summon rain, which arrives at the same time, suddenly drenching the user and all within 30 feet. The rain clogs the pipes, which cannot be used for one turn thereafter. The creatures responding may be hostile (–1 penalty to reaction rolls). The *water pipes* may be used once a day.

Recorder of Recording

XP Value: 1,200 **GP Value:** 6,000

The Complete Bard's Handbook

This recorder has two magical functions. If, after a melody is played, the bard says, "Play it again when X happens," the recorder will magically play the entire song over again any time condition X occurs ("When Tarnak comes within 20 feet," for example).

The other magical function is activated by speaking the word, "record," before playing a tune. 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.

Ye'Cind's

XP Value: — **GP Value:** —

Book of Artifacts

The *Recorder of Ye'Cind* is a musical instrument made from an 18-inch piece of hollowed-out lake reed with 10 holes drilled into it. Unlike a flute, it is held vertically and played by blowing into the open end.

Over a century ago, there lived an elf named Ye'Cind. During the course of his life he traveled throughout the country, compiling and creating ballads and songs to tell the rich history of his beloved land. In time he became renowned in all of the lands. During a festival in one small kingdom, Ye'Cind was returning to his bed late at night when he witnessed the brutal slaying of the king in the courtyard below. Though he had seen the crime, he could not identify the assailant. By morning, Ye'Cind had vanished, leaving behind only blood on his sheets.

Twenty years later, at the annual Festival of Life, Ye'Cind reappeared in the fateful kingdom with a recorder in hand. He played strains of music to amuse and please the crowd. Lovers held each other dearer when tender melodies were played. For a crying child, Ye'Cind played a tune that brought laughter to its lips. Making his way to the center platform, Ye'Cind came face to face with the king and began to play for him. A look of astonishment crossed the king's face as 20 years melted away, and the king saw himself standing in the courtyard over his brother's dead body, a bloody knife in hand. A smile crossed Ye'Cind's face as he watched the guards drag away the struggling king.

This artifact can be used by all character classes. A possible adventure might revolve around a band of prophets taking the recorder to a monarch for delicate negotiations with a neighboring kingdom. En route, the caravan is attacked and the recorder stolen.

Constant Powers: The recorder emits an ear-piercing note anytime anything of the PC's (including the recorder) is stolen within 30 feet of it.

Invoked Powers: The recorder can be commanded to play complicated melodies upon itself. Playing a sustained G reveals a single and important truth about a subject of the user's choosing. This truth is revealed in the form of a shimmering image, complete with visual and audible effects. The truth is usually something of profound significance in the subject's life, although the recorder does not reveal the same image more than once for a single subject (1/day).

Random Powers: Three from **Table 1–11: Enchantment/Charm** (notes A, C, and E), three from **Table 1–16: Minor Powers** (notes B, D, and F).

Curse: The music is so beautiful that the user becomes unable to hear anything except the recorder within 2d4 weeks. All of the standard penalties for deafness are suffered.

Suggested Means of Destruction:

- It must be bathed in the liquid essence of 100 windchimes.
- The holes must be plugged with *sovereign glue.*
- It must be cast back into the lake where the reed from which it is made originally grew.

Doom Trumpet

XP Value: 900 **GP Value:** 5,000

DRAGON Magazine 91

This item is a magical horn, similar in appearance to a *horn of Valhalla*. Some specimens of this item appear to be battered, a few seemingly about to fall apart: If the *doom trumpet* is blown all human, demihuman, and humanoid skeletons and corpses within a 60-foot radius about the horn are brought into unlife, as the spell *animate dead*. All of the undead will obey the bearer of the horn without question, to the utmost of their ability. The greater the number of undead *animated*, however, the shorter the time that they remain active. If only one skeleton or zombie is animated, it remains active for 60 hours under the horn blower's control. If two are *animated*, they are active for 30 hours, three are active for 20 hours, and if 4 or more skeletons or zombies are activated, they are *animated* for only 10 hours before they collapse again. The undead created by the *doom trumpet* may be commanded to "go down!" (at which they *disintegrate* into dust) if the user of the horn wishes it; otherwise, the undead serve until destroyed, *dispelled*, or their time runs out. Use of a *doom trumpet* is not considered to be a good act, though sounding it to test its properties is not evil. The *doom trumpet* may only be sounded once per month. Using it more often will produce no results.

Axewood Whistle

XP Value: 3,500 **GP Value:** 32,000

GREYHAWK Adventures

This silver instrument was created by elf wizards for use by young human and elf maidens. Anyone who successfully uses the whistle gains the respect of the demihumans of Axewood, while any rumor of its misuse will draw the wrath of many angry elves, gnomes, and halflings.

Once a month the whistle can summon 1d4+1 unicorns. The unicorns make a reaction check with the following cumulative modifiers:

The summoner is good-aligned	+10%
The summoner is human or elf	+10%
The summoner is a sprite, dryad, etc.	+30%

If a summoner or companions are evil or if the reaction is poor, the unicorns leave immediately.



If they stay, a good-aligned human or elf maiden of pure heart can attempt to tame one of them for use as a steed. To the base 25% chance, add 2% for each point of the character's Intelligence, Wisdom, and Charisma over 15. Also, add the following cumulative modifiers:

The maiden is a ranger or priest	+10%
She is not alone	–5% per companion
She was once evil-aligned	–20%

Thus, a maiden ranger with an 18 Charisma and one companion would have a 36% chance to tame a unicorn (25 + 6 + 10 – 5 = 36).

of Deafness

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This item appears as a *whistle of training* in all respects. However, there is a 30% chance that it also makes the user deaf. This affliction results in a –1 penalty to surprise rolls and difficulty in communication. Hearing can be restored by a *remove curse* spell applied by a caster of 26th level.

Dragon

XP Value: 200 **GP Value:** 2,000

Dragon Dawn

A *dragon whistle* is used by dragon knights to summon their mounts and give flight and formation cues in aerial battle, where the wind might

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whip verbal commands away unheard. The device is a mundane whistle, enchanted with a dweomer that lets its sound carry for exceptionally long distances. The pitch of a *dragon whistle* cannot be heard by human ears, although sympathetic vibrations can be felt by anyone who is also carrying one. Each dragon knight has one or two such whistles. They are not essential for the knight to work with his dragon, but are a considerable help.

A *dragon whistle* is carved of bone. It does not compel any dragon to answer, although a particular dragon might appear when its knight's whistle is sounded. Such whistles have only curiosity value to persons who are not dragon knights.

Gateway

XP Value: 6,000 **GP Value:** 40,000

Dragon Dawn

The *gateway whistle* is a dragon whistle crafted of crystal and enchanted with a special power. When this device is blown, a dragon in flight, with its rider, can pass between planes. The whistle must be blown by the knight for one full round preceding transition to another plane. At the end of that time, a shimmering *gateway* appears in the air before the flying dragon. Only one dragon and knight can pass through the portal opened by a *gateway whistle*. If the pair does not fly through immediately, the *gateway* closes after one round.

The whistle functions as an *amulet of the planes*, giving random access to the Outer Planes until the person blowing it experiments long enough to know what notes open which *gateways*. A person with a musical proficiency can figure out the logic of this after three random results. Other characters must get 3d4 random results before they can control the *gateway whistle*.

of Herding

XP Value: 700 **GP Value:** 3,500

DRAGON Magazine 73

A hollow wooden tube, closed at one end, with a slot in the side. This is a *herding whistle*. Each type attracts a different herd animal and has a distinctive note. When an animal of the appropriate species hears the whistle (which is quite loud), it moves to within 25 feet of the whistler and maintains that position, following him or her if necessary.

Rat

XP Value: 500 **GP Value:** 2,500

The Northern Reaches

This item originally was used to summon pet rats, but now summons wild rats (50% chance of 1d10 giant rats).

of Stopping

XP Value: 950 **GP Value:** 7,000

The Book of Marvelous Magic

This whistle can be heard to 120 feet. If any moving vehicles are within range, they stop for three rounds before resuming their original course and speed. Both magical and nonmagical vehicles can be affected (cart, wagon, flying carpet, and so on). Mounts cannot be affected but may be forced to make the "whistle stop" if pulling a vehicle. The whistle can produce its magical effect once a day and only on command.

of Summoning

XP Value: 800 **GP Value:** 4,000

The Book of Marvelous Magic

The sound produced by this whistle cannot be heard by human or demihuman ears. It summons one animal of a specific type, if the animal is within a one-mile range. The creature summoned appears as soon as possible, approaching to within 50 yards; reactions are then determined normally. Fantastic creatures are not affected. The type of animal affected is different for each whistle (bat, bear, boar, camel, great cat, crocodile, elephant, horse, rat, or wolf). The whistle may be used once a day.

of Training

XP Value: 400 **GP Value:** 2,000

The Book of Marvelous Magic

The sound produced by this whistle cannot be heard by human or demihuman ears. It enables the user to train a charmed animal. The animal affected must be within 10 feet and must be charmed before training is possible. Once activated by the command word, the whistle is blown and a one-word instruction given; the animal understands and remembers the instruction, obeying each time the word is spoken or whenever the whistle is heard thereafter. The whistle can be heard for a range of 60 feet. If the whistle can produce more than one note, the animal can be trained to respond to as many as five simple, one-word commands, such as attack, defend, fetch, threaten; one command is keyed to each note or word.

Window

A magical window is simply a small square or rectangular wooden frame lacking glass, which appears identical to a normal window frame except for its size. It may be as small as 1 inch square or as large as 2 feet across. All magical windows enlarge on command to a maximum of 5 feet square and shrink back to original size with a second command word. A window may be held in place for up to one hour per use. A window

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cannot be removed for at least one round after use or it will vanish. Windows have no effect on magical doors or walls.

Display

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This window appears to be and functions as a *window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user becomes paralyzed (no saving throw) and stands holding the window. The paralyzed victim does not fall over or let go. Once the window has trapped a victim, it cannot be damaged or moved but will release its victim one turn later. The paralysis cannot be removed unless a *remove curse* is applied to the window (not the victim) by a caster of 15th level.

of Dressing

XP Value: 1,500 **GP Value:** 7,500

The Book of Marvelous Magic

This odd window allows the user to put on armor, equipment, and other possessions in only two rounds. When enlarged and viewed, the window reveals a small, other-dimensional cubicle. The user may step through while carrying equipment, take the time to put on the equipment (armor, shield, weapons) and step back out of the cubicle, fully clad, one round later—regardless of the actual time needed to dress. Magic items do not function within the cubicle, and spells cannot be studied or cast. The window can be very useful during outdoor travel, as a character does not wear armor while sleeping.

of Opacity

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This window does not permit viewing, instead producing the opposite effect. When held to any normal or magical window or mirror, it causes part of the other window's transparent or reflective surface to become misty and unusable. Only the part covered by the *window of opacity* is affected, and only while the two windows touch. The window may be used only once a day.

of Peeping

XP Value: 1,600 **GP Value:** 8,000

The Book of Marvelous Magic

This window looks like and functions as a *window of spying*, but both the window and the user can easily be seen by those in the room.

of Spying

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

When held to the surface of a wall or door, this window allows the user to see through the barrier into the area on the other side. It has no effect on magical walls or doors, can be blocked by any metal, and can see through up to 2 feet of wood or stone at most. It reveals no sign of its use to those on the other side. The *window of spying* can be used three times a day.

of Visiting

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This window functions like *a window of peeping* in all respects. However, if used to gaze upon a nonhuman creature hostile to the user (predetermined by a reaction roll), the user and the window are drawn through the wall or door and appear in the midst of the creatures seen (no saving throw). Only the user is affected.

Wine of Eternity

XP Value: 1,500 **GP Value:** 10,000

The Ruins of Undermountain

This extremely rare, fell vintage was devised by a cabal of renegade illithid wizards an age ago. They are all dead now; the secrets of enchanting this drink are thought to have died with them. The values given above are for a single quart flask.

The wine tastes fruity, like fermented cherries. If even the slightest drop of this fine, dark-red wine passes the lips (or is spilled into a wound, so that it mixes with the blood) of a living creature, that creature falls instantly asleep.

Seven days after imbibing the wine, an affected being is allowed a special saving throw. If it succeeds, the being awakens and is forever after immune to the effects of the *wine of eternity*. If it fails, the next saving throw is allowed a year (to the minute!) later. If that fails, another year must pass, and so on. This cycle can theoretically continue for ages and beyond.

The saving throw is a special one, calculated as follows: add the victim's current Strength, Constitution, Intelligence, and Wisdom ability points. Roll percentile dice; if the roll is equal to or less than the ability point total, the sleeper awakens.

No known means short of a *limited wish* can end the slumber early. The sleeping being does not age, or even require food, water, or air—although breathing (and snoring) continues. Hair continues to grow, but nails do not, and most other bodily processes (except healing) also seem to cease. Certain sleepers have even been known to regenerate lost limbs and the like, without the

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use of a spell—something normally beyond the powers of mere rest!

This vintage is believed the cause of many sleeping knights found in tombs throughout the Realms. Allegedly, the illithids tried to dose many of their foes—and after a time, sold the vintage to humans, to use against rivals; the victims were eventually laid to rest by those helpless to awaken them.

Mind flayers, beholders, and drow are known to be immune to the slumber-causing agents of this magical wine, as are all undead. To drow, it functions merely as an intoxicant; to mind flayers and beholders, it functions as a powerful, regenerative healing draft, yielding 1d12 restored hit points per cup.

No known written instructions exist of its making, and, according to Elminster, many powerful wizards searched long and hard for any mention or clue of it in all the libraries of the Realms.

Wings

Wings are magical devices that generally allow the wearer to fly just like a bird. The user often cannot levitate or hover (unless specified in the text), but must flap and move forward to stay aloft. Some wings graft themselves to the shoulders while others must be strapped on like a backpack.

Dragon

XP Value: 10,000 **GP Value:** 50,000

Dragon Keep

Just prior to the Age of Might, a band of magic-using silver dragons created *dragon wings* to share the gift of flight with their human friends. *Dragon wings* look like miniature silver dragon wings about 2 inches long.

To activate the *dragon wings*, the owner must be in close physical contact with a silver dragon of the same sex (traditionally, the dragon embraces the owner while pressing the wings against the owner's back.) The owner feels a burning sensation that spreads from the neck through the shoulders and down the spine as the dragon wings are absorbed into the body.

The burning sensation continues for a full minute, then a wracking pain shoots through the owner's body. A Constitution check must then be made. If the check fails, the owner suffers 1d6 points of damage. If the check succeeds, he or she takes one point of damage.

The pain subsides in 1d4 minutes, after which a pair of glittering silver *dragon wings* blossoms from the owner's shoulders, spanning 12 feet when fully extended. The wings are totally functional; with them, the owner can fly at the same speed as a silver dragon. The wings remain in place for 24 hours. They can be used only once.

of Flying

XP Value: 750 **GP Value:** 7,500

DUNGEON MASTER Guide

A pair of these magical wings looks like nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak turns 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 can support up to 500 pounds weight.

Sigh Danovitche's Wings of Flying

XP Value: 750 **GP Value:** 7,500

1992 Fantasy Collector Card 27

These magical wings are able to support up to 500 pounds of weight. The character who wears them may continue to fly as long as he or she likes without tiring. Their movement rate is a constant 9. *Sigh Danovitche's wings of flying* are not effective in combat situations—the wearer can do nothing but concentrate on flying while wearing them. If the flyer's train of thought is in any way interrupted, the wings convert back into a cape and the flyer falls.

Wo-ha Ui-jung

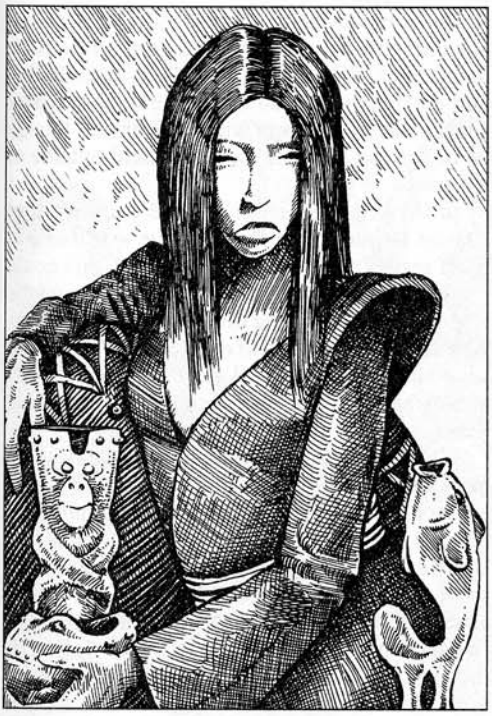
XP Value: 1,200 **GP Value:** 6,000

Kara-Tur

The *Wo-ha Ui-jung* are 10 magical vessels that were fashioned with arcane powers by the Han. Each is carved in the shape of a different animal, and their powers have played a major role in Koryo's past and present. There is a legend that the man who gathers all the *Wo-ha Ui-jung* together again will be the first emperor of the world! Here are the statistics and status of each:

Standing Monkey: This vessel *cures blindness*, allows *commune with lesser spirit* to the unskilled, and handling it causes the spell of *face* to be cast on the holder, as if it rubs off on the wielder. Its magic is called by filling the deep cup with rose petals. The king now possesses the *standing monkey*, and he led an expedition to collect three of these vessels.

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Squatting Toad: This one calls *creeping darkness*, makes the user grow 1d4 inches taller, adds +1 to Strength, +1 Dexterity and –1 Charisma, and permanently bestows the ability to swim on the wielder. It happens upon drinking anything from the cup. This only happens once, no matter how long the wielder attempts to recreate the ceremony. The king possesses this vessel, a gift from the people of Saishu.

Sitting Monkey: The user must follow a regiment of nightly ceremonies to keep the powers of this vessel. Incense must be burned in its cup at midnight, and a peculiar chant is required. It raises the user's level +2, adds +20% to all characters' ability to climb walls, and allows the handler *true seeing*, the 5th-level shukenja spell, once per day. If the ceremony is continued over six months, the manipulator's toes become prehensile, making shoes uncomfortable, but allowing the character to hold on to ledges, ropes, and branches like a monkey. This change is the only permanent one. The *sitting monkey* is in the treasure rooms of the king.

Sitting Bull: This cup instills *surelife* in any drinker of the cup, as in the 8th-level wu jen spell, and a blanket protection from all disasters except physical blows from another character. The effect lasts one hour. The king possesses this object, and many believe he uses it. It can only be used once a day.

Sitting Dog: This vessel is lost, last used by the hero Niofu Sangto, who defeated the Kozakuran navy in the Battle of Wui Eyong (Koryo 812). Obscure records list its powers, but there are confusing accounts; it might *cause baldness* and *cure stricken crops* or it could give the abilities to start fires with a gaze and sing a hypnotic song. The hero Niofu Sangto had a fortress on the coast somewhere east of Tu Pe, but it is lost as well.

Standing Bear: This vessel too, is lost. It was held for years by a powerful yakuza clan in T'o na'Chee, the Yio Dufong. It gave any drinker from the chalice the strength of a bear (19) for three hours and a flushed, excitable nature. The Yio Dufong would all drink from it before a battle, and to this day, they are still known as the "bears." The treasure was stolen and has not resurfaced.

Leaping Fish: This one was last used by the shukenja, Pitalla, when he cured mo'Ki of the ivory plague infestation. It is thought he carried it to Su'un and left it there. When this vessel, the fish's mouth, is filled with fine oil and lit, it glows pale blue and the user can ask for one *wish* to be fulfilled, as in the 9th-level wu jen spell.

Laughing Hare: This is actually a cup. It must be filled with saki and drunk to initiate the magic. The wielder's hearing increases, and he or she can see objects twice as far away for half a day. The drinker can also *conjure* one earth elemental during that time. This cup only works during the full moon.

Dancing Hart: This figure holds a cup with its antlers. It is a lost relic and its powers are unknown, but certain arcane records call for filling it with the blood of an enemy. Some believe it is in the treasures of Toranu Gang-po.

Coiled Dragon: A dragon surrounds this huge vessel 1 foot in diameter, wide and shallow. It must be filled with liquid silver (mercury) and one drop of blood from the user. Then that person can use the little pool as a mirror to view any scene in Kara-Tur or the Heavens above. As long as the viewer concentrates, the little window may be moved anywhere on the world the user wants to see, spying or searching. This relic was last carried by the Chinhan people, but it has been lost for 2,000 years.

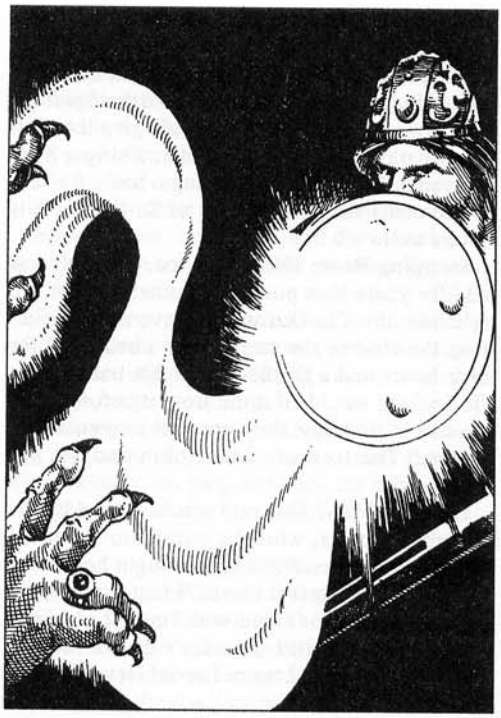
World-Shield Ore

XP Value: — **GP Value:** —

Nightrage

This ore is not magical, rather it is strongly antimagical. Still, its properties merit discussion here. The metal forged from this ore can absorb magical energy harmlessly. Furthermore, it holds the magic intact on its surface, affecting those

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who touch it.

The ore's unique properties derive from its source—the *world-shield* at the center of Mystara's crust, which is impenetrable by any magic, even that of the Immortals. The *world-shield* may be a "zone of influence" as opposed to an actual barrier of rock; this remains unclear, for the evidence is conflicting. Perhaps its eons in the zone of influence have bestowed on the ore its strange powers.

The *world-shield ore*, once forged, exceeds all other minerals in strength and hardness. It is essentially indestructible. Though conventional hard materials are also brittle, this ore is not. Few blows can shatter it. However, its strength makes the ore extremely hard to forge. Nothing but the heat of the planet itself, as in a live volcano, can melt it.

For game purposes, assume armor forged from this ore gives the wearer AC –2. Yet because of its lightness, it weighs no more than ordinary banded mail.

The ore, and items made from it, completely blocks, negates, and neutralizes all magical effects. (This includes magical liquids poured through cracks in the armor; the liquid simply refuses to work.) The armor totally seals the wearer from the effects of any magic, for better or worse. For instance, the wearer cannot become *invisible*, be lifted by *telekinesis*, travel through a *gate*, be *teleported* or *charmed*. *Bless* spells, *healing* magic, magical rings, and girdles are all similarly futile. Scrying and communication magic such as *contact outer plane*, *legend lore*, and *clairvoyance* also don't work. The wearer cannot cast magic from within the armor, though he or she can use magical items held outside of the armor.

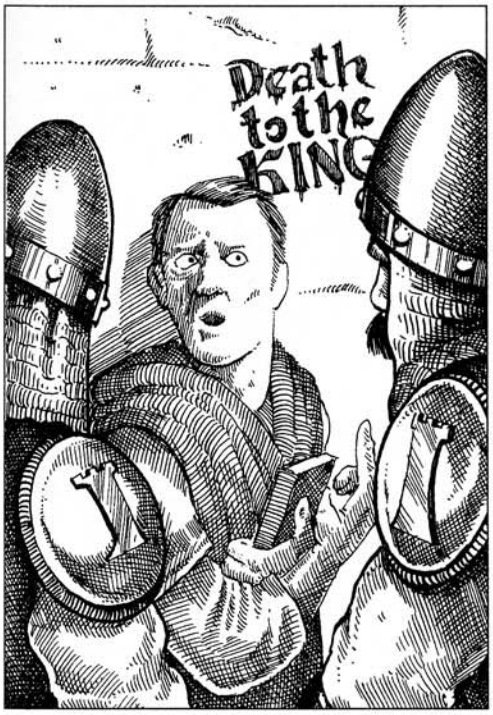
In theory this armor should even protect against Immortal magic, since the *world-shield* itself resists the Immortals. However, this could easily prove too powerful for a campaign, so the DM has the final ruling on the effects of Immortal magic on *world-shield ore*. (Note: If the armor were built by an Immortal, it would be effectively an artifact, and would protect against Immortal magic.)

When the armor is attacked magically, the attack's magical power "collects" on the ore's surface, suspended. This power automatically attacks the next person or object that the armor touches. This target is affected just as if the spell had been cast directly on it. If the armor touches nothing for six minutes (six rounds), the suspended power dissipates harmlessly. If the armor collects and suspends magic from an area-effect attack, it still only inflicts its damage on a single target, by touch, and only as much damage as the armor's wearer would have taken from the spell.

Note that *world-shield armor* is unstable (unless an artifact). A month or so after forging, its properties wear off, and the metal crumbles. So even if they manage to fit into the armor suits, the PCs can't be permanently invincible.

Apparently only one factor governs the armor's instability—the presence of a living wearer. The act of being worn apparently saps the armor's power. Armor forged and stored unworn may last indefinitely, until worn. After one wearing, the armor inevitably decays within a month. (At the DM's discretion, other factors can also make the armor unstable, such as exposure to light or corrosive acids.)

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Xylograph

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This is a wooden slab, 1-inch thick and a foot square. Upon command, it transcribes the words of the user, carving them backwards as grooves in the wood. Upon a second command, the words fill with ink and the *xylograph* can then be pressed against a wall, parchment, or any receptive substance, printing its message on the surface. Once the words are printed, the *xylograph* returns to its original featureless state. After the initial command word, the user may also inscribe a drawing of some sort simply by using one finger to trace the lines desired. The *xylograph* functions only once per day, and can become nonmagical if damaged by fire or if anything is carved or written on its surface without the use of the first command word.

Yoke

Yokes are devices that are used to harness large draft animals to the will of the owner. A yoke is often attached to a plow, farm implement, or vehicle to harness a team of animals for labor.

of Boar Harnessing

XP Value: 800 **GP Value:** 4,000

Moonshae

These rare devices are of druidic design and can be used to harness a pair of boars or giant boars to the will of the user. The boars can be harnessed to a chariot, cart, plow, or carriage. Alternatively, the harness can be separated into two pieces, mastering two boars for riding purposes. Creatures larger than dwarves or elves can ride only giant boars.

The harnessed boar responds to all of the commands of the user, but it does not receive any magical increase in Intelligence. Thus tasks that could normally be learned by the creature can automatically be performed while under the harness, but the boar cannot perform unusually complicated tasks.

of Flight

XP Value: 600 **GP Value:** 3,000

Moonshae

This large yoke can be used to harness a pair of horses. When in use, the horses have the power of *flight* and can pull a chariot through the air at a speed of 36.

To take off, the chariot must race in a straight line at a speed of at least 12. When the command word is spoken, the vehicle lifts off the ground and soars into the air. It must travel at least 12 per turn to remain airborne; at a slower speed it automatically crashes. The chariot flies with Maneuverability Class E.

Landing requires a straight path at least 60 yards long. It takes two rounds to slow down enough to maneuver freely on the ground.

of Irritation

XP Value: — **GP Value:** 1,200

The Book of Marvelous Magic

This item is placed on a beast's neck. Rather than controlling the animal, however, the yoke enrages it and it attacks the user as best it can. The creature is nearly invulnerable while wearing the yoke; only damage to the yoke is counted (treat as AC 2, hp 20), and only magical damage applies. When the yoke is destroyed, the beast returns to normal. A *remove curse* does not affect the yoke, but a *wish* makes it disappear.

of Obedience

XP Value: 2,500 **GP Value:** 4,000

The Book of Marvelous Magic

When this yoke is placed on a creature's neck, the victim is *charmed* and thereafter obeys the user's spoken commands for as long as the yoke is worn. The yoke disintegrates 30 days after its

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first use. Only the user can remove the yoke while the creature is alive.

Practical

XP Value: 1,200 **GP Value:** 5,000

POLYHEDRON Newszine 23

This item is used in the same manner as a *yoke of obedience*. However, the user soon discovers the curse that comes with it. Anything the user sits upon makes noise; the user's teeth turn black after drinking liquids; and other similar effects may occur (as created and applied by the DM). When the yoke is removed, the curse departs, but it returns each time the yoke is used.

of Underwater Action

XP Value: 2,000 **GP Value:** 10,000

Moonshae

This yoke, like the *yoke of flight*, enables a pair of horses to carry a chariot through a medium it could not normally enter. In this case, the environment is water. The horses can pull the chariot at normal movement rates. The horses have no difficulty breathing, nor do any riders who remain in the chariot.

Yo-Yo of Fate

XP Value	GP Value
3 inch: 1,500	18,000
5 inch: 2,500	30,000
9 inch: 4,500	54,000
13 inch: 6,500	78,000
17 inch: 8,500	102,000
20 inch: 10,000	120,000

DRAGON Magazine 134

This yo-yo looks like any normal yo-yo; it is a bright cherry-red color, and its string glows faintly yellow. The *yo-yo of fate*, however, adds a +1 to all of a jester's (bard kit) saving throws and +2% to all normal jester abilities when carried. Most of the time, it functions as a normal yo-yo. However, when the jester desires, the yo-yo allows its owner to alter fate during the course of a day. A particular 1d20 die roll, made for that jester's combat or saving throw purposes, is chosen and altered (but only before the roll is made). The jester then uses his yo-yo to "get lucky" When used to alter fate, the yo-yo's string permanently shortens by 1 inch for every +1 bonus added to the die roll to be altered. Note that the *yo-yo of fate* does not guarantee that a die roll will succeed; it merely adds to the chance involved. The yo-yos come with strings of various lengths. When such a yo-yo is found, roll on this chart:



Roll	String length
01–60	3 inches
61–80	5 inches
81–90	9 inches
91–95	13 inches
96–98	17 inches
99–00	20 inches

If a yo yo's string is too short to permit the size of the die-roll bonus asked for (a 2-inch string cannot allow a +5 bonus on a die roll), then the yo-yo grants the maximum bonus it can allow (in the above case, a +2 bonus) and vanishes forever. No jester can use or own more than one of these yo-yos at a time.

Zwieback of Zymurgy

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

This dry, crusty bread is magically useful in wine production. If dipped into a wineskin filled with inferior wine, the liquid changes to an excellent beverage, which can be sold for 10 times the original price. The piece of *zwieback* disintegrates when used. Each package of *zwieback* contains 2d10 pieces when found, which will keep indefinitely unless moistened.

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The Lastword

And here we are, four volumes, sixteen hundred and sixty-four pages, and 4,032, 306, 375* magical items later. We hope you have enjoyed reading and using the Encyclopedia Magcia™ volumes as much as we have enjoyed bringing them to you. A few words need to be said in conclusion, so if you'll bear with us, mysteries will be unveiled.

* This figure, give or take a few hundred thousand, is slade's estimate of the total number of items that exist or can be created by using the tables and alternatives.

Those Curious Asterisks

Throughout the encyclopedia there are items marked with asterisks, and many have written and called to ask what arcane truth is contained within them. Quite simply, they are "everything items." Any item so marked can be translated into any other item. For example, a *ring of folly* could become a *dagger of folly*, a pair of slippers, a brooch, a gem, or anything else a DM cares to make of it. This was done to enable the DM to customize items specific to a campaign in which a listed item may not be appropriate.

Unpublished Works

TSR, Inc. works on a two-year lead-time. Occasionally adventures and accessories are written only to be canceled when the needs of a specific product line change. Those who were very alert may have spotted items from a 1994 SPELLJAMMER accessory called *Infinity Sphere*. Don't look for it at your local store, *Infinty Sphere* was dropped from the schedule—but its magical items are within these pages.

Errata

Glen Orbik was inadvertently left off the list of color plate artists in volume II. John and Laura Lakey were listed in volume II to correct the fact that they should have been listed in volume I. We apologize for any confusion this may have caused.

Not Errata

Please note that the fact that an item appears in more than one place in these volumes is *not* an error. In order to make this project more user friendly, certain items were duplicated. For example, *Equus* items appear as everything from earrings to ankle bracelets. A single listing would have been more difficult to find, so we listed *Equus* under each applicable type. A few items were judged to be important enough to warrant listing them singly and in categories, and some, like *Quirks*, were redesigned to make them fit specific categories.

Special Thanks

To Lorraine Williams for the format concept, which is a vast improvement on the one slade and I had envisioned; to Tim Brown, Roger Moore, Steve Winter, and Bruce Heard for aid under fire; to Arnie Swekel for his wonderful illustrations of the items and scenes in all four volumes; to the AD&D Product Group for proofreading on short notice with even shorter deadlines; to Peggy Cooper for ferreting out obscure and ancient color art; to Bob Gibson, whose critique of slade's DRAGON Magazine article helped make the following tables better than they were; and to all of you who have written and called to express your appreciation for this project, we thank you. Your kindness made an impossible project merely difficult.

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Appendix
Magical Item Random Determination Tables

Whenever possible, experienced DMs select the magical items that are to be used in their campaigns. There are times, however, when random charts can be of tremendous help, especially when considering the fact that this encyclopedia contains more than *four billion* items, including all of the variant items, weapons, and gear listed in the pages and on the tables of its four volumes.

Many of the items listed below are in **bold** type. These are unique items and artifacts that fit no specific category—and so, we inserted them under some unusual classifications. This system not only allowed us to include every item, but also adds a factor of true randomness—be careful what you wish for, you might not like what you get. For example, under **Decanters** you will find *Disintegration Chamber,* and *Horn of Plenty* is listed under **Potions**. Of course the DM is always free to throw out any result he or she feels would inflict more harm than good to the campaign.

To randomly select a magical item, roll on Table 1 below. Table 1 directs the DM to the specific categories listed in Tables A through T.

Table 1 is almost identical to **Table 88** in the *DMG*, except that it includes entries for humorous items, artifacts, and relics.

Please note that **Table T**, which contains the complete list of artifacts, is excluded from **Table 1** due to the unique nature and power of artifacts. Artifacts should never be given as random treasure. **Table T** is included in order to give you a list of the artifacts available in the ENCYCLOPEDIA MAGICA accessory. We do not recommend its use as a random table.

Table 1: Magical Items

d100 Roll	Reference Magical Item Category	Tables
01–20	Magical Liquids	A
21–35	Scrolls	B
36–40	Rings	C
41	Rods	D
42	Staves	E
43–45	Wands	F
46	Miscellaneous: Books	G
47–48	Miscellaneous: Gems & Jewelry	H
49–50	Miscellaneous: Clothing	I
51–52	Miscellaneous: Boots & Gloves	J
53	Miscellaneous: Girdles & Helms	K
54–55	Miscellaneous: Bags & Bottles	L
56	Miscellaneous: Dust & Stones	M
57	Miscellaneous: Household Items	N
58	Miscellaneous: Music Instruments	O
59–60	Miscellaneous: Weird Stuff	P
61	Miscellaneous: Humorous Items[1]	Q
62–77	Armor and Shields	R
78–00	Weapons	S

[1]This result may be rerolled if the DM has no sense of humor.

Once the general category is determined, choose a specific item from the reference tables given below. Each item on the reference tables is given a die roll number so that the DM can select items randomly.

The die rolls for these tables are d1000. This means the DM must roll three 10-sided dice, collating the results together, and coming up with a number from 001 (one) to 000 (one thousand). It is suggested that three different colored dice be used to make the rolling easier.

Many items listed on the reference tables have an asterisk after the name. If this result is rolled, the DM is encouraged to roll again on that table, combining the entries into a unique item. This can be done any number of times, but the DM may wish to limit the number of rerolls to three.

Table A: Magical Liquids

Roll	Item Discovered
01	**Enchanted Enhancements***
02–03	**Arcane Formulae for a Dracolich**
04–05	**Arcane Formulae for a Lich**
06–07	**Cordial of the Dryad Elixirs**
08–09	of Additional Weaponry
10–11	of All-Purpose Healing
12	Distillate of Wolfsbane
13–14	Glitz & Klax's
15–16	of Health
17–18	of Heroic Action
19–20	of Kindness
21–22	of Life
23	of Luck
24–25	of Madness
26–27	Nerve Tonic
28–29	Nodozze
30–31	of Obscurement
32–33	of Photosynthesis
34	Physical Enhancement
35–36	Quirks*
37–38	Rainbow Bridge
39–40	of Reduction
41–42	of Revivication
43–44	of Sanity
45–46	Skunk Water
47	of Sunlight Resistance
48–49	of Weakness
50–51	of Youth
52–53	of Zorbo Fingers
54–55	**Essence of Darkness**
56–57	**Ichor of Intoxication**
58	**Liquid Iron**
59–60	**Liquid Road**
61–62	**Mist of Rapture**
Oils	
63–64	Absinthe
65–66	of Acid Resistance
67–68	African Ju Ju
69	of Agelessness
70–71	Allspice
72–73	Allspice II
74–75	Anger
76–77	Animation
78–79	Anise
80	Aphrodisia
81–82	Arabian Nights
83–84	of Aries
85–86	of Armor
87–88	of Armor II
89–90	Attraction
91–92	Attractiveness
93	Bard's Aphrodisiac Inspiration
94–95	Bats' Blood
96–97	of Beauty
98–99	Bendover's
100–101	Bergamot's
102–103	of the Black Arts
104	Bottom #20
105–106	Bruno's Curse
107–108	Buddha Type I
109–110	Buddha Type II
111–112	Buddha Type III
113–114	of Bug Repellence
115	Bull's
116–117	of Buoyancy
118–119	Caloric Shield
120–121	Carnation
122–123	Chocolate
124–125	Cintronella
126	Civit
127–128	Cleo May
129–130	of Cloaking
131–132	of Commanding
133–134	of Concentration
135–136	of Confusion
137–138	of Conquering Glory
139	Controlling
140–141	Crab Apple
142–143	of Crossing
144–145	Cumin Seed
146–147	Cypress Seed
148–149	of Damnation
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168–169	of Elemental Invulnerability
170–171	of Enchantment
172	of Enchantment II
173–174	of Eternal Fire
175–176	of Etherealness
177–178	Eucalyptus
179–180	of Eve
181–182	of the Evil Eye
183–184	Excisement
185	of Exodus
186–187	of the Feasts
188–189	of Feather Falling
190–191	of Fiery Burning
192–193	of Fire Stilling
194–195	Five Finger Grass
196	Frangi Pani
197–198	of Fumbling
199–200	Galangale's
201–202	Gardenia
203–204	Getaway's
205–206	Grape
207	of Great Devotion
208–209	of Hair Replacement
210–211	of High Conquering
212–213	of High John the Conqueror
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218	of Horridness
219–220	Hypnotic
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319–320 of Sharpness
321–322 of Slipperiness
323 Snake
324–325 Solomon's
326–327 Spikenard
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330–331 of Stillness
332–333 of Stone Passage
334 of Sulfur
335–336 of Time
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400–401 of Recovery
402 of Scar Removal
403–404 of Scarring
405–406 of Second Sight
407–408 of Soothing
409–410 Tanning
411–412 **Padriac's Portable Purveyor**
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691	of Growth
692–693	of Healing
694–695	of Heroism
696–697	Horn of Plenty
698–699	of Housecat Control
700–701	of Human Control
702	Hummingbird Nectar
703–704	of Immunity
705–706	of Immunization From Lycanthropes
707–708	of Infravision
709–710	of Inner Strength
711–712	of Insulation
713	of Intensity
714–715	of Invisibility
716–717	of Invulnerability
718–719	of Iron Handedness
720–721	Istar's Truth
722–723	Kanzaz
724	Kur's Drink
725–726	of Language Learning
727–728	of Lethargy
729–730	of Levitation
731–732	of Lichdom
733–734	of Life Stealing
735–736	of Life Suspension
737	of Lightning Form
738–739	of Longevity
740–741	Love
742–743	of Luck
744–745	of Lycanthropy
746–747	Mage Wine
748	of Magic Blocking
749–750	of Magic Enhancement
751–752	of Magic Peas
753–754	of Magic Resistance
755–756	of Magic Resistance II
757–758	of Magic Shielding
759	of Magnetism
760–761	of Magnification
762–763	of Master Thievery
764–765	of Merging
766–767	of Metal Immunity
768–769	of the Midas Touch
770	of Mind Dampening
771–772	of Mind Focusing
773–774	of Mind Restoration
775–776	Mirage
777–778	of Mirrored Eyes
779–780	of Missile Protection
781–782	of Monster Creation
783	of Neutralization
784–785	of Noxious Resistance
786–787	of Nutrition
788–789	Odrovir
790–791	of Open Mind
792–793	of Opposite Alignment
794	of Pain Suppression
795–796	of Perception
797–798	of Pestilence
799–800	of Petrification
801–802	Phase
803–804	of Plant Control
805	of Plant Growth
806–807	of Poison
808–809	of Poison Negation
810–811	of Polymorph Self
812–813	of Wizard Power
814–815	of Priest Power
816	of Rogue Power
817–818	of Warrior Power
819–820	Pox
821–822	of Protection from Immiscibility
823–824	of the Pseudo Treant
825–826	of Psionic Ability
827–828	Psionics Boosting (Gray)
829	Psionics Boosting (Green)
830–831	Psionics Boosting (Red)
832–833	Psionics Boosting (Silver)
834–835	Psionics Boosting (Violet)
836–837	Psionics Boosting (White)
838–839	Psionics Boosting (Yellow)
840	of the Psychotic Killer
841–842	of Pursuit
843–844	Quirks*
845–846	of Rage
847–848	of Rainbow Hues
849–850	of Recall
851	of Reflection
852–853	of Regeneration
854–855	of Regeneration II
856–857	of Rejuvenation
858–859	of Rest
860–861	of Restoration
862	of Resuscitation
863–864	of Reverse Ventriloquism
865–866	of Rogue Wisdom
867–868	of Safe Consumption
869–870	of Scent Neutralization
871–872	of Scrying
873–874	of Seeing
875	of Sensory Enhancement
876–877	of Shadow
878–879	of Sharp Eyes
880–881	of Sight
882–883	Singing
884–885	Skeletal
886	of Sleep Bestowing
887–888	of Sleep Breathing
889–890	Sleeping
891–892	of Sleepy Breath
893–894	of Snake Crawling
895–896	of Sobriety
897	of Soul-Chilling
898–899	of Speech
900–901	of Speed
902–903	of Spelljamming
904–905	of Spirit Binding
906–907	of Spirit Flight
908	of Stone Form
909–910	of Strength
911–912	of Superhealing
913–914	of Superheroism
915–916	of Superheroism II
917–918	of Superior Animal Control
919–920	of Superior Healing
921	of Sustenance
922–923	Sweet Water
924–925	of Swimming
926–927	Teleportation
928–929	of Thievery
930–931	of Thinness
932	Toad Skin
933–934	of Tongues
935–936	of Toughening
937–938	of Tragic Heroism
939–940	of Treasure Finding
941–942	of Truth
943	Truth Drug
944–945	of Ugliness
946–947	of the Undead
948–949	of Undead Control
950–951	of Underground Awareness
952–953	of Useful Appendages
954	of Vampirism
955–956	of Venom
957–958	of Ventriloquism
959–960	of Visions
961–962	of Vitality
963–964	Wallac's of Speedcasting
965–966	of Water Adventuring
967	of Water Breathing
968–969	of Water Breathing II
970–971	of Water Breathing III
972–973	of Water Movement
974–975	of Wizardry
976–977	of Worm Calling
978	Zak's of Invulnerability
979–980	Zombie Blood
981–982	Zombie Broth
Salves	
983–984	of Far Seeing
985–986	of Healing
987–988	of Scar Removal
989	**Sea Dew**
990–991	**Sovereign Glue**
992–993	**Universal Solvent**
Water	
994–995	Blessed
996–997	Golden
998–999	Holy
000	**Wine of Eternity**

Table B: Scrolls

Roll	**Item Discovered**
01–10	**Enchanted Enhancements***
Papers	
11–20	of Forms
21–30	of Writing
Parchments	
31–40	of Looping
41–50	of Monster Holding
51–60	of Selective Reading
61–70	Self-Protecting
71–80	of Spell Stealing
Scrolls	
81–90	of Animal Growth
91–100	Ballant's
101–110	of Communication
111–120	of Creation
121–130	Curate's
131–140	Cursed
141–150	Cursed II
151–160	Cursed of Amber
161–170	of the Death Servant
171–180	of Delay
181–190	Domination
191–200	of the Efreeti
201–210	of Equipment
211–220	of Erasing
221–230	of Five Priest Spells
231–240	of Five Priest Spells II
241–250	of Five Wizard Spells
251–260	of Flame Magic
261–270	of Four Illusionist Spells
271–280	Glyph
281–290	of Ha Rahni
291–300	of Illumination
301–310	of Mapping
311–320	of Mapping II
321–330	of Mixed Priest Spheres Spells

Scrolls

331–340	Mondasso's Automated Spell
341–350	Nether
351–360	of Portals
361–370	Priest of Mixed Spheres
371–380	Priest of Mixed Spheres II
381–390	of Priest Spells
391–400	of Protection from Acid
401–410	of Protection from Air
411–420	of Protection from Baatezu
421–430	of Protection from Cold
431–440	of Protection from Divination
441–450	of Protection from Dragon Breath
451–460	of Protection from Earth
461–470	of Protection from Electricity
471–480	of Protection from Elementals
481–490	of Protection from Felines
491–500	of Protection from Fire
501–510	of Protection from Gas
511–520	of Protection from Genies
521–530	of Protection from Heat
531–540	of Protection from Illusions
541–550	of Protection from Lycanthropes
551–560	of Protection from Magic
561–570	of Magical Weapons Protection
571–580	of Nonmagical Weapons Protection
581–590	of Protection from Paralyzation
591–600	of Protection from Petrification
601–610	of Protection from Plants
611–620	of Protection from Poison
621–630	of Protection from Possession
631–640	of Protection from Shapechangers
641–650	of Protection from Spirits
651–660	of Protection from Tanar'ri
661–670	of Protection from Traps
671–680	of Protection from Mechanical Traps
681–690	of Protection from Magical Traps
691–700	of Protection from All Traps
701–710	of Protection from Undead
711–720	of Protection from Water
721–730	of Questioning
731–740	Quirks*
741–750	of Recovery
751–760	of Repetition
761–770	of Return
771–780	Rhialle's
781–790	Sand
791–800	Sea
801–810	of Seeing
811–820	of Seven Druid Spells
821–830	of Seven Wizard Spells
831–840	of Shelter
841–850	of Six Priest Spells
851–860	of Six Illusionist Spells
861–870	of Six Wizard Spells
871–880	of Six Wizard Spells II
881–890	Sorcerer's
891–900	of Spell Catching
901–910	of the Stellar Path
911–920	of the Stellar Path II
921–930	Suggestion
931–940	Tattoo
941–950	of Transmutation
951–960	of Trapping
961–970	of Truth
971–980	of Wind Magic
981–990	Wizard
991–000	of Wizards

Table C: Rings

Roll	Item Discovered
01–03	**Enchanted Enhancements***
04–07	Admundfort of Leadership
08–11	of Affliction
12–14	of Amasis
15–18	of Animal Control
19–22	Animal Friendship
23–25	Animal Magnetism
26–29	Annulment
30–33	Anything
34–36	of Apathy
37–40	of Appearance
41–44	of Aquatic Depth Location
45–47	of Arachnid Control
48–51	Armor of Eelix
52–55	of Armoring
56–59	of Avian Control
60–62	Awareness
63–66	Bard's
67–70	of Beauty
71–73	Berronar Truesilver's Silver
74–77	of Detect Lies
78–81	of Thief Negation
82–84	Bladeturning
85–88	Blink
89–92	Blinking
93–95	of Boccob
96–99	Bone
100–103	Browdow's of Weapon Harm
104–107	Burbul
108–110	of Bureaucratic Wizardry
111–114	of Cantrips
115–118	Cat's Eye
119–121	of Chameleon Power
122–125	of Cirulon
126–129	Cilidarius's of Wizardry
130–132	of Clairaudience
133–136	of Clear Thought
137–140	of Cloaked Wizardry and Invisibility
141–143	of Clumsiness
144–147	of the Comet
148–151	Command
152–154	of Continual Churning
155–158	of Contrariness
159–162	of Coolness
163–166	Corkitron's of Human Influence
167–169	of Courtly Etiquette
170–173	Crius
174–177	Cursed of the Great Kingdom
178–180	of Curses
181–184	Dalamar's of Healing
185–188	Dart
189–191	of Delusion
192–195	of Depetrification
196–199	of Disguise
200–202	of Distraction
203–206	of Dizziness
207–210	of Djinni Summoning
211–214	Draupnir
215–217	Draupnir II
218–221	of the Drow
222–225	of the Eagle
226–228	of the Ear
229–232	of Eelix
233–236	of Eelix II
237–239	of Elemental Adaptation
240–243	of Elemental Command
244–247	of Earth Command
248–250	of Air Command
251–254	of Fire Command
255–258	of Water Command
259–261	of Elemental Metamorphosis
262–265	of Energy
266–269	of ESP
270–273	of Faerie
274–276	Famulus
277–280	of Fashion
281–284	of Fearlessness
285–287	of Feather Falling
288–291	of Fire Resistance
292–295	of Fire Starting
296–298	of Flying
299–302	Flynn's of Fire
303–306	of Folly
307–309	of Fortitude
310–313	of Free Action
314–317	of Freedom
318–321	of Gargoyles
322–324	of Genie Summoning
325–328	of Glyphs
329–332	Gold Seal of Al-Kalim
333–335	Golden of Healing
336–339	Gordon's Magic
340–343	of the Grasshopper
344–346	Halaster's Teleportation
347–350	of Harmlessness
351–354	of Health
355–357	of the Hierophant
358–361	of the Earth Hierophant
362–365	of the Air Hierophant
366–369	of the Fire Hierophant
370–372	of the Water Hierophant
373–376	Hoinbee's of Truth
377–380	of Holiness
381–383	of the Holy Slayer
384–387	Horned
388–391	of Human Control
392–394	of Human Influence
395–398	of Hunan Influence
399–402	of Ice
403–405	of Icebolts
406–409	of Immunity
410–413	of Impersonation
414–416	of Infravision
417–420	of Infravision Negation
421–424	Intier's of Shooting Stars
425–428	of Invisibility
429–431	of Invisibility Negation
432–435	of Invulnerability
436–439	of Izmur
440–442	of Jasmine Odor
443–446	Jhessail's Silver
447–450	of Jolting
451–453	of Jumping
454–457	of Keys
458–461	of Kings
462–464	Laduguer's
465–468	of Languages
469–472	Lanolin's of Power
473–476	Lantern
477–479	of Life
480–483	of Life Protection
484–487	of Light
488–490	of Lighting
491–494	of Lighting Resistance
495–498	of Limited Telepathy
499–501	of Liquid Identification
502–505	of the Little People
506–509	of Lolth
510–512	of Lore
513–516	Lucky of the Wild Coast
517–520	of Lycanthropy
521–523	of Magic Detection
524–527	of Magic Resistance
528–531	of Mammal Control
532–535	of Many Wishes
536–538	of Marking*
539–542	of Materialization
543–546	of Memory
547–549	Message
550–553	of Mind Shielding
554–557	Moodarvian of Sight
558–560	Moodarvian of Smell
561–564	Moodarvian of Sound
565–568	Moodarvian of Taste

Rings

569–571 Moodarvian of Touch
572–575 Mordmorgan's of Warmth
576–579 of Movement
580–583 Mud
584–586 of Multiple Wishes
587–590 of Nature's Love
591–594 of the Necromancer
595–597 of Neutralization
598–601 of the Nibelungen
602–605 of Night
606–608 Noora's of Djinn Summoning
609–612 Nuggin's Cursed of Armoring
613–616 of Oak
617–619 Onyx of Negative Plane Protection
620–623 of Opposition
624–627 Orbus +1
628–630 Orbus +2
631–634 Orbus +3
635–638 of Plant Control
639–642 of Plant Control II
643–645 of Plant Control III
646–649 of Ice Paraelemental Command
650–653 of Ooze Paraelemental Command
654–656 of Magma Paraelemental Command
657–660 of Smoke Paraelemental Command
661–664 of Phantom Form
665–667 of the Phoenix
668–671 of the Pomarj
672–675 of Projection
676–678 of Projection II
679–682 of Protection
683–686 of Protection from Charming
687–690 of Protection from the Elements
691–693 of Protection from Stone Guardians
694–697 of Protection From Undead
698–701 Pyros's of Spell Storing
702–704 of Ash, Quasielemental Command
705–708 of Dust, Quasielemental Command
709–712 of Lightning, Quasielemtal Command
713–715 of Mineral, Quasielemtal Command
716–719 of Radiance, Quasielemtal Command
720–723 of Salts, Quasielemental Command
724–726 of Steam, Quasielemental Command
727–730 of Vacuum, Quasielemtal Command
731–734 Ring of Quick Action
735–738 of Quickness
739–741 Quirks*
742–745 of the Ram
746–749 of Randomness
750–752 of Range Extension
753–756 of Rapid Regeneration
757–760 of Readiness
761–763 of Regeneration
764–767 of Remedies
768–771 of Resistance
772–774 of Resistance to Breath Weapons
775–778 of Reversion
779–782 of Reversion II
783–785 of Reversion III
786–789 of Rhyming
790–793 Rockkoe's, of Bureaucratic Wizardry
794–797 of Safety
798–800 Samander's
801–804 Saurian
805–808 of Seeing
809–811 Serten's Spell Immunity
812–815 of Servitude
816–822 of Shapechanging
823–826 Sherry's, of Animal Friendship
827–830 Shield
831–833 of Shocking Grasp
834–837 of Shooting Stars
838–841 of Silence
842–845 of Silence II
846–848 of Spellbattle
849–852 of Spell Eating
853–856 of Spell Holding
857–859 of Spell Storing
860–863 of Spell Turning
864–867 of Stone
868–870 of Strength
871–874 of Survival
875–878 of Sustenance
879–881 of Sustenance II
882–885 of Swimming
886–889 Tasslehoff's Magic Mouse
890–892 of Telekinesis
893–896 of Teleportation
897–900 Thal's of Mind Shielding
901–904 of Three Wishes
905–907 of Three Witches
908–911 of Thunder
912–915 Tika's
916–918 of Tongues
919–922 of Trobriand
923–926 Throbriand's Master of the Scaladar
927–929 of Truth
930–933 of Truth II
934–937 of Truthfulness
938–940 of Truthlessness
941–944 of the Valiant
945–948 of Vapors
949–952 Varlo's of Feather Falling
953–955 of the Vizier
956–959 of Warding
960–963 of Stoneskin
964–966 of Warmth
967–970 of Water Adaptation
971–974 of Water Walking
975–977 of Water Walking II
978–981 of Weakness
982–985 White Copper of Fire
986–988 of Windwarding
989–992 of Winter
993–996 Wizzo's of Compulsions*
997–000 of X-Ray Vision

Table D: Rods

Roll	Item Discovered
01–15	**Enchanted Enhancements***
Moto Moto Rods	
16–30	of Beguiling
31–45	of Concealment
46–60	of Strength
61–75	of Thundering Compliance
Rods	
76–90	of Absorption
91–106	of the Aerdi Sea
107–121	of Alertness
122–136	Bample's of Distortion
137–151	of Beguiling
152–166	Blackstick
167–181	of Blind Walking
182–188	of Building
189-197	of Cancellation
198–212	of Cancellation II
213–227	of Climbing
228–242	of Death
243–257	Diplomacy of Furyondy
258–272	of Distortion
273–287	Diviner of Life
288–303	of Divining
304–318	of Dominion
319–333	of Electrification
334–348	of Elemental Fire
349–363	of Entrapment
364–378	of Equestrians
379–393	Excellent of Engineering
394–409	of Expeditious Transport
410–424	Extendable Hand of Enjoyment
425–439	of Flailing
440–454	of Generalship
455–469	of Glyph Creation
470–484	of Health
485–499	of Indestructibility
500–515	of Inertia
516–530	Iron of Parn
531–545	of Justice
546–560	of Leadership
561–575	Lightning
576–590	of Lordly Might
591–606	Malice's of Reincarnation
607–621	of Many Things
622–636	of Melting
637–651	Monadic Deva
652–666	of the Monolith
667–681	of Onnwal
682–696	of Orbs
697–712	of Parrying
713–727	of Passage
728–742	Quirks*
743–757	Ranike
758–772	of Rastinon
773–787	of Resurrection
788–802	of Rulership
803–818	of Security
819–833	Segojan Earthcaller's
834–848	of Singing
849–863	of Smiting
864–878	of Smiting II
879–893	of Splendor
894–909	of Terror
910–924	of Victory
925–939	of Weaponry
940–954	of Welkwood
955–969	Whisper's Lesser of Transportation
970–984	Whisper's Greater of Transportation
985–000	of the Wyrm

Table E: Staves

Roll	Item Discovered
01–07	**Enchanted Enhancements***
Canes	
08–14	of Age
15–21	of Armament
22–28	of Blindness
29–35	of Detection
36–43	of Stiffness
44–50	Wemick's of Striking
Gaffs	
51–57	of Docking
58–64	of Gaffes
65–71	**Gnomewrecker**
72–79	**Pharaoh's Crook**
Staves	
80–86	of Air and Water
87–93	Alar Ch'Aranol's
94–100	of Aquatic Wizardry
101–107	Arctor's of Swarming Insects
108–115	Aric's of Power
116–122	of Battle

Staves

123–129	of Battle II
130–136	Blackstaff
137–143	Caduceus
144–150	of Caracanomnos
151–158	Catstaff
159–165	Catstaff II
166–172	Centeotl's
173–179	of Cirulon
180–186	of Human influence
187–194	of Mammal/Animal Control
195–201	of Plant Control
202–208	of Commanding
209–215	of Conjuration
216–222	of the Couatl
223–230	of Curing
231–237	of Curing II
238–244	Damh's
245–251	of Devotion
252–258	Dionysus's
259–266	of Disjoining
267–273	of Dispelling
274–280	of Displacement
281–287	of Divergence
288–294	Diviner of Life
295–301	Dolmar's of Withering
302–309	Druid
310–316	of the Druids
317–325	of an Element
326–334	of the Elements:Earth
335–343	of the Elements: Air
344–352	of the Elements: Fire
353–361	of the Elements: Water
362–373	of Ethereal Action
374–381	of the Fates
382–388	Fiend
389–395	of Flames
396–402	Fraz-Urb-Iuu's
403–409	of Fury
410–417	Geb's Quarterstaff
418–424	of Glyphs
425–431	of Gnatmarsh
432–438	of Harming
439–445	of Healing
446–452	of Hornwood
453–460	Idun's
461–467	Ixtlilton's
468–474	Jizo
475–481	of Kitsyrral
482–488	Kuan Yin's Quarterstaff
489–496	K'uei Hsing's
497–503	K'ung Fu-tzu's
504–510	Kura Okami's
511–517	Ky Trencha Ukang
518–524	Lao Tzu's
525–532	of the Magi
533–539	Magical Quarterstaff
540–546	of Magius
547–553	of Magius II
554–560	of the Magius
561–568	Meriadar's Quarterstaff
569–575	of Miracles
576–582	Mirandos's of Insect Command
583–589	of Mishakal
590–596	of Mishakal II
597–603	Monkey's
604–611	of the Moonglow
612–618	of the Necromancer
619–625	of Night
626–632	of the Ninja
633–639	Oberon's
640–647	of Oceans
648–654	O-Kuni-Nushi's
655–661	of Osiris
662–668	Osmal's of the Woodlands
669–675	Panzuriel's Quarterstaff
676–683	Pharaoh's Ruling
684–690	of Power
691–697	of the Priest Kings
698–704	Quirks*
705–711	of Raket
712–719	Ranike
720–726	of Recording
727–733	Reptilla's of the Serpent
734–740	Rheddrian's
741–747	Rilantaver's
748–754	Rohalan
755–762	of the Sands
763–769	of Savona
770–776	of Scrivening
777–783	of the Sea
784–790	of the Serpent
791–798	Shang-ti's
799–805	Lesser of Shock
806–812	Greater of Shock
813–819	Shou Hsing's Walking Stick
820–826	of Silence
827–834	of Skulls
835–841	Skull-Staff of Hepmonaland
842–848	of Slinging
849–855	Snake
856–862	Snake II
863–869	of Spell Focusing
870–877	of Spheres
878–884	Staff-Mace
885–891	Staff-Spear
892–898	of Striking
899–905	of Striking and Curing
906–913	of Stunning
914–920	of Surprises
921–927	of Swarming Insects
928–934	Thoth's
935–941	of Thunder & Lightning
942–949	Ushas's
950–956	of Vision
957–963	War of Nyrond
964–970	of the White Well
971–977	of the Winds
978–985	of Withering
986–992	of Wizardry
993–000	of the Woodlands

Table F: Wands

Roll	Item Discovered
01–08	**Enchanted Enhancements***
09–17	Almen's of Illumination
18–25	of Animal Location
26–34	of Animation
35–42	Anything
43–51	of Arc Lightning
52–59	of Armory
60–68	of Armory II
69–76	of Banishment
77–85	of Beauty and Ugliness
86–93	Bisselite of Peace
94–102	Bonewand
103–111	Buckler
112–119	of Burdening
120–128	of Cluny
129–136	of Cold
137–145	of Color
146–153	of Conjuration
154–162	of Continual Light
163–170	of Corridors
171–179	Dalamar's of Lightning
180–187	Dark of the Sulhaut Mountains
188–196	of Darkness
197–204	of Death
205–213	of Defoliation
214–222	of Displacement
223–230	of Earth and Stone
231–239	of Element Transmogrification
240–247	of Enemy Detection
248–256	of Eyes
257–264	of Fear
265–273	of Feathers
274–281	Fire of Suloise
282–290	of Fire
291–298	of Fireballs
299–307	of Fireballs II
308–315	of Flame Extinguishing
316–324	of Fog
325–333	of Fog Control
334–341	of Force
342–350	of Freshness
351–358	of Frost
359–367	Gremlin
368–375	of Hammerblows
376–384	of Highfolk
385–392	of Ice Storms
393–401	of Illumination
402–409	of Illusion
410–418	Iron
419–427	Karelia's of Illusion
428–435	of Knock
436–444	of Light
445–452	of Lightening
453–461	of Lightning
462–469	of Lightning Bolts
470–478	of Lightning Bolts II
479–486	Lightwand with Ring
487–495	Lightwand without Ring
496–503	of Lloth
504–512	Mace/Wand of Lightning
513–520	of Magic Detection
521–529	of Magical Mirrors
530–538	of Magic Missiles
539–546	Meriadar's of Size Alteration
547–555	of Metal Command
556–563	of Metal Detection
564–572	of Metal and Mineral Detection
573–580	Mirynda's of Polymorphing
581–589	of Misplaced Objects
590–597	Mistletoe
598–606	Mystic
607–614	Nabil's of Magic Missiles
615–623	of Negation
624–631	Nidus' of Endless Repetition
632–640	of Obliteration
641–649	of Ochalor's Eye
650–657	Odin's Rune
658–666	of Orcus
667–674	Orgel's of Earth Passage
675–683	of Paralyzation
684–691	Phandore's of Fire
692–700	of Polymorphing
701–708	of Portraiture
709–717	of Prime Material Pocket
718–725	of Revealing
726–734	Robin Goodfellow's
735–742	Runestick
743–751	Rust
752–760	of Salt
761–768	Sathallarin's of Wonder
769–777	Scant of Storms
778–785	of Secret Door Detection
786–794	of Secret Door & Trap Detection
795–802	of Secret Door and Trap Location
803–811	of Size Alteration
812–819	of Sleep
820–828	of the Squid
829–836	of Steam and Vapor
837–845	of the Sun
846–854	of Teeth
855–862	Thithion's of Fire
863–871	Titania's
872–879	of Trap Detection
880–888	of the Underdark
889–896	of Viscid Globs
897–905	of Warding
906–913	of Water-Finding

Wands

914–922 of Whips
923–930 Witch
931–939 of Wonder
940–947 of Wonder II
948–956 of Wonder III
957–965 of Wonder IV
966–973 of Wonder V (Alternate)
974–982 of a Wonder
983–990 of Wondrousness
991–000 Yatil of Zooming

Table G: Books

A fewof the names in this section are shortened to fit the format. These titles may easily be found by using the index or searching the section applying to that particular type book.

Roll	Item Discovered
01–03	**Enchanted Enhancements***
Books	
04–07	of Binding Souls
08–10	Disks of Mishakal
11–14	Disks of Mishakal II
15–18	of the Enlightened Gods
19–21	of Exalted Deeds
22–25	of Golems
26–29	of Mystical Equations
30–32	of the Planes
43–36	Ravenloft Golem
37–40	Thuba's of Vile Darkness
41–43	of Twelve Seals
44–47	of Vile Darkness
48–50	**Contracts of Nepthas**
Librams	
51–54	Analect of Magic
55–58	of the Black Heart
59–61	Boccob's Blessed Book
62–65	Codex of the Infinite Planes
66–69	of Constructs
70–72	of Destruction
73–76	of Evaluation
77–80	of Gainful Conjuration
81–83	of Golems
84–87	Cursed of Golems
88–91	Gollum Construckzion
92–94	Grimoire of Archaic Alchemy
95–98	of Identification
99–101	of Ineffable Damnation
102–105	of Keeping
106–109	of Lawful Good Legends
10–112	of Lawful Neutral Legends
113–116	of Lawful Evil Legends
117–120	of Neutral Good Legends
121–123	of Neutral Legends
124–127	of Neutral Evil Legends
128–131	of Chaotic Good Legends
132–134	of Chaotic Neutral Legends
135–138	of Chaotic Evil Legends
139–141	Libram of the Planes
142–145	Mhzentul's Runes
146–149	of Ravenloft Golems
150–152	of Recording
153–156	of Silver Magic
157–160	of Study (Charisma)
161–163	of Study (Constitution)
164–167	of Study (Dexterity)
168–171	of Study (Intelligence)
172–174	of Study (Strength)
175–178	of Study (Wisdom)
179–182	of Tedium
183–185	of Teleportation Arches
186–189	of Thoth
190–192	of Translation
193–196	of Twelve Seals
Manuals	
197–200	Grim Grimoire
201–203	of Puissant Skill at Arms
204–207	of Stealthy Pilfering
208–211	of Stratagems
Maps	
212–214	Dane's Version
215–218	of Distortion
219–222	of Illusions
223–225	of Illusions and Secret Doors
226–229	of Illusions and Traps
230–232	of Magic
233–236	of Magic and Illusions
237–240	of Magic and Secret Doors
241–243	of Magic and Traps
244–247	of Mapping
248–251	of Mapping and Illusions
252–254	of Mapping and Magic
255–258	of Mapping and Secret Doors
259–262	of Mapping and Traps
263–265	of Misleading
266–269	of Navigation
270–273	of Secret Doors
274–276	of Secret Doors and Traps
277–280	of Traps
Spellbooks	
281–283	The Alcaister
284–287	Alokkair's
288–291	Alterations of the Intrinsic Absolutes
292–294	Alterations of Tangibles
295–298	Ancient Cryptomancy
299–302	Anishta's
303–305	Arcanabula of Jume
306–309	Arcane Manipulations of Entourage
310–313	Arcane Puissance of Memory
314–316	Arcane Resistance of Dwarves
317–320	Architecture
321–323	Art of Communications and Sigils
324–327	Ashakar's
328–331	Aubavreer's Workbook
332–334	Avran Greenstrider's
335–338	Barrik's
339–342	Bashal's
343–345	Book of Bats
346–349	Bigby's
350–353	Book of Black Circles
354–356	Blessed Book of Cures
357–360	Book of the Blind
361–364	Bosero the Drunkard's
365–367	Bowgentle's Book
368–371	Bricks of the Spiritual Fortification
372–374	Briel's Book of Shadows
375–378	Book of the Bright Ages
379–382	Brother Richard the Flying Monk's
383–385	Spellbook of Cabalistic Protections
386–389	Caddelyn's Workbook
390–393	Chambeeleon
394–396	Chief Shaman's Spellbook
397–400	Book of Clouds and Fog
401–404	Collapsing Spellbook
405–407	Components of Phosphorus
408–411	Cosmogony of Magnetic Fluids
412–414	Book of the Covenant
415–418	Creation and Modification of Matter
419–422	Cudzu's
423–425	Cursed Tome
426–429	Daimos's
430–433	Book of the Dark Ages
434–436	Dark Sides of the Memory
437–440	Deep Fears of Humanity
441–444	Detho's Libram
445–447	Displacements and Modeling
448–451	Dissimulation and Obscuration
452–455	Doors and Passages Parallel Worlds
456–458	Dylan Longbranch's Spellbook
459–462	Echo & Resonance of Great Void
463–465	Epic Saga of the Great Conjurers
466–469	Evolution of Arcane Will
470–473	Exalted Book of Ethnic Humor
474–476	Extreme Powers of Observation
477–480	Eyes Vision and Arcane Sight
481–484	Fiendomicon of Iggwilv
485–487	Forgotten Arts Oratory Magnetism
488–491	Foundations of Secret Authority
492–495	Galadaster's Orizon
496–498	Gazette of the Norse Climates
499–502	Glandar's Grimoire
503–505	Glanvyl's Workbook
506–509	Glyph Spellbooks
510–513	Great Paravisual Emanations
514–516	Hand of Helm
517–520	History of Evil Mages Apprentices
521–524	History of Good Mages Apprentices
525–527	Book of Hopeful Deeds
528–531	Idioms & Rare Cryptographs
532–535	Inexplicable Reflections
536–538	Influence on Solid Corpus
539–542	Influences and Suggestions
543–546	Intelligence Intuitive Domination
547–549	Irid Newleaf's
550–553	Jaluster's Orizon
554–556	Korr's Book of Infinite Spells
557–560	Laeral's Libram
561–564	Laeyndr's Book of Metamorphoses
565–567	Lareth's
568–571	of Lathintel
572–575	Legendary of Great Arms
576–578	Legendary of Phantoms and Ghosts
579–582	Lexicon of Spirits
583–586	Life of Nature Its Secrets
587–589	Lord Yaras's
590–593	Lore of Fiendkind
594–596	Lore of Subtle Communication
597–600	Luminescence and Coloration
601–604	Mad Dog of the Desert's
605–607	of a Magic-User
608–611	The Magister
612–615	Magnetic and Electric Waves
616–618	Manor's Manual of Sight
619–622	Manual of Powers Beyond Life
623–626	Mental Impressions of the Retina
627–629	Minds of The Unknown
630–633	Mordenkainen's Spellbook
634–637	Multiple Application Perceptomancy
638–640	Mylsibis's Codex of Contention
641–644	Nathlum
645–647	Nchaser's Elyromancia
648–651	Nonsubstance Encyclopaedia
652–655	Book of Num the Mad
656–658	Oerthmagik
659–662	Occult Magnetism
663–666	Occult Observations on Fluids
667–669	Ordinary Necromancy
670–673	Origins of Hour Glass Symbology
674–677	Orjalun's Arbatel
678–680	Peregrin's Treatise on Fixed Portals

Spellbooks

681–684 Planes of Antimatter
685–687 Poison Pages*
688–691 Powers of the Spiritual Will
692–695 Raistlin's
696–698 Raistlin's II
699–702 of Rathdaen
703–706 Red Book of War
707–709 Repertoire of Illustrious
710–713 Repertoire of Subconscious
714–717 Representations of Sentient Plane
718–720 Riggby's
721–724 Runes of Norzahk
725–728 Runes of Possession*
729–731 Sabirine's Specular
732–735 Scalamagdrion
736–738 Science of Metaenchantment I
739–742 Science of Metaenchantment II
743–746 Selvar's Ineffable Conjurations
747–749 Sakatha's
750–753 Serpin Lexicon
754–757 Senshock's
758–760 Serinda's
761–764 Seven Skies of The Universe
765–768 Shadowtome
769–771 Shandaril's Workbook
772–775 Spellbook of Shangalar the Black
776–778 Book of the Sighted
779–782 Book of the Silver Talon
783–786 Sir Celedon Kierney's
787–789 Sir Olwyn Forestfriend's
790–793 Slack's Seamless*
794–797 Spells Written in Code*
798–800 Spherogenesis of the Multiverses
801–804 Studies on the Fourth Dimension
805–808 Subconscious Repercussions
809–811 Sublimated Oneiromancy
812–815 Sulphur Influence and Actions
816–819 Talel el Hareidhin's
820–822 Tasso's Arcanabula
823–826 Tharadodus's
827–829 Thesis on Conditional Ruptures
830–833 Theories on Converging Transitions
834–837 Theory of the Invisible Forces
838–840 Theory of Occult Visual Shock
841–844 Theories on Perception
845–848 Book of Thorns
849–851 Book of Time
852–855 Tomorast's
856–859 Trance of the Intellect
860–862 Transcendental Impenetrabilities
863–866 Tymessul's Enchiridion of Travel
867–869 Book of Unicorns
870–873 Unique Mageries
874–877 Universal Astronomy
878–880 Unknown Movements of Universe
881–884 Vaerendroon's Ineffable Enchants
885–888 Vampire Book*
889–891 Variations on the Visual Perception
892–895 Weapons of the Ether
896–899 White's Codicil
900–902 Wizard's Workbook
903–906 Wyvernwater Circle

Tomes

907–910 of Bodily Health
911–913 Canon of Changes
914–917 Canon of Changes II
918–920 of Clear Thought
921–924 of Dogmatic Methods
925–928 of Dogmatic Methods II
929–931 E'soa Ho-chi
932–935 of the Fool
936–939 of Gainful Exercise
940–942 of Garden Flowers
943–946 of Glowing Pages*
947–950 of Hopeful Deeds
951–953 of Hopeless Deeds
954–957 of Humorous Perspective
958–960 of Immoral Sanity
961–964 of Infinite Spells
965–968 Juia Lo'tanu
969–971 of Leadership and Influence
972–975 of Psionic Interaction
976–979 of Quickness of Action
980–982 of Saintly Sanity
983–986 of Seven Fingers
987–991 of Understanding
992–995 Vacuous Grimoire
996–000 **Trimia's Catalogue of Artifacts**

Table H: Gems and Jewelry

Roll	Item Discovered
01	**Enchanted Enhancements***
Amulets	
02–03	of the Abyss
04–05	Against ESP & Crystal Balls
06–07	Against Disease
08–09	of Amiability
10–11	of Arachnid Control
12–13	Silver of the Beast
14–15	Ivory of the Beast
16–17	of the Cairn Hills
18–19	Cartographer's
20–21	of Caterpillar Control
22–23	of Charm Resistance
24–25	of Charming
26–27	of Cheetah Speed
28–29	of Communication
30–31	of Dragon Warding
32–33	of Dramatic Death
34–35	Draskilion's of Life
36–37	of Elemental Command
38–39	of Emotions
40–41	of Extension
42–43	of Far Reaching
44–45	Fiend
46–47	of Finding
48–49	Furyondy's
50	of the Golden Collar
51–52	Greenstone
53–54	Hands of the Healing Spirit
55–56	Hardwater
57–58	Health
59–60	Cursed Health
61–62	of the Hero
63–64	of Holy Turning
65–66	of Hunting
67–68	Cursed of Hunting
69–70	of Immunity to Charm
71–72	of Inescapable Location
73–74	of Insect Repellency
75–76	Kaleen's Undead Stone
77–78	of Lathander
79–80	of Leadership
81–82	of Life Protection
83–84	of Magic Resistance
85–86	of Metaspell Influence
87–88	of Neutrality
89–90	Noseeum
91–92	Orcish
93–94	Cursed Orcish
95–96	Palm Sign
97–98	of the Papyrus Scepter
99	of Perpetual Youth
100–101	of Perpetual Youth and Inexperience
102–103	Phelthong's
104–105	of the Planes
106–107	of Power
108–109	of Proof vs. Detection and Location
110–111	of Protection
112–113	of Protection vs. Alignment Change
114–115	of Protection vs. Crystal Balls
116–117	of Protection from Good
118–119	of Protection from Sleep
120–121	of Protection from Turning
122–123	of Psionic Interference
124–125	of Psionic Reflection
126–127	of Psychic Protection
128–129	of Recall
130–131	Shakti
132–133	Shell of Protection from Sharks
134–135	Shield
136–137	of Sleeplessness
138–139	of Spinecastle
140–141	of the Spirit
142–143	Thet of Ptah
144–145	of Timekeeping
146–147	of Transformation
148	Two Fingers
149–150	of Undersea Friendship
151–152	of Vadarin
153–154	Vulture
155–156	of Weakening
Ankhs	
157–158	of Life
159–160	Nithian (Ixion)
161–162	Nithian (Kagyar)
163–164	Nithian (Pflarr)
165–166	Nithian (Rathanos)
167–168	Nithian (Valerias)
169–170	of Power
171–172	Ra's
173–174	True
Badges	
175–176	of Freedom
177–178	of Monster Control
Bracelets	
79–180	of Charms
181–182	Copper
183–184	Dalamar's
185–186	Equus
187–188	of Hog-Tying
189–190	Ivy
191–192	Medegian of Lost Ships
193–194	Ivy of Scaly Command
195–196	Ivy of Wishes
Brooches	
197	Abbor Alz's of Warning
198–199	of Begoing
200–201	of Bones
202–203	Equus
204–205	of Falling
206–207	of Imog
208–209	of Imog II
210–211	Lunar
212–213	of Number Numbing
214–215	of Obsidian Shattering
216–217	Pin of Communication
218–219	of Shielding
Cameos	
220–221	of Appearance
222–223	Equus
224–225	of Incompetence
Charms	
226–227	of Boot Restoration
228–229	of Distraction
230–231	of Favor
232–233	Hunting

Charms
234–235 Luck
236–237 of Open Doors
238–239 of Pest Protection
240–241 of Protection from Disease
242–243 of Protection from Fire
244–245 of Protection from Spirits
246 of Protection from Theft
247–248 Rabbit's Foot
249–250 of Resource
251–252 of Sympathetic Heating
253–254 Tree Climbing
255–256 Wolfspaw
Crowns
257–258 Black of Aerdy
259–260 of Blackmoor
261–262 of Corruption
263–264 Dark
265–266 Emperor's
267–268 Hooded
269–270 of Imperium
271–272 Iron of the Bandit Kingdom
273–274 of Leadership
275–276 Normal Naga
277–278 Altering Naga
279–280 Teleporting Naga
281–282 of Rulership
283–284 Scorpion
285–286 Silver of Veluna
287–288 Sorona
289–290 of Souls
291–292 of Souls II
293–294 of Stars
295 of the Stars
296–297 of Summation
298–299 of the Unicorns
300–301 Velvet
302–303 of the Void
304–305 of Yarus
Crystals
306–307 Abelaat
308–309 of Awareness
310–311 of Death Scrying
312–313 of the Ebon Flame
314–315 Phasing
316–317 Signaling
Earrings
318–319 of Alignment Detection
320–321 of Burrowing
322–323 of Defense
324–325 Equus
326–327 of Paralysis
328–329 of Protection
330–331 of the Sea
332–333 of Seamanship
334–335 of Understanding
336–337 **Eidolon of Khalk'Ru**
Eyes
38–339 of Accuracy
340–341 of Arik
342–343 Assassin's
344 Beady
345–346 Black Opal
347–348 Black Opal II
349–350 of Cegilune's Hag
351–352 of Charming
353–354 of Donoagi
355–356 Dragon's
357–358 of the Eagle
359–360 of the Immortals
361–362 of Infravision
363–364 of Leviathan
365–366 of the Leviathan
367–368 Magical
369–370 Mellifleur's Left Gem
371–372 Mellifleur's Right Gem
373–374 of Minute Seeing
375–376 of Night
377–378 of Petrification
379–380 of Traldar
381–382 of Vecna
383–384 Winking
Eyeglasses
385–386 of Arcanist
387–388 of Arcanist II
389–390 of Arcanist III
391–392 of Enhanced Vision
393 of Sight
394–395 of True Seeing
396–397 **Eyepatch of Tenh**
Gems
398–399 of Atonement
400–401 Bimbomushi
402–403 of Brightness
404–405 Bupu's Emerald
406–407 Blue Cindergem
408–409 Green Cindergem
410–411 Indigo Cindergem
412–413 Orange Cindergem
414–415 Violet Cindergem
416–417 Yellow Cindergem
418–419 of Curing
420–421 of Delusion
422–423 Clear of Detection
424–425 Deep Red of Detection
426–427 Pale Blue of Detection
428–429 Pale Green of Detection
430–431 Pale Lavender of Detection
432–433 Pearly White of Detection
434–435 Pink and Green of Detection
436–437 Pink of Detection
438–439 Scarlet and Blue of Detection
440–441 Vibrant Purple Prism of Detection
442 of Drusion
443–444 Elvenstar
445–446 Fire
447–448 of Foresight
449–450 Gamalon's of Infravision
451–452 of Ideas
453–454 of Income
455–456 of Insight
457–458 Ionian Master
459–460 Ionian Normal
461–462 Jewel of Attacks
463–464 Jewel of Attacks Upon the Owner
465–466 Jewel of Flawlessness
467–468 Jewel of Neverwinter
469–470 Jewel of Obsession
471–472 Karathoth's Jewel
473–474 Karma
475–476 of Life
477–478 of Magic Missile Protection
479–480 of Musing
481–482 Nightjewel
483–484 Opal of Olfactory Illusion
485–486 of Protection
487–488 Purple of the Vesve Forest
489–490 of Retaliation
491 of Returning
492–493 of Scroll Reading
494–495 of Seeing
496–497 of Shielding
498–499 Soul
500–501 Khan-Pelar Star
502–503 Mo-Pelar Star
504–505 Shah-Pelar Star
506–507 of Wishes
Glass
508–509 Enlarging
510–511 of Distant Vision
512–513 Joal's of Preserved Words
514–515 Loupe of Cormac
516–517 of Preserved Words
Goggles
518–519 of Underwater Sight
520–521 Troppenribb's
Hearts
522–523 Beating
524–525 Chicken
526–527 of Hearing
528–529 Iron
530–531 of Kazgaroth
532–533 Lion
534–535 Royal
536–537 Shekinester's Crystalline
538–539 of Stone
Holy Symbols
540 of Greyhawk
541–542 Larmacian
543–544 Celestian's
545–546 Fharlanghn's
547–548 Lathander's
549–550 Paladine's
551–552 Silvanus's
553–554 of Ravenkind
555–556 of Ravenkind II
Icons
557–558 of Chemosh
559–560 of the Raven
561–562 of Truth
563–564 of Truth II
565–566 **Iron Pin of the Icy Sea**
567–568 **Jacinth of Inestimable Beauty**
569–570 **Kura the Darkness**
Leaves
571–572 Book
573–574 of Colors
575–576 of Crumbling
577–578 Enchanted
579–580 of Convik Tree
581–582 of His Tree
583–584 of Kemis Tree
585–586 of Mis Tree
587–588 of Pajon Tree
589 of Falling
590–591 New
592–593 of Warmth
Lenses
594–595 of Activity Detection
596–597 of Blinding
598–599 of Charming
600–601 of Detection
602–603 of the Eagle
604–605 Eye of the Eagle
606–607 Evelyn's of Speedreading
608–609 of Far Seeing
610–611 of Lighting
612–613 of Minute Seeing
614–615 of Petrification
616–617 of Petrification II
618–619 of Reflection
620–621 of Remote Viewing
622–623 of Seeing
624–625 of Speed Reading
626–627 of Subtitles
628–629 of Transformation
630–631 of Ultravision
632–633 of Valuation
Lockets
634–635 of the Great Kingdom
636–637 of Love
638 of Natasha
Medallions
639–640 of the Arctic
641–642 of Defense
643–644 of Empathy
645–646 Equus
647–648 of ESP
649–650 of EST
651–652 of Faith

Medallions

653–654	Holy of Almor
655–656	Locke's of Thought Projection
657–658	of Malog
659–660	of the Mirror
661–662	of Missile Attraction
663–664	Pax's of Spell Exchange
665–666	of Projection
667–668	Soulsearcher
669–670	Soulsearcher II
671–672	Species Enemy
673–674	of Spell Exchange
675–676	Star of Celene
677–678	of Steadiness
679–680	of Thought Projection
681–682	of Time
683–684	Tusmit's Battle Crescent
685–686	**Medicine Bundle**

Monocles

687	Fire-Eye
688–689	of Magic

Necklaces

690–691	of Adaptation
692–693	of Air Breathing
694–695	of Almor
696–697	of Alteration
698–699	of Bad Taste
700–701	Cosette's
702–703	of Elegance
704–705	Frigga's Black Opal
706–707	Glittering
708–709	of Greed
710–711	of Harmonia
712–713	of Lilith
714–715	Marv's of Memory Displacement
716–717	of Memory Enhancement
718–719	of Missiles
720–721	of Mystic Eidolons
722–723	of Night Seeing
724–725	Noj's of Not-so-Smart Missiles
726–727	of Petrification
728–729	of Prayer Beads
730–731	of Protection +1
732–733	of Protection +2
734–735	of Protection Against Charm
736	Snake
737–738	of Strangling
739–740	of Strangulation
741–742	Syranita's Opal
743–744	of Ugliness
745–746	Vergadain's
747–748	of Water Breathing

Pearls

749–750	Black
751–752	Dragon
753–754	of the Ebbing Tide
755–756	of Entrancement
757–758	of Flying
759–760	Giant Black
761–762	Gold
763–764	Kathena's of Wisdom
765–766	of Power
767–768	of Power II
769–770	of Protection from Fire
771–772	Red
773–774	of the Rising Tide
775–776	Serpent Spirit
777–778	of the Sirines
779–780	Storm Rider's
781–782	Traveler's
783–784	of Ultimate Wisdom
785	of Wisdom
786–787	Cursed of Wisdom

Pendants

788–789	Equus
790–791	Rahasia's

Periapts

792–793	of Foul Rotting
794–795	of Health
796–797	of Proof Against Poison
798–799	of Proof Against Sound
800–801	of Prophecy Protection
802–803	of Protection vs. Vampiric Ixitxachitl
804–805	of Wound Closure

Phylacteries

806–807	of Bravery
808–809	of Faithfulness
810–811	Haroistem's of Faithfulness
12–813	of Long Years
814–815	of Monstrous Attention
816–817	of Righteousness

Prisms

818–819	of Distraction
820–821	of Greyhawk
822–823	of Kushk
824–825	of Light Splitting
826–827	Sim's of Light Splitting
828–829	**Psychometron of Nerad**

Scarabs

830–831	Benson's of Uncertain Friendship
832–833	of Death
834	of Deception
835–836	of Enraging Enemies
837–838	Equus
839–840	of Golem Protection
841–842	of Insanity
843–844	of Life
845–846	Mark's of Protection
847–848	Mazrikoth's of Death
849–850	Mortos's Golem
851–852	of Pest Protection
853–854	of Protection
855–856	of Protection II
857–858	Cursed of Protection II
859–860	of Uncertainty
861–862	of Venom

Scepters

863–864	Blast
865–866	of Defense
867–868	of Entrapment
869–870	of the Forgotten City
871–872	Jade of Defending
873–874	Jade of Defending II
875–876	of Life
877–878	of Light
879–880	Plague
881–882	of Power
883	of Truth

Scopes

884–885	of Celestial Analysis
886–887	Red Air Quality Lens
888–889	Yellow Ambient Temperature Lens
890–891	Blue Sentient Life Lens
892–893	of Seeing
894–895	**Shard of Shielding**
896–897	**Spyglass**
898–899	**Star of the Bright Desert**

Talismans

900–901	Badger Beast
902–903	Brown Bear Beast
904–905	Deer Beast
906–907	Eagle Beast
908–909	Lynx Beast
910–911	Porcupine Beast
912–913	Skunk Beast
914–915	Wolf Beast
916–917	of the Beast
918–919	of Chaos Supreme
920–921	of the Chimera
922–923	of the Cockatrice
924–925	of Dreams
926–927	of Elemental Travel
928–929	of the Faerie
930–931	Fiend
932	Fiend II
933–934	Fire Pepper
935–936	of the Amber Golem
937–938	of the Bone Golem
939–940	of the Bronze Golem
941–942	of the Obsidian Golem
943–944	of the Wood Golem
945–946	of the Griffon
947–948	Hwesta's of Memorization
949–950	of Lawfulness
951–952	Medicine Bundle
953–954	of Memorization
955–956	Mire
957–958	Modified of Zagy
959–960	Monkey Head
961–962	of Orcus
963–964	of Pure Good
965–966	of Rahasia
967–968	Sacred Bundle
969–970	of the Sphere
971–972	of the Crystal Statue
973–974	of the Iron Statue
975–976	of the Rock Statue
977–978	of Tongues
979–980	of Ultimate Evil
981	of Zagy

Torcs

982–983	Belenus's
984–985	of Craftsmanship
986–987	of the Goddess
988–989	of the Gods
990–991	of the Gods II
992–993	of the Gods III
994–995	of the Gods at the Tor
996–997	of Stability
998–000	**Vainamoinen's Tear**

Table I: Clothing

Roll	Item Discovered
01–06	**Enchanted Enhancements***

Capes

07–12	of Disguise
13–18	of Good Hope
19–24	of the Hornet
25–30	of Horns
31–36	Iuz's
37–42	of Protection
43–48	of Reeking
49–54	Shadow
55–60	**Chaplet of Creature Recognition**

Cloaks

61–66	of Appearance
67–73	of Arachnida
74–79	Artemus's of Displacement
80–85	Atmospheric
86–91	Baravar Cloakshadow's
92–97	of the Bat
98–103	Battle
104–109	Bear of the Sulhaut Mountains
110–115	of the Beguiler
116–121	of Blackflame
122–127	Bolder's of the Rogue
128–133	Chameleon
134–140	Changeling
141–146	Cheetah of Amedio
147–152	of the Clouds
153–158	of Comfort
159–164	of Delight
165–170	Displacer
171–176	of Displacement
177–182	Black Dragon
183–188	Blue Dragon
189–194	Brass Dragon

Cloaks

195–200	Bronze Dragon
201–207	Copper Dragon
208–213	Gold Dragon
214–219	Green Dragon
220–225	Red Dragon
226–231	Silver Dragon
232–237	White Dragon
238–243	of Echoes
244–249	Elven
250–255	Elven II
256–261	of Elvenkind
262–267	of Etherealness
268–274	Fangs
275–280	Firebane
281–286	of Flame
287–292	Gargoyle
293–298	Guarding
299–304	of Healing
305–310	of the Hellfurnaces
311–316	Kaldair Swiftfoot's
317–322	KalnaKaa's Black
323–328	of Lathandar
329–334	of Lordliness
335–341	of the Manta Ray
342–347	of the Manta Ray II
348–353	Mantle of Celestian
354–359	Mantle of Mist
360–365	Mantle of the Mundane
366–371	of Many Colors
372–377	Midnight Slasher's
378–383	Mummy's Cloak
384–389	of the One Plume
390–395	of Passage
396–401	of Plenty
402–408	of Poisonousness
409–414	of Protection
415–420	of Reflection
421–426	Rhun's Horned
427–432	Shadowcloak
433–438	Shaman's Mantle
439–444	of the Shield
445–450	of Stars Type I
451–456	of Stars Type II
457–462	of Stars Type III
463–468	of Strength
469–475	Sumpko's Mantle
476–481	of Survival
482–487	of Symbiotic Protection
488–493	Tiger of Chalyik
494–499	Theodolus's of Arachnida
500–505	of Warmth
506–511	of Weather
512–517	Wings of the Rakers
518–523	White of Charming
524–529	Wolf of Wegwiur
530–535	Zinzerena's

Cloth

536–542	of Cleanliness
543–548	Merchant's
549–554	of Perfect Fit
555–560	of Polishing
561–566	of Polishing II
567–572	Shekinester's
573–578	Steel

Coats

579–584	Fare's of Protection
585–590	Invulnerable of Arn
591–596	Invulnerable of Arnd
597–602	of the Seas

Dresses

603–609	of Amazement
610–615	of Protection

Furs

616–621	Anagakok
622–627	of Elsewhere
628–633	of Warmth
634–639	Zambi's of Warmth

Gowns

640–645	Loriell's
646–651	Sehanine's
652–657	Nemean Lion Skin

Robes

658–663	Aba of the Desert
664–669	Aba of Displacement
670–675	Aba of Protection
676–682	Evil of the Archmagi
683–688	Good of the Archmagi
689–694	Neutral of the Archmagi
695–700	of Blending III
701–706	Caftan of Protection
707–712	Diirinka's
713–718	of Drying
719–724	of Eyes
725–730	Ghastrobe
731–736	of Holding
737–742	H'Veyk's of Immediate Access
743–749	Jellaba of Concealment
750–755	Jellaba of Eyes
756–761	Jellaba of Scintillating Colors
762–767	Kaftan of Ogrishness
768–773	Marion's of Blending
774–779	Mellifleur's of Stars
780–785	of Powerlessness
786–791	of Protection
792–797	of Repetition
798–803	Rock
804–809	of Scintillating Color
810–816	of Scintillating Colors
817–822	of Serration
823–828	of Stars
829–834	Stone
835–840	Sulmish of Magical Enhancement
841–846	Tvashtri's Golden
847–852	of Useful Items
853–858	of Useful Items II
859–864	of Useless Items
865–870	of Vanishing
871–876	of Veluna
877–883	of Vermin
884–889	of Warmth
890–895	Wizard's
896–901	Yama's

Shirts

902–907	War (AC 1)
908–913	War (AC 2)
914–919	War (AC 3)
920–925	War (AC 4)
926–931	War (AC 5)
932–937	War (AC 6)

Stockings

938–943	of Elf Summoning
944–950	of Mystery
951–956	**Tabard of the Mystics**

Tunics

957–962	of Glory
963–968	Wizard's
969–974	**Veil of X-ray Vision**

Vests

975–980	of Attraction
981–986	of Missile Protection

Vestments

987–992	Greater of Power
993–000	Lesser of Power

Table J: Boots, Gloves, and Accessories

Roll	Item Discovered
01–05	**Enchanted Enhancements***

Anklets

06–11	Equus
12–17	of Growth
18–23	of Hobbling
24–29	of Levitation
30–35	of Sinking
36–41	of Sure Footing
42–47	of Walking

Armbands

48–52	of Comfort of Sleep
53–58	of Death
59–64	of Healing
65–70	of Salutation
71–76	of Snake Changing
77–82	of Strength
83–88	Trueheart's Warding
89–94	of Variable Strength

Bands

95–99	of the Arachnid
100–105	of Bird Restraint
106–111	of Denial
112–117	Familiar Protection Enhancement
118–123	Iron of Bilarro
124–129	of Might
130–135	of the Serpent

Boots

136–141	of Attraction
142–147	of Balance
148–152	of Carrying
153–158	of Cleanliness
159–164	of Cloudwalking
165–170	of Comfort
171–176	of Concealing
177–182	Cyria's Winged
183–188	of Dancing
189–194	Deceptor's
195–199	Elven
200–205	Elven II
206–211	of Elvenkind
212–217	of Feather Falling
218–223	Featherweight
224–229	of Gentle Thievery
230–235	of Gentle Thievery II
236–241	of Jogging
242–246	of Levitation
247–252	Loki's
253–258	Midnight Slasher's
259–264	Moccasins of Free Movement
265–270	of the North
271–276	of Pinching
277–282	Runjoye's Winged
283–288	Shalandain's of Starstriding
289–294	of Speed
295–299	Spider's of Stealth
300–305	of Star Striding
306–311	of Stomping
312–317	of Striding and Springing
318–323	of Tracks
324–329	of Traveling and Leaping
330–335	of Varied Tracks
336–341	Winged

Bracers

342–346	of Archery
347–352	of Attraction
353–358	of Blasting
359–364	of the Blinding Strike
365–370	of Brachiation
371–376	of Brandishing
377–382	of Cleanliness
383–388	of Defense
389–393	of Defenselessness
394–399	of Deflection
400–405	of Invulnerability
406–411	of the Mermen
412–417	Noj's of Brandishing
418–423	Phandoorl's

Claws

424–429	of Magic Stealing
430–435	of Nezram
436–441	Noj's of Magic Exchange
442–446	Talon of the Danse Macabre
447–452	Talon of Zaltec

Claws
453–458 Twisted
459–464 **Cleats of Gripping**
Collars
465–470 of Change
471–476 of Charisma
477–482 of Disguise
483–488 of Protection
489–493 of Stiffness
494–499 of Strangling
500–505 of Tusmit
506–511 Wolf
Gauntlets
512–517 Claw of the Bear
518–523 Clawed
524–529 Climbing
530–535 of Dexterity
536–540 of Dexterity II
541–546 of Entrapment
547–552 Fire Claws
553–558 Fjalar's
559–564 of Fumbling
565–570 Glim-Gauntlet
571–576 Hand of Remote Action
577–582 of Heat
583–588 of Holding
589–593 Iron of Urnst
594–599 of Might
600–605 of Moander
606–611 of Ogre Power
612–617 of Ogre Power II
618–623 of Polishing
624–629 of Proficiency
630–635 Razor Claws of Chakyik
636–640 of Specialization
641–646 of Sticking
647–652 of Super Strength
653–658 of Swimming and Climbing
659–664 of Tamus
665–670 of the Valorous
Gloves
671–676 Black Hand
677–682 Claws of Raking
683–687 Cosmetology
688–693 of Evasion
694–699 of the Feline (LG)
700–705 of the Feline (LN)
706–711 of the Feline (LE)
712–717 of the Feline (NG)
718–723 of the Feline (N)
724–729 of the Feline (NE)
730–735 of the Feline (CG)
736–740 of the Feline (CN)
741–746 of the Feline (CE)
747–752 Fist
753–758 Golden
759–764 Helping Hand
765–770 of Interception
771–776 of Lightning
777–782 of Missile Snaring
783–787 of the Octopus
788–793 Reglar's of Freedom
794–799 Reglar's of Freedom From Magic
800–805 of Thievery
806–811 Thor's Magical of Power
Hands
812–817 Balacer's
818–823 of Harrowing
824–829 Helping
830–834 Holy of Bane
835–840 Tomorast's Left
841–846 Tomorast's Right
847–852 of Vecna
853–858 Wonderful
859–864 **Heel of Reunion**
Peglegs
865–870 of Immurk the Invincible
871–876 of Walking
Shoes
877–882 of Fharlanghn
883–887 Hefiz's Superb Shiny
888–893 Iron of Vidar
894–899 Sandals of Speed
900–905 of White Bronze
906–911 Woodland
Slippers
912–917 Bahija's of Spider Climbing
918–923 of Dancing
924–929 Dragon
930–934 of Drinking
935–940 Ebomara's of Spider Climbing
941–946 Glass
947–952 of Kicking
953–958 Ruby
959–964 Ruby II
965–970 of Slowness
971–976 of Soft Movement
977–981 of Spider Climbing
982–987 **Snowshoes of Speed and Traveling**
Socks
988–993 of Dryness
994–000 of Sweating

Table K: Girdles and Helmets

Roll	Item Discovered
01–05	**Enchanted Enhancements***
Belts	
06–11	Arcane
12–17	Black Elk Clan Ceremonial
18–23	Blue Elk Clan Ceremonial
24–29	Golden Elk Clan Ceremonial
30–34	Green Elk Clan Ceremonial
35–40	Red Elk Clan Ceremonial
41–46	White Elk Clan Ceremonial
47–52	of Goblinoid Protection
53–58	Golden Serpent
59–63	Lemmikainen's
64–69	Meginjarder
70–75	Serpé's of Swimming
76–81	Serpent
82–87	Snake
88–92	Udo's of Flying
93–98	Vainamoinen's
99–104	Zoster of Zeal
105–110	Zoster of Zoophobia
Buckles	
111–116	of Armor
117–122	of Faulty Lockpicks
123–127	of Lockpicks
128–133	of Opening
134–139	of Protection
140–145	of Weaponry
Caps	
146–151	of the Beguiler
152–156	Cursed School
157–162	Dream of Veluna
163–168	of Evil
169–174	Healing of Veluna
175–180	Nightcap of Sleep
181–185	Nightcap of Vision
186–191	School
192–197	of Sleep
198–203	of Teleportation
204–209	of Vision
Circlets	
210–214	of the Adder
215–220	Coronet of Communication
221–226	Dalvan's
227–232	Diadem of Disenchantment
233–238	Diadem of Doom
239–244	Golden
245–249	Golden of Greyhawk
250–255	of Psionic Enhancement
256–261	of Underwater Speech
262–267	of the Wyrm
268–273	**Cowl of Warding**
Girdles	
274–278	of Back Defense
279–284	of Dwarvenkind
285–290	of Femininity/Masculinity
291–296	of Freshness
297–302	of Gender Alteration
303–307	of Giant Strength
308–313	Golden of Urnst
314–319	Kerisis's of Femininity
320–325	of the Lions
326–331	of Many Pouches
332–336	of Priestly Might
Hats	
337–342	of Command
343–348	Conical
349–354	Cyclocone
355–360	of Difference
361–366	of Disguise
367–371	of Disguise II
372–377	of Disguise III
378–383	Fez of Disguise
384–389	of Fools
390–395	Gnaash's of Stupidity
396–400	of Hairiness
401–406	of Hairlessness
407–412	of Headlessness
413–418	of Holding
419–424	of Imprisonment
425–429	of Occupation
430–435	of Stupidity
Headbands	
436–441	of the Corusk Mountains
442–447	of the Jotens
448–453	**Headdress of Peaceful Contact**
Helmets	
454–458	of Alignment Change
459–464	Athena's
465–470	of Blonding
471–476	of Brilliance
477–482	of Cirulon
483–488	of Comprehending Languages
489–493	of Creation
494–499	of Darkness
500–505	of Disguises
506–511	of Dragons
512–517	Dragonhelm
518–522	Enlil's
523–528	Golo's of Telepathy
529–534	Griffon Mane
535–540	Harrowhelm
541–546	of the Insect
547–551	Joukahainen's Golden
552–557	of Liaison
558–563	of Light Seeing
564–569	of Opposite Alignment
570–575	of Reading
576–581	of Seabreathing
582–586	of Underwater Action
587–592	of Selnor
593–598	of Sensory Protection
599–604	Shukenja
605–610	Skull of Death
611–615	of Subterranean Sagacity
616–621	of Telepathy
622–627	of Teleportation
628–633	of Underwater Action
634–639	of Underwater Vision
640–644	of Valor
645–650	of Waterdeep
651–656	of 40 Watt Brilliance
657–662	of Weaponry
663–668	Wyrmhelm
669–673	**Hood of Servitude**

Masks
674–679 Air
680–685 of Attractiveness
686–691 of Combat
692–697 of Comedy
698–703 Death
704–708 Death of Ptah
709–714 of Disguise
715–720 of Disguise II
721–726 Faceless
727–732 Fanged
733–737 Greenmask with Eyes of Charming
738–743 Greenmask with Eyes of the Eagle
744–749 Greenmask with Gaze Reflection
750–755 Normal Greenmask
756–761 Horned
762–766 of Jealousy
767–772 Johydee's
773–778 of Knowledge
779–784 Kyrie's of Disguise
785–790 of Light
791–795 of Lycanthus
796–801 Magemask
802–807 of Magic
808–813 Magical
814–819 of Memory
820–825 Mirror
826–830 Monster
831–836 of Night
837–842 of Protection
843–848 of Scowling
849–854 of Silence
855–859 of Silence II
860–865 Skull
866–871 Skull II
872–877 of Smiling
878–883 Spirit
884–888 of Stealth
889–894 of Stealth II
895–900 of Tragedy
901–906 of Trickery
907–912 of Twilight
913–917 Veil
918–923 of Winds
924–929 of Winds II
930–935 Winged
936–941 Winged II
942–947 of the Wraith
Sashes
948–952 of Fire Resistance
953–958 of Heat Endurance
959–964 of Immolation
965–970 Shimmering
971–976 **Scarf of the Dry Steppes**
Turbans
977–981 Feather
982–987 of Multiplication
988–993 of Silence
994–000 of Tusmit

Table L: Bags, Barrels, Bottles, and Basins

Roll	Item Discovered
01–03	**Enchanted Enhancements***
Bags	
04–07	Backpack of Holding
08–11	of Beans
12–15	of Beans II
16–19	Beltpouch of Disappearance
20–23	of Bones
24–27	Bucknard's Everfull Purse
28–31	of Devouring
32–35	Devouring Pouch
36–39	of Duplication
40–43	Ever-Full of Seeds
44–47	of Eyes
48–51	Feedbag of Plenty
52–55	Food Pouch
56–58	Henry's Carpetbag of Holding
59–62	Heward's Handy Haversack
63–66	of Holding
67–70	of Infinite Wealth
71–74	Jasper Thunderhand's Haversack
75–78	Kangaroo Pouch
79–82	Khalid's Pouch of Accessibility
83–86	of Many Bags
87–90	Nithian Saddlebags
91–94	Noj's of Misplacing
95–98	Pictish of Fiends
99–102	of Plenty
103–106	Protection Pouch
107–110	Pouch of Accessibility
111–113	Pouch of Holding
114–117	of Returning
118–121	Pouch of Security
122–125	Seed Satchel
126–129	Silent Purse
130–133	Skain's Satchel
134–137	Sleeping Bag of Armor Nullification
138–141	of Teleportation
142–145	of Transmuting
146–149	of Traveling
150–153	of Tricks
154–157	of Useful Items
158–161	of Vanishing
162–165	of Wind
166–168	Wind Pouch
169–172	of the Woodlands
173–176	Zadron's Pouch of Wonders
177–180	Zagyg's Spell Component Pouch
Barrels	
181–184	of Hiding
185–188	Itzpixc's Collapsible
189–192	Neverending of Grog
193–196	Neverending of Salt Pork
197–200	of Poverty
201–204	of Rolling
Basins	
205–208	of the CG Angel
209–212	of the LG Angel
213–216	of the NG Angel
217–220	of Hidden Dangers
221–224	**Basket of Devouring**
Beakers	
225–227	of Cures
28–231	of Plentiful Potions
232–235	**Bedroll of Dryness**
Bottles	
236–239	Brazen
240–243	of Containment
244–247	Efreeti
248–251	of Evaporation
252–255	Eversmoking
256–259	of Fireflies
260–263	Graffiti
264–267	of Pleasant Odors
268–271	of Preservation
272–275	of Refreshment
276–279	Safety
280–282	Temperature
283–286	Thought
287–290	Thuba's Efreeti
291–294	of Trapping
295–298	Undead
Bowls	
299–302	of Blood
303–306	Calabash of Plenty
307–310	of Commanding Water Elementals
311–314	of Delicacies
315–318	of Ship Sinking
319–322	of Watery Death
Boxes	
323–326	Burglar Detection
327–330	Dead
331–334	of Delightful Transports
335–337	Dido's Flatbox
338–341	Face of Xenous
342–345	Flatbox
346–349	Goerl's Tackle and Portable Canoe
350–353	of Heating
354–357	Ice
358–361	of Many Holdings (1×1×1)
362–365	of Many Holdings (2×2×2)
366–369	of Many Holdings (3×3×3)
370–373	of Many Holdings (4×4×4)
374–377	of Many Holdings (5×5×5)
378–381	of Message Sending
382–385	Money Changer
386–389	Mystical Brown Coating
390–393	Ohm's Black
394–396	of Preservation
397–400	of Preservation II
401–404	Rudra's of Cloning
405–408	Strongbox of Immobility
409–412	Tamate-Bako
Braziers	
413–416	of Commanding Fire Elementals
417–420	Hu'i Wing
421–424	of Sleep Smoke
425–428	**Bucket of Fire Snuffing**
Cabinets	
429–432	of Air Restoration
433–436	H'Veyk's Cavernous
437–440	of Ministering
441–444	of Security
Cages	
445–448	of Carrying
449–451	of Entrapment
452–455	of Shelter
456–459	String
Cans	
460–463	of Cant
464–467	of Moonlight
468–471	of Preserving
472–475	of Spinach
476–479	of Worms
480–483	Zwann's Irrigation
484–487	Zwann's Watering
Canisters	
488–491	of Condiments
492–495	of Curses
Canteens	
496–499	of Coolness
500–503	Erdlu
504–506	of Purification
Cases	
507–510	of Compression
511–514	Exalted Component
515–518	of Document Transmission
519–522	of Scroll Holding
523–526	Tenser's Portmanteau of Frugality
Casks	
527–530	Everfull
531–534	of the Wind Spy
Cauldrons	
535–538	of Ambrosia
539–542	Archdruid
543–546	of Blindness
547–550	of Creatures
551–554	of Doom
555–558	of Entrancement
559–561	of Foretelling
562–565	of Fresh Water



Cauldrons
566–569 of Healing
570–573 of Heating
574–577 Iubadan's
578–581 Mordom's of Air
582–585 of Plenty
586–589 Potion
590–593 of Restoring Freshness
594–597 Warming
598–601 **Cegilune's Iron Pot**
Censers
602–605 of Conduct
606–609 of Controlling Air Elementals
610–613 of Controlling Air Elementals II
614–617 of Summoning Hostile Elementals
618–620 of Thaumaturgy
Chalices
621–624 of Colors
625–628 of Continual Water
629–632 of Detection
633–636 Eucharistic
637–640 Holy Grail
641–644 of Identification
645–648 of Irreversibility
649–652 of Liquid Food
653–656 of Planar Travel
657–660 of Poison
661–664 of the Shield Lands
665–668 Silver
Chests
669–672 of Drawers
673–675 Foot Stool
676–679 Oyster
680–683 Quartermaster's
684–687 of Sieges
688–691 Cursed of Sieges
692–695 of Zorathus
Coffins
696–699 Casket of Furyondy
700–703 of Creation
704–707 Crystal
Containers
708–711 Fireproof
712–715 Watertight
716–719 **Crucible of Melting**
720–723 **Cup of Wine**
Decanters
724–727 Carrague's of Endless Steam
728–730 of Endless Water
731–734 of Endless Water II
735–738 **Disintegration Chamber**
739–742 **Extradimensional Safe**
Flagons
743–746 of Dragons
747–750 of Dimunition
751–754 Zagyg's Flowing
Flasks
755–758 Copper
759–762 of Curses
763–766 Iron
767–770 Iron of Tuerny the Merciless
771–774 Vapor
Goblets
775–778 of Glory
779–782 of the Great Kingdom
783–786 Leomund's
787–789 Manas of Sleep
790–793 Manas of Death
794–797 Manas of Fixation
798–801 **Hold of Holding**
Horns
802–805 Cornucopia
806–809 Ngona of Fire Resistance
810–813 Ngona of Silent Moving
814–817 Ngona of Underwater Breathing
Jars
818–821 Borieflin's of Steam
822–825 of Comprehension
826–829 of Preserving
Jugs
830–833 Alchemy
834–837 Amorpha
838–841 Red of Dyeing
842–844 Blue of Dyeing
845–848 of Jade
849–852 of Jesting
853–856 Louie Dulama's Alchemy
Kettles
857–860 of Breathing
861–864 of Drumming
865–868 Everbountiful Soup
869–872 of Fish
873–876 Mithryl's Everbountiful Soup
877–880 **Leomund's Labile Locker**
Mugs
881–884 Leomund's
885–888 of Plenty
889–892 of Warming
Pitchers
893–896 of Blending
897–899 of Continuous Water
900–903 **Portable Hole**
Prisons
904–907 Castellan's Magical
908–911 Genie
912–915 of Zagig
916–919 of Zagyg
Scabbards
920–923 of Holding
924–927 of Poison
Sheaths
928–931 of Frogs
932–935 of Smallness
936–939 Zadore's Poison
940–943 **Sleeping Bag of Armor Nullification**
Tubs
944–947 of Fat
948–951 of Lard
952–954 Bathtub
955–958 of Sailing
959–962 Taryn's
963–966 of Washing
Urns
967–970 of Ashes
971–974 of Awakening
975–978 of Curses
979–982 of Hindsight
983–986 of Water Purification
987–990 **Vampire Sheath**
991–994 **Vial of Durance**
995–000 **Waterskin of Pouring**

Table M: Dust and Stones

Roll	Item Discovered
01–02	**Enchanted Enhancements***
Air Spores	
03–04	Air Spores
05–06	Chandrasakar's
Apples	
07–09	of Bragi
10–11	of Chaos
Beads	
12–13	of Accuracy
14–16	Eye
17–18	of Dew
19–20	of Force
21–22	Glass
23–25	of Oblivion
26–27	Pearl
28–29	of Atonement
30–32	of Damnation
33–34	of Hindrance
35–36	of Karma
37–38	of Response
39–41	of Succor
42–43	of Prayer II
44–45	**Bean of Ooze Slime and Jelly**
Berries	
46–48	Fireberries
49–50	Magical
Bones	
51–52	of Animation
53–54	of Bruising
55–57	Clapper
58–59	Hatchling Dragon
60–61	Very Young Dragon
62–64	Young Dragon
65–66	Juvenile Dragon
67–68	Young Adult Dragon
69–70	Adult Dragon
71–73	Mature Adult Dragon
74–75	Old Dragon
76–77	Very Old Dragon
78–80	Venerable Dragon
81–82	Wyrm Dragon
83–84	Great Wyrm Dragon
85–87	of Slaying
88–89	of Turning
90–91	**Buttercup's Bouquet**
Candles	
92–93	Black
94–96	Blinking
97–98	Blue
99–100	of Brilliance
101–103	of Charming
104–105	Convocation
106–107	Darkness
108–109	Defense
110–112	Disruption
113–114	Divination
115–116	of Everburning
117–119	of Evocation
120–121	Exploding
122–123	Fireball
124–125	Flame
126–128	Flame Arrow
129–130	Flame Blade
131–132	Gold
133–135	of Invocation
136–137	Methven
138–139	Noora's of Propitiousness
140–141	of Powerlessness
142–144	of Propitiousness
145–146	of Protection
147–148	of Protection II
149–151	Purple
152–153	Pyrotechnic
154–155	Red
156–158	Reflection
159–160	Sanctuary
161–162	Shielding
163–164	Smoke Detection
165–167	of Spells
168–169	Survival
170–171	of Transference
172–174	Unfailing Light
175–176	of Vapors
177–178	Visibility
179–180	Yellow
Cheeses	
181–183	of Odors
184–185	of Vile Odors
186–187	**Coal of Warmth**
Dust	
188–190	of Absorption
191–192	of Adhering
193–194	Allergy
195–196	of Appearance
197–199	of Blandness
200–201	of Piquantness

Dust
202–203 of Blending
204–206 Decoy
207–208 of Disappearance
209–210 of Dryness
211–212 of Dullness
213–215 Feather
216–217 Fertilization
218–219 Fodder
220–222 of Forgetfulness
223–224 Green Sleeping
225–226 of Illusion
227–229 Leech
230–231 Malto's of Mind Dulling
232–233 of Mind Dulling
234–235 of Opposition
236–238 Paralyzation
239–240 Revealing
241–242 Rust
243–245 of Sleeping
246–247 Sleep
248–249 Small Bird Repulsion Dust
250–251 Sneezing
252–254 Sneezing II
255–256 of Sneezing and Choking
257–258 Sparkling
259–261 of Tracelessness
262–263 of Trail Dispersion
264–265 Violet Dindower's of Disappearance

Eggs
266–267 Antimagic
268–270 Apprentice's
271–272 Black
273–274 Cloudkill
275–277 of Desire (Black)
278–279 of Desire (Bone)
280–281 of Desire (Crystal)
282–283 of Desire (Golden)
284–286 of Desire (Scarlet)
287–288 Disintegration
289–290 of Distraction
291–293 of Hatchling Dragon Breath
294–295 of Very young Dragon Breath
296–297 of Young Dragon Breath
298–299 of Juvenile Dragon Breath
300–302 of Young adult Dragon Breath
303–304 of Adult Dragon Breath
305–306 of Mature adult Dragon Breath
307–309 of Old Dragon Breath
310–311 of Very Old Dragon Breath
312–313 of Venerable Dragon Breath
314–316 of Wyrm Dragon Breath
317–318 of Great Wyrm Dragon Breath
319–320 Dreamhold
321–322 Egg of Fascination
323–325 Flame
326–327 Fog Cloud
328–329 Golden
330–332 Gold of Ghastar
333–334 Obsidian of Ghastar
335–336 Gold of Ghastar
337–338 Silver of Ghastar
339–341 Gray
342–343 Guardian
344–345 Hard-Boiled
346–348 Imprisonment
349–350 Incubalum
351–352 Khenel's Philosopher's
353–354 Mishakal's Token
355–357 Multicolor
358–359 Philosopher's
360–361 of the Phoenix I
362–364 Pink
365–366 of Reason
367–368 Rotten
369–370 of Shattering
371–373 Shell of Protection
374–375 Shell of Protection vs. Birds
376–377 Shell of Protection vs. Dragons
378–380 Shell of Protection vs. Evil
381–382 Shell of Protection vs. Fiends
383–384 Shell of Protection vs. Good
385–387 Shell of Protection vs. Humanoids
388–389 Shell of Protection vs. Humans
390–391 Shell of Protection vs. Lycanthropes
392–393 Shell of Protection vs. Planars
394–396 Shell of Protection vs. Scalekind
397–398 Shell of Protection vs. Undead
399–400 Soft Boiled
401–403 Stinging Cloud
404–405 Turquoise
406–407 of Wonder
408–409 **Eternal Peanut**

Feathers
410–412 Feathertoken
413–414 Lapland
415–416 Plumalitter
417–419 Quaal's Tokens
420–421 Quaal's Mystical Token

Fingers
422–423 of Commanding
424–425 of the Master Thief
426–428 Thumb of the Master Thief
429–430 **Fingernail of Rending**
431–432 **Four-Leaf Clover**
433–435 **Gas of Dreadful Sleep**
436–437 **Grains of Discomfort**

Incense
438–439 of Meditation
440–441 of Obsession
442–444 Shahpesh's of Obsession

Ioun Stones
445–446 Balian's Yellow
447–448 Blue-Green Spindle
449–451 Brass Lozenge
452–453 Bright Silver Cylinder
454–455 Bright White Rectangle
456–458 Brown Rhomboid
459–460 Cerulean Blue Rhomboid
461–462 Clear Pink Sphere
463–464 Clear Prism
465–467 Clear Sphere
468–469 Copper Rectangle
470–471 Deep Black Sphere
472–474 Deep Purple Prism
475–476 Deep Red Sphere
477–478 Flickering White Snowflake
479–480 Gold Ellipsoid
481–483 Green Sphere
484–485 Incandescent Blue Sphere
486–487 Light Blue Prism
488–490 Maroon Star
491–492 Orange Cube
493–494 Pale Green Ellipsoid
495–496 Pale Lavender Spindle
497–499 Pale Yellow Lozenge
500–501 Pearly White Prism
502–503 Pink Ellipsoid
504–506 Pink & Green Ellipsoid
507–508 Puce Cube
509–510 Pulsing Red Star
511–512 Pure White Octahedron
513–515 Rainbow Ellipsoid
516–517 Rainbow Spindle
518–519 Scarlet & Blue Sphere
520–522 Silver Rod
523–524 Silver Sphere
525–526 Silvery Mirror Cube
527–528 Soft Black Rectangle
529–531 Yellow Sphere
532–533 **Kulver-Tam's Fruit of Healing**

Marbles
534–535 Cat's Eye
536–538 of Cleanliness
539–540 Granite
541–542 of Quarry
543–545 Warp
546–547 Sweet Onion

Pies
548–549 of Four-and-Twenty Blackbirds
550–551 of Raspberries
552–554 Rhubarb
555–556 **Plumastone**

Powders
557–558 Absinthe
559–561 African Ju Ju
562–563 Allspice
564–565 Allspice II
566–567 Anger
568–570 Anise
571–572 Aphrodisia
573–574 Arabian Nights
575–577 Attraction
578–579 Bats' Blood
580–581 Bendover's
582–583 Bergamot's
584–586 Black Arts
587–588 of the Black Veil
589–590 Bottom #20
591–593 Bruno's Curse
594–595 Buddha Type I
596–597 Buddha Type II
598–599 Buddha Type III
600–602 Bull's
603–604 Carnation
605–606 Chocolate
607–609 Citronella
610–611 Civet
612–613 Cleo May
614–616 of Coagulation
617–618 of Comeliness
619–620 Commanding
621–622 Concentration
623–625 Confusion
626–627 Conquering Glory
628–629 Controlling
630–632 Crab Apple
633–634 Crossing
635–636 Cumin Seed
637–638 Cypress Seed
639–641 Damnation
642–643 Desiré Eme's
644–645 Doas Isay's
646–648 Double Cross
649–650 Dragon's Blood
651–652 Dream
653–654 Dypshez's of the Black Veil
655–657 Elixir
658–659 Enchantment
660–661 Eucalyptus
662–664 Eve
665–666 Evil Eye
667–668 Excisement
669–670 Exodus
671–673 Five Finger Grass
674–675 Frangi Pani
676–677 Galangale's
678–680 Gardenia
681–682 Getaway's
683–684 Good Taste
685–687 Grape
688–689 Powder of the Hero's Heart
690–691 High Conquering
692–693 High John the Conqueror's
694–696 Hindu Grass
697–698 Honeysuckle
699–700 Hypnotic
701–703 Hysspo
704–705 Powder of Images

Powders
706–707 Jamaica
708–709 Jezebel
710–712 Jinx Removing
713–714 Kludde
715–716 Lavender
717–719 Life
720–721 Lily of the Valley
722–723 of Magic Detection
724–725 Magnolia
726–728 Manpower
729–730 Mercury
731–732 Mojo
733–735 Moon
736–737 Musk
738–739 Narcissus
740–741 New life
742–744 Nine Mystery
745–746 Obeah
747–748 Oak-in-Acorn
749–751 of Obsession
752–753 Olibanum
754–755 Power
756–757 Primrose
758–760 Purification
761–762 Puchezma's of Edible Objects
763–764 Purwuvok's of the Hero's Heart
765–767 Quirk*
768–769 Reversibility
770–771 Rosemary
772–774 Rue
775–776 Sandalwood
777–778 Smoke
779–780 Snake
781–783 Solomon's
784–785 Spikenard
786–787 Spirit
788–790 Time
791–792 Trinity
793–794 Verbena
795–796 Vibration
797–799 Virgin Olive
800–801 Vision
802–803 Voodoo
804–806 Will Power
807–808 Wintergreen
809–810 Wishing
811–812 Witch's
813–815 Xyz
816–817 Ylang Ylang
818–819 Zodiac
820–822 Zula Zula
823–824 **Puppy Putty**
825–826 **Rakasta Tea**
Rocks
827–828 Death of the Darad S'tin
829–831 Kereenyaga
832–833 Pet
Roses
834–835 of Eternal Slumber
836–838 Wreath of Roses of Eternal Slumber
839–840 Bush of Roses of Eternal Slumber
841–842 of Ravenloft
843–845 of Forgetfulness
846–847 **Sand of Truth**
Seeds
848–849 Dragon Lily
850–851 Enchanted Cherry Pits (Brown)
852–854 Enchanted Cherry Pits (Gold)
855–856 Enchanted Cherry Pits (Red)
857–858 Fireseed
859–861 of Growth
862–863 Damage Curing
864–865 Disease Curing
866–867 Normal
868–870 Sun
871–872 Trollflower
873–874 of Wealth
Smoke
875–877 of Fire Quenching
878–879 Sleep
Soaps
880–881 of Abrasion
882–883 of Washing
Stones
884–886 Beauregard's Beautiful Bauble
887–888 Bimbomushi
889–890 Bloodstone of Fistandantilus
891–893 Chardalyn
894–895 of Cold Immunity
896–897 of Continual Light
898–899 of Controlling Earth Elementals
900–902 Coruskian
903–904 Cursed Well
905–906 Dream
907–909 of Everburning
910–911 Finder's
912–913 Glowstone
914–916 of Good Luck
917–918 of Gul and Thiondar
919–920 Honing
921–922 Myste's of Mixed Luck
923–925 of Mysterious Sounds
926–927 Nanorion
928–929 Oval of Tzolo's Guardian
930–932 Philosopher's
933–934 Philosopher's II
935–936 of Sampling
937–938 of Shielding
939–941 of Silence
942–943 Spongestone
944–945 Travel
946–948 Wardstone
949–950 Warfu
951–952 of Warmth
953–954 of Weight
955–957 of the Well
958–959 **Tanglefoot**
960–961 **Tanglevine Root**
Tarts
962–964 of Accusation
965–966 of Enticement
967–968 of a Summer's Day
969–970 **Thorn of Sleep**
Tooth
971–973 of Dahlver-nar
974–975 Dragon
976–977 Sweet
Waxes
978–980 of Careful Hearing
981–982 Ceiling
983–984 of Fabrication
985–986 of Hearing
987–989 Sealing
990–991 of Waning
Weeds
992–993 Rapture
994–996 of the Witch
997–000 **Zwieback of Zymurgy**

Table N: Household Items

Roll	Item Discovered
01	**Enchanted Enhancements***
02–03	**Abacus of Calculation**
Anvils	
04–05	High of the Dwarves
06–07	Iron of the Armies
08–09	of the Lortmil Mountains
Aprons	
10–11	of Comfort
12–13	Flandal Steelskin's
14–15	Leather
16–17	**Arabel's Huggable Bear**
18–19	**Armor Bath**
Art	
20–21	Blue on Bronze
22–23	Dragonnel-by-the-Cliff
24	The Gladiators
25–26	Glorindel's Gates
27–28	Glorindel's Living Painting
29–30	Igraine's Portrait
31–32	Norval's Timely Portrait
33–34	Pigments of Longevity
35–36	Portraiture by Magic
37–38	The Watchers
39–40	Widow's Walk
Awls	
41–42	Full
43–44	of Hole Punching
45–46	Inn
47–48	Mess
Balance Scales	
49	of Conversion
50–51	of Harmony
52–53	of Judgment
54–55	of Power
Banners	
56–57	of Attraction
58–59	of Bravery
60–61	Cursed
62–63	Dragon Flag
64–65	of Ferocity
66–67	Flag of Untrue Colors
68–69	Flying
70–71	of Friendship
72	Holy
73–74	of Insults
75–76	Law's
77–78	Magic Shield
79–80	Pennant of Bravery
81–82	of Privacy
83–84	of Protection
85–86	of Protection II
87–88	of Renown
89–90	of Terror
91–92	Zen's
Beholder Mouthpicks	
93–94	Fangpick
95–96	Absorbing
Bellows	
97	of Breath
98–99	of Breezes
100–101	of Roaring
Benches	
102–103	of Encumbrance
104–105	of Levitation
106–107	of Ramming
108–109	**Black Wall**
Blankets	
110–111	of Comfort
112–113	of Devouring
114–115	of Protection
116–117	Silk Coverlet of Warmth
118–119	of Sleeping
Brooms	
120	of Animated Attack
121–122	of Blindness
123–124	of Flying
125–126	of Serving
127–128	of Sweeping
129–130	of Sweeping II
Brushes	
131–132	of Colors
133–134	of Detangling
135–136	of Grooming
137–138	Vladium's Fabulous Equine
Buttons	
139–140	of Blasting
141–142	of Confusion
143–144	Discus
145	of Fastening

Buttons
146–147 of Rosy Vision
Candle Snuffers
148–149 of Death
150–151 of Dousing
152–153 of Exploding
154–155 Remote
156–157 of Serving
Carpets
158–159 Accursed
160–161 of Diving
162–163 of Fighting
164–165 of Flying
166–167 of Frying
168 Leonardo's of Flying
169–170 Rug of Mothering
171–172 Rug of Smothering
173–174 Rug of Welcome
175–176 Self Cleaning
177–178 Solomon's Magic
179–180 **Carving of Restful Sleep**
Chairs
181–182 of Amnesia
183–184 of the Ancestors
185–186 of Extra Seating
187–188 of Helplessness
189–190 of Relaxing
191–192 of Retrieval
193 of Seeing
194–195 of Travel
196–197 of Ugliness
198–199 Couch of Comfortable Seating
200–201 **Cloak Clasp of Holding**
Cords
202–203 of Binding
204–205 of Ekbir
206–207 Faithful Knot
208–209 Kybal's
Cots
210–211 of Entrapment
212–213 of Restlessness
214–215 of Suspension
Curtains
216 of Death
217–218 of Scenery
219–220 of Spying
221–222 **Cushion of Regeneration**
Desks
223–224 of Restudying
225–226 of Studying
227–228 **Dicerion of Light and Darkness**
Doors
229–230 Magical
231–232 Aruthir's Living
233–234 Back
235–236 Black Crystal
237–238 of Disappearance
239–240 of Displacement
241 Front
242–243 of Guarding
244–245 Revolving
246–247 Lesser of Teleportation
248–249 Greater of Teleportation
250–251 of Terror
252–253 Trick
254–255 **Drawer of Easy Retrieval**
256–257 **Ema of Wishes**
258–259 **Epox's Iron Rations**
260–261 **Everclean Towel**
262–263 **Everdamp Sponge**
264 **Faithful Knot**
Fans
265–266 of Charming
267–268 Club
269–270 Cooling
271–272 of Dancing
273–274 Fanfare
275–276 Fanning
277–278 Five Fire
279–280 Wind
281–282 **Fishing Lure**
Fishing Poles
283–284 of Angling
285–286 of Exaggeration
287–288 of Levitation
289 of Monster Fishing
290–291 of Rescue
292–293 of Treasure Fishing
294–295 **Forge of Metal Protection**
Forks
296–297 Planar
298–299 of Travel
300–301 **Gauze of Appearance**
Gavels
302–303 of Auctions
304–305 of Authority
306–307 of Order
308–309 **Gem Cutter's Tools of Sunndi**
Grappling Irons
310–311 Enchanted
312 Gargoyle
313–314 Griffon's Claw
315–316 of Luckless Returning
Hammocks
317–318 of Entrapment
319–320 Layne's
321–322 of Protection
Handkerchiefs
323–324 of Length
325–326 of Sneezing
Harnesses
327–328 of Seker
329–330 Spider
Hasps
331–332 of Locking
333–334 of Reloading
Hinges
335–336 of Opening
337 of Shrieking
338–339 **Hook of Adherence**
Hourglasses
340–341 Auquhol's Type I
342–343 Auquhol's Type II
344–345 Auquhol's Type III
346–347 Brindletople's Time Bomb
348–349 of Fire and Ice
350–351 Obedient
352–353 of Seeing
354–355 Timeglass of the Wizard
356–357 of Timekeeping
Inkwells
358–359 of Concealment
360 Evefull
361–362 of Scollmaking
Irons
363–364 of Imprisonment
365–366 of Opening
367–368 of Steam
369–370 Throwing
371–372 of Transference
373–374 **Kaylan's Wooden Tray**
Keys
375–376 Courier
377–378 Dowsing
379–380 of Entrance
381–382 Grave
383–384 of Inquiry
Maps
385–387 of Opening
388–389 of Quinarost
390–391 of Quinarost II
392–393 of Quinarost III
394–395 of Reunion
396–397 Rogue's
398–399 Saddle
400–401 Shapeshifter
402–403 of Silence
404–405 Silver of Portals
406–407 of Sirdan
408 Skeleton
409–410 Skeleton II
411–412 Spider
413–414 of Storage
415–416 of Translation
417–418 of Unlocking
419–420 Wizard's
Ladders
421–422 of Balance
423–424 Benhi's Express
425–426 of Climbing
427–428 of Inestimable Length
Ladles
429–430 of Candlemaking
431–432 of Curing
433 of Drinking
434–435 of Duplication
Lamps
436–437 Bashal's Tendrilight
438–439 Byubo's of Audacity
440–441 of Continual Light
442–443 Shuttered of Continual Light
444–445 of Darkness
446–447 Dragon
448–449 Floor
450–451 of the Four Winds
452–453 of the Genies
454–455 Goldmane's Dazzler
456 of Greyhawk
457–458 of Honesty
459–460 Hurricane
461–462 of Ignition
463–464 Illag's Abominable Beacon
465–466 of Infinite Burning
467–468 Krillus's Blazer
469–470 of Lighting
471–472 of Long Burning
473–474 of Long Burning II
475–476 Magic
477–478 Malthrox's Shadowcaster
479–480 Messakk's Eye
481 of Multichromaticism
482–483 of Plant Growth
484–485 Shadow
486–487 of Spying
488–489 of Summoning
490–491 Thessall's Wayguider
492–493 of Timed Lighting
494–495 **Lizardskin Bed**
Locks
496–497 Nolte's Locks and Bolts
498–499 Skie's Locks and Bolts
Logs
500–501 of Burning
502–503 Combination
504 of Floating
505–506 of Ramming
507–508 of Repetitive Burning
509–510 of Rolling
511–512 of Snoring
Matches
513–514 Magical
515–516 of Many Lights
Mirrors
517–518 Baltron's Hand
519–520 Barlithian's Mystical
521–522 Black
523–524 Blue
525–526 Crystal
527–528 of Curing
529 of Duplication
530–531 Emperor's
532–533 of Enlightenment
534–535 Evem's of Enviable Image

Mirrors
536–537 of Fear
538–539 Flaming of Tenh
540–541 of Flattery
542–543 Hsssthak's of Sight and Sound
544–545 of Images
546–547 of Improved Travel
548–549 of Lakes
550–551 of Life Saving
552 of Life Trapping
553–554 Malto's of Retention
555–556 of Mental Prowess
557–558 Murky
559–560 Not-So-Funny Funhouse
561–562 Nura D'Agor's of Life Trapping
563–564 of Opposition
565–566 of the Past
567–568 of Portals
569–570 Reading
571–572 of Recall
573–574 Red
575–576 of Reflecting
577 of Retention
578–579 of Reversal
580–581 of Seeing
582–583 of Sending
584–585 of Simple Order
586–587 of Sophistication
588–589 Spell
590–591 of Spirit Seeing
592–593 of Travel
594–595 of Truth
596–597 of Vanity
598–599 Yefar's Magic
600 Yin-Yang
Mortars and Pestles
601–602 Everproducing Rice
603–604 Lorloveim's Obsidian
605–606 **Music Box**
Muzzles
607–608 of Lycanthrope Control
609–610 of Mauling
611–612 of Training
Nails
613–614 Blast Spike
615–616 of Building
617–618 Death
619–620 Finger
621–622 of Pointing
623–624 of Securing
625 of Silence
626–627 Ten-Penny
Needles
628–629 of Death
630–631 of Lively Tattoos
632–633 Magical Darning
634–635 of Repair
636–637 of Sewing
638–639 of Sewing II
640–641 **Nefradina's Identifier**
642–643 **Nefradina's Improved Identifier**
644–645 **Oven of Heating**
Pans
646–647 of Cooking
648 of Spicing
Pens
649–650 of Excellence
651–652 of Swift Writing
653–654 of Truth
Picks
655–656 of Earth Parting
657–658 Cursed of Earth Parting
Pills
659–660 Desalination Tablet
661–662 of Hangover Relief
663–664 of Plentiful Water
665–666 **Pillow of Regeneration**
667–668 **Pipe of Heated Wind**
Plates
669–670 Book
671–672 of Counterfeiting
673 Dinner
674–675 Leomund's
676–677 Platter of Purity
678–679 Platter of Purity II
Poker
680–681 Draw
682–683 of Fire Control
684–685 of Searing
686–687 of Summoning
688–689 **Pot of Plant Protection**
Prismal's Useful Enchanted Gear
690–691 Block and Tackle
692–693 Fish Hooks
694–695 Flint
696 Grappling Hook
697–698 Musical Minstrel
699–700 Piton
701–702 Weaponblack
703–704 Whetstone
Quill Pens
705–706 of Copying
707–708 of Erasing
709–710 of Forgery
711–712 Kuroth's
713–714 of Law
715–716 of Longwriting
717–718 of Necromancy
719–720 Porcupine
721 of Pyrophilius
722–723 of Scribbling
724–725 of Scroll Creation
726–727 of Swift Writing
728–729 of Transcription
730–731 of Truth
732–733 Windscribe
734–735 Wondrous Writing Set
736–737 Zellot's of Law
738–739 **Rag of Drying**
Rakes
740–741 of Climbing
742–743 of Iron
744 of Retrieval
745–746 Ship
747–748 of Smoothing
749–750 of Tracking
Razors
751–752 Baltron's
753–754 of Close Shaving
755–756 of Truth
Ropes
757–758 of Climbing
759–760 of Constriction
761–762 of Entanglement
763–764 Hrulgin's of Entanglement
765–766 Infinite
767–768 Tallin's Tightrope
769 **Salver of Growth**
Saws
770–771 of Cutting
772–773 of Mighty Cutting
774–775 of Snoring
776–777 **Scale of Weighing**
Seals
778–779 of Deception
780–781 of Vigor
782–783 **Seat of Bane**
Shakers
784–785 Eternal Salt
786–787 Hugrin's Spice
Shovels
788–789 of Animation
790–791 of Digging
792 Cursed of Digging
793–794 of Gravedigging
795–796 of Internment
797–798 Spade of Colossal Excavation
799–800 **Slate of Identification**
Smoking Pipes
801–802 Aromatic
803–804 Bubble
805–806 Charged Eversmoking
807–808 Elminster's Eversmoking
809–810 Permanent Eversmoking
811–812 Halfling
813–814 Lasting
815–816 of Puckering
817 Self-Lighting
818–819 of Smoke Rings
820–821 of Smoking
822–823 of Snake Summoning
Spinning Wheels
824–825 Cursed
826–827 Spinning Wheel
Spoons
828–829 Birth
830–831 of Eating
832–833 of Medication
834–835 of Mixing
836–837 Murlynd's
838–839 Musical
840 of Sticking
841–842 of Stirring
843–844 of Stirring II
845–846 of Sugar
Stairs
847–848 of Ascending
849–850 of Breaking
851–852 Cold
853–854 of Descending
855–856 Endless
857–858 of Judgment
859–860 of Slipping
Strings
861–862 of Attachment
863–864 of Lashing
865 of Pearls
866–867 of Shackles
868–869 Tangle of
870–871 of Warding
872–873 **Stylus of Scribing**
Sundials
874–875 of Direction
876–877 of Timekeeping
Tables
878–879 of Banquets
880–881 of Contents
882–883 of the Elements
884–885 of Plenty
886–887 Writing
Tablecloths
888 Augricrone's
889–890 of Feasting
Tablets
891–892 Myrkul's of Fate
893–894 of Spirit Summoning
Tapestries
895–896 of Disease Warding
897–898 of Ekbir
899–900 of Folded Existence
901–902 of Rooms
Teas
903–904 Magical Rakastan
905–906 Zhakar
907–908 **Teaset of Skill and Grace**
Telescopes
909–910 of Fantastic Vision
911–912 of True Vision
Tents
913 of Captivity
914–915 Dew
916–917 of Luxury
918–919 Mist

Tents	
920–921	Polychromatic
922–923	Poor
924–925	of Shelter
926–927	of Standing
928–929	of Warning
930–931	X
Threads	
932–933	of Aging
934–935	of Commands
936	of Embroidery
Thrones	
937–938	of Death
939–940	Hlidskialf
941–942	of Incineration
943–944	of Power
945–946	of Summoning
947–948	of Transformation
Tool Sets	
949–950	Gemcutter's of Sunndi
951–952	Thieves' of Stealth
953–954	Woodworker's of Dyvers
Torches	
955–956	of Continual Fire
957–958	Continual
959–960	of Control
961	Gruumsh's Everburning
Utensils	
962–963	of Cleanliness
964–965	of the Cultured Palate
966–967	of Etiquette
Vanes	
968–969	Greater of Location
970–971	Lesser of Location
Windows	
972–973	Display
974–975	of Dressing
976–977	of Opacity
978–979	of Peeping
980–981	of Spying
982–983	of Visiting
984–985	**Xylograph**
Yokes	
986–987	of Boar Harnessing
988–990	of Flight
991–993	of Irritation
994–996	of Obedience
997–998	Practical
999–000	of Underwater Action

Table O: Musical Instruments

Roll	Item Discovered
01–04	**Enchanted Enhancements***
05–09	**Eartrumpet**
10–14	**Larynx of Deafening**
Percussion Instruments	
15–18	Bell of Alarm
19–23	Bell of the Ball
24–28	Bell of Calling
29–33	Choir Bell
34–37	Church Bell
38–42	Cow Bell
43–47	Bell of Discord
48–52	Bell of Doom
53–56	Bell of Freedom
57–61	Golden Bell of Blasting
62–66	Bell of Lament
67–70	Pavlov's Bell
71–75	Bell of Protection
76–80	Bell of Ringing
81–85	Bell of Treachery
86–89	Bell of Warning
90–94	Bell of Warning II
95–99	Alexander's Chime of Opening
100–104	Featherchime
105–108	Chime of Hunger
109–113	Chime of Interruption
114–118	Chime of Opening
119–122	Sebastian's Chime of Opening
123–127	Chime of Time
128–132	Chime of Visitors
133–137	Chime of Warning
138–141	Cymbal of Crashing
142–146	Cymbal of Symbols
147–151	Bass Drum
152–156	Drum of Deafening
157–160	Lei Kung's Drum
161–165	Drum of Menace
166–170	Native Drum
171–175	Drum of Panic
176–179	Drum of Silence
180–184	Snare Drum
185–189	Tabele
190–193	Drum of Thunder
194–198	Dughal's Percussion Instruments
199–203	Butler Summoning Gong
204–208	Chain Gong
209–212	Gong of Dispelling
213–217	Gong of Earthquakes
218–222	Gong of Fishing
223–227	Ricking Gong
228–231	Gong of Stunning
232–236	Gong of Summoning
237–241	Gong of the Whirlwind
242–245	Gourd of Travel
246–250	Rattle of Death
251–255	Rattle of Exorcism
256–260	Rattle of Shaking and Rolling
261–264	Rattle of Summoning
265–269	Rattle of Youth
270–274	Riqq of the Efreet
Stringed Instruments	
275–279	Fochlucan Bandore
280–283	Biwa of Calming
284–288	Biwa of Charming
289–293	Biwa of Discord
294–297	MacFuirmidh Cittern
298–302	Dughal's Musical Instrument
303–307	Anstruth Harp
308–312	Azler's Harp
313–316	Bragi's Harp
317–321	Bragi's Harp of Calm
322–326	Broken Harp
327–331	Harp of Charming
332–335	Harp of Charming II
336–340	Harp of Charming III
341–345	Damh's Harp
346–350	Defender's Harp
351–354	Harp of Discord
355–359	Dove's Harp
360–364	Esheen's Harp
365–368	Harp of Fingerbreaking
369–373	Fochlucan Harp
374–378	Harp of Gold
379–383	Handharp
384–387	Harp of Healing
388–392	Jhantra's Harp
393–397	MacFuirmidh Harp
398–402	Marks Harp
403–406	Methild's Harp
407–411	Murlyn's Harp of Charming
412–416	Nithanalor's Harp
417–420	Ollamh Harp
421–425	Questing Harp
426–430	Rhingalade's Harp
431–435	Harp of Spirit Restoration
436–439	Storm's Harp of Methild
440–444	Throbbing Harp
445–449	Valarde's Harp
450–454	Zunzalor's Harp
455–458	Lyron's Harpsichord of Commanding
459–463	Building Liar
464–468	Cool Hand Lute
469–473	Doss Lute
474–477	Lute of Loot
478–482	Singalong Lute
483–487	Skywalker Lute
488–491	Woodwalking Lute
492–496	Building Lyre
497–501	Canaith Lyre
502–506	Cli Lyre
507–510	Dorus's Lyre
511–515	Doss Lyre
516–520	Fu Hsing's Lyre
521–525	Loquacious Lyre
526–529	Lyre of the Spheres
530–534	Lyre of Wounding
535–539	Canaith Mandolin
540–543	Cli Mandolin
544–548	Pick of Propitiousness
549–553	Pick of Strumming
554–558	Qanum of Quiet
559–562	Qanum of the Spirits
563–567	Rababah of the Dao
568–572	'Ud of the Marids
573–577	Extreme Violin
578–581	Game Violin
582–586	Saxon Violin
587–591	Unnecessary Violin
592–595	Violin Rack
596–600	Zither of Speed
601–605	Zither of Zombie Control
606–610	Zither of Zombie Protection
611–614	**Takht of the Jann**
Wind Instruments	
615–619	Airolis's Shining Horn
620–624	Amplification Horn
625–629	Animal Attraction Pipe
630–633	Animal Calls Horn
634–638	Axewood Whistle
639–643	Azure Sea Horn
644–648	Barrier Peaks Horn
649–652	Baubles Horn
653–657	Black Ivory Horn
658–662	Blasting Horn
663–666	Bone Flute
667–671	Bubbles Horn
672–676	Collapsing Horn
677–681	Command Horn
682–685	Confusion Bagpipes
686–690	Copper Pipes
691–695	Courage Flute
696–700	Cymboli's Pipes of Sounding
701–704	Damh's Flute
705–709	Damh's Pipes
710–714	Danger Flute
715–718	Deafness Whistle
719–723	Death's Head Horn
724–728	Dismissing Flute
729–733	Djinn Nay
734–737	Dolphins Horn
738–742	Doom Pipes
743–747	Doom Trumpet
748–752	Dragon Whistle
753–756	Droning Bagpipes
757–761	Dughal's Bagpipes of Fear
762–766	Dugal's Musical Instrument
767–770	Faerie Flute
771–775	Fear Bagpipes
776–780	Feline Attraction Bagpipes
781–785	Fog Horn
786–789	Fog Horn II
790–794	Gas Pipes
795–799	Gateway Whistle
800–804	Gjaller
805–808	Goodness/Evil Horn
809–813	Hard Hearts Horn
814–818	Haunting Pipes
819–823	Headaches Bagpipes
824–827	Herding Whistle
828–832	Horn of the Gray Waste

Wind Instruments
833–837 Kantele
838–841 Luck Flute
842–846 Pain Pipes
847–851 Pan Pipes
852–856 Panic Pipes
857–860 Peace Shakuhaci
861–865 Playing Flute
866–870 Plenty Horn
871–875 Rat Whistle
876–879 Recording Recorder
880–884 Reviving Bugle
885–889 Sacred Grove Horn
890–893 September Horn
894–898 Sewer Pipes
899–903 Sewer Pipes II
904–908 Shattering Bagpipes
909–912 Shoo Horn
913–917 Signaling Horn
918–922 Silver Flute
923–927 Sleeping Bugle
928–931 Sounding Pipes
932–936 Speaking Pipes
937–941 Stopping Whistle
942–946 Summoning Whistle
947–950 Training Whistle
951–955 Tritons' Horn
956–960 Uncontrollable Striding Horn
961–964 Valhalla Horn
965–969 Valor Horn
970–974 Vast Swamp Horn
975–979 Voices Horn
980–983 Waking Bugle
984–988 War Horn
989–993 Water Pipes
994–000 Wind Dancing Flute

Table P: Weird Stuff

Roll	Item Discovered
01–02	**Enchanted Enhancements***
Anchors	
03–04	Aerial
05–06	Aerial II
07–09	Fishing
10–11	Hold Fast
12–13	Man
14–15	Seafaring
16–18	Cursed of Staying
19–20	Greater of Staying
21–22	Lesser of Staying
23–24	of Weight
25–27	**Antennae of Triangulation**
28–29	**Apparatus of Kwalish**
Arms	
30–31	of Doom
32–34	Silver of Ergoth
35–36	Silver of Ergoth II
Astrolabes	
37–38	Celestial
39–40	of Henrik
41–43	of Entrapment
Balls	
44–45	of Avian Attraction
46–47	Base
48–49	of Cosmetology
50–52	Cue
53–54	Elemental (Earth)
55–56	Elemental (Air)
57–59	Elemental (Fire)
60–61	Elemental (Water)
62–63	of Endless String
64–65	Foot
66–68	Onyx
69–70	of Power
Balloons	
71–72	Air
73–74	Carnivorous
75–77	of Containment
78–79	Hot Air
80–81	Poison
82–83	Rust
84–86	Soap
87–88	of Traveling
89–90	Word
Beacons	
91–93	Arcane
94–95	Thayvian
Bison Skull Totems	
96–97	Bison Skull Totem
98–99	Kolkis's Evil
Boats	
100–102	Airboat
103–104	Canoe of Portage
105–106	Canoe of Travel
107–108	Desert
109–111	Small Folding
112–113	Large Folding
114–115	Folding Coracle
116–118	Frog
119–120	Goerl's Portable Canoe/Tackle Box
121–122	Hasty Barge of Nyr Dyv
123–124	House
125–127	Ice
128–129	Joukahainen's
130–131	Joukahainen's II
132–133	Mistboat
134–136	Portable Canoe
137–138	Quaal's Mystical Feather Token
139–140	Semekhtet Barge
141–143	Smuggler's
144–145	Storm Rider of the Gearnat Sea
146–147	Theon's Folding
148–149	Tub of Sailing
150–152	Undersea
153–154	Underwater
155–156	Vainamoinen's
157–158	Xiphoid Xebec
159–161	**Brass Horseman**
Bridles	
162–163	of Acquiesce
164–165	of Control
166–167	of Control II
168–170	Golden
171–172	of Listening
173–174	Plane Shifter
175–177	of Soaring
178–179	of Speaking
180–181	of Taming
182–183	of Wings
184–186	**Carrague's Iron Golem**
Carts	
187–188	of Convenience
189–190	of Decks
191–192	Mouse
Castles	
193–195	Cloud
196–197	Cloud II
198–199	**Celestial Planisphere**
Chains	
200–202	Daisy
203–204	Danleor's Dungeon
205–206	of Transport
Chariots	
207–208	of Flames
209–211	Franklyn's Incredible
212–213	Hover
214–215	Myl's Mouse
216–217	of Ra
218–220	Underwater
221–222	of Vix
Chess Game	
23–224	Fextree
225–227	Khas
228–229	Magical
230–231	Marbol's
232–233	**Chilling Snare**
Coins	
234–236	of Almor
237–238	Bloodcoin
239–240	Copper
241–242	Cursed Copper Piece
243–245	Eight Diagram
246–247	Electrum
248–249	Equus
250–251	Gold
252–254	of Luck
255–256	Penny of Luck
257–258	Platinum
259–261	Raistlin's Cursed Money
262–263	Returning Penny
264–265	Silver
266–267	**Cone of Communication**
268–270	**Continual Light Reflector**
271–272	**Control Doll**
Crystal Balls	
273–274	I
275–276	II
277–279	III
280–281	IV
282–283	avec Clairaudience
284–286	Hypnosis
287–288	Eye of the Gods
289–290	Moredlin's
291–292	**Crystal Parrot**
Crystal Warriors	
293–295	Diamond
296–297	Glass
298–299	Jade
300–301	Porcelain
302–304	Ruby
Cubes	
305–306	of Abilities
307–308	Bullion
309–310	of Calling
311–313	Cubic Foot
314–315	Cubic Gate
316–317	Cubic Yard
318–320	Daern's Instant Fortress
321–322	of Disabilities
323–324	of Farce
325–326	of Force
327–329	of Force II
330–331	of Frost Resistance
332–333	Glow
334–335	Ice
336–338	Khurgorbaeyag's Copper
339–340	of Liquid Cooling
341–342	of Luck
343–345	of Sweetness
Decks of Cards	
346–347	of Chance
348–349	Daffy
350–351	of Decking
352–354	Fortune Telling
355–356	of Illusions
357–358	of Illusions II
359–360	Janean's of Many Things
361–363	of Many Things
364–365	of Many Things II
366–367	Quarter
368–370	Sun
371–372	Tarot Deck of Many Things
373–374	Tracer
375–376	of Wondrous Power
Devices	
377–379	Passage
380–381	Time Journeying
Dice	
382–383	of Certain Wagering
384–385	of Chancelessness

Disks
386–388 of the Azure Sea
389–390 Displacer
391–392 of History
393–394 Tenser's Tantalus
395–397 **Dome of Shapes**
398–399 **Dragonisle's Harbor Chains**
400–401 **Dunhill's Spelljamming Apparatus**
402–404 **Dynamo of Flying**
405–406 **Edu'sascar**
407–408 **Elemental Compass**
Figureheads
409–410 of Blessing
411–413 Cursed
414–415 of Protection
416–417 of Protection II
418–419 of Wondrous Power (Attacks)
420–422 of Wondrous Power (Disguise)
423–424 of Wondrous Power (Speed)
Figurines
425–426 Alabaster Griffon
427–429 Amber Monkeys
430–431 Cat of Felkovic
432–433 Coral Dragon
434–435 Dori's Obsidian Steed
436–438 Emerald Frog
439–440 Jade Snake
441–442 Moonstone Rabbit
443–444 Onyx Panther
445–447 Opal Cats
448–449 Silver Carp
450–451 Tourmaline Turtle
452–454 of Wondrous Power
Fire
455–456 Cold
457–458 Dark
459–460 Gyregam
461–463 **Folding Moat**
464–465 **Flying Rockinghorse**
Fountains
466–467 Lasko's Magical
Alternate World Gates
468–469 Blackjack
470–472 Laser Pistol
473–474 Lute
475–476 Medal
477–478 Pocket Tool
479–481 Star
482–483 Violin Case
484–485 **Gateway of Symmetry**
486–488 **Ginzani's Riding Tack of Flight**
489–490 **Glitterlode's Blessed Skyhooks**
Globes
491–492 of Battleshroud Gas
493–494 of Cirulon
495–497 Glowing
498–499 Glowing II
500–501 Mervic's Gaseous
502–503 of Purification
504–506 Samzinna's of Putrification
507–508 of Serenity
509–510 Vision
511–513 of Wisdom
514–515 **Goldbug**
516–517 **Golden Floor**
518–519 **Guardian Tail**
520–522 **Gravitic Stabilizer**
Spelljamming Helms
523–524 Bardic
525–526 Alarm Beacon
527–528 Cloaking
529–531 Death
532–533 Forge
534–535 Furnace
536–537 Gnomish
538–540 Grand
541–542 Ki-
543–544 Lifejammer
545–547 Orbus
548–549 Pool
550–551 Pump
552–553 Radiant
554–556 Series
557–558 Major
559–560 Minor
561–562 Ultimate
Horseshoes
563–565 of Fleetness
566–567 of Flying
568–569 of the Gray Waste
570–572 of Luck
573–574 Obsidian
575–576 of Petrification
577–578 of Speed
579–581 of a Zephyr
Huts
582–583 Baba Yaga's
584–585 Spirit
Idols
586–587 Carnelian
588–590 of Lolth
591–592 Quentin's
593–594 **Internal Conjuration Engine**
595–597 **Ipsissimo's Black Goose**
Kites
598–599 of Lightning
600–601 of Reconnaissance
602–603 of Signaling
604–606 **Lapland Wool**
607–608 **Larder of Holding**
609–610 **Lighthouse**
611–612 **Lithocentric Pendulum**
Locators
613–615 Portal
616–617 Planetary
618–619 **Machine of Lum the Mad**
620–621 **Magestar**
622–624 **Magic Missile Device**
Masts
625–626 Half
627–628 Portable
629–631 **Masthead of Durability**
Mice
632–633 Amazing
634–635 Magic
636–637 **Mighty Servant of Leuk-O**
638–640 **Mill of Sampo**
641–642 **Minyan**
Mobiles
643–644 Diamond and Silver
645–646 Onyx and Steel
647–649 Ruby Turquoise and Emerald
Nests
650–651 of Eyes
652–653 of Invulnerability
654–656 of Life
657–658 **Nithian Monolith**
659–660 **Nithian Standard**
Oars
661–662 Ether
663–665 of Rowing
Oracles
666–667 Blue of Greyhawk
668–669 Brown of Greyhawk
670–671 Green of Greyhawk
672–674 Orange of Greyhawk
675–676 Red of Greyhawk
677–678 Violet of Greyhawk
679–681 Yellow of Greyhawk
Orbs
682–683 of Alignment
684–685 of the Black Swamp
686–687 Crystal
688–690 of Distant Viewing
691–692 of Draconic Influence
693–694 Dragon
695–696 of Dragonkind (Hatchling)
697–699 of Dragonkind (Dragonette)
700–701 of Dragonkind (Dragon)
702–703 of Dragonkind (Great Firedrake)
704–705 of Dragonkind (Eldest Worm)
706–708 of Golden Death (Smoky)
709–710 of Golden Death (Carnelian)
711–712 of Golden Death (Garnet)
713–715]
716–717 of Holiness
718–719 of Law
720–721 of Radiance
722–724 of Remote Action
725–726 of the Silver Dragon
727–728 **Orrery of the Inner Planes**
Pedestals
729–730 Diamond of Blyphian
731–733 Gold of Blyphian
734–735 **Plank**
736–737 **Plumalitter**
Pools
738–740 Dimensional
741–742 Golden
743–744 Mellenea's Portal
745–746 of Tears
747–749 **Portable Bridge**
750–751 **Portable Shadow**
752–753 **Portable Spring**
754–755 Prosthesis
Rudders
756–758 of Guidance
759–760 of Guidance II
761–762 of Maneuverability
763–764 of Maneuverability II
765–767 of Propulsion
768–769 of Propulsion II
770–771 of Speed
Saddles
772–774 of Flying
775–776 of Secure Riding
777–778 of the Spirit Horse
779–780 of Stability
781–783 of Taming
784–785 Torloch's of Comforts
Sails
786–787 Black of Schnai
788–789 Invisible
790–792 of Maneuverability
793–794 **Sargasso Detector**
795–796 **Shade of the Shadow**
Ships
797–799 Earth and Sea
800–801 Frey's
802–803 Galley of the Gods
804–805 Halruan Skyship
806–808 of Pearl
809–810 Phaseship
811–812 Ship-in-a-Bottle
813–814 **Ship's Wheel of Maneuverability**
Skulls
815–817 Ebon
818–819 Mezin's
820–821 Singing
822–824 Spirit
825–826 Talking
Sledges
827–828 Joukahainen's Golden
829–830 Vainamoinen's
831–833 **Sounder**
834–835 **Spelljammer Detector**
Spheres
836–837 of Annihilation
838–839 of Darkness
840–842 of False Calling

Spheres	
843–844	Gax's of Annihilation
845–846	Glain's Crystal
847–848	Karnrohb's Airy
849–851	Mierest's Starlit
852–853	Thaddigren's Glowglobes
854–855	of Warning
856–858	**Spiderwalker**
859–860	**Springerie**
861–862	**Standing Stone**
Statues	
863–864	Boli
865–867	Corellon's Crystal
868–869	Golden
870–871	Old Salt of Power
872–873	Scorpion Ward
874–876	Singing
877–878	Singing II
879–880	Stone Horse (Courser)
881–883	Stone Horse (Destrier)
884–885	of Substitution
886–887	Xanthippe of Annoyance
888–889	**Stick of Standing**
890–892	**Stirrups of Horsemanship**
893–894	**Timberbane's Chopper-Ripper**
Transportation	
895–896	Chemcheaux Teleport Pad
897–898	Teleportation Chamber
899–901	Transporter Pad
902–903	**Trap-Springer**
Trees	
904–905	Great
906–908	of Malice
909–910	of the Ravenous
911–912	of Unending Lamentation
913–914	of Venom
Turrets	
915–917	Light
918–919	Medium
920–921	Heavy
922–923	**Tvashtri's Pinwheel**
924–926	**Tzolo's Guardian**
927–928	**Unseen Ship Crew**
Wells	
929–930	of Dreams
931–932	of Many Worlds
933–935	Sumbar Oracle
Wheels	
936–937	of Burning
938–939	Fairy's
940–942	of Fire
943–944	of Floating
945–946	of Fortune
947–948	Hasty
949–951	of Keening
952–953	of Lighting
954–955	of Maneuverability
956–957	of Misfortune
958–960	Square
961–962	Wind Fire
963–964	**Winch of Power**
965–967	**Wind Howdah**
Wings	
968–969	Dragon
970–971	of Flying
972–973	Sigh Danovitche's of Flying
Wo-ha Ui-jung	
974–976	Standing Monkey
977–978	Squatting Toad
979–980	Sitting Monkey
981–982	Sitting Bull
983–985	Sitting Dog
986–988	Standing Bear
989–991	Leaping Fish
992–994	Laughing Hare
995–997	Dancing Hart
998–000	Coiled Dragon

Table Q: Humorous Items

Roll	Item Discovered
01–20	**Enchanted Enhancements***
21–40	**Apparatus of Spikey Owns**
41–61	**Ardraken's Refresh. Simulacrum**
62–81	**Armband of Music**
82–102	**Arrow of Sleighing**
103–122	**Awl of the Above**
123–142	**Awl Out**
143–163	**Bowling Ball**
164–183	**Barrel of Monkeys**
184–204	**Blowgun of Wild Emotions**
205–224	**Bottle of Boos**
Blashphor's Baby Care Products	
225–244	Magical Diapers
245–265	Crib of Pushing
266–285	Blashphor's Cradle
286–306	Blashphor's Diapers
307–326	Blashphor's Nursery
327–346	**Brassier of Defense**
347–367	**Batting Cage**
368–387	**Handkerchief of Flirting**
388–408	**Holy Terror Hockey Stick**
409–428	**Hoop of the Roller Hoopers**
429–448	**Liar of Building**
Merty's Marvelous Marketplace	
449–469	Magical Markers
470–489	Magnificent Mattress
490–510	Marvelous Marble
511–530	Masculine Macho-Musk
531–550	Masterful Muffler
551–571	Miraculous Mistmaker
572–591	Mud Masque
592–612	Multiplanar Mushroom
613–632	Munificent Match
633–652	Musical Menagerie
653–673	Mysterious Mug
674–693	Mystic Mustard
694–714	Mythic Muskmelon
715–734	**Omelet of the Planes**
735–754	**Minionions of Set**
755–775	**Ring of Spell "Turning"**
776–795	**Robe of Blending II**
796–816	**Robe of Blending**
817–836	**Rod of Cancellation**
837–856	**Hill Seed**
857–877	**Mountain Seed**
878–897	**Skates of the Roller Hoopers**
898–918	**Staff of Striking II**
919–938	**Sweatsuit**
939–958	**Sword of Babette Maelstrom**
959–979	**Sword of Underwear Snatching**
980–000	**Yo-Yo of Fate**

Table R: Armor and Shields

To randomly armor, roll on first on **Table R1** to determine the type. If the result is *Special*, roll on **Table R3**; for any other outcome, roll on **Table R2** to find the bonus or penalty. In many cases, the description of a special piece of armor rolled on **Table R3** gives the item a predetermined bonus. If this is not the case, the DM should roll on **Table R2** to find the magical bonus or penalty of the item when used in defense. Even if the item has a predetermined bonus or penalty, the DM may roll on **Table R2** in order to achieve true randomness.

Whether the armor is generic or special, DMs are encouraged to turn to the section in the ENCYCLOPEDIA MAGICA detailing that specific item. Each weapon and armor section contains random charts that detail other types of equipment. For instance, if 404 was rolled on **Table R1** and 14 on **Table R2**, *armor +2* is the result. Now, if you turn to page 69 and roll again, a player could be given a *lorica segmenta +2*, *plate mail +2*, or any number of other possibilities rather than generic *armor +2*.

Table R1: Generic Magical Armor

001–491	Armor
492–527	Barding
528–539	Bonnet
540–576	Caparison
577–952	Shield
953–000	Special (Roll on Table R3)

Table R2: AC Adjustment for Armor

Roll	AC Adj	XP Value	GP Value
01–02	–1	–	+0
03–10	+1	+500	+5,000
11–14	+2	+1,000	+10,000
15–17	+3	+1,500	+15,000
18–19	+4	+2,000	+20,000
20	+5	+3,000	+30,000

Table R3: Special Magical Armor

Roll	Item Discovered
01–06	**Enchanted Enhancements***
of Valor	
07–12	Gauntlet of Valor
13–18	Vambrace of Valor
19–24	Couter of Valor
25–30	Rerebrace of Valor
31–36	Pauldron of Valor
37–42	Rerebrace of Valor
43–48	Vambrace of Valor
Armor	
49–54	Abbathor's
55–60	of Absorption*
61–66	of Acidic Secretion*
67–72	Anything
73–78	Aquatic*
79–84	Aquatic With Free Action*
85–90	Arcane
91–96	Arvoreen's Chain
97–103	Aslyferund's
104–109	of Blackflame
110–115	of Blending*
116–121	Blue of the Crystalmist Mountains
122–127	Bradlie's Leather
128–133	Callarduran Smoothhands's Chain
134–139	of Charm*
140–145	of Comfort*
146–151	of Command*
152–157	of Concealed Wizardry*
158–163	of Continual Cleanliness*
164–169	of Coolness*
170–175	of Cure Wounds*
176–181	of the Desert Evening
182–187	Dragonarmor
188–193	Eastern Wooden
194–199	of Eelix
200–206	of Electricity
207–212	Elven Chain
213–218	of Energy Drain*
219–224	of Ethereality*
225–230	of Etherealness
231–236	of Etherealness II
237–242	White Dragon
243–248	Black Dragon
249–254	Green Dragon
255–260	Blue Dragon

Armor	
261–266	Red Dragon
267–272	of Fear*
273–278	of Fear II
279–284	of Flight*
285–290	of Gaseous Form*
291–296	Gnarldan's
297–303	of Haste*
304–309	of Healing*
310–315	Heimdall's
316–321	Heimdall's White
322–327	of Horus
328–333	Ilneval's Red Chain
334–339	Indra's Golden
340–345	of Invisibility*
346–351	Keolish Plate of the Seas
352–357	Kumakawa
358–363	Laeral's Storm
364–369	Lemmikainen's
370–375	of Missile Attraction*
376–381	Mourner's
382–387	Oyori of the Unknown Warrior
388–393	Plate of Solamnus
394–399	of Possession*
400–406	of Presence
407–412	Quirk*
413–418	of Rage
419–424	Rainbow
425–430	Raji's of the Desert Evening
431–436	Red of the Hellfurnaces
437–442	Red Dragon Scale
443–448	of Reflection*
449–454	Remove Curse*
455–460	Scale of Horus
461–466	Skoriaan's Drow Chain
467–472	of Solamnia
473–478	Surtr's Iron
479–484	of Swimming*
485–490	of Temperature Control*
491–496	Tulen's Plate of Etherealness
497–502	of the Undead
503–509	of Underwater Action*
510–515	Voice of Heroes
516–521	of Vulnerability*
522–527	of Vulnerability II*
528–533	of Warmth*
534–539	White of the Griff Mountains
Barding	
540–545	of Deceptive Travel
546–551	of Easy Travel
552–557	of Flight
558–563	Magical
564–569	of Missile Protection
570–575	Morgan's Horse
Bonnets	
576–581	Horn
582–587	War
Caparisons	
588–593	Armored
594–599	of Comparison
600–606	of Enslavement
607–612	of Protection
613–618	of Silence
619–624	of Sustenance
Shield	
625–630	Abbathor's
631–636	of Absorption
637–642	Aegis
643–648	Aegis II
649–654	Athena's
655–660	of Blow Turning
661–666	of Charm
667–672	of Concealed Wizardry
673–678	Copper
679–684	of Cure Wounds
685–690	Death Watch Beetle
691–696	Discus
697–702	of Dragon Protection
703–709	Dragonscale
710–715	Dragonshield
716–721	Dzance's Guardian
722–727	of Electricity
728–733	of Energy Drain
734–739	of Energy Drain II
740–745	of Ethereality
746–751	Fire's
752–757	of Fly
758–763	of Gaseous Form
764–769	Goblin of the Pomarj
770–775	of Greyhawk
776–781	Grimjaw
782–787	of Haste
788–793	Hastsezini's
794–799	Hawkstone's Bulwark
800–805	Holy
806–812	of the Holy
813–818	of Huma
819–824	of Invisibility
825–830	Kirith-Kanoi
831–836	Laduguer's
837–842	Laeral's Spell
843–848	of Lorin
849–854	Magical Defense
855–860	Medicine
861–866	of Medusae
867–872	Missile Attractor
873–878	Missile Deflector
879–884	Noj's Missile Attractor
885–890	of Olynthos
891–896	Petrified*
897–902	of Proof Against. . . .
903–909	of Proof against Cold
910–915	of Proof against Electricity
916–921	of Proof against Fire
922–927	Quirks*
928–933	Raji's of the Holy
934–939	of Reflection
940–945	of Remove Curse
946–951	Reptar's Wall
952–957	Shoon's Buckler
958–963	Sticky
964–969	Thurbrand's Protector
970–975	Tortoise
976–981	Thillonrian of Berserking
982–987	White
988–993	Wood-Iron*
994–000	Yondalla's

Table S: Weapons

To select a weapon at random, roll on **Table S1**. If *Special* is not the result, roll on **Table S2** to find the bonus or penalty. If **Table S1**, *Special,* is the result, roll on **Table S3**. In many cases, the description of a special weapon on **Table S3** has a predetermined bonus. If this is not the case, or you wish a truly unique result, roll on **Table S2** to find the magical bonus or penalty for the item.

Always turn to the section of the encyclopedia that details that type of weapon. At the beginning of each major entry is a random chart that names other varieties of that particular weapon. For instance, if you rolled 352 on **Table S1** and 15 on **Table S2**, a *hammer +2* was the result. If you turn to page 551 and roll again, you could give the player a *mallet +2* or a *spiked-back zagnal +2*. There are any number of possibilities.

Table S1: Generic Magical Weapons

Roll	Generic Magic Weapon
01–97	Arrow
98–100	Quarrel (Bolt)
101–102	Arrowhead
103–143	Axe
144–146	Ballistae
147–148	Battering Ram
149–151	Blowgun
152	Bombard
153–206	Bow
207–213	Crossbow
214–216	Catapult
217–223	Club
224–302	Dagger
303–332	Dart
333–343	Flail
344–372	Hammer
373	Harpoon
374–380	Javelin
381–387	Jettison
388–404	Lance
405–440	Mace
441–442	Mattock
443–473	Net
474–505	Polearm
506–513	Quiver
514–522	Sickle
523–526	Sling
527	Sling Bullet
528	Slingstone
529–555	Spear
556–559	Spelljamming Ram
560–958	Sword
959–960	Throwing Stars
961–974	Whip
975–000	Special (Roll on the Table S3)

Table S2: Attack Adjustments for Weapons

Roll	Sword Adj	XP Val	Wpn Adj	XP Val	GP Val
01–02	–1	–	–1	–	+0
03–10	+1	+400	+1	+500	+5,000
11–14	+2	+800	+1	+500	+5,000
15–17	+3	+1,400	+2	+1,000	+10,000
18–19	+4	+2,000	+2	+1,000	+10,000
20	+5	+3,000	+3	+2,000	+20,000

Table S3: Special Magic Weapons

Roll	Item Discovered
01	**Enchanted Enhancements***
02	**Weapon Enhancements***
03	**Accelerator**
Arrows	
04	Abaris's
05	Acid
06	of Aggravation
07	Antimagic
08	Apollo's
09	of Attraction
10	of Biting
11	Black of Iuz
12	of Blinding
13	of Blinking
14	Bolt of Lightning
15	of Bow-Breaking
16	of Burning
17–18	of Charming
19	of Charming II
20	of Clairaudience
21	of Clairvoyance
22	of Climbing
23	of Connection
24	of Curing
25	of Darkness
26	of Detonation
27	of Direction
28	of Disarming
29	of Disintegration

Arrows

30 of Dispelling
31 of Distance
32 of Draconian Slaying
33 Elven
34 of Enchantment
35–36 of Explosions
37 of Extended Range
38 Faerie Fire
39 of Fire
40 Fire Seed
41 Fire Trap
42 Flaming
43 of Flying
44 of Force
45 of Harm
46 of Holding
47 of Holding II
48 of Ice
49 of Illumination
50 Illusory Missile
51 of Justice
52–53 of Law
54 of Light
55 of Lighting
56 of Lightning
57 Lycanthrope Slayer
58 Maglubiyet's Wounding
59 of Misdirection
60 Missile Weapon of Accuracy
61 Missile Weapon of Distance*
62 of Multiplicity
63 Nilbog
64 Oberon's of Subduing
65 Oberon's of Slaying
66 of Paralyzation
67 of Penetrating
68 of Penetration
69 of Perseverance
70–71 of Piercing
72 of Polymorphing
73 of Pursuit
74 Quarrel of Biting (Acid)
75 Quarrel of Biting (Normal)
76 Quarrel of Biting (Poison)
77 Red
78 of Refilling
79 of Returning
80 of Rock Piercing
81 of Roping
82 of Scent Detection
83 of Screaming
84 of Screaming II
85 of Seeking
86 of Seeking II
87 of Set
88–89 of Signaling
90 of Silence
91 of Sinking
92 of Slaying
93 of Slaying II
94 of Slaying III
95 of Slaying IV
96 Snake
97 of Speaking
98 Stun Bolt
99 of Stunning
100 Stirge's Bite
101 of Teleporting
102 of Transporting
103 Wooden
104 of Wounding
105–106 **Arrowhead of Marking**

Axes

107 Agni's Red
108 Ama-Tsu-Mara's Vorpal
109 Arumdina
110 Azuredge
111 Brihaspati's
112 of Brotherhood
113 Callarduran Smoothhands's
114 Cursed Battle
115 of Cutting
116 Deathstriker
117 of the Dwarvish Lords
118 of Enchantment
119 Frostreaver
120 Garl Glittergold's Battle
121 Gnarldan's Battle
122 Hastseltsi's Hand
123–124 Hastsezini's Hand
125 of Hurling
126 Lortz's Battle
127 Maglubiyet's
128 Might of Heroes
129 Molydeus's
130 Motopua
131 Nanna Sin's Black
132 Nomog-Geaya's Hand
133 Pickaxe of Piercing
134 Rocksplitter
135 Sampsa's Golden
136 Shag's Battle
137 Sulward's
138 Thor's Kiss
139 Throwing
140 Thumb Height Man's
141–142 Torshorak
143 Tunnelrunner's
144 Withering Pickaxe
145 of the Woodsman
146 Zebulon's of Leaving
147 Zzzzzz's of Snoring

Ballistae

148 Heavy
149 Light
150 Medium

Battering Rams

151 Bigby's Demanding
152 Magical

Blowguns

153 of Accuracy
154 of Distance
155 Hawk
156 **Bombard**

Bows

157 Aasimon
158–159 of Accuracy
160 Ajagava
161 of Anshan
162 Black
163 Brihaspati's
164 of the Centaurs
165 Corellon's Long
166 Crossbow of Accuracy
167 Crossbow of Angling
168 Crossbow of Distance
169 Crossbow of Enchantment
170 Crossbow of Klee
171 Crossbow of Multiplication
172 Crossbow of Speed
173 Crossbow of Speed II
174 Cursed
175 of Distance
176–177 of Doubling
178 Eagle
179 of Enchantment
180 Firebow
181 Fire Teeth
182 of the Forest
183 Gem
184 Goblins' Bane
185 Hastsezini's
186 Hawk
187 Heartseeker
188 of Heartseeking
189 of Vampire Slaying
190 Heracles's
191 Hiatea's Long
192 Ice Fang
193 Illusory
194–195 Indra's
196 Iron of Gesen
197 Joukahainen's Crossbow
198 Last Shot
199 of Levitation
200 of Lir
201 of Marksmanship
202 of Neverending Arrows
203 Oberon's
204 Odin's
205 Phantom
206 Rudra's
207 Sarnge
208 Shichi's Daikyu
209 Solonor Thelandira's
210 of Speed
211–212 Underwater Crossbow
213 of the Unicorn
214 Valis's
215 of Vampire Slaying
216 of Warning With Curse
217 of Warning Without Curse

Catapults

218 Light
219 Medium
220 Heavy

Clubs

221 Aegir's
222 Bronzewood Cudgel
223 Daghdha's
224 Druid's Cudgel
225 Fire's
226 Great Stone
227 Grolantor's
228 **Crutch of Lightning**

Daggers

229–230 Abbathor's
231 Alignment Detection
232 Aphrodite's
233 Armor Piercing
234 Baravar Cloakshadow's
235 of Blackflame
236 Blade of Banishing
237 Bladestar
238 Brandobaris's
239 Buckle Knife
240 Buckler Knife
241 Ceremonial
242 Chih-Nii's
243 Chill Blade
244 of Concealment
245 of Defiance
246 Dolphins' Bane
247–248 of Doomwarding
249 Dragon Fang
250 Dragonfang
251 Elven
252 of the Evil Eye
253 Eviscerator
254 Fang
255 Fang of the Nosferatu
256 Flying
257 Flying II
258 Freya's Fiery
259 Frigga's
260 Golemblight
261 Grimwald's
262 Guardian Blade
263 Hastseltsi's Throwing
264–265 Hecate's
266 Hornblade (Knife size)
267 Hornblade (Dagger size)
268 of Illusory Metal

Daggers

269 of Impaling
270 Iyarim's Flying
271 Jump
272 Kiaransalee's
273 Knife of Continual Sharpness*
274 Knife of Sharpness
275 Koalinth Slayer
276 Loki's Envenomed
277 Longtooth
278 Mageslayer
279 of the Magius
280 Mervic's
281 Nut's Black
282–283 of Quickness
284 Rabbitslayer
285 Random Target
286 Resource
287 Rust Blade
288 Rutterkin Sling Blade
289 Sahuagin Dolphin
290 of Set
291 Soma's
292 of Sounding
293 Speaking
294 Spider Fang
295 Sung Chiang's
296 of Throwing
297 of Throwing II
298 Throwing of Returning
299 Tooth of Torm
300–301 of Truth
302 Tufala's Jambiya
303 Tvashtri's
304 of Vengeance
305 of Venom
306 Werebane
307 Xochiquetzal's
308 Yama's

Darts

309 of Biting
310 of Blinking
311 of Branding
312 of Charming
313 of Climbing
314 of Curing
315 Death
316 Death II
317–318 of Disarming
319 of Dispelling
320 of Flying
321 of Homing
322 of the Hornets' Nest
323 Illusory Missiles
324 of Light
325 of Lighting
326 of Penetrating
327 of Refilling
328 of Screaming
329 of Seeking
330 of Sinking
331 of Slaying
332 of Speaking
333 of Stunning
334 Svirfnebli
335–336 of Teleporting
337 of Transporting
338 of Wounding
339 **Discus of Disenchantment**

Explosive Devices

340 Dimensional Mine
341 Dimensional Mine II
342 Ellister's Dimensional Mine
343 Helm Bomb
344 Spelljamming Mine
345 Wethilion's Time Bomb

Flail Weapons

346 Bael's Morning Star
347 Bargrivyek's
348 Battle Star
349 of the Desert Kings
350 Dragonflail
351 Fleeting
352 Morning Star of Detection
353–354 Multiple Rod of Dancing
355 Osiris's Royal
356 Pharaoh's
357 **Gnomish Sweeper**

Hammers

358 Aegis-Fang
359 Air
360 Colgomere's of Thunderbolts
361 Delzoun's Fist
362 Dwarf Thrower
363 Dwarf Thrower II
364 Flandal Steelskin's
365 Gaerdal Ironhand's
366 Goibhniu's War
367 Hephaestus's
368 Kostchtchie's
369 Kostchtchie's II
370–371 of Life
372 Mallet of Luck
373 Maul of the Titans
374 Mjolnir II
375 of Nailing
376 Nai No Kami's
377 of Penetration
378 Runehammer
379 of Silence
380 Storm
381 Stronmaus's of Thunderbolts
382 of Thunderbolts
383 of Vengence
384 of Vitroin
385 Whelm
386 Winged

Harpoon

387 Magical

Helmseekers

388–389 Accelerator
390 Ballista
391 Bombard
392 Catapult
393 Great Bombard
394 Greek Fire
395 Jettison Medium

Javelins

396 Cursed
397 of Distance
398 Hruggek's of Lightning
399 Huitzilopochtli's
400 of Lightning
401 of Piercing
402 Sunbolt

Jettisons

403 Light Magical
404 Medium Magical
405 Heavy Magical
406–407 Light Magical II
408 Medium Magical II
409 Heavy Magical II

Lances

410 Anhur's
411 Copper
412 Death
413 Footman Dragonlance
414 Mounted Dragonlance
415 of Fire
416 Hastsezini's Lance of
417 Izanagi's
418 Lesser Footman's Dragonlance
419 Lesser Mounted Dragonlance
420 of Piercing
421 Puchan's Golden
422 Tribal
423–424 True Dragonlance
425 Venom
426 Wind's

Maces

427 Astral Deva
428 Bael's Morning Star
429 Berronar Truesilver's
430 Black
431 of Crushing
432 of Darkness
433 Diamond
434 of Disruption
435 Driver
436 Expeller
437 Great Golden of the North
438 Great Holy Icon
439 Hruggek's Morning Star
440 Ironstar
441–442 Mace-Wand
443 Memnor's Morning Star
444 Muamman Duathal's
445 Nebelun's
446 Nightbringer
447 of Pain
448 Raiden's
449 Shadowcaster
450 Skull
451 of Spellwarding
452 of St. Cuthbert
453 of St. Cuthbert II
454 of St. Cuthbert III
455 Staff-Mace
456 Storm Star
457 Tadrond's
458 Undeadbane
459–460 Undeadbane II
461 Varuna's
462 Warstar of the Manticore

Mattocks

463 Dumathoin's
464 of the Titans

Nets

465 Ashley's of Entrapment
466 Drag
467 of Entrapment
468 of Fishing
469 Hare
470 Hiatea's of Weakness
471 Hiatea's of Feeblemind
472 Hiatea's of Petrification
473 of Landing
474 Loyal of Restraint
475 of Plenty
476–477 of Profit
478 Safety
479 of Snaring
480 of Snaring II
481 of Sneering
482 of Spirit Snaring
483 Webnet
484 Webnet II
485 of Worth
486 **Noisesome Spirit Chaser**

Paddleboard

487 Magical
488 of Wondrous Transformation

Pellets

489 Flash
490 Flash II

Polearms

491 Baphomet's Bardiche
492 Belial's Military Fork
493 Blessed Trident
494–495 of Commanding Water Creatures
496 Fisher's Trident of Fish Command
497 Fork of Jabbing

Polearms

498 Fork of Travel
499 Lacedonbane
500 Mephistopheles's Fork
501 Niord's Great Trident
502 O-Wata-Tsu-Mi's Jade Trident
503 Persana's Trident
504 Pitchfork of Penetration
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506 Reptilebane
507 Rutterkin Polearm
508 Saw-Toothed Glaive
509 Trident of Elemental Death
510 Trident of Fish Command
511 Trident of Fish Control
512–513 Trident/Military Fork
514 Trident of the Oljatt Sea
515 Trident of the Phlogiston
516 Trident of Submission
517 Trident of Warning
518 Trident of Yearning
519 Uluth'gak's Gythka
520 Water Elemental Slayer
521 Wave
522 Zezen Washio's Trident

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524 Black
525 of Ehlonna
526 Frief's Magical
527 Never Empty
528 of Returning
529–530 of Wrong Returning
531 **Rutterkin Snap-Tong**

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533 Elmarin Cannon Call (Ring)
534 Elmarin Cannon Call (Snow)
535 Elmarin Cannon Call II (Shatter)
536 Elmarin Cannon Call II (Skunk)
537 Elmarin Cannon Call II (Termite)
538 Elmarin Cannon Call III (Warp)
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540 Ahto's
541 Black
542 Cronus's
543 Gaea's Black
544 Golden
545 of the Harvest
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547–548 Scythe of Pain

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549 Blacksling
550 Bolas of Sunlight
551 Finniginn's
552 of Seeking
553 **Sling Bullet of Impact**
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559 Black Kumade
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561 Gae Bolg
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568 Heartseeker
569 Heartseeker II
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571 Hiatea's
572 of Obliteration
573 of Panic
574 of Paralysis
575 Returning
576 Sharksbane
577 Smokespear
578 Sparkling
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582–583 Blunt
584 Grappling
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586 Aasimon
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588 Adjatha the Drinker
589 Albruin
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595 The Answerer
596 The Answerer II (Rebutter)
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618–619 Bane of the North
620 Barnus's Gnomebane
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638 Bloodletter
639 Bloodsword
640 Blue Dragon Bane
641 Brightblade
642 Caeren-Uroth
643 Calathangas
644 Canopa's
645 Captain's
646 Casterbane
647 Celestial Fury
648 Chainsword
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650 Chopping
651 Clamorour
652 of Cleaving
653–654 Colada
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656 Companion
657 Corellon's
658 Corthalis
659 Courtain
660 of Cowardice
661 Crusader
662 Crysomer
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664 Cursed
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666 Cursed Berserker
667 Cutter
668 of Cymrych Hugh
669 Cyric's
670 Dale
671–672 of Dancing
673 Dancing of Bronze
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675 Darius's
676 Death-to-Monsters
677 Deep Sashelas's
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680 Dragonbait's Holy Avenger
681 Dragon Claw
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683 Dragon Slayer
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685 of Dragon Slaying
686 Drain Life Energy
687 Draxalon Defender of Feminine Virtue
688–689 Dreamsinger
690 Dugmaren Brightmantle's Broad sword
691 Durandan
692 Dyerwaen
693 of the Ebon Flame
694 Ebonbane
695 The Edge
696 of Efreeti Slaying
697 Elkhorn's
698 Elqillar
699 Elven
700 Elven II
701 Emperor's
702 Enchanted of Sylaire
703 Equalizer of Gran March
704 Everstriking
705 Evil Wyrmslayer
706–707 Evithyan's Blade
708 Excalibur
709 Excalibur II
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728 Flame Blade
729 Flame of the North
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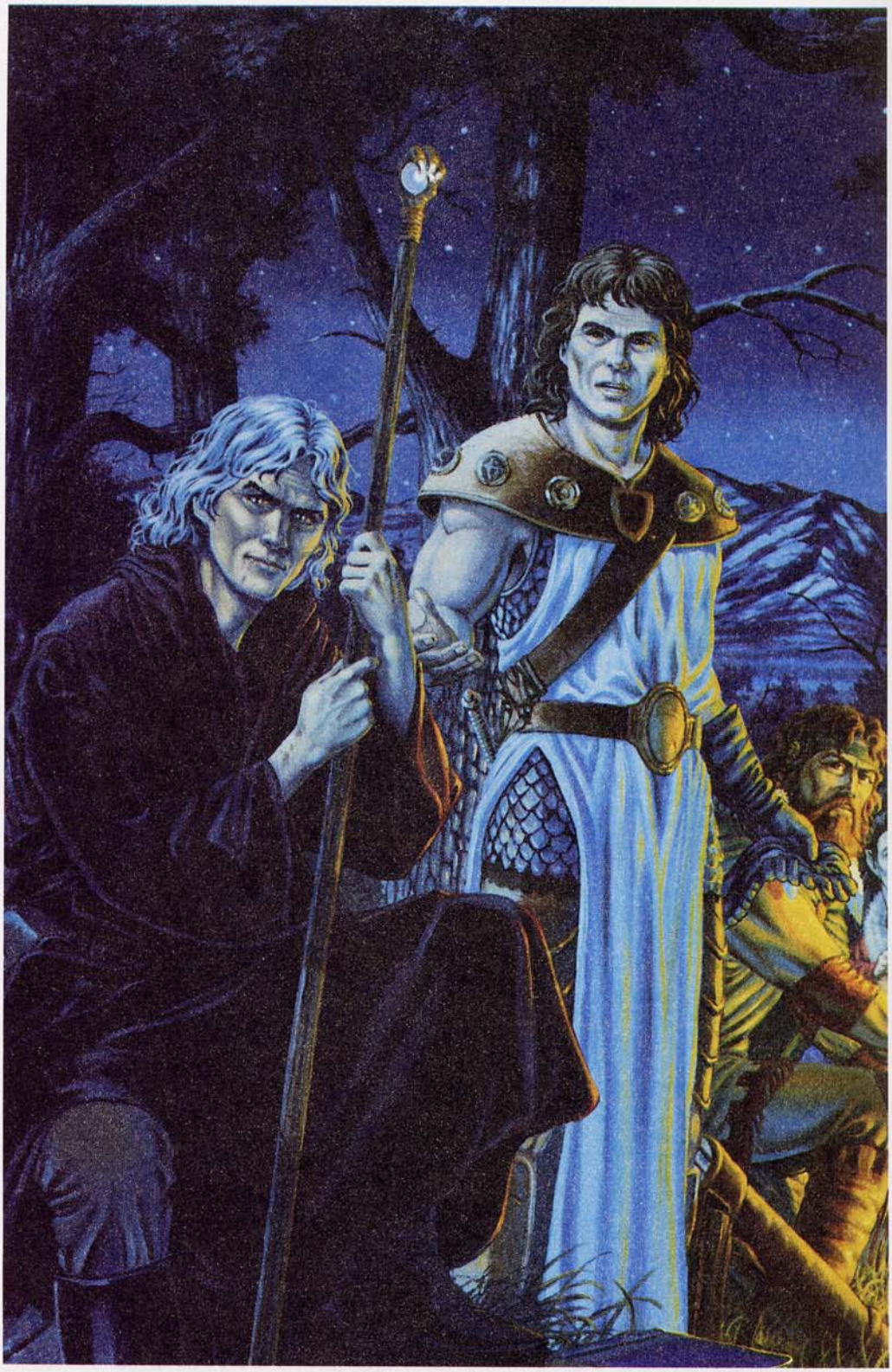
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763 Glorius
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766 Golembane
767 Gram
768 Grankhul's
769 Graz'zt's
770 Greenswathe
771 Gregory's Holy Avenger
772 Grinthane
773 Guardian Blade
774 Hachiman's
775 Hades's
776 Harmonizer
777–778 Harpo's Orcslayer
779 Hawksblade
780 Heart of Stone
781 Heartseeker
782 Heimdall's
783 Hel's
784 Ho Masubi's
785 Hofud
786 Holy
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789 of Honor
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791 of Horus
792 Ice Claw
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814 Lancelin's
815 Laprov
816 Lassiviren's
817 Lemmikainen's
818 Life Saver
819 Life Stealing
820 Life Taker
821 of Light
822 Lightning Blade
823 Locate Object
824 Elven of Luck
825 Luck Blade
826 Lydia's Broad sword
827 of Lyons
828 Malign
829 Madoc's
830–831 Mamluk of Obedience
832 of Mammal Slaying
833 Mantooth
834 Mantooth II
835 Maroon
836 Mayonaka's Silver Katana
837 Melior
838 Meredin's Luck Blade
839 Mimung
840 Mitra's of Light
841 Monster Slayer
842 Moon Blade
843 Morglay
844 Movanic Deva
845 Naesowen (Ghost Blade)
846 Nagelring
847–848 Namara Neversleep
849 Neekar
850 Nepanth
851 of Night
852 Nightwatcher
853 Nightwind
854 Nine Lives Stealer
855 Nine Steps Draining
856 Nomog-Geaya's Broad sword
857 Oberon's
858 of Odin
859 Odin's
860 of Olynthos
861 Owen's
862 Paramel
863 Partisan
864 Peacemaker
865–866 Peregrine's
867 Phantom
868 Philippan
869 Piercer
870 Plak's
871 of the Planes
872 Poisonsword
873 Porpherio's
874 Purta Blue's
875 of Quickness
876 Ratri's
877 Red Death
878 Red Robin
879 Red Sabre
880 Redeemer
881 Rel Astran of Enmity
882 Ren's of Dancing
883–884 Reptilian Legionnaire
885 Retaliator
886 Retaliator II
887 Rutterkin Flatchet
888 of the Sands
889 Sauvagine
890 Savitri's
891 Scale Cleaver
892 Scales of Justice
893 Scalebane
894 Schakha
895 Scimitar of Speed
896 Scorbane
897 Scourge of Regenerators
898 Serpent Slicer
899 Sess'innek's Two-Handed
900–901 Sess'innek's One-Handed
902 Seventh Blade
903 Shadowsword
904 Shalandain's Holy Avenger
905 of Shame
906 Sun Blade, Sh'arien
907 of Sharpness
908 Shazzellim
909 Shichi's Katana
910 Shimmering Blade of Shin Ginsen
911 Shina-Tsu-Hiko's
912 Shock Blade
913 Shu's
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915 Singing
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918–919 Slayer
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921 Snoop
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923 Soulblade
924 of Souls
925 Soulseeker
926 Special
927 Spectral
928 Spellbinder
929 Spellblade
930 Stalker
931 Starfall
932 Stonefist
933 Stormbringer
934 Sun Blade
935 Sunsword
936–937 Surtr's Flaming
938 Surya's of Light
939 Susanoo's Blue
940 Susk
941 Sylabra
942 Syrar's Silver
943 Taragarth
944 Tarl Vanovitch's Sun Blade
945 Tefnut's
946 Tideripper
947 Timesweep
948 Token
949 Tri-Entity
950 Troll's Bane
951 Twinkle
952 Tyr's of Sharpness
953–954 Undead Slayer
955 Uranus's
956 Vainamoinen's
957 Vainamoinen's II
958 Vampiric Regeneration
959 Vanya's Wrath
960 Vasgo
961 Vergadain's Broad sword
962 Vhaeraun's
963 Vorpal
964 Vorpal II
965 Warbringer
966 Warlord Blade of the Shield Lands
967 Weasel
968 Whirlwind Blade
969 White
970 of the Wild Coast
971–972 Willow Wand
973 of Wishes
974 Woodhold
975 of Wounding

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976 Wyrmcleaver
977 Wyrmsbane
978 Wyrmsbane II
979 Wyrmslayer
980 Wyrmsvenin
981 Xiphoid Xebec
982 Yondalla's
983 Zenchoo Katana
984 Zinzerena's
Throwing Stars
985 of Ojy-do
986 of Returning
Whips
987 of Amatar
988 Balor
989–990 of Feathers
991 of Frost Fire and Fear
992 Furies's (Alecto's)
993 Furies's (Megarea's)
994 Furies's (Tisiphone's)
995 Khurgorbaeyag's
996 Moloch's
997 Purpose
998 of Summoning
999 Tar's Chaotic Creature
000 of Zeif

Table T: Artifacts
The following is a list of the artifacts available in the ENCYCLOPEDIA MAGICA Volumes. While they are presented in a table format, they are not designed to be given out as random treasure. Their power and corruption are far too great. A careless introduction of these items into an ongoing campaign is practically guaranteed to destroy it.

Roll	Artifact Name
01–05	**Acorn of Wo Mai**
06–11	**Al-Azid's Ghostly Palace**
12–17	**Alchemist's Apparatus**
18–23	**All-Knowing Eye of Yasmin Sira**
24–29	**Apparatus of Dreadful Construction**
30–35	**Armet by Wayland**
36–41	**Artifurnace**
42–47	**Asmodeus's Ruby Rod**
48–52	**Axe of the Dwarf Lords**
53–58	**Axe of the Emperors**
59–64	**Baba Yaga's Hut II**
65–70	**Blackjammer's Cutlass**
71–76	**Book of Amon**
77–82	**Book of Zargos**
83–88	**Book With No End**
89–94	**Bringer of Doom**
95–99	**Calvan's Bell**
100–105	**Carven Oak**
106–111	**Claw of Mighty Simurgh**
112–117	**Codex of the Infinite Planes II**
118–123	**Coin of Jisan the Bountiful**
124–129	**Comb of the Korrigans**
Crowns	
130–135	of Chaotic Evil
136–141	of Chaotic Good
142–147	of Chaotic Neutral
148–152	of Lawful Evil
153–158	of Lawful Good
159–164	of Lawful Neutral
165–170	of Neutral
171–176	of Neutral Evil
177–182	of Neutral Good
183–188	**Crystal of Light**
189–194	**Crystal of the Ebon Flame II**
195–199	**Cup of Al'Akbar**
200–205	**Daoud's Wondrous Lanthron**
206–211	**Death Rock**
212–217	**Diamond Orb of Tyche**
218–223	**Ebonbane II**
224–229	**Egg of the Phoenix II**
230–235	**Eye of Vecna II**
236–241	**Fiery Brand of Masauwu**
242–246	**Fountain of Time**
247–252	**Fountain of Tomorrow**
253–258	**Girdle of Armida**
259–264	**Girdle of De 'Rah**
265–270	**Golden Circlet II**
271–276	**Hammer of Gesen**
277–282	**Hammer of Kharas**
283–288	**Hand of Vecna II**
289–294	**Helmet of Halav**
295–299	**Helmet of Petra**
300–305	**Herald of Mei Lung**
306–311	**Heward's Mystical Organ**
312–317	**Heward's Mystical Organ II**
318–323	**Holy Grail II**
324–329	**Horn of Change**
330–335	**Humbaba's Glaring Eye**
336–341	**Hymir's Steaming Cauldron**
342–346	**Icon of Halav**
347–352	**Icon of Petra**
353–358	**Invulnerable Coat of Arnd II**
359–364	**Iron Bow of Gesen II**
365–370	**Iron Flask of Tuerny II**
371–376	**Ivory Chain of Pao**
377–382	**Ivory Plume of Maat**
383–388	**Jacinth of Inestimable Beauty II**
389–393	**Johydee's Mask II**
394–399	**Kuroth's Quill II**
400–405	**Libram of Zargos**
406–411	**Mace of St. Cuthbert IV**
412–417	**Machine of Lum the Mad II**
418–423	**Mask of Bachraeus**
424–429	**Master Plan**
430–435	**Mighty Servant of Leuk-O II**
436–441	**Milenian Scepter**
442–446	**Mirror-Shield of Rheddrian**
447–452	**Mjolnir**
453–458	**Monkey Fist of Ha'chao**
459–464	**Monocle of Bagthalos**
465–470	**Necklace of Ulutiu**
471–476	**Obsidian Man of Urik**
Orbs	
477–482	of Chaotic Evil
483–488	of Chaotic Good
489–493	of Chaotic Neutral
494–499	of Dragonkind II
500–505	of the Dragon
506–511	of the Dragonette
512–517	of the Drake
518–523	of the Elder Wyrm
524–529	of the Eternal Dragon
530–535	of the Firedrake
536–540	of the Gold-Hoarder
541–546	of the Great Serpent
547–552	of the Hatchling
553–558	of the Scaled
559–564	of the Serpent
565–570	of the Wyrmkin
571–576	of Lawful Evil
577–582	of Lawful Good
583–588	of Lawful Neutral
589–593	of Neutral
594–599	of Neutral Evil
600–605	of Neutral Good
606–611	**Ortnit's Lance of Doom**
612–617	**Peaceful Periapt of Pax**
618–623	**Pileus**
624–629	**Porpherio's Garden Pool**
630–635	**Pyramid Energy**
636–640	**Queen Ehlissa's Nightingale**
641–646	**Queen Ehlissa's Nightingale II**
647–655	**Queen's Eye**
656–662	**Rainbow Scarf of Sinbad**
663–669	**Red Chariot of Agni**
670–676	**Regalia of Might**
Regalia of Might II	
677–682	Crown of Evil
683–687	Crown of Good
688–693	Crown of Neutrality
694–699	Orb of Evil
700–705	Orb of Good
706–711	Orb of Neutrality
712–717	Scepter of Evil
718–723	Scepter of Good
724–729	Scepter of Neutrality
730–735	**Rift Spanner**
736–740	**Ring of Gax**
741–746	**Ring of Gaxx**
747–752	**Rod of Seven Parts**
753–758	**Rod of Seven Parts II**
759–764	**Rod of Teeth**
765–770	**Sacred Grove Horn**
Scepters	
771–776	of Chaotic Evil
777–782	of Chaotic Good
783–787	of Chaotic Neutral
788–793	of Lawful Evil
794–799	of Lawful Good
800–805	of Lawful Neutral
806–811	of Neutral
812–817	of Neutral Evil
818–823	of Neutral Good
824–829	of the Sorcerer-King
830–834	**Seal of Jafar al-Samal**
835–840	**Shadow Belt**
841–846	**Shadowstaff**
847–852	**Shard of Sakkrad**
853–858	**Sibylline Book**
859–864	**Silencer of Bodash**
865–870	**Stone Scepter of Shih**
871–876	**Surya's Chariot**
877–882	**Sword of Kas**
883–887	**Sword of Kas II**
888–893	**Talisman of Al'Akbar**
894–899	**The Apparatus**
900–905	**The Gauntlet**
906–911	**The Sentinel**
912–917	**Throne of the Gods**
918–923	**Throne of the Gods II**
924–929	**Timepiece of Klorr**
930–934	**Tome of Ssu-Ma**
935–940	**Tooth of Dalhvar-nar II**
941–946	**Tree of Life**
947–952	**Tree of Life II**
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953–958	Circlet of Betrayal
959–964	Coin of Betrayal
965–970	Dagger of Betrayal
971–976	**Verthandi's Invincible Hourglass**
977–981	**Well of All Heals**
982–987	**Wife of Ilmarinen**
988–993	**World-Shield Ore**
994–000	**Ye'Cind's Recorder**



Index

This index is as complete, user friendly, and cross referenced as we could make it. If an item has more than one term in its name, the item will normally be found under each of them. For example, *The Ghostly Palace of Al-Azid* is listed under Al-Azid, Ghostly, and Palace Many items have subheadings—normal, cursed; red, black—and these are also included. Furthermore, some items, particularly those from DRAGONLANCE products, have alternate names and these are also encompassed. Spells contained in the various spellbooks have not been listed—there is only so much room.

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