

Adventures Dark and Deep™



Game Masters Toolkit

By Joseph Bloch



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Being a collection of rules, standards, advice, and examples designed to assist the game master in running the game and designing the setting.

Authored by Joseph Bloch

Based on and inspired by the original work of E. Gary Gygax, David Arneson, David "Zeb" Cook, Monte Cook, Jeff Grubb, Robert Kuntz, Kim Mohan, Dave Newton, Douglas Niles, Jon Pickens, Jonathan Tweet, James Ward, Skip Williams, and Steve Winter.

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With the kindest assistance of...

...a multitude of volunteer playtesters, proofreaders, and editors who helped polish the early drafts of this manuscript into the version you see today.

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Dedicated to E. Gary Gygax, who gave us the game

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Creating Characters

The game master has a few choices to make before his players can start rolling up their characters. When designing the milieu in which the campaign will take place, or choosing a published campaign setting, the game master's decisions will impact the choices available to his players. Make sure that your players are aware of these choices before they begin to roll up their characters, lest they become disappointed when they learn that their idea for a character won't fit in with the campaign.

Character Races

The list of races given in the **ADVENTURES DARK AND DEEP™** Players Manual represents a "kitchen sink" approach. There are not only those races which are staples of fantasy literature (elves, dwarves, etc.), but also ones that are fairly unique to fantasy games, and a plethora of sub-races that may or may not fit into the particular campaign setting you are using.

The first thing that you will need to figure out regarding character races is, do they form their own communities and governments, or are they part of a larger human community. Do they, perhaps, have their own enclaves within the human lands, paying nominal fealty to a human ruler? If so, just how nominal is that fealty? Are there elven and dwarven kingdoms or city-states on the borders of the human lands? If so, how do they interact with one another? Is trade and travel common, or do the demi-humans take a dim view of contact with the short-lived but fast-breeding humans? All these questions will have an impact on just how easy it will be to include demi-humans and humanoids as player characters (and do not discount the possibility of setting up a "humans only" campaign; it will take more work in some respects, but can be a very interesting and satisfying choice).

Subterranean Races

You as game master must decide whether or not the various subterranean races will be allowed as player characters. These are the gray dwarves (duergar), dark elves (drow), and deep gnomes (svirfneblin). These are races that dwell in enormous cavern and tunnel complexes beneath the surface of the world; a warren spanning hundreds if not thousands of miles, in which a variety of creatures vie for supremacy in a weird and dark mirror of the surface world.

Realistically speaking, such races would only be common enough to be seen as player characters if there was a fairly steady amount of contact between the surface world and the subterranean world. Many campaign settings prefer to keep the subterranean world aloof and mysterious, making it a great event when adventurers from the surface are forced to enter the subterranean lands, encountering strange flora and fauna, unknown hazards, and a completely new social and political realm.

Player characters hailing from the subterranean land, on the other hand, rob it of much of its uniqueness, and the disquietude that accompanies forays therein. If a character playing a deep gnome can legitimately ask "wouldn't my character know that the deep gnomes and the duergar had an alliance against the drow?" then obviously a level of mystery is lost.

You must decide, then, whether you are willing to risk spoiling some of the mystery of the subterranean lands by allowing such races to be played by your players. It should be noted, however, that a campaign in which the subterranean lands were not so unknown, and where trade, travel, political alliances, etc. between the surface and the underworld were common, could be a very interesting one indeed.



Sub-Races

Some game masters may feel that the numerous sub-races listed in the Players Manual offer too much diversity without sufficient differentiation to warrant their existence. Also, some sub-races may suffer the same problem as the subterranean races above; if a player character is of wild elf stock, it may lessen the aura of the unknown when the adventurers plunge into the thick fastness of the wild elves' forests, only to have a wild elf player character in the know about all their secrets.

When designing the milieu, you should also make sure to set aside lands where such sub-races do indeed dwell. You'll need to have hills for the hill dwarves, and different forests (or sections of forest) for the different sorts of elves, or, alternatively, work out the rationale by which the high, gray, and wood elves live together in a single community. Wooded hills will also be needed for both sorts of gnomes, and idyllic pastures and farmland for the halflings.

Remember, too, that nothing says you have to go all or nothing with any of these choices. Your particular campaign might be elf-centric, including the dark elves, but with scant prospects for dwarves, gnomes, or halflings. You may decide that hill gnomes fit the campaign as you've designed it, but not forest gnomes. You're the game master, it's your world (even if its one that you purchased from a publisher of such game-aids) and your word in these matters is law!

Character Classes

Each character class has some specific implications that the game master needs to bear in mind, especially when contemplating putting restrictions on the classes that are available to characters, as well as when creating a

campaign world, since some classes require (or at least strongly imply) the existence of certain institutions and other features that the game master will want to acknowledge as he designs his world.

Cavaliers and paladins, first off, imply the existence of a feudal-type social structure. It is certainly possible to envision a social setting which is both more egalitarian and includes such classes, but some modifications may have to be made, and those should be communicated to the players.

Paladins, clerics, and mystics, on the other hand, imply the existence of at least one religion (or deity) and most probably more than one. Campaign settings tend to be polytheistic in nature (based on the model of the classical world), and a certain diversity has become something almost *de rigueur* in contemporary games, allowing characters to select a “patron deity” and so forth. However, it is certainly possible to set up an exciting campaign setting with a monotheistic faith. This will necessarily limit the choices available to clerics and others, of course, but such is life. A game without gods at all is certainly possible, but this would involve fairly hefty conceptual changes to the cleric and its cohorts. Again, be aware of the implications of making such departures from the norm. Where do clerics get their spells in such a world? What is the origin of the paladin’s powers? These questions will need to be answered.

Druids and vates present a unique problem, coming as they do with an entire faith already designed (if in an intentionally vague form) and with a hierarchy built in as a feature of the class. Be aware that you should make allowances for the druidical faith and hierarchy as a parallel to that of the clerical faith(s). It is possible to merge the druid class into a broader umbrella religious faith that encompasses both druids and clerics; for instance a goddess of nature whose clergy can be of either class depending on their disposition and alignment. Doing so will necessarily have an impact on the nature of, or even existence of, the druidical hierarchy (and thus the entire class of vates), so be aware of this as well, as you are setting up your campaign setting.

Barbarians presuppose the existence of barbarian lands at the edge of civilization, whence they can come. Without such lands as a feature of your campaign, and the occasional wanderer from them into your more civilized realms, you should feel free to limit access to the barbarian class. Remember, too, that not all barbarians hail from some frozen north, Viking-esque setting. Barbarians, as a class, can just as easily emerge from savages in stinking jungles or nomads in barren deserts...

Rangers, it may be surmised, are at least tangentially related to the druids and their hierarchy, as they are both associated with the woodlands and gain druidical spells at higher levels. The nature of this relationship is vague by design, allowing you to flesh it out in whatever manner you see fit.

Thieves will normally be organized into gangs, guilds, families, etc. Especially if you have one or more urban centers in your campaign, you will find it not only an excellent source of background and story ideas, but necessary if your players wish to play thief characters, to have fleshed out such underworld organizations and their relationships not only to one another but to the rest of the inhabitants of the milieu as well. How are the thieves tolerated by the local authorities? What do the local temples think of the presence of a thieves’ guild? Are high-level thieves perhaps even part of the government itself, the Guildmaster being as highly respected as that of the brewers or merchants? Don’t feel yourself limited to having a single such institution per city (or realm). Having many competing factions of thieves can be a wonderful way to bring conflict (and thus adventure) into the game.

Non-player Characters

While the player characters (PCs) are the focus of the game, and each player will be in control of one (or possibly two) such characters, you as game master have a much more challenging task. You are responsible for the entire world

aside from the PCs. Every merchant, king, guard, innkeeper, and so forth must be played by you. You must make decisions for them, bring them to life when they encounter the PCs, speak for them, and so forth. They are the non-player characters (NPCs).

Every game master will have a different “take” on how NPCs should best be played. Some game masters will embody the role of every NPC the players meet, complete with different voices, mannerisms, and the like. Others will play them straight, narrating what they do and say strictly in a third-party manner. Still others will do a combination of the two, or something else in between, saving their funny voices for important recurring NPCs, especially the memorable villains. If you’re just starting out, your personal style in this regard is something you will have to work out through practice.

Commoners

“Commoners” is a catch-all term that refers to any NPC that doesn’t have a character class, such as fighter, mage, etc. It has nothing to do with social standing – a king could be a commoner under this meaning of the term. Commoners will have 1d6 h.p. and have their own combat table, and cannot advance in level (other than any secondary skill level they possess, if any).

Generally speaking, if it becomes necessary to generate statistics for commoners, 3d6 should be rolled for each statistic in order. Laborers will have a strength bonus of up to +3. Mercenary men-at-arms will have a minimum of 4 h.p., a strength bonus of +1, and a constitution bonus of +3. Merchants will have a minimum intelligence and charisma of 12 each. Many commoners will have a single level of one of the secondary skills; a sage would have at least a level of scholarship, an armorer would have a level of armor-making, etc. There’s no hard-and-fast rule regarding this, but the game master should use the secondary skills listed in the **ADVENTURES DARK AND DEEP™** Players Manual as a guide for just what an NPC can and cannot do.

Hirelings

Hirelings are those NPCs that the players hire for simple things. You have a castle and need a blacksmith? He’s a hireling. You’re in need of a sage to delve into the background of the lost temple at the edge of the jungle? He’s a hireling. It’s possible for hirelings to be either short-term or long-term; that blacksmith you need to staff your castle would be a long-term hireling, while that sage would only be a short-term hire, if all you need him to do is answer a few questions once in a while. The cost of hiring such a person depends on his unique skills, and is given in the **ADVENTURES DARK AND DEEP™** Players Manual, along with notes on what specific types of hirelings to do. When appropriate, additional notes are given in this book in the appropriate section.

Henchmen

Henchmen, on the other hand, are long-term associates of the player characters. They’re intended to act as sort of “auxiliary characters”, and will gain experience and increase in level just like the PCs. They will tend to be loyal to their employer, unless they are badly mistreated (or see other henchmen mistreated).

If a PC decides to take on a henchman, you will need to know how many henchman-candidates are available in the village, town, or city in which the player is looking. As a rule, there will be 1 henchman available for every 1,000 people, but an area with a marked increase in adventuring activity (either near a large and noted ruin, on the edge of a wilderness being explored by various groups, etc.) could have as many as 1 henchman for every 200 people. In relatively peaceful interior regions, on the other hand, there could be as few as 1 henchman type for every 5,000 inhabitants.

The race of a prospective henchman will be determined by the racial composition of the locale itself, which is something that you as the game master should have determined in advance. As far as class goes, unless your campaign has special rules regarding certain classes, you should use the following table as a generic determinant:

TABLE 1: POTENTIAL HENCHMAN CLASS

Die Roll (d%)	Class of Potential Henchman
01-10	Bard
11-12	Jester
13-21	Cavalier
22-23	Paladin
24-35	Cleric
36-37	Druid
38-39	Mystic
40-68	Fighter
69-71	Barbarian
72-74	Ranger
75-85	Mage
86-87	Illusionist
88-89	Savant
90-98	Thief
99-00	Mountebank

If and when a suitable henchman is located, you're going to need to roll up the NPC as if he were a new player character. Statistics, class, race, etc. Initially, you should keep the character sheet for the new henchman yourself and take a very active role in making decisions based on the best interests, alignment, and personality of the henchman. However, as the game goes on and the player character gets a better handle on the henchman's personality, you may well feel more comfortable in allowing the player to take on more responsibility for playing the henchman. Eventually, it may even come to the point where the henchman is taken on by the player as a full-fledged second character.

As a rule, henchmen only earn 50% of the experience points player characters earn on any given adventure, as they are operating under the direction of their employer.

Personality and Traits

Ideally, you should have the time to carefully craft each non-player character encountered by the players, giving them a vibrant personality, detailed back-story, motivations, and so forth, not to mention the usual ability statistics, class, and race! Unfortunately, game masters will often not have the time to work such things out ahead of time, or perhaps the creative well runs ever so temporarily dry. In such situations, the following tables may be used to flesh out NPCs. Note that these tables should only be used for non-player characters; player characters' personalities should be created by the players themselves, and they should not get any adjustments to their initial ability scores other than those described elsewhere in the rules.

TABLE 2: NPC ABILITY SCORE ADJUSTMENTS

	STR	INT	WIS	DEX	CON	CHA
Bard	-	-	-	-	-	+2
Jester	-	-	-	+1	-	+2
Cavalier	+2	-	-	-	+1	-
Paladin	+1	-	-	-	-	+2
Cleric	-	-	+2	-	-	+1
Druid	-	-	+2	-	-	+1
Mystic	-	+1	+2	-	-	-
Commoner	-	-	-	-	-	-
Laborer	+3	-	-	-	-	-
Mercenary	+1	-	-	-	+2	-
Merchant*	-	+1	-	-	-	+1
Fighter	+2	-	-	-	+1	-
Barbarian	+1	-	-	-	+2	-
Ranger	+2	-	-	-	+1	-
Mage	-	+2	-	+1	-	-
Illusionist	-	+2	-	+2	-	-
Savant	-	+2	+1	-	-	-
Thief	-	+1	-	+2	-	-
Acrobat	+1	-	-	+2	-	-
Mountebank	-	-	-	+1	-	+2

* Merchants must have a minimum INT and CHA of 10.

Note that ability score adjustments do not eliminate the need for certain minimum scores to be eligible to be a particular class. If the score rolled is still below the minimum, raise it to the minimum needed for the NPC to be of the desired/required class.

TABLE 3: NPC ALIGNMENT

Die Roll (d%)	Alignment
01-10	Lawful good
11-20	Lawful neutral
21-30	Lawful evil
31-40	Neutral evil
41-50	Chaotic evil
51-60	Chaotic neutral
61-70	Chaotic good
71-80	Neutral good
81-00	Neutral

TABLE 4: NPC POSSESSIONS AND WEALTH

Die Roll (d%)	Possessions/Wealth
01-10	None
11-30	Limited
31-70	Average
71-80	Above average
81-90	Extensive
91-00	Great

For most NPCs, select 1d4+1 personality traits. If two mutually exclusive traits come up (for instance, brave and craven), re-roll the second one until something compatible is selected. If the same trait comes up twice, that trait is especially prevalent.

TABLE 5: NPC PERSONALITY TRAITS

Die Roll (d%)	Personality Trait	Die Roll (d%)	Personality Trait
01	Abrasive	51	Interested in legends
02	Aesthetic	52	Interested in nature
03	Aggressive	53	Interested in politics
04	Alloof	54	Interested in religion
05	Altruist	55	Interested in sports
06	Antagonistic	56	Introverted
07	Anti-social	57	Irreverent
08	Arrogant	58	Jealous
09	Bawdy	59	Lazy
10	Blustering	60	Loquacious
11	Brave	61	Low self-esteem
12	Brooding	62	Loyal
13	Careless	63	Lusty
14	Cheerful	64	Meticulous
15	Conscientious	65	Mischievous
16	Contrarian	66	Miserly
17	Courteous	67	Modest
18	Cowardly	68	Neurotic
19	Craven	69	Obsequious
20	Creative	70	Obsessive
21	Crude	71	Optimist
22	Cruel	72	Overbearing
23	Deceitful	73	Perceptive
24	Diplomatic	74	Perverved
25	Disciplined	75	Pessimist
26	Drunkard	76	Pious
27	Easygoing	77	Proud
28	Energetic	78	Rash
29	Eventempered	79	Religious
30	Extroverted	80	Reverent
31	Fastidious	81	Rude
32	Focused	82	Sadistic
33	Foolhardy	83	Scheming
34	Forceful	84	Secretive
35	Forgiving	85	Sensitive
36	Friendly	86	Sloppy
37	Gambler	87	Sober
38	Gourmet	88	Spendthrift
39	Greedy	89	Studious
40	Hard-hearted	90	Suspicious
41	Haughty	91	Teetotaler
42	Hedonist	92	Thrifty
43	Helpful	93	Trusting
44	Honorable	94	Truthful
45	Hostile	95	Undisciplined
46	Hotheaded	96	Unfeeling
47	Humble	97	Vengeful
48	Inquisitive	98	Violent
49	Intellectual	99	Virtuous
50	Interested in history	00	Wastrel

TABLE 6: NPC PHYSICAL TRAITS

Die Roll (d%)	Physical Trait	Die Roll (d%)	Physical Trait
01	Always snacking	51	Mole
02	Bad breath	52	Monocle
03	Bald	53	Nervous tic
04	Beady eyes	54	No earlobes
05	Beauty mark	55	Obese
06	Beer belly	56	Overweight
07	Big bushy beard	57	Painted fingernails
08	Big ears	58	Pale skin
09	Big teeth	59	Perfect teeth
10	Blinks often	60	Picks fingernails
11	Body odor	61	Picks teeth
12	Bounces leg (seated)	62	Pimples
13	Braided beard	63	Plays with knife
14	Braided hair	64	Plump
15	Broad forehead	65	Pointed chin
16	Broad nose	66	Pointed nose
17	Burn mark	67	Pug nose
18	Chuckles	68	Purses lips
19	Cleft chin	69	Repeats last words
20	Cleft palate	70	Repeats others' words
21	Clumsy	71	Round face
22	Cowlick	72	Scruffy looking
23	Cracks knuckles	73	Short
24	Cringes	74	Simpers
25	Curly hair	75	Slender
26	Distinctive birthmark	76	Spits
27	Double chin	77	Squints
28	Eye patch	78	Stares
29	Face scar	79	Stocky
30	Flaxen hair	80	Stuffy nose
31	Flirts	81	Stumbles
32	Freckles	82	Sucks teeth
33	Frizzy hair	83	Sweet smell
34	Gaudy jewelry	84	Tall
35	Goatee	85	Tanned
36	Grinds teeth	86	Tattoos
37	Growls	87	Thick lips
38	Harelip	88	Thin
39	Haughty expression	89	Thin lips
40	Hawk nose	90	Thinning hair
41	Heterochromia	91	Tosses/catches item
42	Laughs obnoxiously	92	Unibrow
43	Licks his lips	93	Very long fingers
44	Lips	94	Voluptuous figure
45	Long fingernails	95	Waxed mustache
46	Long hair	96	Wheezes
47	Lots of makeup	97	Wild eyes
48	Missing many teeth	98	Winks
49	Missing most teeth	99	Yellow teeth
50	Missing one eye	00	Zaftig

For most NPCs, select or roll randomly 1d3 physical traits. If two mutually exclusive traits come up (for instance, bald and frizzy hair), or one which is otherwise unsuited, re-roll the second one until something compatible is selected. If the same trait comes up twice, that trait is especially prevalent.

Hiring NPC Spell Casters

As opposed to actually taking on a henchman of a spell casting class, the time will doubtless come when the player characters ask some mage or cleric to cast a spell on their behalf. It may well be that in your campaign, such casting-for-hire is Simply Not Done, and finding an NPC willing to do so will be difficult in the extreme. However, should you wish to permit it (and doing so will most likely not unbalance the game too much), you may use the following as guidelines. Under no circumstances will any spell caster cast any spell that has even the potential for harmful side effects such as magical aging, *feeble-mindedness*, the potential of a berserk elemental, etc.

It should also be noted that simply because PCs wish to commission the casting of a spell, there is no guarantee that anyone in whatever locale they find themselves will actually be able (or willing) to do so.



Clerical Spells

It is of a certainty that clerics (and their sub-classes) of opposite alignment to the party, or who worship a deity antithetical to that professed by one or more player characters, will refuse to cast spells on their behalf outright. However, those who are neutral towards the player characters, or who share an alignment and/or deity, will be willing to do so, for a fitting honorarium. The upkeep of temples and churches is not a cheap enterprise by any stretch, and there is always a new bell to be purchased for the steeple, or a new set of gold-clad altar plate that needs buying. Clerics of the same alignment and/or religion will ask the following prices as a donation. Clerics who are merely non-hostile will certainly ask at least twice these amounts, depending on the circumstances.

TABLE 7: CLERICAL SPELLS CAST BY NPCs

Spell	Donation Required
<i>Astral spell</i>	5,000 g.p. per person
<i>Atonement</i>	500 g.p. per recipient's level
<i>Augury</i>	300 g.p.
<i>Bless</i>	5 g.p. per person
<i>Commune</i>	1,000 g.p. plus 500 per question
<i>Continual light</i>	500 g.p.
<i>Control weather</i>	10,000 g.p.
<i>Cure blindness</i>	1,000 g.p.
<i>Cure disease</i>	1,000 g.p.
<i>Cure light wounds</i>	100 g.p.
<i>Cure serious wounds</i>	350 g.p.

Spell	Donation Required
<i>Cure critical wounds</i>	600 g.p.
<i>Detect evil (detect good)</i>	100 g.p.
<i>Detect magic</i>	150 g.p.
<i>Dispel evil (dispel good)</i>	1,000 g.p.
<i>Dispel magic</i>	500 g.p.
<i>Divination</i>	1,000 g.p.
<i>Earthquake</i>	10,000 g.p.
<i>Exorcise</i>	7,000 g.p.
<i>Find the path</i>	5,500 g.p.
<i>Gate</i>	50,000 g.p.
<i>Glyph of warding</i>	500 g.p.
<i>Heal</i>	200 g.p. per h.p. healed
<i>Neutralize poison</i>	1,000 g.p.
<i>Part water</i>	11,000 g.p.
<i>Plane shift</i>	4,000 g.p.
<i>Prayer</i>	250 g.p.
<i>Protection from evil</i>	50 g.p.
<i>Purify food and drink</i>	100 g.p.
<i>Raise dead</i>	5,500 g.p.
<i>Regenerate</i>	15,000 g.p.
<i>Remove curse</i>	2,500 g.p.
<i>Resist cold</i>	50 g.p.
<i>Resist fire</i>	300 g.p.
<i>Restoration</i>	10,000 g.p. plus 10,000 g.p. per level of the recipient
<i>Silence 15' radius</i>	300 g.p.
<i>Slow poison</i>	600 g.p.
<i>Speak with dead</i>	500 g.p.
<i>Tongues</i>	500 g.p.
<i>True seeing</i>	3,600 g.p.

For spells that are not listed above, the game master is encouraged to use those listed as a guideline.

Mage Spells

Mages (and their sub-classes) will also take the alignment of a potential client into consideration when setting a fee for casting a spell. The base fee charged is given below; double it for those who are obviously of a different alignment than the caster, and triple it for those whose alignment is inimical to that of the caster.

TABLE 8: MAGE SPELLS CAST BY NPCs

Spell Level	Alteration, Necromantic	Abjuration	Conjuration/ Summoning, Evocation, Illusion	Enchantment/ Charm	Divination	Illusion/ Phantasm
cantrip	20	10	20	20	5	10
1	200	100	200	200	50	100
2	400	200	300	350	100	250
3	800	400	500	550	150	500
4	1,200	700	800	750	200	950
5	2,000	1,100	1,200	1,050	300	1,550
6	2,800	1,600	1,700	1,400	400	2,300
7	3,600	2,200	2,300	1,800	500	3,200
8	4,200	2,900	3,000	2,250	600	4,250
9	4,800	3,700	3,800	2,750	800	5,450

Note that the above cost does not include the cost of any spell components. Such expenses are added to the base cost and must be paid by the person commissioning the spell.

The Game Environment

ADVENTURES DARK AND DEEP™ is played in an imaginary world of the game master's creation. While information on how, exactly, the world is created will be found later in this book, this section deals with how the characters function in the world that has been created. Many, if not most, of the situations in which the characters find themselves will be covered herein, but adventurers are inventive if nothing else, and when you find yourself in an area the rules have not covered, remember that your word is law. Rely on your knowledge and instinct, and perhaps a die roll, to make a ruling.

Dungeons

Many times, the world created by the game master will include a number of underground labyrinths, in which dwell all manner of hostile creatures, while great treasures lie guarded by sly and deadly traps. These dungeons can consist of thousands of chambers and miles of corridors, spanning dozens of levels. They can also consist of much more modest installations, as small as a single room. Dungeons do have a certain number of conventions, which you should feel free to use, ignore, or turn on their head as you wish. Sometimes foiling player expectations by playing on what they think should be in a dungeon is the best way to shake things up and add zest to a game.

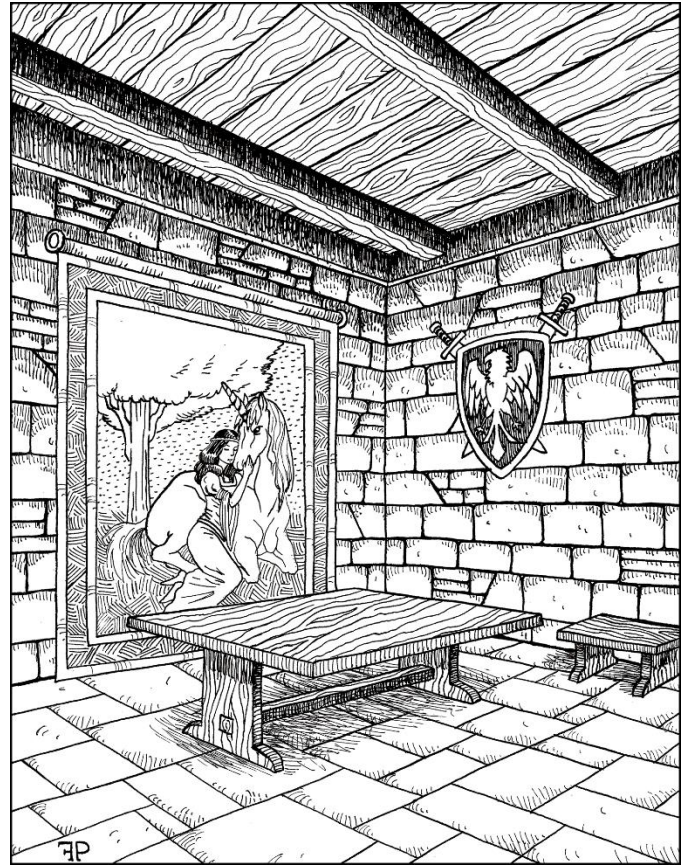
As a general rule of thumb, the deeper the dungeon level, the more difficult the challenges. But this is not the only way that this sentiment can be expressed. This can easily be modified to be "the further away from the starting point, the more difficult the challenges," depending on the geography of the place. Imagine a ruined city where it gets harder as one moves towards the center, or a mountain where one starts at the base and works one's way up to the summit (where, naturally, the most difficult encounters, and the most fabulous treasures, are to be found).

Random Encounters

Dungeons which are large enough to warrant it should have their own random encounter tables. These represent patrols of intelligent creatures, beasts roaming the halls in search of food, etc. As a rule, you should check once per hour while the characters are in the dungeon, with a basic 1 in 6 chance of an encounter. Of course, if the party is making excessive noise or otherwise calling attention to itself, a special roll should be made on the spot. Too, you may determine that a certain group of creatures sends regular patrols in specific areas around its lair; lawful creatures in particular are likely to follow such a strict schedule, while chaotic creatures are more likely to be found at varying times. Note that if the characters decide to "camp out" in the dungeon itself to rest, you should still roll for encounters, as monsters can certainly come upon sleeping adventurers as easily as upon watchful ones.

Light

No matter their size, most dungeons share certain characteristics. For one thing, they are dark, and explorers must rely on light they bring with them. Magic weapons will usually glow with a weak light that extends 10' from the weapon itself. Torches will provide light for 30' in all directions, and lanterns 60'. Certain magic spells and items will also provide light. While some creatures have infravision (and others ultravision), it is not always wise to rely on such, as dungeon corridors tend to be of a uniform heat and often features or traps can be missed without actual light.



Climbing

Dungeon floors and walls tend to be slightly slippery, due to years of moisture seeping in, plus the growth of mold, lichen, and moss on the walls. This will affect the chances of thieves to climb walls while in dungeons; the movement rate is reduced to half, as is the chance of success. Truly slippery surfaces (such as those encountered in rooms filled with lots of fungi and slimes, or those with large bodies of water in the room) will cut movement to ¼ normal speed, and the chance of success to 1/10th of normal.

Doors

Dungeon doors are notoriously uncooperative. They will often be stuck, requiring an open doors check. Opening a stuck door consists of trying to "shoulder it open" and can be done up to once per round, but each attempt will mean an immediate random encounter check due to the noise. Monsters in the dungeon, however, never seem to have a similar problem with stuck doors. Dungeon doors also have a tendency to close behind explorers without warning, unless they are held open with iron spikes. Of course, setting such spikes is a noisy process, and can attract nearby creatures. Pounding spikes to hold open a door takes one round, and will result in an automatic random encounter check.

One-way doors will, as the name suggests, only allow movement in one direction. However, as an added feature, they are usually completely camouflaged from the other side, as if they were secret doors. Thus, it is possible to move through such a door and be completely stymied when one tries to retrace one's steps.

Sloping Passages

Sloping passages need to go 100' for every 10' of vertical drop in order for them to be undetectable. Any steeper and the slant will be noticeable even by non-dwarves. Thus, players may well find themselves on a different level of the dungeon than they believe themselves to be on. For this reason, dungeons which use this trick should have many such lengthy corridors in them; otherwise the presence of an unusually long passageway will be a dead giveaway that something is up. Don't forget, however, that such slopes don't need to be long straight hallways; they can certainly twist and turn around like any other dungeon corridor. Just make sure you keep track of how far above or below the rest of the level a given piece of hallway is, to make sure that it doesn't intersect some room or passage on another level.

Traps

When thieves say "I'm going to check for traps", they are initiating a two-step process. First, they need to successfully roll to detect the trap. Even if there isn't one there, the game master should roll (secretly) and announce the result in such a way as to not tip his hand as to whether the roll was successful or not ("you do not find any traps").

If a trap is successfully discovered, however, a second roll must be made to disarm it. Only one attempt to find or disarm a trap is allowed per thief, per trap. However, on a roll of 00 to disarm the trap, it will go off in the thief's face.

Finding traps will take 1d10 minutes. Disarming them will take 1d4 minutes. There is usually no chance of a misfire. Don't forget to check for random encounters!

Of course, nothing says that all traps need to be equally discoverable or disarmable. For any given trap, the game master may determine that a modifier exists, and note such in the dungeon key.

Pursuit in the Dungeon and Cities

Pursuit in a dungeon is a function of movement rate and how much of a lead the pursued creature(s) has. If the pursuing creature is slower, they will not be able to see where the pursued side goes in the twisty maze of passages, doors, etc. They may be able to keep the pursued within visual sight for a while (particularly when the pursued have light sources) but will ultimately lose them. The game master should be able to calculate fairly easily at what point the pursuit will become pointless by counting squares on his map. (If needed, roll randomly when the pursued force comes upon an option such as a door, intersection, etc.). Of course, if the pursuing party has a ranger or other means of tracking the pursued party, those rules will take precedence. When a pursuing NPC or group of monsters will give up the pursuit depends on their relative speed.

TABLE 9: GIVING UP PURSUIT

Circumstance	Pursuer	Equally Fast	Pursued
	Faster		Faster
Pursued is in sight, pursuer will give up if they were this far ahead...	n/a	150'	100'
Pursued is out of sight, pursuer will give up if they were this far ahead...	200'	80'	50'
Pursuit has lasted...	n/a	10 min.	5 min.

Example: A group of orcs is pursuing a group of elves. Since the elves move quicker than the orcs, the orcs will give up the pursuit once the elves are 100'

away and can still be seen, or have ducked around a corner or through a door within 50' of the orcs, or after 5 minutes have elapsed in any case.

Of course, circumstances must always dictate the success or failure of such things. If the pursued party drops treasure, for example, intelligent pursuers might stop to pick it up. If there are barriers, etc. sight might be blocked. The game master should feel free, as always, to use his discretion.

One might wonder why it matters when a slower pursuer will give up the chase. Quite simply, given the constrained nature of many dungeon environments, it is entirely possible that the pursued party might flee into a dead-end or even into another area where additional enemies await. Thus, it is crucial that the actual amount of time that they are fleeing be noted, because even a slower pursuer might be able to catch up to prey that needs to halt its retreat.

Note that it is impossible to map while being pursued. When player characters are being pursued, and they come upon intersections or doors, the game master should simply ask "right or left?" or whatever is applicable. No cardinal directions or distances should be given, nor should player characters who are not intimately familiar with the environment be allowed to consult a map.

Pursuit in close urban areas should use these rules. Pursuit in spread-out villages or hamlets, where there is a lot of ground between buildings, should use the pursuit rules for wildernesses (below).

The Wilderness

"Wilderness" in this case can refer to any sort of overland travel, whether it be in more civilized regions or those which are less so. As characters travel overland, there is a chance for an encounter with some sort of creature. As a rule, as game master you should set up your own encounter tables to determine the type of creature(s) encountered based on the particulars of your campaign setting and its inhabitants.

Random Encounters

The chance for a random encounter in the wilderness depends on the terrain and how populated the area is. Chances of encounters are cumulative, but encounter check frequency should use the smallest applicable number (i.e., a group traveling on a road through the mountains would have a 0% chance of getting lost).

TABLE 10: WILDERNESS ENCOUNTERS

Terrain	Check for Encounter Every...	Chance of Encounter
Plain	8 hours	10%
Scrub	6 hours	10%
Forest	4 hours	5%
Desert	8 hours	5%
Hills	8 hours	5%
Mountains	12 hours	5%
Marsh	4 hours	5%
Road	2 hours	+15%
Within 5 miles of settlement	n/a	+10%
Within 20 miles of settlement	n/a	+8%

In the above table, "n/a" indicates that the entry simply does not add anything to the surrounding terrain; a party traveling on a road leading through the mountains should still check once every 12 hours. If a random encounter is indicated, roll for the appropriate entry in the random encounter tables. As with dungeons, don't forget that random encounters can happen at night, when the party is less on its guard, as well.

Becoming Lost

The chance of becoming lost should be checked each day when the characters are moving without either a knowledgeable guide, someone with relevant skills or abilities (such as the ability to detect direction) or a good map. Naturally, those following some well-defined landmark such as a road or river, or who are heading for a particular smoking volcano clearly visible over the treeline, will not become lost.

TABLE 11: BECOMING LOST

Terrain	Chance of Becoming Lost
Plain	10%
Scrub	30%
Forest	70%
Desert	40%
Hills	20%
Mountains	50%
Marsh	60%
Within 5 miles of settlement	-5%
Weather other than clear	+20%

If the party becomes lost, roll 1d12 to determine their new direction:

Die Roll (d12)	New Direction
1-2	Forward-right
3-4	Right
5	Back-right
6	Backwards
7	Back-left
8-9	Left
10-12	Forward-left

If the party moves into an area they have previously traveled, they will realize their error. Similarly, if they are lost one day, and the die roll indicates they are not lost the next, they will have realized their mistake and can backtrack if they desire (losing two day's travel, of course).

Pursuit in the Wilderness and Villages

Pursuit in the wilderness is a somewhat different affair than in a dungeon setting, because the movement of either party is usually not nearly so constrained. Unlike a dungeon, tracking is possible in a wilderness as the pursuers are able to follow noise, tracks, etc. to find their prey.

There is a base 50% chance of being able to track prey. Use the following modifiers (all are cumulative). Roll once for the entire pursuit; it is either successful or it is not. If circumstances change, roll for each point where they change. The following modifiers apply; the column labeled "actively hiding" is used when the pursued creature(s) are taking steps to actively hide their passage; deliberately obscuring footprints, etc. Note that doing so slows down the pursued force by half.

TABLE 12: WILDERNESS PURSUIT MODIFIERS

Circumstance	Normal Modifier	Actively Hiding
Close terrain (mountains, forest, jungle, etc.)	-30%	-40%
Fastest member of pursuing force is faster than slowest member of pursued force	+10%	+10%
For every hour of rain or snow since the trail was made	-25%	-25%
Night: dark night (no moon, no stars)	-50%	n/a



Circumstance	Normal Modifier	Actively Hiding
Night: starlight (no moon)	-20%	n/a
Night: twilight	-20%	n/a
Open terrain (plains, desert, etc.)	+50%	+40%
Per 12 hours that has elapsed since the creature being tracked passed	-5%	-5%
Per creature in group being tracked over the first	+2%	+2%
Pursued force less than 6 pairs of legs	-10%	-10%
Pursued force more than 12 pairs of legs	+20%	+20%
Pursued force more than 50 pairs of legs	+30%	+30%
Pursuing force less than 12 individuals	+20%	+20%
Pursuing force more than 24 individuals	-10%	-10%
Pursuing party includes a ranger	+ (ranger's level +1 x 10%) (max. 110%)	
Semi-open terrain (scrub, marsh, hills, etc.)	-10%	-10%
Slowest member of pursued group is faster than fastest member of pursuing force	-10%	-10%
Terrain allows impressions (mud, sand, snow, dirt floor, etc.)	+20%	+10%
Terrain allows occasional spoor (wooden floor, stony path, other creatures confusing the trail, etc.)	±0%	-50%
Terrain allows signs of passage (broken grass, etc.)	+10%	±0%
Terrain does not allow signs (solid stone, etc.)	-50%	Automatic failure

The game master should always use common sense when determining whether or not tracking is possible, and may at his discretion apply other modifiers

based on the conditions at the time. Some creatures, such as those that leave a slimy trail, will almost always be able to be tracked. It should always be remembered, however, that tracking involves more than merely visual clues on the ground; scent, broken cobwebs, absent or disturbed animals (agitated birds, for example), and other factors are all taken into account. Also, when indoors or underground, unless the pursuer is familiar with tracking the type of creature in question, or has actually seen the creature making the tracks in question, tracking will be all but impossible.

When tracking, the pursuers will move slower than they would ordinarily:

TABLE 13: MOVEMENT WHILE TRACKING

Chance to Track	Good Light	Poor Light
71% or greater	75% speed	67% speed
31% to 70%	67% speed	50% speed
30% or less	50% speed	25% speed

Pursuit in spread-out villages or hamlets, where there is a lot of ground between buildings, should use these rules. Pursuit in close urban areas should use the pursuit rules for dungeons (above).

A group that catches another unawares at a distance of 20' or more may automatically evade, if they so choose, as long as they remain unseen and unheard.

Forced March

Those moving overland may elect to move faster than normal. This is referred to as "forced march".

Those on foot may increase their speed by 1/3 per day. Thus, someone who is moving on foot and is lightly burdened can travel 40 miles through clear terrain rather than 30 (see the ADVENTURES DARK AND DEEP™ Players Manual for overland travel rates). Such characters will take 1 h.p. of damage per day of forced march unless they make a constitution check. Remember that healing requires a full day of rest, not merely a night's sleep.

Those who are traveling on horseback or in some horse-drawn conveyance such as a chariot or wagon can improve their movement rate by 20%. However, there is a 10% chance that one of the horses or other animals in the group will go lame from such treatment. Lame horses will move at 50% speed until allowed to rest for 1d6 days without having to walk. In particularly large groups (those with over 12 mounts or draft animals) 1d10% of the animals in the group will be affected if lameness is indicated (round up). EXAMPLE: A troop of 30 horsemen decides to force march. The game master rolls an 07 for lameness, indicating that some of the mounts have gone lame from the extended riding. He rolls a d10 and gets a 6, so 6% of the total number of animals in the group have gone lame, or 2 of the 30.

In a group where some are mounted and some are moving by foot, both rules apply if they are moving in a forced march.

Those traveling by boat or ship cannot force march.

Swimming and Underwater Travel

Whether in a dungeon environment or while traveling overland, characters will often need to deal with water.

Rules for drowning can be found on p. 12, but the following information relates directly to both swimming normally and functioning underwater. It should also be noted that complete rules for ships and waterborne adventures can be found on p. 35.

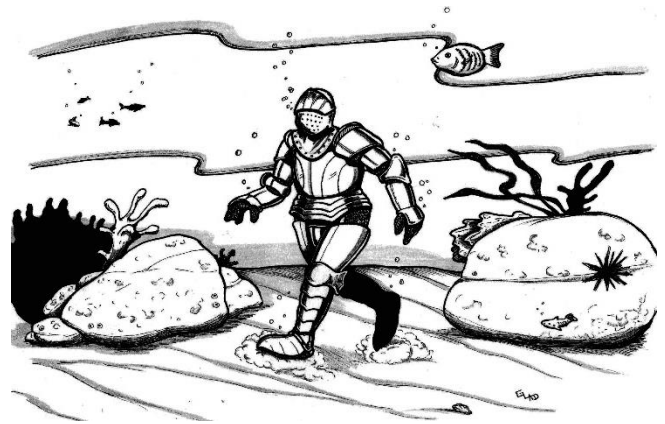
Swimming

There is no secondary skill required to know how to swim. As a rule, you can assume that any human, elf, stout halfling, gnome, or half-orc character knows how to swim, unless there is some reason to declare that he cannot (growing up in a desert village, for example). Dwarves will be in the reverse situation; unless there is an extraordinary reason for assuming a dwarf has been able to learn to swim at some point, assume he cannot. No matter what the race of the character is, swimming can be learned (at least to a basic level) in 1d6 days, assuming there is a sufficient body of water around in which he can practice.

TABLE 14: ARMOR AND SWIMMING

Armor Type	Wearer can Swim?	
	Normal Armor	Magic Armor
None	Yes	Yes
Helmet only	Yes	Yes
Cuirass (leather)	Awkward	Yes
Furs	Awkward	Awkward
Gambeson	Awkward	Awkward
Lamellar (leather)	Awkward	Yes
Ring armor	No	Awkward
Brigandine armor	No	Awkward
Scale armor (leather)	Awkward	Yes
Cuirass (steel)	Awkward	Yes
Lamellar armor (steel)	No	Awkward
Scale armor (steel)	No	Awkward
Mail	No	Awkward
Plated mail	No	Awkward
Plate armor	No	No
Jousting plate	No	No

"Awkward" in the above table means that swimming is possible, but there is a 5% chance per hour of drowning, plus 2% for every 5 lbs. of weight being carried (other than the armor itself). Note that 20 lbs. or more of possessions (including weapons, packs, loot, etc.) means the character will sink to the bottom automatically; strength is not a factor for that determination. Once on the bottom, the wearer can walk, of course; see below. Characters who can swim can move at one-third their normal movement rate while swimming. Naturally, currents will either add to or subtract from that movement rate, depending on whether the character is swimming with or against the current. A current in a slow-moving river will be 10'/min., while a swift stream could be as fast as 60'/min.



Functioning Underwater

It should never be forgotten that in a world of magic, various opportunities exist for characters to be able to breathe underwater. Both spells and magic

items will allow for this, and this opens up fascinating opportunities for characters to engage in adventures while underwater: exploring sunken ships, discovering entire cities vanished beneath the waves in ages past, and so forth. While so doing, however, they might encounter certain unique difficulties, as described below.

As noted above, 20 lbs. is sufficient to hold most characters on the floor of whatever sort of water is at hand: lake, river, sea, etc. While the sort of terrain encountered may be different (coral, seaweed, etc.) it will still need to be navigated. While underwater, characters without some specific magical means of movement will be left to move at the dungeon exploration rate. Those with fins, a *ring of free action*, etc. can move at three times that rate.

Vision will naturally be impaired while underwater, with the exact distance determined by the depth and type of water:

TABLE 15: UNDERWATER VISIBILITY

Depth	Visibility (Fresh Water)	Visibility (Salt Water)
10'	50'	100'
20'	40'	90'
30'	30'	80'
40'	20'	70'
50'	10'	60'
60'	0'	50'
70'	0'	40'
80'	0'	30'
90'	0'	20'
100'	0'	10'
110' or deeper	0'	0'

Note that a *light* spell will allow vision to 30' regardless of depth. Mud and silt, such as that kicked up by combat, will completely obscure vision for 1d6+1 minutes after a melee has been completed, if such is fought on any sort of underwater surface except stone or coral.

In combat, only weapons that use a thrusting motion can be used, such as a spear, trident, etc. Slashing weapons such as swords, or blunt weapons such as maces and hammers, are useless. Weighted nets can be used, either with or without barbs. Creatures which are not native to the underwater environment will always suffer a +15 initiative penalty when facing enemies that are native underwater dwellers. The only missile weapons useful underwater are spear guns. Shields are useless under normal circumstances underwater.

Because combat underwater can take place in a 360° environment, it is possible to have more figures than normal attacking a single individual. In such situations, use the following table to determine the maximum number of attackers per defender.

TABLE 16: MULTIPLE ATTACKERS IN A 360° ENVIRONMENT

Attacker's Size	Defender's Size		
	Small	Medium	Large
Small	8	12	18
Medium	6	8	12
Large	3	6	8

In addition, attacks from below are always made as if they were from the rear, thus they are made with a +4 bonus "to hit." In addition, thieves can backstab from below as if they were attacking from the rear.

Special spell effects or limitations when cast underwater are given in the appropriate spell description.

Flight

Many creatures, magic items, and spells are either capable of, or bestow the power of, flight. Not all flying creatures or devices are created equal, however. Each will have both a speed and an agility listed. Speed, naturally, describes how fast the creature or thing in question can fly. Agility refers to how quickly it can turn, accelerate, and perform other maneuvers.

TABLE 17: FLIGHT AGILITY

Agility	Turn Radius (per minute)	Accelerate to Full Speed
Perfect	180°	6 seconds
Good	120°	36 seconds
Average	90°	1 minute
Poor	60°	2 minutes
Clumsy	30°	4 minutes

Only creatures with perfect agility are able to conduct fancy maneuvers like corkscrews, aerial loops, and the like. Those with perfect or good agility can hover. All flying creatures can move, dive, climb, etc. unless otherwise specified.

Most flying monsters will use some or all of their attacks when aloft, as indicated in the **ADVENTURES DARK AND DEEP™** Bestiary. Intelligent creatures riding flying creatures as mounts or using magic to fly, however, will require several months of practice in order to use missile weapons while mounted. Those who have undertaken such training will treat short range as medium, and medium range as long range (-2 and -5 penalties "to hit," respectively) in all cases. Melee combat is unaffected, but training is still required. Riders without such training will not be able to fight while flying. Bear in mind that anyone mounted on a flying creature will need to be strapped into the saddle (which takes 1d3 minutes) or they will fall almost immediately upon takeoff.

Any flying creature that loses half of its hit points while flying will find itself unable to continue flying and must land. If it takes 75% damage, it will fall, rather than making a controlled landing.

Hazards, Impediments, and Dangers

The dangers that the world can produce to bring about the demise of adventurers (and others!) are not limited to toothy monsters and extra-dimensional demons. The natural world itself can be a pretty dangerous place, and the game master should be cognizant of the potential for these hazards, impediments, and dangers when designing his adventures.

What follows are standardized rules for the effect of these sorts of perils, some of which are completely natural in origin, and some of which might apply in many a dungeon setting.

Avalanche

An avalanche is a mass of snow, ice, and other debris that tumbles down the side of a mountain or cliff. They are extremely dangerous, and can even destroy small buildings and other shelters. The amount of damage done by an avalanche depends on its size and where the character is relative to the source.

TABLE 18: AVALANCHE DAMAGE

Character is on the...	Small Avalanche	Medium Avalanche	Large Avalanche
Base of the slope	2d10	2d12	2d20
Slope itself	3d10	3d12	3d20

If a character is on the slope when the avalanche hits, they run the risk of being carried away by it. Characters who take any sort of cover before the

avalanche hits, including simply huddling on the ground, have a 50% chance of being carried away. Those who are standing or walking must make a successful bend bars check to avoid being carried away.

All characters caught in an avalanche must make a CON check. Failure indicates they are unconscious and will suffocate in 1d6+4 minutes. In the aftermath of an avalanche, there is a 10% chance of successfully locating a buried comrade, plus 1% per point of intelligence, plus another 25% if they are conscious and trying to dig themselves out.

Disease

In a world where clerics are able to *cure disease*, infection of one sort or another poses less of a problem for adventurers than it otherwise might. There are only two circumstances where disease will pose a real threat: if there is no 5th level cleric available or if so many people are diseased and the infection is spreading so rapidly that all the 5th level clerics are unable to keep up.

Each character should be checked for disease whenever one of the following circumstances occurs:

- They come in contact with someone who is already diseased, or are otherwise directly exposed (dungeon middens and garbage pits are a prime opportunity)
- They are wounded and are moving through swamp, jungle, brackish water, raw sewage, etc.
- They are in a generally unsanitary environment and take no special precautions (in the camp of a stationary army, large city slums, or any city in summer without impeccable sewer systems, etc.)

If any of those circumstances occurs, there is a base 1% chance that a character will contract a disease, cumulative per week. If they are afflicted, use the following table to determine the effect (if they are infected by someone else, they'll have the same malady as the carrier of the disease, naturally). As game master, you may wish to develop a whole slew of more interesting and detailed diseases (with equally interesting and evocative names) for your campaign.

TABLE 19: DISEASE

Die Roll (d%)	Onset	Effect	Duration	Fatality
01-48	1d6 days	-1 STR, -1 CON	1d6 weeks	20%
49	2d6 hours	-1 INT, -1 DEX	1d12 hours	50%
50-51	4d6 hours	-1 STR, -1 DEX, -1 CON, -1 CHA per month	Continuous until any one statistic reaches 0	100%
52-54	1d8 days	Hearing loss	1d3 weeks	10%
55-57	2d4 days	Blindness in one eye (-2 "to hit" with missile weapons)	1d3 weeks	10%
58-60	1d12 days	Blindness	1d3 weeks	10%
61-79	1d6 days	-1 DEX	1d3 weeks	0%
80-81	1d4 days	-1 CON	1d3 weeks	0%
82-83	1d4 days	-1 STR, -1 DEX	1d12 months	10%
84-94	1d8 days	-1 CHA	1d6 weeks	0%
95-98	1d20 hours	-1 DEX, -1 CON	1d6 weeks	10%
99-00	2d12 hours	None	1d6 weeks	10%

Fatality indicates the chance that, if a given disease is contracted and allowed to progress to its full duration, the sufferer will then die. There is a 1% chance

that any effect will be permanent, even if the duration is passed (spells such as *cure disease* will be effective in curing even these effects, however). There is also a 25% chance that any disease will result in the loss of 50% of hit points for its duration, in addition to the effect noted above. It should be noted that if no symptoms appear, it may be the case that the victim doesn't even realize he has a disease, which is particularly worrisome if the disease is fatal.

The constitution of the character will also have an effect, as indicated below.

TABLE 20: CONSTITUTION ADJUSTMENT FOR DISEASE

Constitution Score	Contraction Adjustment	Duration Adjustment	Fatality Adjustment
3	+2%	200%	+2%
4-6	+1%	150%	+1%
7-9	-	-	-
10-12	-1%	-	-1%
13-15	-2%	75%	-2%
16-17	-3%	50%	-3%
18	-4%	25%	-4%
19-22	-7%	10%	Never
23-25	-10%	1%	Never

Leprosy

There is one disease in all the repertoire of pathology that defies almost all magical attempts at curing. That is the dreaded disease of leprosy. It is the single disease that resists completely the spell *cure disease*. As such, it is especially feared, not only for its debilitating effects, but for the fact that once you're a leper, you're a leper for life. The spell *heal* will cure leprosy, but only if the subject fails a saving throw vs. magic. If the saving throw is successful, not only is the intended subject still a leper, but the one who attempted to cast the spell will also contract the disease automatically. Only one attempt to cast *heal* can be made by the same caster on the same leper. Deities who cast *heal* on a leper will be automatically successful in the attempt.

It is not a disease that can be contracted casually; it can only be contracted from other lepers or through certain special circumstances: some monsters, for example, transmit the disease, it could be caused by *curse*d scrolls or other items, and the game master may designate any other circumstances as he sees fit.

The chance of contracting leprosy from contact with a leper depends on the level of contact.

Level of Contact	Chance to Contract
There's a leper within 10 miles*	1% of 1% (roll d%; if it's 01, roll again; if it's 01 again, you have contracted leprosy)
You are in the same room as a leper	1%
You drink from the same cup or sleep in the same bed as a leper	2%
You are within 5' of a leper	3%
You physically touch a leper	10%

* Does not apply if a leper colony or *leprosaria* is in the area, which imposes quarantine conditions on those within.

Those afflicted with leprosy are so afflicted for life. There is a 10% chance that the disease will be fatal in 1d6 months. Those who are affected will heal wounds at only 10% of the normal rate, and will find that *cure* spells (*cure light wounds*, etc.) do not affect them. Those afflicted will lose 2 points of charisma per month, although charisma can never go lower than 1. For those for whom the disease is not fatal, this will last 1d6 months.

(Please note that the leprosy is a real-life disease, and in the real world it does not necessarily conform to the behaviors or statistics presented above. The above is an approximation of popular medieval beliefs surrounding the disease, adapted for use in a fantasy role-playing game.)

Drowning

Treading Water

A character does not need to know how to swim in order to tread water. An unencumbered character can tread water for 10 minutes for every point of strength he possesses. This is cut in half for moderately encumbered characters (which includes those wearing non-metal armor by default) and reduced to a quarter for heavily encumbered characters (including those wearing metal armor by default). After that, the character must make a STR check every 10 minutes to keep his head above water.

Holding Your Breath

A normal character, with a few seconds of preparation to fill his lungs, can hold his breath underwater for 30 seconds per point of constitution. If he was unable to fill his lungs, this time is cut in half. If he is engaged in any sort of strenuous activity (other than swimming, of course) such as combat, this time limit is also halved (both penalties are cumulative, and should be rounded down). At the end of that time, the character must make a CON check every minute, with a +2 penalty cumulative for every minute thereafter. Failing a CON check means the character has drowned.

Example: Drogo has a CON of 14. He holds his breath and dives into a pool, where he is attacked by a giant crab. Because he was able to fill his lungs before entering, he would normally be able to survive for 7 minutes, but because he is in combat, the time is reduced to three. After 3 rounds have elapsed, he must make a CON check with a +2 penalty. In the next round, he must make a CON check with a +4 penalty. And so forth.

Earthquake

Natural earthquakes (as opposed to those caused by magical means, such as the spell *earthquake*) come in three intensities: light, moderate, and strong. (On the Richter scale, that would equate to 3.9, 4.9, and 5.9, respectively.)

Light earthquakes (1.0 - 3.9 on the Richter scale) are usually not even felt, or if they are, they are not recognized for what they are. A light quake will only last a few seconds, and will ruin spell concentration, cause thieves to spring traps while disarming them 50% of the time, and otherwise threaten activities that require particularly delicate work.

Moderate earthquakes (4.0 - 5.9 on the Richter scale) are definitely felt. They will last for 1d6+9 seconds, and rarely (30% chance) up to 30 seconds. They can affect an area up to 5 miles or so in radius. Those climbing walls, trees, etc. will need to make both a DEX check and a STR check to avoid toppling, and have only half the normal chance of success. Missile fire will be done at a -5 penalty "to hit." Those on or at the base of cliffs will suffer from the effects of a landslide or mudslide (see p. 15 for details). Floods (see p. 14) may result if large bodies of water are disturbed. Fissures could open up spontaneously (20% chance), some 6d6 yards in length and 6d6 feet in depth. Well-designed stone structures will suffer only minor damage, but those of wooden construction or which are otherwise poorly built could suffer severe damage.

Strong earthquakes (6.0 and greater on the Richter scale) are true disasters. They will last from 1d6+3x10 (40-90) seconds and can affect an area a dozen to a hundred miles around or more. All but the strongest stone structures will suffer great damage. Climbing is all but impossible, melee is conducted with -6 penalties "to hit", and missile fire is impossible. The same threat of floods, crevasses (40% chance), and landslides exists as for moderate earthquakes,

but in addition there is a possibility of soil liquefaction (15% chance), in which an area of ground some 10-40 yards in radius temporarily turns to quicksand (see p. 16 for details). The strongest earthquakes will leave large chunks of soil and rock thrust up and overturned. Earthquakes near or under the sea could also cause a tsunami-type flood (see p. 14).

Earthquakes are sometimes found in conjunction with volcanoes (see p. 17 for details).

Extreme Temperature

It should be noted that damage sustained from (non-magical) cold or heat as described below can be healed at the rate of 1 h.p. per hour, as long as the character is brought into a relatively comfortable environment and has suffered neither frostbite nor heatstroke. In that case, damage must be healed normally. Bear in mind that certain types of clothing will allow the wearer to feel warmer than the actual temperature.

Cold

If characters are out in extreme sub-zero cold without adequate protection, they will take damage automatically every minute until they either don some sort of warm clothing, move out of the cold, or get some other sort of protection.

TABLE 21: DAMAGE FROM COLD

Temperature	Damage per Minute
Minus 1 - 10° F	1 h.p.
Minus 11 - 20° F	2 h.p.
Minus 21 - 30° F	3 h.p.
Minus 31 - 40° F	4 h.p.
Etc.	Etc.

Any sort of wind will double the rate of damage due to cold. If hands, feet, or face are exposed, frostbite will set in after 8 h.p. of damage have taken place. If that happens, damage is healed at the normal 1 h.p. per day.

Heat

Characters in extreme heat can suffer from either heat exhaustion or heat stroke (which is much more serious). Characters in heat of 100° F or more must make a CON check every 30 minutes. Failure indicates that heat exhaustion damage has been taken.

TABLE 22: DAMAGE FROM HEAT

Temperature	Damage per 30 Minutes
100 - 105° F	1
106 - 110° F	2
111 - 115° F	3
116 - 120° F	4
120° F or greater	5

Once 8 points of such damage have been sustained, the character has suffered heat stroke and has a 50% chance of collapsing every 30 minutes. Once heat stroke has been suffered (whether or not the character collapses), the character will lose 1 point of constitution every 30 minutes. Once he reaches zero, he is dead.

Heat stroke victims can only heal at the normal rate of 1 h.p. per day (magical healing notwithstanding). One point of constitution will likewise be restored per full day of rest.

Armor

Almost any sort of armor worn will have the effect of insulating the wearer and thus increasing his body temperature. In cold conditions this can be a good

thing; in hot climates, not so much. For purposes of the following table, “cold” means temperatures below freezing, and “heat” means temperatures above 75°.

TABLE 23: ARMOR EFFECTS ON TEMPERATURE

Armor Type	In Cold, Add	In Heat, Add
Brigandine armor	5°	20°
Cuirass (leather)	0°	5°
Cuirass (steel)	0°	5°
Furs	15°	25°
Gambeson	25°	45°
Jousting plate	15°	35°
Lamellar (leather)	5°	15°
Lamellar armor (steel)	0°	10°
Mail	5°	15°
Plate armor	15°	35°
Plated mail	15°	30°
Ring armor	5°	10°
Scale armor (leather)	5°	15°
Scale armor (steel)	5°	15°

This is in addition to any other adjustments for clothing, etc.

Falling

A straight or near-vertical fall will do 1d6 h.p. of damage per 10' fallen, up to a maximum of 50'. After 50', the damage dice start to be added cumulatively. A fall of less than 10' normally does no damage (but you may wish to assign 1d3 h.p. of damage, depending on the circumstances).

TABLE 24: FALLING DAMAGE

Distance	Falling Damage
10'	1d6
11-20'	2d6
21-30'	3d6
31-40'	4d6
41-50'	5d6
51-60'	7d6
61-70'	10d6
71-80'	14d6
81-90'	19d6
91-100'	25d6

Any fall of more than 100' without any sort of safety measures or magical assistance will result in automatic death. Those falling onto specially hazardous surfaces (for example, sharpened spikes at the bottom of a pit trap) should make a saving throw vs. petrification or sustain some sort of extra penalty, as determined by the game master (usually extra damage). See “pit traps” below.

Sometimes, however, a character will not be falling down a smooth vertical shaft to his doom. In most such cases, where the slope is moderate or gentle, most of the damage inflicted will be from abrasion, rather than the impact of the fall itself.

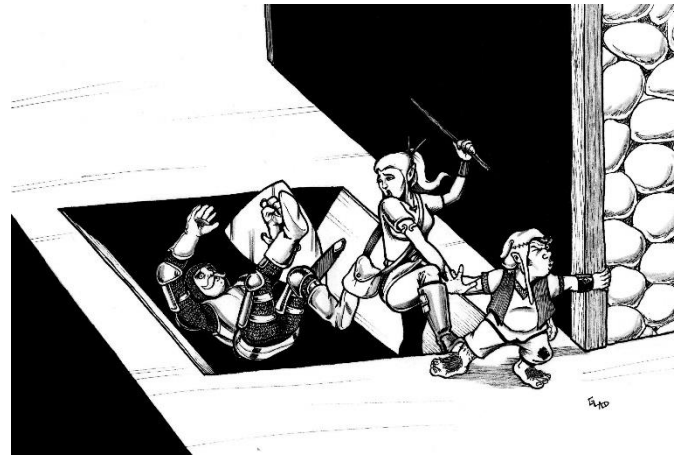


TABLE 25: FALLING DOWN SLOPES DAMAGE

Surface is...	Gentle Slope	Moderate Slope
Rough (stone)	1d3 per 10' after the first 20', plus 1d6 per 50' after the first 50'	1d6 per 10' after the first 10', plus 1d6 per 40' after the first 40'
Normal (some rocks)	1d3 per 10' after the first 30', plus 1d6 per 50' after the first 50'	1d6 per 10' after the first 20', plus 1d6 per 40' after the first 40'
Smooth (grass, faced stone, sand, ice)	1d3 per 10' after the first 40', plus 1d3 per 40' after the first 40'	1d3 per 10' after the first 30', plus 1d6 per 30' after the first 30'
Soft (mud, snow)	None, plus 1d3 per 50' after the first 50'	None, plus 1d6 per 50' after the first 50'

In the above table, the first damage done is from being banged against the surface (and thus is higher on a rough surface than on a smooth one). The second damage is from the impact at the end of the tumble; if the circumstances dictate (such as a slope gradually getting gentler until it is flat), the impact damage can be waived.

Note that a stone chute, such as is typically found in a dungeon setting, would be considered “smooth”, and probably have a moderate slope.

Pit Traps

A standard feature of dungeon complexes is the pit trap, and they generally come in two sorts: open and covered. An open pit trap is simply a hole cut in the floor, usually (but not always) spanning the width of a corridor. Characters moving in the dark (or relying solely on infravision) will fall into such a pit automatically unless they are explicitly tapping the floor ahead of them with a pole.

Covered pit traps, on the other hand, are topped with a camouflaged trap door, made to be indistinguishable from the floor around it. Such traps will not always be discovered by tapping with a pole. It should go without saying that a pole cannot be used to search for trap doors when running.

TABLE 26: CHANCE OF FALLING INTO A PIT

Circumstance	Open Pit	Covered Pit
Dark, no pole	Automatic	Automatic
Dark, pole	DEX check	DEX check, -4 penalty
Light, no pole, running	DEX check, -4 penalty	Automatic
Light, no pole, walking	DEX check, +2 bonus	DEX check
Light, pole	DEX check, +4 bonus	DEX check, +2 bonus

The amount of damage done by falling into a pit trap depends on the depth of the pit; see above. Sometimes there will be spikes at the bottom of such pits. In such cases, the person falling on them must make a saving throw vs. petrification. Failure indicates they have hit one of the spikes and must take an additional 1d6 h.p. of damage. Truly sadistic game masters may wish to have such spikes covered with some sort of poison, in which case a second saving throw would be required if the spikes hit.

Falling Into Water

Those characters falling (or jumping) into water that is at least 10’ deep take no damage for the first 20’ of the fall. Those characters with swimming skill can dive up to 40’ into water and take no damage. If the dive is more than 40’ in height, they must make a skill check (with a -1 penalty for every 10’ past 40’), or else take damage from the “fall”, not counting the first 40’.

Flood

Any character caught in an onrushing torrent of water will be swept along with the flood. If there are objects in the path of the flood that can be grasped (trees, boulders, statues, grates, etc.) then characters may attempt to grab them to avoid being swept along further by the current. A successful STR check means the character has successfully grabbed the anchor, but additional checks must be made every 2 minutes for the duration of the flood, or else the character has lost his grip. A failed check means the character takes 1d4 h.p. of damage from being battered against the object itself.

Floods will not cause any real damage to characters (other than noted above) unless they are swept through an area of objects into which they could be bashed, such as rocks or trees. If the course of the flood passes through such objects, characters will take 1d4 h.p. per round. Drowning is rarely an actual danger unless the flood carries the characters into deeper water, they are pressed against a grate, etc.

A “flash flood,” such as those that sweep down dry riverbeds after rain, will usually last for 1d6+9 minutes. Other floods, such as those caused by water hazards in dungeons, will last for as long as the game master determines, or as noted in the area description.

Ice

Creatures moving across slippery ice can only move at 25% of their normal movement rate, and each round must make a DEX check. Failure indicates they have fallen. They won’t take any damage, but will need to spend the next round getting up, which could be problematic in some situations, such as in the middle of combat, or while being pursued. Note that movement up very icy slopes is generally not possible without some sort of tools to assist.

Insanity

There are various forms of insanity, which can be inflicted upon a character by curse, magic, or sometimes other factors. Unless the type of insanity is specified, use the following table to determine the type of insanity randomly. Insanity will be permanent unless otherwise noted.

TABLE 27: INSANITY

Die Roll (d20)	Type of Insanity
1	Amnesiac
2	Catatonic
3	Delusional
4	Eating disorder
5	Echolalia
6	Echopraxia
7	Essential tremor
8	Hallucinatory
9	Homocidal
10	Hysteria
11	Mania
12	Melancholy
13	Multiple personality
14	Obsession
15	Paranoid
16	Pathological liar
17	Phobic
18	Psychosomatic illness
19	Schizophrenic
20	Suicidal

- **Amnesiac:** The victim loses all memory of his identity, the identity of friends, etc. Also, 25% of all skills, memorized spells, class abilities, etc. will be lost.
- **Catatonic:** Victim sits unmoving, completely unresponsive to outside stimuli. They can be led around, fed, etc., but will not exhibit any real responses.
- **Delusional:** The victim will believe himself to be a famous and important personage (king, deity, archmage, etc.). Hostility will result if the delusion is challenged.
- **Eating disorder:** The character will either be afflicted by bulimia, anorexia, etc. or will feel a compulsion to eat unusual things (dirt, insects, scat, etc.).
- **Echolalia:** The victim will uncontrollably echo whatever those around him say.
- **Echopraxia:** The victim will uncontrollably repeat the actions of those around him; if someone else swings a sword, he will do the same (or something else to stand in for a sword). If someone casts a spell, he will as well, etc.
- **Essential tremor:** The victim is beset by uncontrollable shaking of a hand, the head, the voice, etc. If making a STR, DEX, or CHA check, there is a -4 penalty, plus a -4 penalty “to hit” and a 25% chance that any spell with a verbal or somatic component will be spoiled. There is also a 25% penalty to any skill or power that requires a steady hand, such as picking pockets, finding and removing traps, etc.
- **Hallucinatory:** The victim sees and/or hears things that aren’t there. The game master can decide what/where.
- **Homicidal:** The victim will be compelled to kill some human or demi-human every 1d20 days. This is manifested not as a wild, uncontrollable fury, but rather as a sly cunning.
- **Hysteria:** The victim is gripped by uncontrollable laughing, crying, shrieking, etc. If a long-term illness, will affect the character for 1d20 minutes every 1d12 hours, or 20% of the time when in a dangerous situation such as combat.
- **Mania:** The victim is beset by an uncontrollable rage, violently lashing out at any and all around him.
- **Melancholy:** The victim is subject to black moods, and will exhibit a complete lack of interest in anything. There is a 20-50% chance (1d4+1x10) that any given event or situation will be ignored. The chance for ignoring something will change every month (i.e., one month there could be a 33% chance that the victim will ignore something, and the next month it could be 24%).

- **Multiple personality:** The victim actually splits into 1d4 separate and distinct personalities, any one of which will be dominant for 1d8 days. Each personality can have its own class (and believe itself to be of a different race or gender), and should have its own intelligence, wisdom, and charisma scores. The personalities are semi-aware of each other's existence, and usually resent or fear the others.
- **Obsession:** The victim will become obsessed with some project, collection, object, person, substance, etc. Pyromania and kleptomania fall within this category as well.
- **Paranoid:** The victim feels himself to be the target of shadowy enemies, sees conspiracies where none exist, and can even believe that friends or acquaintances are out to get him.
- **Pathological liar:** The victim cannot help but spin elaborate webs of deceit, creating tall tales about himself, his companions, history, or just about anything. When confronted with either a flat-out fact or a self-contradiction, the pathological liar will deny any contradiction even exists and will merrily go on with his pathology.
- **Phobic:** The victim is struck by an intense fear of some object, type of creature, or situation. When faced with it, he will become completely overwhelmed by fear, depending on the severity of the exposure, to the point of temporary catatonia.
- **Psychosomatic illness:** The victim will believe himself to be stricken by some disease (see p. 11): blindness, deafness, etc. In the case of an illness, roll as if the character were actually ill; the accompanying statistic loss will still affect the character, but the illness will never be terminal. It will last as long as the insanity does, not as long as the illness would ordinarily last.
- **Schizophrenic:** The victim will babble uncontrollably, stringing together words and nonsense syllables into a "word salad" that can be both amusing and disturbing, as occasional glimpses of lucidity seem to be buried in the verbal landslide.
- **Suicidal:** The victim will be fixated on his own death, and when provided with a suitable opportunity will bring it about.

points (which are used up first if wounded, and disappear when the character sobers up).

- **Passed out** characters must make a saving throw vs. poison for every drink taken at this level. Failure indicates they pass out. Otherwise they are penalized as if they were very intoxicated.

Different types of alcoholic beverages might count as two or more "drinks" for purposes of determining intoxication. The game master is encouraged to invent a number of colorful types of drinks (dwarven stout ale counts as 3 drinks, elvish white Merlot counts as 2, etc.) for this purpose.

Landslides

Rockslides pose a great hazard both to travelers in the mountains and to those who are climbing on rock faces.

Those caught in a landslide while on the slope of a hill or mountain will be hit by 1d6 rocks per minute for a total of 1d4+1 minutes. Each such rock will use attack column G, and will do 1d4 h.p. of damage if it hits. Each minute each character may make a DEX check to take only half damage (min. of 1 h.p. per rock). If any character takes more than 20 h.p. of damage in a minute, he will be swept down the slope and will suffer falling damage in addition to the regular landslide damage (see p. 13 for details).

Characters at the bottom of a sheer cliff-face who are in the path of a landslide will only be hit by 1d4-1 rocks per minute for 1-2 minutes. Those rocks, however, will strike on attack column L and will do 1d8 h.p. of damage. A shield can defend against each rock as if it were a separate opponent (thus a buckler can defend against 1 rock, etc.). Shields used in such circumstances have a 75% chance of deflecting the rock completely.

Mudslide

Characters on the slope of a hill or mountain will, if caught in a mudslide, be carried to the base of the slope unless they are able to grab something securely anchored such as a tree. The trip down will cause no damage, but the mud pool bottom will be treated as a pool of quicksand (see p. 16 for details).

Molten Lava

Sometimes, especially when exploring deep below the surface of the earth, adventurers will encounter lakes or rivers of molten lava that must be overcome.

It is difficult for someone who has never actually been near a lava flow to realize just how hot it is. The blasting heat of molten lava can extend for more than 500 yards, and the air temperature will be some 50° F higher than normal, as far out as a quarter of a mile from the flow.

Some lava exposed to the air will develop a sort of plastic "skin" that helps to insulate it (that is the difference between red-glowing lava and mostly-black lava). Lava covered by such a skin will never be mistaken for plain rock without some sort of magical enhancement such as an illusion; it is too hot, and has a slight incandescent glow that often peeks through in places. But even then it can only be approached for brief periods before the radiant heat will begin to cause damage.

TABLE 29: DAMAGE FROM MOLTEN LAVA

Distance	Lava (no skin)	Lava (with skin)
200-500 yards	1d6 / round	n/a
5-200 yards	2d6 / round	n/a
Up to 5 yards	2d6 / segment	1d6 / round after 1st round
Contact		See below

Intoxication

The amount that any character can drink before becoming intoxicated or otherwise impaired depends on his constitution score.

TABLE 28: INTOXICATION

Drinks to Reach Level of Intoxication

Constitution Score	Slightly	Somewhat	Very	Passed Out
3-6	1	2	3	4
7-8	3	5	7	9
9-12	5	7	9	11
13-15	7	9	11	13
16-17	9	11	13	15
18	11	13	15	17
19+	13	15	17	Never

Dwarves and half-orcs always get 2 "free" drinks when determining their level of intoxication, while halflings get 1. Once drinking stops, the character will move down the intoxication scale 1 level every 2 hours.

- **Slightly** intoxicated characters have -1 INT and WIS penalties, and get a +1 modifier to morale.
- **Somewhat** intoxicated characters have -3 INT, -4 WIS, -2 DEX, and -1 CHA penalties. They also get a -1 penalty "to hit", but have 1 extra hit point (the extra hit point is used up first if wounded, and disappears when they sober up).
- **Very** intoxicated characters have -6 INT, -7 WIS, -5 DEX, and -4 CHA penalties. They have a -5 penalty "to hit", but get 3 extra hit

Anyone falling into molten lava must make a saving throw vs. death. Success indicates that they take 10d6 h.p. of damage and manage to jump back out again (if applicable). Failure indicates they weren't able to get out. Note that, in certain circumstances, getting out is not an option. In such cases no saving throw should be allowed. Of course, magical protection against heat or fire may apply, depending on the description of the spell or item.

Poison Gas

Most of the time, poison gas does not give any warning (except, of course, if the adventuring party had the forethought to carry a songbird with them, and keep an eye on it). In such circumstances, a normal saving throw vs. poison must be made, and the effects applied normally. However, in some circumstances, the PCs have some sort of warning of the presence of the gas (perhaps a warning marked on a map, or given by a captive, or perhaps even the gas itself is visible), and can prepare.

A normal character, with a few seconds of preparation to fill his lungs, can hold his breath for 1 minute per point of constitution, plus 1. If he was unable to fill his lungs, this time is cut in half. If he is engaged in any sort of strenuous activity such as combat, this time limit is also halved (both penalties are cumulative, and should be rounded down). At the end of that time, the character must make a CON check every minute, with a +2 penalty cumulative for every minute thereafter. Failing a CON check means the character has inhaled a lungful of the poisonous air.

Example: Drogo has a CON of 14. He holds his breath and moves into a chamber filled with poisonous chlorine gas, where he is attacked by a green dragon. He would normally be able to survive for 15 minutes, but because he is in combat, the time is reduced to 7. After 7 minutes have elapsed, he must make a CON check with a +2 penalty. In the next round, he must also make a CON check with a +4 penalty. And so forth.

Note that you can never hold your breath after you're in the area of the gas. Or, rather, you can, but all you're doing is holding the poison in your lungs. Not helpful.

Privation

Food and water are among the most basic of necessities. Without them, normal characters will soon begin to suffer, and will ultimately expire. The effect of going without food or water is measured on the privation table.

TABLE 30: EFFECTS OF PRIVATION

Privation Step	Effect
Shaky	-1 on all "to hit" and saving throw rolls, increasing by 1 per day.
Drained	As above, plus any strenuous effort (inc. combat) requires an extra CON check or character will collapse.
Debilitated	-4 to all saving throws, unable to engage in combat or any other activity, including walking. After 12 hours in this condition, automatically move to "dying."
Dying	Lose 1d6 h.p. every 12 hours (cumulative) until dead.

Starvation

Characters can go for a number of days without food, depending on their combined strength and constitution scores. After this time, they will not automatically be affected by the lack of food, but they will need to start making saving throws to stave off its effects.

TABLE 31: STARVATION

STR + CON	Minimum Number of Days without Food Before Starvation sets In
6-15	4
16-19	5
20-24	6
25-30	7
31-35	8
36+	9

After that minimum time has elapsed, the character must make either a STR or CON check (whichever is higher) every 12 hours. For every 12 hour period after the first, a +1 cumulative penalty applies. Failure on a check means the character progresses one step on the privation table (see above). The character must keep making checks every 12 hours until they reach "dying."

Dehydration

Most characters can go for 3 days without water before they start feeling the effects of dehydration. This is impacted by various circumstances. Once dehydration sets in, the character will begin moving on the privation table (see above), one step every three days modified by the circumstances as indicated on the following table.

TABLE 32: DEHYDRATION

Circumstance	Days Until Dehydration sets In
Non-dried food is eaten (iron rations do not count)	+2
Higher than average weight	+1
Female	+1
Resting all day (less than 10 minutes of activity total)	+1
Temperature exceeds 90° F	-1
Not eating at all	-1
Total STR + CON is less than 8	-1

The number of days before dehydration sets in can never be less than 1. Alcohol will not count! Note that progression on the privation table due to dehydration is automatic, and does not require a failed ability check.

In general, an average person requires a gallon of water per day. That will increase or decrease due to temperature, exertion, etc.

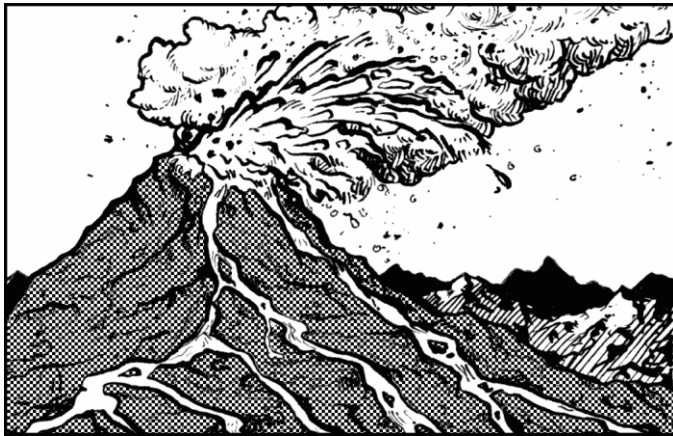
Quicksand

Quicksand can be encountered in any low-lying area with a lot of moisture. It need not actually be sand; soil can form quicksand as well. Quicksand does not actually draw in those who fall into it. If the character is able to swim, he can move 10' per minute until he reaches the edge and safety. Those who are not able to swim are able to tread water for 5 minutes per point of strength. This is cut in half for moderately encumbered characters (which includes any wearing non-metal armor by default) and reduced to a quarter for heavily encumbered characters (including those wearing metal armor by default). After that, the character must make a STR check every 10 minutes to keep his head above the surface. Once that happens, he may hold his breath (see Drowning on p. 12) until he either suffocate or is rescued.

Sleep

All characters must rest for at least 1d3+2 hours per every 24. Any less and they will suffer a penalty of -1 or -5% to all rolls (whichever applies), cumulative for every 24 hour period that sleep is denied. After 2d4 days they will simply

collapse of exhaustion and sleep for 3d4 hours, unable to be woken. A single night of 7 hours sleep is sufficient to undo any ill effects from sleep deprivation.



Volcano

Volcanic eruptions can consist of one or more of the following: lava flows, clouds of poisonous gas, explosions of molten rock, and ash clouds. If a random determination of what sort of volcanic eruption is taking place is required, use the following table. Otherwise, feel free to set the specifics of the eruption according to the needs of the campaign.

TABLE 33: VOLCANIC ERUPTION

Die Roll (d20)	Eruption Composition	Duration
1	Explosion	1 day
2-5	Lava	2d6 days
6-8	Lava plus explosion	2d4 days
9-11	Ash	1d4+2 weeks
12-14	Ash	1d3 weeks
15-17	Ash plus lava	Ash 1d3 weeks, lava 2d6 days
18-19	Ash plus poison gas	Ash 1d3 weeks, gas 1 day
20	Ash plus explosion	Ash 1d3 weeks, explosion 1 day

Lava flows and poisonous gas are discussed on p. 15; gas clouds can cover areas as large as several square miles, and lava will stay dangerously hot for 2d3 weeks after a large eruption.

An explosion will hurl large and small chunks of molten rock into the air as far away as 1,000 yards. Anyone within 500 yards of the eruption will suffer 1d4 h.p. of damage from flying molten rock every 10 minutes, unless they are magically protected against heat. Anyone within 1,000 yards of the eruption (including those within 500 yards; this is in addition to the damage for those closer) has a chance of being hit by something larger. Check each hour for the duration of the eruption; only half of the damage is from the heat of the material, so magical protection against heat and flame will only provide protection against half of the damage done.

TABLE 34: VOLCANO EXPLOSION DAMAGE

Distance	Chance of Being Hit	Damage
1-100 yards	45%	12d6
101-200 yards	40%	11d6
201-300 yards	35%	10d6
301-400 yards	30%	9d6
401-500 yards	25%	8d8
501-600 yards	20%	7d6
601-700 yards	15%	5d6
701-800 yards	10%	4d6
801-900 yards	5%	3d6
901-1,000 yards	1%	2d6

Ash will cover an area 1d6+9 miles in radius, covering several inches at least and blocking out the sun so as to make the area appear to be in complete night for the duration of the eruption. Those within 2,000 yards will suffer 1d3 h.p. of heat damage from the burning ash every 10 minutes, unless they are protected in some way. In addition, those within that radius must save vs. breath weapon every 10 minutes; failure indicates the character is choking on the ash and will take 1d4 h.p. per minute unless given aid.

Weather

Some campaign settings will have a very well-developed weather system, complete with average temperatures, weather patterns, and the like. If your campaign has this level of detail, feel free to use it. The following is presented as a more generic system that can be used for all campaigns, or as the basis for a more comprehensive and complex system.

First, roll for temperature. Note that all temperature is relative; “sweltering” in June near the equator is very different from sweltering in January in the far north:

TABLE 35: TEMPERATURE

Die Roll (d%)	Temperature	Modifier for Next
01-05	Sweltering	-15
06-15	Hot	-10
16-30	Warm	-5
31-70	Average	±0
71-85	Cool	+5
86-95	Cold	+10
96-00	Bitter cold	+15

“Modifier for Next” is the adjustment made for the next time temperature is determined. Temperature should be rolled for the next 1d4 days, and then rolled again.

Second, roll for cloud cover and precipitation. The exact type of precipitation will be dependent on temperature and season. Roll once per day.

TABLE 36: CLOUD COVER AND PRECIPITATION

Die Roll (d%)	Cloud Cover	Precipitation
01-10	Very clear	None
11-50	Clear	None
51-65	Light clouds/hazy	None
66-80	Partly cloudy	None
81-90	Heavy clouds	Fog
91-95	Heavy clouds	Light rain/mist/snow/hail
96-00	Heavy clouds	Heavy rain/snow/hail/sleet

Finally, roll for wind. If heavy precipitation is indicated above, add 15% to the roll.

TABLE 37: WIND SPEED AND EFFECT ON MISSILE WEAPONS

Die Roll (d%)	Wind	Wind Speed	Missile Weapon "To Hit" Modifier by Range		
			Short	Medium	Long
01-10	Dead calm	0 mph	±0	±0	±0
11-35	Calm	1-3 mph	±0	±0	±0
36-75	Light breeze	4-12 mph	±0	±0	±0
76-89	Light wind	13-24 mph	-1	-2	-3
90-99	Strong wind	25-30 mph	-2	-3	-4
99	High wind	31-38 mph	-3	-4	**
00*	Gale	39-54 mph	-4	**	**
*	Storm	55-72 mph	**	**	**
*	Hurricane	73+ mph	**	**	**

* If a gale is indicated, roll percentile dice again. On a roll of 01-10, storm force winds will occur instead. Hurricane winds are never rolled randomly, and should only be seen as part of a special weather event or the result of magical intervention.

** Missile fire is not possible at this range and wind speed.

Fog

Fog will never occur on days with winds above a light breeze. The chance for fog based on the weather and season is given below.

TABLE 38: CHANCE OF FOG

	Cold	Cool	Warm	Hot
Spring	35%	n/a	n/a	25%
Summer	45%	35%	n/a	n/a
Autumn	25%	n/a	n/a	35%
Winter	n/a	n/a	35%	45%

Fog will lower visibility to 1d6x10' on land, and three times that distance at sea (very bright lights will be visible, however, such as those on lighthouses).

Sandstorm

Any character caught in a sandstorm will, naturally, be at a disadvantage when it comes to sight. Fortunately, most other creatures will be likewise affected. All creatures caught in such a storm will have their sight impaired, to the point where they will have a -2 penalty "to hit" when in melee. The speed of the wind in a sandstorm, combined with this penalty to sight, makes most missile combat impossible. Anyone in a sandstorm whose mouth and/or nose is unprotected has a 1 in 6 chance of choking on the blown sand every minute. If this is not alleviated in some way, the character will suffocate in 1d6+2 minutes.

Tornado

Anyone caught in a tornado will first suffer 4d20 h.p. of damage from flying debris. They will then be whisked 10d6 feet in the air, carried 1d6x100 (100-600) yards, and dropped. See the rules on falling on p. 13 for details on the effects. Tornadoes will also affect structures as follows, depending on the type of structure involved. If a structure can be called "heavy" (heavy timbers, or large blocks of stone), subtract 1 from the die roll.

TABLE 39: TORNADO DAMAGE

Die Roll (d6)	Wood	Sod	Wood & Stone	Stone
1	No effect	No effect	No effect	No effect
2	Structure damaged, occupants take 3d6 h.p. each	No effect	No effect	No effect
3	Structure destroyed, occupants take 3d8 h.p. each	Structure damaged, occupants take 3d6 h.p. each	No effect	No effect
4	Structure destroyed, occupants take 3d10 h.p. each	Structure damaged, occupants take 3d8 h.p. each	Structure damaged, occupants take 3d6 h.p. each	No effect
5	Structure destroyed, occupants take 3d10 h.p. each	Structure destroyed, occupants take 3d8 h.p. each	Structure damaged, occupants take 3d6 h.p. each	No effect
6	Structure destroyed, occupants take 3d10 h.p. each	Structure destroyed, occupants take 3d10 h.p. each	Structure destroyed, occupants take 3d8 h.p. each	Structure damaged, occupants take 3d6 h.p. each

Combat

The rules presented in the **ADVENTURES DARK AND DEEP™** Players Manual cover most combat situations in which adventurers are likely to find themselves. In addition, the game master should always remember that he has the liberty to adjudicate any unusual situations "on the fly," and that it is usually better, especially in a combat situation, to make a snap ruling that may be slightly off from the rules as written, rather than to bring the game to a crashing halt to look up the precise modifier for an unusual situation.

However, there are two combat-like situations in which players may find themselves that are probably not going to be so frequently encountered that they warrant inclusion in the Players Manual, but which nonetheless should be available in case they come up. These are *hastiludes*, which includes such martial games as tournaments, jousting, and the like, and hunting.

Hastiludes

A *hastilude* is a "martial game," in which warriors, and especially cavaliers and paladins, engage as both practice and demonstration of their martial ability. Despite the use of the term "game," they can be as deadly as regular combat at times. It is possible for different sorts of *hastiludes* to be combined at large festivals and gatherings, often for the express purpose of having a tournament with a joust. Such events are also usually accompanied by feasting and possibly religious or other celebrations as well, and are sometimes called "round tables."

Bear in mind that knighthood is an appointment by some noble or royal personage and is not otherwise dependent on class; fighters and rangers (and, on very rare occasions, other classes) can be knights as well as cavaliers and paladins. All of the special horsemanship and other abilities possessed by the cavalier and paladin classes, however, will still apply to all of the situations described below.

While it is the case that such hastiludes will be more prevalent in regions which are relatively peaceful and free of actual warfare, it is not unknown for such to be held even in the midst of battle itself, with champions from opposing sides responding to a challenge and competing under a flag of truce. Such individuals will almost certainly be praised for their courage in entering into the hand of the enemy simply on a point of honor, i.e., responding to a challenge.

Tournament

A tournament is a staged combat between two groups of knights and/or their squires and retainers. Knights and their entourages arriving for the tournament are divided into two fairly equal sides, each of which is housed together in a "settlement." The central element of the tournament is a large pitched battle between the two settlements, which is fought mounted, with regular weapons, and in which the principal activity is to force knights from the enemy settlement to surrender, after which time a ransom can be demanded for their return.

The tournament is not intended to be fought to the death, and knights will surrender when they reach a suitably low number of hit points. However, it is certainly possible that a wounded knight who suffers a strong blow may well be slain. Such is an accepted hazard of the tournament.

Ransoms are, as a rule, 100 g.p. per level of the captured knight, plus 100 g.p. per social rank. Thus, a 6th level cavalier of lower-upper class would be worth a ransom of 900 g.p. Being captured is only a minor shame for a knight in a tournament, especially if one's opponent is demonstrably superior in quality. Failure to pay one's ransom, on the other hand, is a grave shame, and knights will sell their armor, horses, etc., before allowing such a stain on their honor.

Some lands (particularly those of lawful good inclination) will conduct tournaments with blunted weapons; while these would be called bohorts in game terms (see below), they may still be referred to as tournaments.

Bohort

A bohort is conducted much like a tournament, except it is usually fought with blunted or wooden weapons, making it much more difficult to inflict a fatal injury. Cutting weapons will inflict one-quarter damage (round down) and blunt or stabbing weapons will inflict one-half damage (ditto).

Such contests are often (but not exclusively) held among the squires and other retainers, and the participants will wear gambesons or leather cuirasses rather than full plate armor. They are sometimes held in conjunction with tournaments as preliminaries.

Joust

A joust is a one-on-one combat between two knights (or, again, their squires and retainers), wherein each gets three blows with a set of agreed-upon weapons. The goal of the joust is to either unseat the opponent, or, failing that, to inflict the most damage without killing him. Typical weapons include the battle axe and sword, and of course the lance (although for a joust the metal tip of the lance is removed, leaving only the blunt wooden tip). As the name indicates, most participants wear jousting plate armor to help defend against the blows.

The blunted jousting lance does only half damage, but bear in mind the joust is conducted as the opponents charge at one another, so the doubling effect of the charge cancels out the halving effect of the blunted lance.

Once a joust has lost one quarter of his hit points, he must make a STR check to remain in his saddle. He must check again when he has lost half his total hit points, and once more at three-quarters. At this point the joust will usually be

called for the joust who has inflicted the most damage on his opponent, or postponed, as the idea is not to inflict fatalities but to demonstrate superior mounted combat skills.

If neither jouster is unseated by the time three passes with each weapon have been completed, the joust is called in favor of the knight who inflicted the most damage.

Pas d'Armes

A pas d'armes is an impromptu challenge set forth by a knight or knights. The challenger will position himself at a spot on a road, at a bridge or ford, city gate, etc., and issue a challenge to all other knights who pass by to single combat. Often, word will circulate of the existence of the pas d'armes, attracting knights and their retinues from the surrounding area to test their mettle. A pas d'armes is not usually done in conjunction with tournaments or other hastiludes.

As with the tournament, the idea is to fight until one knight or the other surrenders, at which time the usual ransom can be demanded. However, no special rules regarding blunted weapons are used in the pas d'armes.

Refusal by a knight to participate is regarded as a great shame, and honor demands that any knight so doing surrender his spurs (or other badge of rank) as a sign of his humiliation.

Quintain

A quintain is a target for the lance, intended to be used while charging on horseback. Taking turns at striking a quintain will often be found as an attachment to a tournament or bohort, but it is not unknown for some villages to set up permanent quintains against which the local youths and/or nobility will try their skill.

Basically, the quintain itself will have an armor class between 9 and 1, depending on its size and composition.

TABLE 40: QUINTAINS

Armor class	Quintain construction
9-7	Mannequin
6-3	Shield or board
2-1	Ball or ring

Those which are easiest to hit will generally consist of a life-sized mannequin, followed by those consisting of a shield or board. The hardest to hit will be small balls or rings; the latter must be pierced through with the lance in order to score.

Shield or board type quintains are often the most popular as permanent structures, for they are most often fitted with a weight on a cord or chain, such that if the shield or board is hit, the weight at the end of the cord will swing around and hit the rider on the back of the head as he passes, unless he is quick enough. In game terms, if a hit is scored against the quintain, the attacker must make a successful DEX check. Failure means he is hit by the counter-weight and must take 1d2 h.p. of damage. Cavaliers and paladins may subtract their level from their ability check roll as a bonus, as part of their horsemanship skill.



Hunting

Hunting is often undertaken to supplement rations that have been purchased, whether out of necessity or culinary variety. Often, those staying at an inn will find free food and lodging if they bring in a brace of ducks or a deer for the benefit of the house.

Hunting consists of two phases. First, the prey must be located. Second, it must be killed. Hunting will take 1d6 hours, whether it is successful or not.

TABLE 41: HUNTING – CHANCE OF FINDING PREY

Terrain	Spring	Summer	Autumn	Winter
Plains	40%	50%	50%	25%
Forest	50%	50%	50%	30%
Hills	40%	40%	40%	25%
Mountains	30%	30%	30%	15%
Desert	5%	5%	5%	10%
Marsh	35%	50%	50%	20%

In arctic or sub-arctic zones, lower the chances of finding prey by 35% (minimum 5%). In tropical or sub-tropical zones, increase the chance of finding prey by 20% (maximum 50%), except in desert, which remains unchanged. In addition, subtract 5% per hunter in the party after the first. Note that you should also be checking for random encounters during this time; the party may be hunting for food, but find a monster instead!

TABLE 42: HUNTING – PREY ENCOUNTERED

Die Roll (d6)	Type	Number	Range (yards)
1	Bird	3d6	2d4x10
2	Bird	1d6	2d4x10
3	Animal	1d10	2d4x10
4	Animal	1d6	1d3+5x10
5	Animal	1d3	1d3+3x10
6	Threat	1d3	1d3+3x10

Once the prey has been located, it must be taken down. The range will determine how effective the hunters' weapons will be (if the hunters do not have some sort of missile weapons with appropriate range, they will need to approach silently, using the appropriate rules). This is done normally using the combat system. Note that some hunts will be done on horseback, and/or with the use of dogs as helpers.

Birds will immediately flee if attacked. If they are only wounded in the initial attack, they will land if they take 50% or more damage, plummet to the earth if they take 75% or more damage, but otherwise fly out of range of pursuit.

Animals will either be small game (rabbits, squirrels, hares, etc. – 75% chance) or big game (deer, antelope, elk, etc. – 25% chance). Small game will have 1d4 HD, and big game will have 2d8 HD.

If an animal is not killed with the initial attack, it may be followed. As it is wounded, it will be moving slower and with more noise, and will thus be able to be tracked by even a non-ranger. There is a base 50% chance that anyone will be able to track a wounded animal and come upon it at half the initial range. Rangers and those with the hunting secondary skill use their usual tracking skill, and druids have a 75% base chance of successfully tracking.

A "threat" is a dangerous creature that will not flee from the hunters, but will likely (75% chance) turn and attack, such as a wild boar, brown bear, aurochs, polar bear, etc. It will not be a monster, but is potentially dangerous. Some hunters will seek out these sorts of animals, considering it a greater challenge. If a threat-type animal flees the encounter, it can be tracked as any other animal.

The amount of food obtained by hunting depends on the size of the creature bagged. Each bird or small game animal will feed 1 person for 1 day. Big game animals will feed 1 person for 10 days, or 2 people for 5 days, etc. These are rough approximations only, and presuppose that the animal is properly cleaned and dressed.

Social Encounters

The term "social encounters" refers to those encounters between PCs and NPCs that don't involve combat. When a PC is attempting to convince an NPC to cooperate, or trying to talk himself out of a giant's cooking pot, it is a social encounter. The term also applies to those character class abilities that involve confusing, convincing, distracting, etc., such as those possessed by bards, jesters, and mountebanks. Always remember, however, that simply because mountebanks have a skill called "distract" doesn't mean that a mage cannot attempt to distract someone. Doing so is just not part of their everyday repertoire, and they will thus not be as good at it. But they can always try.

Many times, the party will attempt to parley rather than immediately assume that every encounter will end in melee. Such parties are wise, and will on the whole live longer than those that prefer to "shoot first and ask questions later." They should, therefore, not be penalized for doing so.

Adjudicating these sorts of encounters can be trying for the game master, and different game masters will have different ways of doing so. It should also be pointed out that there is no one right way to do so, and indeed you might find one way is more appropriate in one situation than another, and mix and match in the same game session. That, too, is fine, as long as there is a modicum of consistency in when one method is applied as opposed to another, and as long as you don't succumb to the temptation to "give away the store."

Some game masters will prefer to act out the encounter, taking on the role of the NPCs and interacting with the PCs in character. The outcome of the encounter will thus hinge on the quality of the actual words spoken, in character, by the players. Were they convincing? Was the game master, also speaking in character, swayed by the player? If so, the encounter will likely go his way. If not...



Other game masters will rely more on the dice to determine the outcome of the encounter. In such a situation, the player, speaking in the third person, would say something like “My character is going to try to convince the hobgoblin captain that we’re not his enemies.” The game master would then roll the dice and determine the outcome accordingly.

It is, of course, possible to combine the two approaches, with the player saying “My character is going to attempt to use his *distract* ability. He says to the ettin ‘Have you ever really thought about just how many mages could be looking in this cave right now with magic? They have crystal balls and scrying spells, and all other sorts of things. Who knows who could be looking in here right this very minute!?’” If the game master was impressed or amused by the attempt, he could give the PC a bonus (5-20% might be an appropriate range) to the *distract* roll.

In the end, the game master should adopt the method of resolution that best fits his style and that of his players. Too, nothing says that only one method can be used; in some circumstances, one method may be more appropriate, while in another, another method is. The choice is strictly up to the game master, although outright capriciousness should be avoided, lest the players not have any idea how the game will be played.

Encounter Reaction

When the PCs meet an intelligent creature, monster, or NPC for the first time, an encounter reaction should be determined by rolling percentile dice. The roll should be adjusted using the charisma reaction adjustment of the PC doing the talking (if more than one are involved in the initial encounter in a meaningful way, use the highest charisma score of those so involved).

TABLE 43: ENCOUNTER REACTIONS

Die Roll (d%)	Encounter Reaction
05 or less	Hostile, immediate attack
06-25	Hostile
26-36	Negative
37-64	Uncertain / neutral
65-75	Positive
76-95	Friendly
96 or higher	Acceptance

In addition to adjusting the die roll for charisma as indicated above, you should use the following situational modifiers (and don’t hesitate to make adjustments as you see fit; the following modifiers are just a sample):

TABLE 44: ENCOUNTER REACTION MODIFIERS

Circumstance	Encounter Reaction Modifier
PCs include race that is hated	-50%
PCs include race that is regarded with antipathy	-30%
NPCs dwell in hostile environment (dungeon, etc.)	-25%
PCs primarily made up of race that is preferred	+25%
NPCs dwell in generally peaceful environment (secure rural area, etc.)	+20%
PCs make offering of food or treasure	+20%
PCs primarily made up of race that is regarded with goodwill	+15%

Note that a result of “hostile” will result in a morale check if the creatures facing the PCs are obviously outclassed (hatred turns to fear when it cannot express itself violently). Obviously, if the PCs attack or are hostile, the NPCs will respond accordingly.

Other Social Encounters

For general interactions between PCs and NPCs, such as trying to convince a judge to be lenient when handing down a sentence, you should make a CHA check for the character attempting to influence the outcome, and a WIS check for the NPC who is to be influenced. (Note that monsters should use their INT.) Of course, the one being convinced, or distracted, or whatever must be able to understand the character making the attempt, and you as game master should feel free to impose bonuses or penalties as warranted based on the circumstances (a gnome attempting to convince a hobgoblin of something, for instance, would doubtless incur a severe penalty due to the intense animosity between the two races). The outcome of the attempt will depend on who made and failed their respective rolls.

PC CHA Check	NPC Makes WIS Check	NPC Fails WIS Check
Successful	Tie; PC can try again with a -2 penalty	PC succeeds
Fails	PC fails	Tie; PC can try again

Remember, though, that you don’t need to roll a die every time a PC speaks with an NPC. If the interaction is relatively straightforward, you should use your judgment as to whether or not it’s something that needs to be rolled out.

Treasure

“Treasure” is a broad term that covers actual cash (gold, silver, and other coins); jewelry; gems; precious items such as tapestries, furs, rare books, furnishings, and the like; ordinary wares with monetary values such as foodstuffs, bolts of cloth, livestock, etc.; and the most coveted of all – magical items, including magic weapons and armor, potions, scrolls, etc. Some creatures, rather than keeping their hoard of loot in their lairs, will hide their wealth elsewhere and then keep a map to it, which can of course be found by intrepid explorers and followed to the final reward.

Each monster in the **ADVENTURES DARK AND DEEP™** Bestiary is given a treasure value and type. The treasure value will give a range of the total value of the treasure possessed by the creature. In the case of intelligent creatures, this treasure will likely be hoarded together and possibly trapped and/or otherwise guarded. In the case of non-intelligent creatures, this treasure will be incidental, found on the rotting remains of previous victims.

The treasure type will determine the nature of the loot, and will show just how easy the treasure will be to transport. A golden necklace encrusted with rubies is going to be a lot easier to get out of a dungeon lair than a 7’ high alabaster statue, while a hoard of a million copper coins would be harder still to move. The game master should not go easy on his players when determining treasure troves for his players to discover; the logistical challenge of removing the loot is yet another aspect of the rigors of the adventuring life that needs to be dealt with.

The Silver Standard (Optional Rule)

Some game masters will find the gold standard upon which the game is based to be a little too ahistorical for their liking. This can be remedied by simply removing platinum pieces as a coin type, bumping all the remaining coins up one “slot” in value, and including a new coin type, the iron piece (i.p.) in its place. Thereafter, just replace any reference to gold piece value with silver piece value, so that costs of weapons and equipment are now in silver pieces, as are the treasure values listed below. Also, rather than weighing 1/10th of a pound, each coin weighs 1/100th of a pound. This is still not perfect, but is more historical without resorting to multiple tables for weight and volume by currency type.

Treasure Method I

There are two ways the game master can deal with treasure. Method I is quicker, but doesn't have a lot of flavor. It involves simply assigning an encumbrance value to the treasure, based on its type and value.

TABLE 45: ENCUMBRANCE OF TREASURE (TREASURE METHOD I)

Treasure Type	Encumbrance (lbs.)
I	Value x 30
II	Value x 25
III	Value x 22
IV	Value x 20
V	Value x 15
VI	Value x 7
VII	Value x 20
VIII	Value x 30
IX	Value x 40
X	Value x 50
XI	Value ÷ 3
XII	Value ÷ 10
XIII	Value ÷ 100
XIV	Value ÷ 3
XV	Value ÷ 3
XVI	Value x 0.75
XVII	Value ÷ 30
XVIII	Value x 2



Treasure Method II

Method II is much more involved, but gives a lot of interesting texture and flavor. (Of course, the game master is not locked into only using a single method; when time is scarce, he might choose to use method I, while if he has a lot of time to prepare, he could use method II.) It is also the case that the game master could simply use method I "on the fly" during play, and then roll out the complete composition of a treasure using method II during down-time between sessions.

TABLE 46: COMPOSITION OF TREASURE (TREASURE METHOD II)

Treasure Type	Sundries	Luxuries	Art	Jewelry	Gems	Coins
I	100%	0%	0%	0%	0%	0%
II	75%	15%	0%	5%	0%	5%
III	50%	25%	5%	10%	5%	5%
IV	25%	35%	10%	15%	5%	10%
V	10%	45%	10%	20%	5%	10%
VI	5%	55%	0%	25%	5%	10%
VII	0%	20%	20%	25%	25%	10%
VIII	0%	20%	30%	25%	15%	10%
IX	0%	20%	40%	10%	5%	25%
X	0%	0%	50%	0%	0%	50%
XI	0%	0%	0%	25%	0%	75%
XII	0%	0%	0%	0%	0%	100%
XIII	0%	0%	0%	0%	100%	0%
XIV	0%	0%	0%	0%	75%	25%
XV	0%	0%	0%	50%	25%	25%
XVI	0%	0%	0%	0%	25%	75%
XVII	0%	0%	0%	50%	50%	0%
XVIII	0%	10%	0%	10%	30%	50%

The table above shows the breakdown, for every given treasure type, of the total value of the hoard by the type of treasure found within it. For example, an orc has a treasure type of XI and a treasure value of 5 g.p. That does not mean he has 5 gold coins in his purse. Looking at the breakdown for treasure type XI, we see it is 25% jewelry and 75% coins. The orc in question has a piece of jewelry worth approximately 1 g.p. and the rest in coins. The exact types should be determined using the sub-tables below, but don't be afraid to toss out results that don't make sense. An orc is more likely to have an arm-ring than a tiara.

In order to determine the makeup of a given treasure, first consult Table 46: Composition of Treasure (Treasure Method II) above. Figure out how much of the total value of the treasure (approximately) is to be contained in each category. Then, going from left to right on Table 46, roll to determine the sundries, luxuries, art, etc. Keep rolling in each category until you have "filled up" the value of that category; if the value you have rolled is greater than the category's maximum, subtract the value from the next category over. If at any time you exceed the total value of the treasure, lower the value of the last item rolled to "top off" the treasure. In this way, your total treasure will never exceed the total value, but it is possible that you will have a few more sundries than indicated, at the expense of luxuries, and so forth.

Naturally, common sense should prevail. If the characters have just defeated a horrible undead lord in his tomb that has not been opened in a thousand years, they are unlikely to find fresh meat as part of his treasure hoard. In such cases, simply re-roll the result.

In the tables below, encumbrance is given in pounds, unless otherwise specified.

TABLE 47: SUNDRIES (TREASURE METHOD II)

Die Roll (d%)	Sundry Type	Value (each)	Encumbrance
01-02	Ale (barrel)	12 g.p.	250
03-04	Armor	See Table 49 below	
05-06	Candle (score)	1 g.p.	10
07-08	Charcoal (bag)	2 g.p.	10
09-10	Cloth (bolt)	12 g.p.	16
11-12	Cotton (short bale)	3 g.p.	22
13-14	Dye (pint)	5 g.p.	2
15-16	Flax (bale)	6 g.p.	80
17-18	Food, bread	1 g.p.	10
19-20	Food, cured meat/fish	3 g.p.	10

Die Roll (d%)	Sundry Type	Value (each)	Encumbrance
21-22	Food, dried vegetables/fruits	2 g.p.	10
23-24	Food, fresh meat/fish	6 g.p.	10
25-26	Food, fresh vegetables/fruits	4 g.p.	10
27-28	Food, grain (bushel)	1 g.p.	50
29-30	Fur pelt, beaver	2 g.p.	1
31-32	Fur pelt, ermine	4 g.p.	1
33-34	Fur pelt, fox	3 g.p.	1
35-36	Fur pelt, marten	4 g.p.	1
37-38	Fur pelt, mink	3 g.p.	1
39-40	Fur pelt, muskrat	1 g.p.	1
41-42	Fur pelt, sable	5 g.p.	1
43-44	Fur pelt, seal	5 g.p.	1
45-46	Hand tool	1 g.p.	3
47-48	Hemp (bale)	5 g.p.	100
49-50	Honey (gallon)	8 g.p.	12
51-52	Incense, common	10 g.p.	1
53-54	Iron ore	10 g.p.	100
55-56	Leather	5 g.p.	25
57-58	Linen (bolt)	18 g.p.	13
59-60	Livestock, bull	20 g.p.	n/a
61-62	Livestock, cow	10 g.p.	n/a
63-64	Livestock, fowl (in cage)	10 s.p.	7
65-66	Livestock, goat	1 g.p.	n/a
67-68	Livestock, horse	25 g.p.	n/a
69-70	Livestock, ox	15 g.p.	n/a
71-72	Livestock, pig	3 g.p.	n/a
73-74	Livestock, sheep	2 g.p.	n/a
75-76	Lumber	2 g.p.	25
77-78	Nails (keg)	20 g.p.	100
79-80	Paper (quire)	22 g.p.	1
81-82	Papyrus (quire)	16 g.p.	1.5
83-84	Rope (250')	1 g.p.	37
85-86	Salt	1 g.p.	1
87-88	Spice (common)	3 g.p.	0.5
89-90	Tallow	1 g.p.	1
91-92	Wax	2 g.p.	1
93-94	Weapon	See Table 48 below	
95-96	Wine, gallon	4 g.p.	8
97-98	Wire	9 g.p.	10
99-00	Wool (bale)	12 g.p.	250

TABLE 48: SUNDRIES WEAPON SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Weapon Type	Value (each)	Encumbrance
01-05	Axe, hand	1 g.p.	5
06-10	Battle axe	5 g.p.	7
11-21	Dagger	2 g.p.	1
22-25	Flail	8 g.p.	4
26-29	Hammer	1 g.p.	5
30-33	Knife	1 g.p.	0.5
34	Lance	6 g.p.	15
35-39	Mace	8 g.p.	10
40-41	Morning star	5 g.p.	12
42-53	Pole arm	15 g.p.	15
54	Quarterstaff	3 g.p.	10
55-64	Spear	1 g.p.	5
65-99	Sword	17 g.p.	10
00	Trident	4 g.p.	5

TABLE 49: SUNDRIES ARMOR SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Armor Type	Value (each)	Encumbrance
01-10	Brigandine armor	30 g.p.	20
11-16	Cuirass (leather)	3 g.p.	10
17-23	Cuirass (steel)	60 g.p.	15
24-33	Furs	2 g.p.	5
34-47	Gambeson	4 g.p.	10
48-52	Lamellar (leather)	15 g.p.	15
53-57	Lamellar armor (steel)	35 g.p.	25
58-67	Mail	75 g.p.	30
68-72	Plate armor	400 g.p.	45
73-82	Plated mail	90 g.p.	35
83-87	Ring armor	30 g.p.	25
88-93	Scale armor (leather)	25 g.p.	40
94-00	Scale armor (steel)	25 g.p.	40

TABLE 50: LUXURIES (TREASURE METHOD II)

Die Roll (d%)	Luxury type	Value (each)	Encumbrance
01	Alchemical instruments	1d8+2x100 g.p.	Value ÷ 4
02	Astrolabe	250 g.p.	45
03-04	Bell, bronze	5 g.p.	1
05-06	Bell, silver	10 g.p.	1
07	Book, illuminated (large)	300 g.p.	100
08	Book, illuminated (medium)	200 g.p.	45
09	Book, illuminated (small)	100 g.p.	6
10-12	Bowl, brass	2 g.p.	1
13-14	Bowl, copper	4 g.p.	1
15	Bowl, gold	14 g.p.	1
16	Bowl, porcelain	11 g.p.	3
17-18	Bowl, silver	9 g.p.	1
19	Box, engraved (large)	100 g.p.	6
20-21	Box, engraved (medium)	50 g.p.	4
22-23	Box, engraved (small)	25 g.p.	2
24-25	Brocade (bolt)	120 g.p.	26
26-27	Candelabra	15 g.p.	10
28-29	Candlestick	3 g.p.	2
30	Chandelier	50 g.p.	25
31	Chirurgion's tools	350 g.p.	15
32-33	Clothing, fine (1 set)	30 g.p.	4
34-35	Comb, silver	10 g.p.	1
36	Crystal ball, non-magical	8 g.p.	3
37-39	Cup, brass	1 g.p.	1
40-42	Cup, copper	2 g.p.	1
43	Cup, glass	10 g.p.	3
44	Cup, gold	15 g.p.	1
45	Cup, porcelain	12 g.p.	3
46-47	Cup, silver	6 g.p.	1
48-50	Ewer, brass	3 g.p.	2
51-52	Ewer, copper	6 g.p.	2
53	Ewer, glass	30 g.p.	5
54	Ewer, gold	45 g.p.	2
55	Ewer, porcelain	36 g.p.	5
56-57	Ewer, silver	18 g.p.	2
58-59	Fur	See Table 51 below	

Die Roll (d%)	Luxury type	Value (each)	Encumbrance
60-61	Furniture, fine	2d6x100 g.p.	Value ÷ 10
62-63	Gong, bronze	13 g.p.	9
64-65	Hourglass	25 g.p.	4
66-67	Incense	20 g.p.	1
68-69	Incense, rare	50 g.p.	1
70-71	Ivory	75 g.p.	25
72	Magnifying lens	15 g.p.	2
73-74	Mirror case, engraved	35 g.p.	1
75	Mirror, large	20 g.p.	12
76-77	Mirror, small	10 g.p.	2
78-79	Musical instrument	See Table 52 below	
80-81	Perfume, rare	10 g.p.	1
82	Royal bee jelly unguent (jar)	1d6+2x1,000 g.p.	1
83	Silk (bolt)	85 g.p.	9
84	Spice, rare	50 g.p.	1
85-86	Stuffed animal (taxidermy)	4 g.p.	5
87	Unguent, rare	12 g.p.	1
88-90	Vase, copper	4 g.p.	2
91	Vase, glass	7 g.p.	6
92	Vase, gold	50 g.p.	2
93	Vase, porcelain	40 g.p.	6
94-95	Vase, silver	23 g.p.	2
96	Water clock	500 g.p.	35
97-98	Wine, fine (pint)	4 g.p.	1
99-00	Wood, rare	40 g.p.	25

TABLE 51: FUR LUXURY SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Fur type	Value (g.p.)	Encumbrance
01	Fur cape, bear	300	7
02-05	Fur cape, beaver	200	8
06	Fur cape, ermine	3,600	8
07-11	Fur cape, fox	300	7
12-16	Fur cape, marten	400	7
17	Fur cape, mink	2,700	9
18-23	Fur cape, muskrat	100	7
24	Fur cape, sable	4,500	7
25-30	Fur cape, seal	125	8
31	Fur coat, bear	600	14
32-35	Fur coat, beaver	400	16
36	Fur coat, ermine	7,200	16
37-39	Fur coat, fox	600	14
40-42	Fur coat, marten	800	14
43	Fur coat, mink	5,400	18
44-47	Fur coat, muskrat	200	14
48	Fur coat, sable	9,000	14
49-52	Fur coat, seal	250	16
53	Fur trim, bear	30	2
54-58	Fur trim, beaver	20	2
59-64	Fur trim, ermine	120	2
65-70	Fur trim, fox	30	2
71-76	Fur trim, marten	40	2
77-82	Fur trim, mink	90	2
83-88	Fur trim, muskrat	10	2
89-94	Fur trim, sable	150	2
95-00	Fur trim, seal	25	2

Note that fur trim will be attached to some other garment, such as a tunic, dress, cloak, etc. The value is for the combined garment.

TABLE 52: MUSICAL INSTRUMENT LUXURY SUB-TABLE (TREASURE METHOD II)

Die Roll (d%)	Musical Instrument	Value (g.p.)	Encumbrance
01-03	Bagpipe	35	12
04-08	Bladder Pipe	12	5
09-11	Cornamuse	35	20
12-14	Crumhorn	28	8
15-19	Drum	4	2
20-22	Dulcian	37	22
23-26	Dulcimer	41	7
27-30	Flute	16	1
31-33	Gamba (& bow)	55	29
34-38	Gemshorn	3	1
39-42	Harp	50	3
43	Harpsichord	500	350
44-46	Hurdy-gurdy	29	12
47-50	Kortholt	15	3
51-53	Lute	35	5
54-57	Lyre	27	3
58-61	Mandolin	50	20
62	Organ	750	500
63-64	Organetto	120	19
65-69	Psaltery	22	12
70-74	Rackett	8	2
75-77	Rebec (& bow)	30	5
78-81	Recorder	25	8
82-84	Sacbut	38	21
85-87	Shepherd's shawm	32	17
88-91	Trumpet	15	8
92-95	Viol (& bow)	21	17
96-00	Zink	6	6

TABLE 53: ART (TREASURE METHOD II)

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
01-02	Carving, ivory, large	3d12x20	15
03-05	Carving, ivory, medium	2d12x20	10
06-10	Carving, ivory, small	1d12x20	5
11-13	Carving, wood, large	3d6x20	12
14-17	Carving, wood, medium	2d6x20	7
18-22	Carving, wood, small	1d6x20	2
23-26	Ceremonial shield, bronze	1d4x100	30
27-28	Ceremonial shield, gold	1d4x300	45
29-31	Ceremonial shield, silver	1d4x150	35
32-35	Ceremonial weapon, bronze	1d3x100	20
36-37	Ceremonial weapon, gold	1d3x300	35
38-40	Ceremonial weapon, silver	1d3x150	25
41-42	Painting, large	1d10x100	35
43-46	Painting, small	1d10x30	15
47-51	Rug/carpet (1d4+2 sq. yards)	1d6x10 / sq.yard	10/sq. yard
52-53	Statue (4'+), alabaster	4d4x200	200
54-57	Statue (4'+), bronze	3d4x100	500
58-61	Statue (4'+), marble	4d4x150	400
62-65	Statue (4'+), stone	3d4x100	400
66-69	Statue (4'+), wood	1d4x100	100

Die Roll (d%)	Art Type	Value (g.p.)	Encumbrance
70-71	Statuette, alabaster	1d4x200	50
72-73	Statuette, gold	1d4x400	40
74-75	Statuette, marble	1d4x100	30
76-78	Statuette, silver	1d4x200	30
79-82	Statuette, stone	1d3x50	20
83-86	Statuette, wood	1d3x25	5
87-92	Tapestry (1d4+2 sq. yards)	1d8x10 / sq. yard	10 / sq. yard
93-94	Triptych, gold	3d6x400	15
95-96	Triptych, ivory	3d6x100	10
97-98	Triptych, silver	3d6x200	10
99-100	Triptych, wood	3d6x50	5

TABLE 54: JEWELRY MATERIAL (TREASURE METHOD II)

Die Roll (d%)	Jewelry material	Value
01-10	Ivory, silver	d10x100
11-20	Silver and gold	2d6x100
21-40	Gold	3d6x100
41-50	Jade, coral, platinum	5d6x100
51-70	Silver, gems	1d6x1000
71-90	Gold, gems	2d4x1000
91-00	Platinum, gems	2d6x1000

TABLE 55: JEWELRY TYPE (TREASURE METHOD II)

Die Roll (d%)	Jewelry Type
01-04	Anklet
05-08	Armlet
09-12	Belt
13-16	Belly chain
17-20	Bracelet
21-24	Brooch
25-28	Cameo
29-32	Chatelaine
33-36	Choker
37-40	Circllet
41-44	Clasp
45-48	Collar
49-52	Comb
53-56	Coronet
57-60	Crown
61-64	Diadem
65-68	Earrings (pair)
69-72	Hairpin
73-76	Locket
77-80	Medallion
81-84	Necklace
85-88	Pendant
89-92	Pin
93-96	Ring
97-00	Tiara

Each piece of jewelry is worth 1 lb. towards encumbrance, regardless of type.

TABLE 56: GEM SIZE (TREASURE METHOD II)

Die Roll (d%)	Gem Size
01-25	Very small
26-50	Small
51-70	Average
71-90	Large
91-99	Very large
00	Huge

TABLE 57: GEM TYPE (TREASURE METHOD II)

Die Roll (d%)	Gem Type
01-25	Hardstone (agate, malachite, lapis lazuli, obsidian, turquoise, etc.)
26-50	Semi-precious (bloodstone, jasper, moonstone, onyx, crystal, quartz, etc.)
51-70	Fancy (amber, amethyst, coral, garnet, jade, jet, pearl, etc.)
71-90	Precious (aquamarine, peridot, blue spinel, topaz, etc.)
91-99	Gemstone (opal, emerald, amethyst, sapphire, etc.)
00	Jewel (black sapphire, diamond, jacinth, ruby, etc.)

TABLE 58: GEM VALUE (TREASURE METHOD II)

Size	Hard-stone	Semi-precious	Fancy	Precious	Gem-stone	Jewel
Tiny	1	5	10	50	100	500
Small	5	10	50	100	500	1,000
Average	10	50	100	500	1,000	5,000
Large	50	100	500	1,000	5,000	10,000
Very large	100	500	1,000	5,000	10,000	50,000
Huge	500	1,000	5,000	10,000	50,000	100,000

Each gem is worth 1/10th of a pound towards encumbrance (regardless of size). In the case of very many small gems, feel free to adjust this rule of thumb accordingly.

TABLE 59: COIN TYPE (TREASURE METHOD II)

Die Roll (d%)	Coin Type
01-20	10d100 c.p.
21-40	10d100 s.p.
41-60	4d100 e.p.
61-90	1d100 g.p.
91-00	1d100 p.p.

Each coin is worth 1/10th of a pound towards encumbrance (regardless of type). If an indicated number of coins exceeds the total g.p. value of the treasure, simply reduce the number of coins to equal the value of the treasure. Example: a 100 g.p. treasure is found, all in coins. The game master rolls and gets a 97, then rolls and gets a 50, indicating 50 platinum pieces. However, since 50 platinum pieces would be worth 250 g.p., the game master reduces the number of platinum pieces found to 20, which equals 100 g.p. If the indicated coins do not equal the g.p. value of the treasure, simply keep rolling until all of the value is accounted for; if this results in a mixture of different types of coins, all the better.

Magic items

Each creature listed in the **ADVENTURES DARK AND DEEP™** Bestiary will have listed a chance for that creature to have certain types of magical items, with some having multiple items possible. Note that individual magic items should be determined no matter which treasure method you are using. If no specific type of magic item is indicated, roll to determine type using Table 60 below.

TABLE 60: MAGIC ITEM TYPE

Die Roll (d%)	Magic Item Type
01-15	Armor or shield
16	Book
17-18	Charm
19-22	Garment
23-41	Potion or liquid
42-46	Ring
47	Rod
48-61	Scroll
62-63	Spellbook
64-65	Staff
66-68	Wand
69-94	Weapon
95-96	Wondrous item (A-E)
97-98	Wondrous item (E-J)
99-00	Wondrous item (J-Z)

Once the general type of magic item has been determined, roll on the appropriate table to determine the exact item. Full descriptions of all magic items can be found starting on p. 77.

TABLE 61: MAGIC ITEMS (ARMOR AND SHIELDS)

Die Roll (d%)	Armor or Shield
01-56	Armor, enchanted
57-65	Mail, elfin
66-00	Shield, enchanted

TABLE 62: MAGIC ITEMS (BOOKS)

Die Roll (d%)	Book Type
01-28	Blessed Book
29-32	Book of Holy Benisons
33-36	Book of Infinite Spells
37-40	Book of Unholy Damnation
41-44	Codex of Making Friends and Influencing People
45-48	Libram of Gainful Conjunction
49-52	Libram of Ineffable Damnation
53-56	Libram of Silver Magic
57-60	Manual of Bodily Health
61-64	Manual of Gainful Exercise
65-68	Manual of Golems
69-72	Manual of Puissant Skill at Arms
73-76	Manual of Quickness of Action
77-80	Manual of Stealthy Pilfering
81	Necrophidius Handbook
82-85	Tome of Clear Thought
86-89	Tome of Leadership and Influence
90-93	Tome of Understanding
94-00	Vacuous Grimoire

TABLE 63: MAGIC ITEMS (CHARMS)

Die Roll (d%)	Charm Type
01-02	Amulet of Inescapable Location
03	Amulet of Life Protection
04-05	Amulet of the Planes
06-10	Amulet of Proof against Detection and Location
11-12	Amulet of Undead Command
13-14	Amulet of Undead Turning
15-23	Brooch of Shielding
24-26	Medallion of ESP
27-28	Medallion of Thought Projection
29-31	Necklace of Adaptation
32-36	Necklace of Missiles
37-43	Necklace of Prayer Beads
44-45	Necklace of Strangulation

Die Roll (d%)	Charm Type
46-47	Periap of Foul Rotting
48-50	Periap of Health
51-59	Periap of Proof Against Poison
60-64	Periap of Wound Closure
65-71	Phylactery of Faithfulness
72-76	Phylactery of Long Years
77-78	Phylactery of Monstrous Attention
79	Phylactery of Shortened Years
80	Scarab of Death
81-83	Scarab of Enraging Enemies
84-85	Scarab of Golem Slaying
86-87	Scarab of Insanity
88-94	Scarab of Protection
95-97	Talisman of Pure Good
98	Talisman of the Sphere
99-00	Talisman of Ultimate Evil

TABLE 64: MAGIC ITEMS (GARMENTS)

Die Roll (d%)	Garment Type
01	Boots of Dancing
02-04	Boots of Elvenkind
05-06	Boots of Levitation
07	Boots of the North
08-09	Boots of Speed
10-11	Boots of Striding and Springing
12	Boots of Varied Tracks
13	Boots, Winged
14-15	Bracers of Archery
16	Bracers of Brachiation
17-24	Bracers of Defense
25	Bracers of Defenselessness
26	Circlet of Domination
27	Cloak of Arachnidia
28-29	Cloak of the Bat
30-31	Cloak of Displacement
32-35	Cloak of Elvenkind
36	Cloak of the Manta Ray
37	Cloak of Poisonousness
38-45	Cloak of Protection
46	Cyclone Spitzhut
47	Eyes of the Basilisk
48	Eyes of Charming
49	Eyes of the Eagle
50	Eyes of Minute Seeing
51	Eyes of Petrification
52	Gauntlets of Ogre Power
53	Girdle of Dwarvenkind
54	Girdle of Femininity/Masculinity
55	Girdle of Giant Strength
56-58	Girdle of Many Pouches
59	Gloves of Dexterity
60	Gloves of Fumbling
61	Gloves of Missile Snaring
62	Gloves of Swimming and Climbing
63-64	Gloves of Thievery
65-66	Hat of Difference
67-68	Hat of Disguise
69-70	Hat of Stupidity
71	Helm of Brilliance
72-73	Helm of Comprehension
74	Helm of Opposite Alignment
75	Helm of Telepathy
76	Helm of Teleportation
77	Mantle of Starry Wandering

Die Roll (d%)	Garment Type
78	Robe of the Archmagi
79-80	Robe of Blending
81	Robe of Eyes
82	Robe of Powerlessness
83	Robe of Scintillating Colors
84	Robe of Stars
85-87	Robe of Useful Items
88-90	Robe of Vermin
91	Shoes of Wandering
92-93	Slippers of Kicking
94-96	Slippers of Spider Climbing
97-00	Wings of Flying

TABLE 65: MAGIC ITEMS (POTIONS AND LIQUIDS)

Die Roll (d%)	Potion or Liquid Type
01-02	Love Potion
03-04	Oil of Acid Resistance
05-06	Oil of Disenchantment
07-08	Oil of Elemental Invulnerability
09-10	Oil of Etherealness
11-12	Oil of Fiery Burning
13-14	Oil of Fumbling
15-16	Oil of Impact
17-18	Oil of Sharpness
19-20	Oil of Slipperiness
21-22	Oil of Timelessness
23-24	Potion of Animal Control
25-26	Potion of Beauty
27-28	Potion of Clairaudience
29-30	Potion of Clairvoyance
31-32	Potion of Climbing
33-34	Potion of Delusion
35-36	Potion of Diminution
37	Potion of Dragon Control
38-39	Potion of ESP
40-41	Potion of Extra Healing
42-43	Potion of Fire Breath
44-45	Potion of Fire Resistance
46-47	Potion of Flying
48	Potion of Gaseous Form
49	Potion of Giant Control
50-51	Potion of Giant Strength
52-53	Potion of Glibness
54	Potion of Growth
55-58	Potion of Healing
59-60	Potion of Health
61	Potion of Heroism
62	Potion of Human Control
63-64	Potion of Invisibility
65	Potion of Invulnerability
66-67	Potion of Levitation
68-70	Potion of Life
71	Potion of Liquid Form
72	Potion of Longevity
73-74	Potion of Madness
75-76	Potion of Persuasiveness
77-78	Potion of Plant Control
79-80	Potion of Poison
81-82	Potion of Polymorph Self
83-84	Potion of Rainbow Hues
85-86	Potion of Speed
87-88	Potion of Stammering and Stuttering
89	Potion of Super Heroism
90	Potion of Treasure Finding

Die Roll (d%)	Potion or Liquid Type
91	Potion of Undead Control
92-93	Potion of Vitality
94-95	Potion of Water Breathing
96	Potion of Youth
97	Sovereign Glue
98-99	Sweet Water
00	Ultimate Solution

TABLE 66: MAGIC ITEMS (RINGS)

Die Roll (d%)	Ring Type
01-04	Animal friendship
05-09	Blinking
10-12	Chameleon power
13-15	Clumsiness
16-20	Contrariness
21-24	Delusion
25-26	Djinni summoning
27	Elemental command
28-30	Elvenkind
31-34	Feather falling
35-38	Fire resistance
39-40	Free action
41-42	influence
43-48	Invisibility
49-51	Jumping
52	Magus
53-54	Mammal control
55-57	Mind shielding
58-62	Protection
63	Ram
64	Regeneration
65-67	Shocking grasp
68-69	Shooting stars
70-71	Spell storing
72-74	Spell turning
75	Sustenance
76-79	Swimming
80	Telekinesis
81-83	Truth
84-87	Warmth
88-90	Water walking
91-96	Weakness
97-98	Wishes
99	Wizardry
00	X-ray vision

TABLE 67: MAGIC ITEMS (RODS)

Die Roll (d%)	Rod Type
01-17	Absorption
18-20	Beguiling
21-48	Cancellation
49-62	Flailing
63-65	Lordly might
66-73	Passage
74	Resurrection
75	Rulership
76-87	Security
88-91	Smiting
92-00	Splendor

TABLE 68: MAGIC ITEMS (SCROLLS)

Die Roll (d%)	Scroll Type
01-02	Scroll, cursed
03-50	Scroll, protection (see Table 69)
51-00	Scroll, spell

TABLE 69: MAGIC ITEMS (PROTECTION SCROLLS)

Die Roll (d%)	Protection Scroll Type
01	Acid
02-05	Angels
06-09	Archons
10	Breath weapons (dragon)
11	Breath weapons (non-dragon)
12	Cold
13-16	Daemons
17-20	Demons
21-24	Devas
25-28	Devils
29	Electricity
30-38	Elementals
39	Fire
40	Gas
41	Illusions
42-50	Lycanthropes
51-59	Magic
60	Paralyzation
61-66	Petrification
67-68	Plants
69-70	Poison
71-76	Possession
77	Traps
78-83	Undead
84	Water
85-86	Weapons (blunt)
87-88	Weapons (edged)
89-90	Weapons (magical blunt)
91-92	Weapons (magical edged)
93-94	Weapons (magical missile)
95-96	Weapons (magical piercing)
97-98	Weapons (missile)
99-00	Weapons (piercing)

TABLE 70: MAGIC ITEMS (STAVES)

Die Roll (d%)	Staff Type
01-02	Command
03-14	Curing
15	Magi
16	Power
17-27	Serpent
28-39	Slinging
40-51	Staff-mace
52-62	Staff-spear
63-72	Striking
73-77	Swarming
78-79	Thunder and Lightning
80-86	Withering
87-00	Woodlands

TABLE 71: MAGIC ITEMS (WANDS)

Die Roll (d%)	Wand Type
01-04	Buckler wand
05-06	Conjuration
07-09	Defoliation
10-11	Earth and stone
12-16	Enemy detection

Die Roll (d%)	Wand Type
17-20	Fear
21-22	Fire
23-26	Fireballs
27-30	Flame extinguishing
31	Force
32	Frost
33-35	Ice storms
36-39	Illumination
40-43	Illusion
44-45	Lightning
46-49	Lightning bolts
50-53	Magic detection
54-61	Magic missiles
62-66	Metal and mineral detection
67-68	Metal command
69-74	Negation
75-78	Paralyzation
79-82	Polymorphing
83-86	Secret door and trap detection
87-90	Size alteration
91-92	Steam and vapor
93-00	Wonder

TABLE 72: MAGIC ITEMS (WEAPON)

Die roll (d%)	Weapon type
01-80	Weapon, enchanted
81-00	Weapon (missile), enchanted

TABLE 73: MAGIC ITEMS (WONDROUS ITEMS A-E)

Die Roll (d%)	Wondrous Item Type
01-02	Alchemy Jug
03-04	Apparatus of the Crab
05-06	Arrow of Direction
07	Bag of Devouring
08-11	Bag of Holding
12	Bag of Transmuting
13-14	Bag of Tricks
15-16	Beads of Force
17-18	Beaker of Plentiful Potions
19	Boat, Folding
20-21	Bowl of Water Elemental Command
22	Bowl of Watery Death
23-24	Brazier of Fire Elemental Command
25	Brazier of Sleep Smoke
26	Broom of Animated Attack
27-30	Broom of Flying
31-35	Candle of Invocation
36-37	Carpet of Flying
38-39	Censer of Air Elemental Command
40	Censer of Summoning Hostile Air Elementals
41	Chime of Hunger
42-43	Chime of Interruption
44-45	Chime of Opening
46	Cornamuse of the Woodlands
47-50	Crystal Ball
51	Crystal Hypnosis Ball
52	Cube of Force
53-54	Cube of Frost Resistance
55-56	Cubic Gate
57-58	Dart of the Hornets' Nest
59-60	Decanter of Endless Water
61-62	Deck of Illusions
63-65	Deck of Many Things
66-67	Doleful and Bright Candelabra

Die Roll (d%)	Wondrous Item Type
68-72	Drum of Deafening
73-74	Drum of Panic
75	Dulcimer of Defense
76-79	Dust of Appearance
80-84	Dust of Disappearance
85-86	Dust of Dryness
87-88	Dust of Illusion
89	Dust of Sneezing and Choking
90-92	Dust of Tracelessness
93-94	Efficient Quiver
95	Efreeti Bottle
96-97	Egg of Desire
98-00	Egg of Reason

TABLE 74: MAGIC ITEMS (WONDROUS ITEMS E-J)

Die Roll (d%)	Wondrous Item Type
01-02	Egg of Shattering
03-04	Ever-full Purse
05	Ever-smoking Bottle
06-17	Feather Token
18-28	Figurine of Wondrous Power
29	Flask of Curses
30-31	Flowing Flagon
32	Flute of Wonder
33	Gem of Brightness
34-35	Gem of Insight
36	Gem of Seeing
37	Hammer, Dwarven Thrower
38-41	Handy Haversack
42-48	Healing Ointment
49-52	Helm of Underwater Action
53	Horn of Blasting
54-55	Horn of Bubbles
56	Horn of Collapsing
57-60	Horn of Fog
61-62	Horn of Goodness/Evil
63-65	Horn of the Tritons
66-70	Horn of Valhalla
71	Hornblade
72-75	Horseshoes of a Zephyr
76-77	Horseshoes of Speed
78-82	Incense of Meditation
83	Incense of Obsession
84-86	Instant Fortress
87-88	Ioun Stones
89-90	Iron Bands of Binding
91-92	Iron Flask
93-96	Javelin of Lightning
97-00	Javelin of Piercing

TABLE 75: MAGIC ITEMS (WONDROUS ITEMS J-Z)

Die Roll (d%)	Wondrous Item Type
01	Jewel of Attacks
02-03	Lens of Detection
04-05	Lens of Ultravision
06	Longtooth dagger
07	Lyre of Building
08	Lyre of the Elements
09-10	Mail, elfin
11	Mandolin of Might
12-13	Marvelous Pigments
14	Mattock of the Titans
15	Maul of the Titans
16	Mirror of Life Trapping

Die Roll (d%)	Wondrous Item Type
17	Mirror of Mental Prowess
18	Mirror of Opposition
19-20	Net of Entrapment
21-22	Net of Snaring
23	Pearl of Folly
24	Pearl of Loss
25-26	Pearl of Power
27	Pearl of the Sirens
28-29	Pearl of Wisdom
30-35	Pipes of the Sewers
36	Portable Hole
37-41	Pouch of Accessibility
42	Prison of the Magus
43-47	Rope of Climbing
48-49	Rope of Constriction
50-52	Rope of Entanglement
53	Rug of Smothering
54	Rug of Welcome
55	Saw of Mighty Cutting
56	Shadow Lanthorn
57-59	Sheet of Smallness
60	Spade of Colossal Excavation
61-67	Spell Component Case, Enchanted
68	Sphere of Annihilation
69-72	Spoon of Stirring
73-75	Stone Horse
76-77	Stone of Controlling Earth Elementals
78-79	Stone of Good Luck
80-81	Stone of Weight
82-84	Sustaining Spoon
85-89	Trident of Fish Command
90-93	Trident of Warning
94-95	Trident of Yearning
96-97	Well of Many Worlds
98-00	Wind Fan

Disposing of Treasure

It is a common misconception that, when an adventurer finds an alabaster statuette worth 400 g.p., he can simply nip down to the local alabaster statuette shop, turn in the item, and walk away with 400 gold coins (or, preferably, 80 platinum pieces!). Nothing could be further from the truth.

In reality, when disposing of treasure, the adventurers will not receive the full value of the booty. In some cases, they will be able to recover less than half the value of the item in cold, hard cash.

It is up to you as game master to decide how you want to handle the disposal of treasure. You may want to role-play out each transaction, but this could quickly become tedious if a large hoard consisting of mainly artworks and luxuries is at hand. You may also want to simply roll on the following table to determine how much the player characters will get for their haul. A good compromise may also be to do a mixture; act out the disposition of two or three very expensive, high-end items, and simply say “and you’re able to dispose of the rest in a similar fashion, for a total value of X g.p.”

The amount obtained for a treasure depends on the type of treasure it is (it being easier for an adventurer-type to get a good price for a ruby necklace than a bale of cotton), and is modified by the charisma of the seller and a few other factors.

Note that characters get experience points for the full value of treasure recovered, not what they’re able to sell it for.

TABLE 76: SALE OF TREASURE ITEMS (TREASURE METHOD I)

Type	Charisma of Seller							
	3-6	7-8	9-12	13-14	15-16	17	18	19+
I	35%	40%	45%	50%	55%	60%	65%	70%
II	33%	38%	43%	48%	52%	57%	62%	67%
III	33%	38%	43%	48%	52%	57%	62%	67%
IV	32%	36%	41%	45%	50%	54%	59%	63%
V	32%	36%	41%	45%	50%	54%	59%	63%
VI	32%	36%	41%	45%	50%	54%	59%	63%
VII	32%	36%	41%	45%	50%	54%	59%	63%
VIII	32%	36%	41%	45%	50%	54%	59%	63%
IX	26%	30%	34%	38%	41%	45%	49%	53%
X	28%	30%	33%	35%	38%	40%	43%	45%
XI	9%	10%	11%	13%	14%	15%	16%	18%
XII	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
XIII	55%	60%	65%	70%	75%	80%	85%	95%
XIV	66%	70%	74%	78%	81%	85%	89%	96%
XV	64%	68%	71%	75%	79%	83%	86%	94%
XVI	89%	90%	91%	93%	94%	95%	96%	99%
XVII	53%	58%	63%	68%	73%	78%	83%	93%
XVIII	76%	78%	81%	83%	86%	88%	91%	96%

While it may seem that some of the percentages in the above table are too low, bear in mind that for many of the treasure types, coin makes up a large percentage of the total. Thus, that portion of the treasure is worth 100% of its value, so the overall amount obtained for the hoard is much higher than the table above might suggest.

TABLE 77: SALE OF TREASURE ITEMS (TREASURE METHOD II)

Charisma of Seller	Sundries	Luxuries	Art	Jewelry	Gems
3-6	35%	40%	45%	50%	55%
7-8	40%	45%	50%	55%	60%
9-12	45%	50%	55%	60%	65%
13-14	50%	55%	60%	65%	70%
15-16	55%	60%	65%	70%	75%
17	60%	65%	70%	75%	80%
18	65%	70%	75%	80%	85%
19+	70%	80%	85%	90%	95%

The percentage above indicates how much of the items' worth will be paid for in coin. Add 10% if the same buyer has been sold to before by the player characters, with no bad history between them.

If the items were stolen from someone in the area, and are easily identifiable (most art and many luxuries would fall into this category, as would very expensive or noteworthy gems), normal merchants will not only refuse to buy, but will almost certainly (90% chance) turn the would-be seller over to the authorities. If a proper underworld fence can be found, or is already known, such items can be sold for a further 50% reduction to the prices given above (10% minimum). Note that the player characters don't need to be the ones who necessarily stole the goods – re-stealing from the thieves will still require the use of a fence!

Experience

Experience points come from three sources: treasure won, enemies defeated, and other sources that the game master deems worthy of yielding experience points, such as overcoming tricks and traps, solving puzzles, achieving plot goals, exceptional role-playing on the part of one of the players, etc. The last

is completely optional, and entirely up to the game master's fiat. Note that defeating monsters and NPCs is not the same as slaying them; forcing them to surrender, outwitting them in a running battle in twisting dungeon corridors, etc., should all count.

However, bear in mind that if a particular encounter was simply too easy for the characters, the game master is well within his rights to reduce the value of the encounter by 25% or even 50%, depending on the circumstance. A 14th level mage defeating a single orc should probably not receive the full x.p. value for doing so. The same mage defeating 50 orcs single-handed, on the other hand, probably earned the full amount for doing so. Circumstances will dictate, and you as game master must use your judgment. There is no set formula.

The 1 g.p. = 1 x.p. rule is easy enough to calculate. For every g.p. of treasure the party recovers, they earn 1 x.p., with the total number of x.p. divided by the number of characters. Note that this refers to the g.p. value of the treasure; it does not apply to the actual number of g.p. the party is able to sell the treasure for.

The same goes for magic items, with each magic item having an x.p. value; the x.p. for items should be spread between all of the members of the adventuring party that recovered the item, even if only one of them actually ends up with the item in his possession. If the characters sell a magic item, they should get experience points appropriate to the amount of gold earned, rather than the x.p. value of the item itself. As a rule, it will be higher.

An exception should be made if one or more characters split off from the party and win their own treasure while doing so; in such a case, the x.p. for their exploits while separated from the rest of the party should be calculated and awarded separately.

The game master may also award experience points at his discretion for whatever reason he deems fit, although care should be taken to avoid leveling up characters too quickly. Everything from obtaining a particular objective to excellent role-playing could be the basis for such an award. Some game masters may, of course, prefer to stick to monsters and loot for x.p., and that is absolutely their prerogative.

Buildings and Fortifications

Often characters will find themselves in the position of needing to construct some sort of structure in the course of their adventures. Such a thing could be a temporary expedient in the course of a single session; the building of a wall to hold off a horde of rampaging goblins, for instance. More likely, the game

master may find himself in need of knowing how much damage a particular sort of structure can take before it is destroyed through the actions of his players. No matter the reason, the following guidelines can be used to adjudicate such endeavors. Note that they are only guidelines; if the circumstances of the campaign dictate otherwise, or the game master thinks that some modifications are justified, these guidelines must be set aside in favor of the game master's ruling.

TABLE 78: CONSTRUCTION

Item	Size	Hit Points	Man-Hours to Build	Cost (g.p.)
Arrow slit	6" x 3'	n/a	10	5
Battlement	15' x 4'	120	30	20
Bridge, stone	5' x 10'	150	28	100
Bridge, wood	5' x 10'	75	14	50
Building, stone (2 floors)	120' perimeter, 20' high (walls 1' thick)	100	1,300	500
Building, wood (2 floors)	120' perimeter, 20' high (walls 6" thick)	80	650	300
Buttress	3' x 5' x 10'	20	85	15
Ditch	100' x 10' x 20'	n/a	130	100
Door, iron	4' x 7'	100	15	100
Door, secret	4' x 7'	10	15	50
Door, trap	3' x 3'	10	5	2
Door, wooden	4' x 7'	10	7.5	10
Door, wooden w/iron bands	4' x 7'	30	10	25
Drawbridge	10' x 15'	150	42.5	400
Gatehouse, stone	140' perimeter, 30' high	1,200	2,350	2,000
Moat	100' x 10' x 20'	n/a	32.5	250
Palisade, wooden	100' x 10'	200	280	100
Pit	10' x 10' x 10'	n/a	5	35
Portcullis	10' x 15'	120	85	500
Rampart	100' x 10'	200	560	100
Stairs, stone	10' vertical, 3' wide	100	15	50
Stairs, wooden	10' vertical, 3' wide	50	7.5	10
Tower, stone, round	20' x 30' (walls 5' thick)	400	1,680	850
Tower, stone, round	30' x 30' (walls 6' thick)	600	3,025	1,350
Tower, stone, round	40' x 40' (walls 7' thick)	800	6,275	1,600
Tower, stone, square	10' x 30' (walls 5' thick)	300	840	600
Tower, stone, square	20' x 30' (walls 6' thick)	400	2,015	900
Tower, stone, square	30' x 30' (walls 7' thick)	500	3,525	1,200
Tunnel	10' x 10' x 10'	n/a	8	200
Wall, curved	5' x 20' x 10'	80	560	100
Wall, straight	10' x 20' x 10'	200	1,120	100
Window	2' x 4'	n/a	4.5	5
Window, shuttered	2' x 4'	40	4.5	+2
Window, barred	2' x 4'	120	4.5	+3

Hit Points of Structures

Most of the structures listed above have a hit point value. While these are scaled the same as hit points and damage done by weapons, no hit that does less than 10 h.p. of damage will have any effect on a stone or wooden structure. Plus, each strike against a stone structure requires that the weapon save vs. crushing blow, while strikes against wood require a saving throw vs. normal blows, whether or not the strike does damage to the object in question. Thus, while it is vaguely conceivable that someone could destroy a bridge with a sword, it would take quite a long time to do so, and probably ruin the sword long before the bridge is destroyed. Note that siege weapons such as catapults are designed to cause damage to such structures, which is why they do the damage that they do. They also do not require saving throws when they hit.

Buttresses are designed to take damage before whatever structure to which they are attached (usually a tower or wall); thus, a buttress must be destroyed before the wall or tower to which it is attached will begin to take damage. For wall sections, the hit points listed are for a 10' x 10' x 10' section of the wall; taking the listed amount of damage will result in a hole of those dimensions.

Larger holes or complete breaches can be made by inflicting the needed damage on adjacent sections of wall.

Cost of Construction

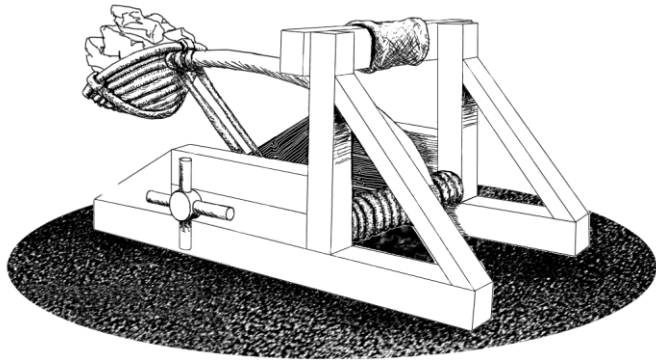
To calculate the cost of a particular construction, simply divide the floor plan of the intended work into its component parts and add up the resultant costs. This cost includes supplies and labor. If the laborers are not being paid, cut the cost of construction by 33%, but increase the construction time by 100% (and at least 1 guard for every 20 slaves is required). Slaves are cheap, but unreliable, workers.

Construction Time

To determine the total time of construction, total the time for each item in the finished project, but divide the resulting number by the number of workers. That will give the total number of hours the completed work will require. The game master should keep in mind the physics of the project as well; a single

10' wide tunnel could not be completed any quicker by a thousand men than it could by a dozen, simply because only a limited number of people could work on it at any given time. As with all things, common sense must prevail.

Construction time can be decreased by spending more money. Expending 50% more than the indicated cost will cut the work time in half. By expending 250% of the original cost, the time needed can be cut to 1/3 the hours listed above. This is not an option if slave labor is being used, naturally.



Siege Weapons

Siege weapons are most often used to attack structures such as walls, bridges, towers, etc. It is not impossible, however, for them to be used against individuals or groups of people. Missile weapons are often mounted on ships.

TABLE 79: SIEGE WEAPONS

Weapon	Cost	Hit Points	Range (yards)				Arc	Rate of Fire	Damage Against		S/M	L	
			Short	Med	Long	Wood			Earth	Brick			Stone
Ballista	75 g.p.	20	3	180	320	45°	1/3 rounds	0	0	0	0	2d6	3d6
Catapult, heavy	200 g.p.	60	180	240	360	15°	1/4 rounds	1d6x10	0	1d4x10	2d10	2d12	4d4
Catapult, light	150 g.p.	40	150	225	300	30°	1/4 rounds	1d4x10	0	2d10	1d10	2d10	3d4
Cauldron	50 g.p.	20	0	0	3	-	n/a	-	-	-	-	varies	
Gallery	350 g.p.	100	n/a	n/a	n/a	-	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Ram	150 g.p.	20	0	0	3	-	1/2 rounds	10	0	3	0	1d8+8	1d6+6
Siege tower	800 g.p.	160	n/a	n/a	n/a	-	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Sow	150 g.p.	20	0	0	3	-	1/2 rounds	5	5	5	0	1d8+8	1d12+12
Trebuchet	500 g.p.	80	240	360	480	10°	1/4 rounds	1d8x10	0	1d4+1x10	1d3x10	3d10	5d4

Hit Points represents the amount of damage the siege weapon itself can take before becoming inoperative. Note that, like structures, any hit that scores less than 10 h.p. in a single blow will do no damage to the siege weapon, and any weapon that strikes a metal siege weapon must make a saving throw vs. crushing blow or be broken, while any weapon that makes a hit against a wooden siege engine must make a saving throw vs. normal blow or be broken.

Range is self-explanatory, but bear in mind that weapons that fire their ammunition in an arc, such as catapults and trebuchets cannot hit anything closer than the "short" range indicated. Weapons that fire in line-of-sight, such as ballistae, have no such restriction.

Arc refers to how far the weapon can be "nudged" left or right in order to aim at other targets. The rate of fire is the same as for other missile weapons, while the "damage against" columns give the number of hit points a successful hit does against the given type of target. S/M and L refer to creatures, of course.

The number of trained specialists needed to operate the siege weapon is given in the descriptive text after the table. It includes a "crew chief". When firing a siege weapon, the level of the "crew chief" directing the weapon's operation is used to determine the change "to hit".

Targets are always considered AC 0 for purposes of determining "to hit" probabilities, with the exception of ballistae, which always treat targets as being AC 10 (only dexterity bonuses apply). Of course, siege weapons can only hit targets which are visible; even partial cover means that a specific target cannot be named, but rather a target area. If the shot misses, the rules for "misses with missile weapons" (above) are then used.

Ballista: Also known as a scorpion, this is a weapon that fires a long spear at the target, much like an incredibly large crossbow.

Catapult: Also known as a mangonel or onager. It hurls stones or similar sorts of missiles in an arc at a target.

Cauldron: This is a large iron container for such things as boiling oil, boiling water, acid, etc. The cauldron is kept on top of a height like a wall, and the contents are dumped on those below.

Gallery: This is simply a mobile covering, made of wood and wet hides, some 12' high, 12' wide, and 20' long. It is used to protect troops as they approach a fortification. A gallery can be built with either a ram or a sow inside, thus allowing the weapons to be brought to a wall or gate in relative safety.

Ram: This is a long wooden beam, usually with a metal head, used to bash down gates, walls, etc. It can be mounted in a gallery for added protection. It is only useful when the target is immediately in front of the device.

Sow: This is a long wooden beam much like a ram, but with a sharp metal end, either straight or like a screw, specifically for use against less solid substances such as earth or brick. It is only useful when the target is immediately in front of the device.

Trebuchet: This is a large device used to hurl stones and similar objects, but which uses a counterbalance rather than tension to impart force, and thus achieves greater ranges than a catapult.

Mining

Mining can be said to be in a category of its own, and encompasses all sorts of underground construction. The speed with which a mine (including a mine intended to subvert a wall or other fortification – doing 100 h.p. of damage

when it is destroyed) can be dug depends on the type of miners. Details are given in the **ADVENTURES DARK AND DEEP™** Bestiary, but for creatures whose mining rate is not listed, use the human rate as a baseline: 75' per human per 8-hour shift in very soft rock, 50' per human in soft rock, and 25' per human in hard rock.

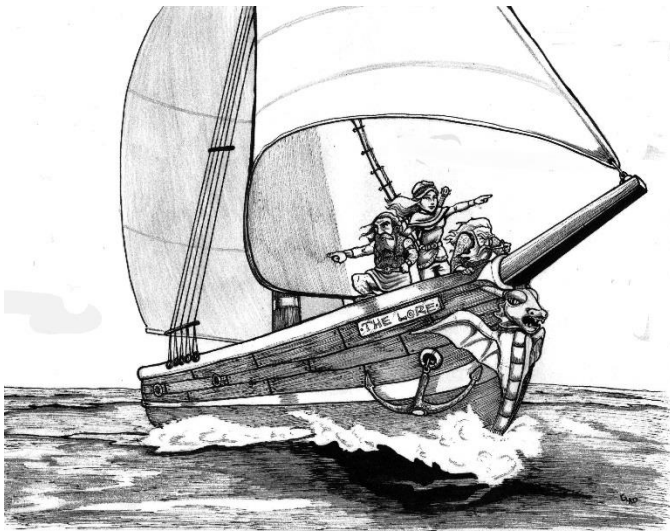
It is, of course, possible for more than one creature to be involved in mining at any given time; bear in mind that such activity involves more than swinging a pick or shovel. Moving out debris, building shoring supports, etc. are all involved. The maximum number of miners depends on their size.

TABLE 80: MINING

Size	Maximum Miners per 10' Tunnel Width
S	16
M	12
L (7' high)	8
L (9' high)	6
L (more than 9' high)	4

Note that any sort of mining presupposes that each miner is equipped with a pickaxe (costs 20 g.p., weighs 20 lbs.). Any miner without such an implement will only be able to dig out half the usual amount of earth or stone.

Ships and Waterborne Travel



Most campaigns will, at some point or other, move out onto the waves. Such adventuring comes with its own unique character, as the perils and requirements of seaborne travel and exploration are distinctive.

Some campaigns will have long voyages of discovery, and new lands to be explored. Some will sail age-old trade routes, bringing goods, passengers, and (perhaps most important of all) information between far-flung and exotic ports of call. Still others will find the player characters facing desperate pirates, marauding undersea dwellers, and even open warfare.

Player characters will, generally, have only a few types of interactions with ships during the normal course of the game:

- The player characters travel on a ship from one destination to another (whether they own or hire the ship). It could be as simple as taking a ferry across a river, or as daunting as traveling to another continent.
- The player characters have an encounter on the ship itself (whether the ship is in motion or at port). Often such encounters will consist of interacting with NPCs who are either part of the crew or are fellow passengers, but there could be a mystery to be solved, a treasure to be found on the ship itself, etc.
- The ship which the player characters are on itself has a hostile encounter while they are on board her (whether that is with another ship or a monster of some sort). Pirates, sea monsters, ships of some enemy nation, marauding raiders from beneath the waves; there are endless possibilities.

Note that the three main sorts of shipboard interactions are not mutually exclusive, of course. It is entirely possible for the characters to be on a ship en route from one port to another, deal with NPCs while on board, and have the vessel attacked by pirates before they reach their destination. Each has unique challenges for the game master, and is best dealt with through rules and guidelines of its own.

Shipborne Travel

This is the most straightforward of all shipboard interactions. The ship is traveling from point A to point B, and the characters are on board while it does. They could own the ship itself, in which case the captain and crew are

their hirelings. They could have signed on as members of the crew themselves, to offset the price of passage. They could have simply paid. Or, most risky, they could be stowaways; a very difficult proposition on the smaller vessels of the classical to late medieval period that the game assumes, but by no means impossible.

Short voyages will be charged according to a flat rate; a ferry across a river, for instance, would be about 5 s.p. Longer voyages will be assessed by the mile, if they are between known destinations on established routes. The hazards vary, naturally, as do the distances involved, so the prices will vary according to whether the travel is to be done on a lake/river or on the sea.

Voyages of discovery, however, where the ship is sailing into the unknown and without the benefit of a known port of call at the other end, will almost always require that the ship and its crew be bought and paid for entirely.

Naturally, shipborne travel is not without its own inherent risks, over and above the perils of pirates, sea monsters, and marauding sea-races.

Speed

The speed at which the ship travels depends on whether or not it is sailing or rowing, and the relative speed of the wind. Each ship is given a rowing and sailing speed; that represents the base speed at which the vessel travels by either means. To that, roll each day and apply the following modifier due to the wind. Note that the direction of travel and wind direction do not matter for purposes of movement; they only come into play in a tactical combat situation.

TABLE 81: DAILY WIND SHIPBORNE MOVEMENT MODIFIER

Die Roll (d%)	Result	Speed Modifier	Damage
01-02	Dead calm	No movement by sail possible, only by oar	0
03-08	Calm	25% normal sail rate, full oar rate	0
09-19	Light breeze	50% normal sail rate, full oar rate	0
20-78	Light wind	Full sail, full oar rate	0
79-89	Strong wind	125% sail rate, full oar rate	2
90-97	High wind	150% sail rate, 25% oar rate	4
98-99	Gale	200% sail rate, 50% oar rate	8
00	Storm	300% sail rate but determine direction randomly, no oar movement possible	16
*	Hurricane	500% sail rate but determine direction randomly, no oar movement possible	32

* Hurricane-strength winds are not normally encountered randomly, but should be placed by the game master as an encounter, whether as a set encounter or via a random encounter table.

If the ship is becalmed, there is a 25% chance that it will be becalmed the next day. The campaign setting may have modifiers for wind according to particular seasons and/or particular locations. It may also have currents charted that will have an impact on shipborne speeds. Damage listed in the above table is the amount of damage the ship sustains as a result of the wind; this will accumulate and will eventually need to be repaired or the ship will founder and sink (see below).

Note that many ships will have a chance to capsize if they are caught in strong winds or greater. This chance is listed in the individual ship descriptions, below.

When traveling on rivers, there is an additional modifier based on the speed of the river itself. When traveling downstream (i.e., with the flow of the river) add 2/3 of the river’s speed to that of the ship. When traveling upstream, subtract 1/3 of the river’s speed from the ship’s speed. The largest rivers flow at up to 5 mph, while others flow less than 1 mph.

Getting Lost

Each day, the captain or one of the officers of the ship must make a successful seafaring (navigation) roll. If the roll fails, the ship is off course, but not irreparably so. If the ship fails three such rolls in succession, the ship is lost. Such checks are always made against intelligence, not dexterity.

Having an accurate nautical chart of the area in which the ship is traveling gives a +1 bonus to the check. If there is a known coastline in sight, the check gets an additional +1 bonus. For travel in well-known and often-traveled waters, the check is an automatic success.

For a ship which is lost, the game master should secretly roll on the following table to determine what direction they are really going in.

TABLE 82: LOST AT SEA

Die Roll (d6)	Ship is Actually Traveling
1	30° to starboard
2	60° to starboard
3	90° to starboard (only possible in fog or cloudy weather)
4	30° to port
5	60° to port
6	90° to port (only possible in fog or cloudy weather)

To determine whether the weather is cloudy or clear, roll 1d6. On a roll of 1 or 2, the weather is cloudy. If not, it is clear. Note that you should also be using the weather tables found on p. 17 (or whatever weather system your particular campaign setting uses); this will let you know the chance for fog.

Shipboard Encounters

Shipboard encounters are very little different from any other sort of encounter. The game master should prepare a detailed deck-plan of the vessel itself, which should be keyed and described much like any other dungeon or building might be. Then he should work up details about the various notable NPCs (including at a very minimum the captain, his officers, notable passengers, and stand-out sailors if any) and adjudicate the encounter just like any other.

Such encounters can present their own problems for the player characters, of course. The fact that they are taking place onboard ship imparts a certain level of isolation and claustrophobia to the proceedings. Naturally, this is lessened if the ship is docked at port, but even then the game master can use the confines of the ship to his advantage, simply by lessening the options for exploration, searching, etc., available to the player characters. It’s easier to point them in a desired direction when they’re on a ship, rather than wandering all over some port town.

In addition, it is possible for undersea races to board ships and attack the crews and passengers (including, presumably, any player characters on board). Such encounters should be adjudicated just like any regular melee combat. If a band of marauding sahuagin toss grappling hooks onto the rail of a ship and engage in bloody hand-to-hand (hand-to-fin?) combat, there’s no reason to treat it any differently, from a mechanical point of view, than any other melee.

Seaborne Encounters

The game master should check for random encounters while the ship is at sea, just as he does for traveling on land in the wilderness. The chance for a random encounter depends on the locale. Note that a “traveled” lake or river is one which is generally used for transportation by people from civilized lands for trade, fishing, etc. An untraveled lake or river is one which is found in the wilderness and does not have regular shipborne traffic upon it.

Locale	Check for Encounter Every...	Chance of Encounter
Traveled lake/river	6 hours	15%
Untraveled lake/river	8 hours	10%
Within 24 miles of inhabited coast	6 hours	15%
Within 24 miles of uninhabited coast	8 hours	10%
More than 24 miles from coast (any)	12 hours	5%

If an encounter is indicated, roll on the appropriate table found in the **ADVENTURES DARK AND DEEP™** Bestiary.

Surprise

Surprise is normally only possible if the enemy is attacking from directly underneath the vessel, if there is fog, or if the encounter takes place at night, due to the fact that visibility is so great at sea. As game master, you may determine that there are other circumstances in which surprise is justified; when a pirate ship is lurking in a hidden cave and darts out to attack, etc. In such circumstances, roll 1d6 for both sides and consult the following table.

		Foes (monsters, enemy ships, etc.) Roll					
		1	2	3	4	5	6+
PCs Roll	1	N/A	F1	F2	F3	F4	F5
	2	P1	N/A	F1	F2	F3	F4
	3	P2	P1	No effect			
	4	P3	P2				
	5	P4	P3				
	6	P5	P4				

F1, F2, etc. indicate the number of free rounds of attacks the foe gets to make against the player characters’ ship. P1, P2, etc. indicates the number of free rounds of attacks the player characters get to make against the foe. Instead of attacking, either side gets a 50% bonus to their chance to evade if they surprise the enemy (see below).

Evasion

Either side in an encounter may choose to evade rather than remain to face the encounter. Bear in mind that evasion is automatic if the evading side can go underwater, and the pursuers cannot (such as a group of mermen wishing to evade an encounter with a pirate ship).

If the pursuer is a ship or ships, the captain must make a successful seamanship (ocean-going or fresh-water, as applicable) roll using intelligence. If the pursuer is a creature or creatures, the base chance of successfully pursuing is equal to the number of hit dice of the creature plus two. The type of hit dice do not matter in this instance. Then apply the following modifiers:

- Add the evasion modifier for the pursuer
- Subtract the evasion modifier for the pursued

- If there is more than one pursuing ship, add half of the appropriate seamanship skill levels of the other captains to that of the lead pursuing captain (round down)
- If there are multiple pursuing creatures, add 1 to the pursuer's roll for every 10 cumulative hit dice of pursuing creatures
- If the pursued ship's captain has a higher seamanship level than that of the pursuing ship, subtract 2 from the roll for each difference in skill level (do not count any additional bonuses the pursuer might receive due to the presence of multiple pursuing ships) – only applies if pursued and pursuer are both ships
- If the pursued is a creature more than 20' in length, add 2 to the pursuer's roll

If the pursuer is successful in his roll, the pursued is caught and combat may begin. If he fails, the pursued has successfully evaded the encounter.



Waterborne Combat

Combat can take place when an encounter occurs and neither side successfully evades. Of course, every encounter does not need to lead to combat; it could be an encounter with a friendly merchant ship, a group of passing tritons on business of their own, etc. But when combat does occur, it follows a process analogous to that of melee combat.

Each ship will have a number of hit points, which act just like hit points for structures. No individual hit that does less than 10 h.p. of damage will have any effect on a ship, and the weapon used must make a saving throw vs. normal blow to avoid being broken itself. This applies to sea creatures as well; only attacks which do at least 10 hit points with a single blow will cause damage to ships. Note that this is not cumulative; each individual hit must do 10 h.p. to count. Sea creatures themselves are not protected by this stricture, of course. Unless otherwise specified, melee attacks against sea creatures will inflict damage regardless of whether or not the amount is over 10 h.p.

Most weapons that can harm ships are of the siege weapon category: catapults, rams, etc. Ships can be armed with ballistae and light catapults, suitable for use against both other ships and monsters. Each functions as described in the **ADVENTURES DARK AND DEEP™** Players Manual.

Ships can attempt to make one of four sorts of combat actions in a given round: maneuver, attack (missile), attack (ram), and attack (grapple). Combat involving ships is done in alternating turns (each turn being 10 minutes, or 10 rounds); the only time initiative needs to be rolled is when normal melee

combat takes place (such as between men on the deck of a ship, or the crew of a ship firing their weapons at some sea monster).

If one side or another wishes to attempt to flee an encounter after it has begun, they must wait until one ship on either side has been sunk or otherwise rendered inoperable, until the fleeing ship performs a successful maneuver action, or until in some other circumstance that the game master deems appropriate has occurred (through the use of magic, role-playing, etc.).

Maneuver

This allows the ship or creature(s) to move in such a way that the enemy cannot attack the ship. In order to do so, the creature or the captain of the maneuvering ship must make a successful seamanship roll against intelligence, with the following modifiers. If the evasion is being done by a creature, it must roll its intelligence or hit dice (whichever is higher) or less on 3d6, with the same modifiers as if it were a ship.

- For each attacking ship or large creature beyond the first that is attacking it, the maneuvering ship captain suffers a -1 penalty to the skill check roll.
- Add the evasion modifier of the best attacking ship
- Subtract the evasion modifier of the maneuvering ship

If the ship makes its maneuver roll, none of the attacking ships is able to attack it. If it fails, each is able to do so.

Sailing ships, as opposed to those being rowed, will move slower when moving against the wind and faster when moving with the wind. Thus, apply the following modifier to the maneuver roll, depending on the wind (see p. 35 to determine what the wind speed is on any given day).

TABLE 83: SHIP COMBAT MANEUVER MODIFIERS

Wind	By Sail	By Oar
Becalmed	Automatic fail	±0
Breeze	-4	±0
Light wind	-2	±0
Normal wind	±0	±0
Strong wind	+2	±0
High winds	+4	-2
Violent winds	+6	-4
Gale	-10	-10

If the maneuver action is successful two turns in a row, the maneuvering ship can attempt to evade the encounter altogether, but with an additional -2 penalty to the roll.

Attack (missile)

This allows the ship to attack the enemy with missile weapons: bows, crossbows, ballistae, catapults, etc. This also includes magical attacks such as fireballs and lightning bolts. Note that some weapons, such as catapults, have a fixed field of fire, and will not always be able to fire at an enemy, even if the ship itself is within range. Attacks can be targeted against an enemy ship itself (in which case they are made against AC 10) or against the crew on the ship.

Many missiles used in ship combat will be incendiary in nature. Barrels of flaming pitch will cause 1d6x10 h.p. of damage on the round they hit, and will do like damage for every round they are not extinguished. Such a fire can be extinguished by 15 men in 1 round, 10 men can do so in 2 rounds, and 5 men can do so in 3 rounds.

Flaming arrows are the only exception to the 10 h.p. per strike rule. If 10 or more flaming arrows strike the same ship on the same round, they will do 1

h.p. of actual damage to the ship per round until the flames are extinguished (the same number of men are needed as for a barrel of flaming pitch, above).

Attack (ram)

This allows the galley, if equipped with a ram (for only galleys may be so equipped), to attempt to slam into the side of an enemy ship, thus breaching the hull and forcing it to take on water. It cannot be used against most sea creatures except creatures as large or larger than the ship itself (or in other circumstances the game master may deem appropriate). The “to hit” roll is made by the captain of the ramming ship against AC 10, with the following modifiers:

TABLE 84: RAMMING "TO HIT" MODIFIER

Circumstance	Ramming "to hit" Modifier
Target has 1 - 25 h.p.	±0
Target has 26 - 50 h.p.	-1
Target has 50 - 99 h.p.	-2
Target has 100+ h.p.	-3

The ram will inflict 10 h.p. of damage on the target vessel, but since the damage is caused beneath the waterline, the target vessel will be considered “holed” and will take on water, causing an additional 1d10 h.p. per turn. A ship can be pierced by a ram multiple times, with each such hole causing 1d10 h.p. of damage as more and more water rushes in.

For every 10 sailors or other crew that begin to bail, 1d10 h.p. of such water can be repaired per turn, but such bailing efforts can only repair damage caused by incoming water. Sailors who are bailing cannot be used to repair damage, repel boarders, or take the place of rowers.

Only one ship may ram any given ship in any given turn. The same ship may not ram the same ship on two successive turns, as the following turn is used to extricate the ramming ship from the target. If a ship successfully rams another, it may not perform any action on the next turn except grappling, but such is extremely dangerous; if the ramming ship is still grappled to another when it sinks, it will take on 10 h.p. per round of water until it too sinks.

Attack (grapple)

This allows the ship, if next to the enemy, to use grappling hooks and rope, bridging planks, etc., to put sailors, marines, and other combatants onto the enemy ship to attempt to seize control of it. Note that this is exactly the same process as sea creatures, such as sahuagin, grappling and boarding ships.

If both ships wish to grapple, the attempt is automatically successful. If not, there is a base 75% chance that the attempt to grapple will be successful. Each captain may, if he wishes, use his seamanship skill to modify the grappling attempt: add or subtract 10% per seamanship skill level as appropriate. If a ship is attempting to grapple a ship that is already grappled, the attempt will be automatically successful.

Once the grapple is successful, the combat should be run like any normal melee combat, on the decks (and possibly in the interiors) of the ships involved. As men move onto an enemy ship, they will get a -2 penalty “to hit” and a -2 penalty to their armor class for that round only.

Damage

Ships, like structures, have hit points. They will take automatic damage in high winds (see p. 35), and may suffer damage from combat with other ships or sea monsters. Other hazards, such as coral reefs, can cause hull damage as well. All of this must at some point be repaired or the ship will founder and sink. Light to moderate damage can be repaired while still at sea, while more serious damage will require putting into port or even a drydock to fully repair.

The basic rule is that if a ship loses all of its hit points, it sinks. Whether this means it has burned to the waterline and sinks, or has been swamped by storm-driven water, or has been rammed and takes on water faster than can be bailed, will be determined by circumstance.

Damage can, of course, be repaired. Damage up to half the total hit points of the vessel can be repaired while at sea. Anything more than half the vessel’s total hit points must be repaired while in port. This assumes that the proper supplies and skilled crew are available to make the repairs, of course. If not, the ship can attempt to find the needed supplies (timber, mostly) on shore.

One sailor working for 8 hours can repair 1 hit point of ship damage, subject to the limits above. 20 lbs. of lumber and/or canvas are required to do so, and a suitable selection of tools must be available. Many ships will carry spare supplies of such things specifically for making repairs without having to stop. Unless otherwise specified, half of all damage will be inflicted on the hull of the ship itself (requiring lumber to repair) and half on the rigging (requiring canvas).

While repairs are taking place at sea, no movement can take place.

Most islands and coasts will have timber available that can be used to repair ships, unless the terrain obviously prohibits it (arctic, desert, etc.).

Ships

Each type of ship is given a set of statistics, described below. A relative handful of the most predominant ship types is listed below. The game master is encouraged to expand this list to suit his own particular campaign, and should feel free to include both historical and purely fantastic designs.

Barge: A long, flat boat designed to carry cargo on relatively calm waters such as lakes and rivers. It was found in most time periods and cultures.

Such craft would be found operating as ferries on rivers and lakes, hauling cargo down rivers, etc.

Bireme: A large galley designed for use along shores rather than the open ocean. In addition to the rowers, it sports one or two masts. It is fully decked, and has two banks of rowers per side. It sports a ram in addition to the other weapons listed. It was used from at least the 1st century through the 5th.

Biremes would be primarily warships, and their large cost and difficulty of construction would make them more likely to be used by seafaring powers, as opposed to pirates and the like. Of course, such ships could also be captured and pressed into service by such buccaneers.

Canoe: A small narrow craft designed for a few people. It has a very shallow draft, allowing it to move along most rivers and even streams. It was found in most time periods and cultures.

Such vessels would be extremely useful when exploring wilderness areas. Their light construction makes them very portable when traveling overland, while their low draft means they can travel up and down all but the most shallow waterways.

Caravel: A sailing ship capable of crossing broad oceans. It has two or three masts with square rigging, fore- and aft-castles each with several decks, and a closed deck with several sub-decks. It was used in Europe from the 15th century on.

Such ships would be used for both exploration and trade, when large expanses of open sea must be crossed.

Carrack: An enormous warship capable of holding hundreds of troops and sporting many weapons. It has two or three square-rigged masts, multiple decks, and multi-decked fore- and aft-castles. It was used in Europe from the 15th century on.

Such ships could be used by both naval powers and pirates, and are naturally suited as troop transports.

Cog: The quintessential medieval sailing ship, with the aft and stern decked over, but the amidships left open. It was in use in Europe from the 12th century onward.

Cogs could be used for either trade or war. Their small size makes them relatively easy to maintain, but also limits the number of soldiers or marines that can be transported.

Dromon: A galley designed for combat. It has a fully covered deck, plus a deckhouse on the stern. It sports a ram in addition to the other weapons listed. It was used by the Byzantines from the 6th through the 12th centuries.

Dromons could be used either in standard navies or by pirates. Their utility in guarding large convoys of cargo ships is obvious.

Keelboat: A boat designed for use on rivers and lakes, with a covered deck and a large deckhouse. It was found in most cultures and time periods, although in earlier cultures the “deckhouse” was little more than a tent.

Keelboats could be used for fishing, transporting cargo, or passenger service. They are not well-suited to war, but could certainly be pressed into service as coastal defense ships on large lakes.

Knarr: A type of longship, wider and thus sturdier, designed for carrying cargo. It has a single square-rigged sail and has closed decks fore and aft, but the middle is open. It was used in northern Europe from the 7th through the 14th centuries.

Where the longship is designed for war, the knarr is designed for the life of the merchant. The captain of such a vessel doubles as a trader, roaming up and down coasts in search of new markets for his goods.

Launch: A small boat designed to be carried by larger ships for use when circumstances dictate. Boats launched from whaling ships would be of this type. Also called a skiff, it can be found in most cultures and time periods that have larger ships.

Longship: An open ship whose very shallow draught allows them to go deep into rivers where other ships could not. Viking ships are quintessential longships. Also known as drakkars. They were used in northern Europe from the 9th century through the 13th.

The quintessential weapon of northern barbarians, the sight of a longship (or, gods forbid, a fleet of them) is enough to send shivers down the spine of many a coast-watcher.

Pinnace: A small ocean-going vessel, fully decked with a small deckhouse. It has a single square-rigged mast. They are found in European cultures prior to the 16th century.

Such a vessel would be ideal for a small party of adventurers undertaking a series of extensive ocean-borne adventures, but not able to afford a large and well-crewed vessel.

Raft: Not a hand-made raft of logs, but rather, professionally constructed platforms designed mainly for floating on lakes or rivers. They transcend time and culture.

Rowboat: This is a very small flat-bottomed boat used in lakes, rivers, and very close to shore. They are found in most cultures and time periods.

Trireme: This is a large, multi-decked galley designed for use close to shore. It is partially decked and has a small deckhouse on the aft end. It has one or two masts. It sports a ram in addition to the other weapons listed. It has three banks of rowers and was used from the 1st century BCE through the 5th century.

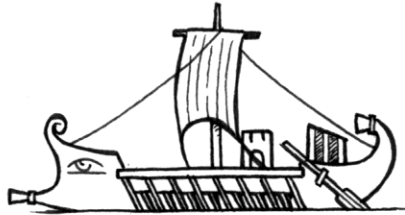
Much like the bireme, these large ships will most often be found in the navies of strong seaborne nations and cities, but on rare occasions could be seized by pirates and used for raiding.

SHIP TYPES

-not shown to scale-



BARGE



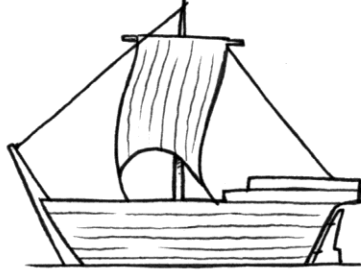
BIREME



CARAVEL



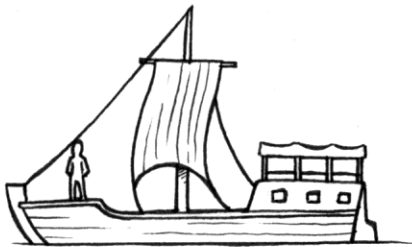
CARRACK



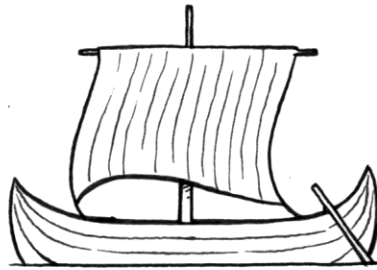
COG



DROMON



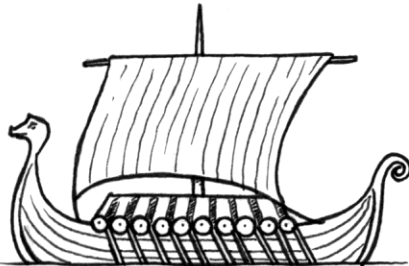
KEELBOAT



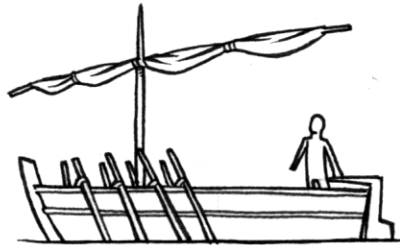
KNARR



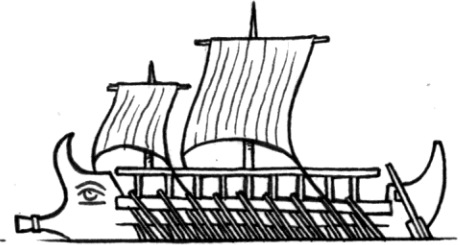
LAUNCH



LONGSHIP



PINACE



TRIEME

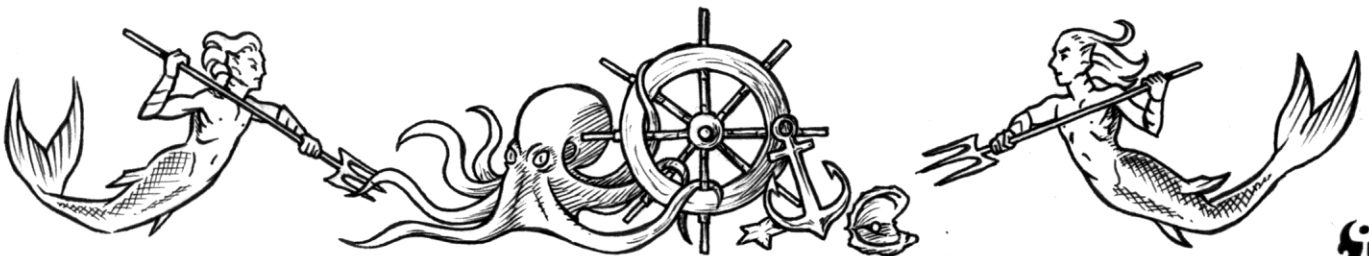


TABLE 85: SHIP ATTRIBUTES

Ship Type	Cost (g.p.)	Speed, mph (sailing)	Speed, mph (rowing)	Crew (sailors)	Crew (rowers)	Hit Points	Weapons	Draft	Length	Beam	Cargo Capacity (pounds)	Passengers	Evasion	Capsize (strong/high/violent/gale)
Barge	6,000	3	2	5*	5*	60	2	3'	20'	10'	16,000	20	-2/-2	0/20/30/40
Bireme	8,000	1 ½	2	8	50	200	4	4 ½'	100'	12'	14,000	40	+3	0/0/0/5
Canoe	30	2	2	-	1	10	0	1'	10'	3'	500	3	-1	30/60/90/100
Caravel	30,000	3	-	30	-	300	8	5'	70'	20'	40,000	10	+2	0/0/5/10
Carrack	60,000	2.5	-	20	-	400	24	5'	70'	20'	10,000	380	-3	0/10/20/40
Cog	6,000	2	-	12	-	350	6	4 ½'	70'	20'	30,000	16	-1	0/0/10/15
Dromon	25,000	2	3	7	100	100	16	4'	175'	15'	20,000	93	-1/+1	0/0/5/10
Keelboat	3,000	1	1	3	12	30	2	1'	20'	6'	500	1	-2	5/10/15/20
Knarr	6,000	2	2	12*	12*	100	4	2'	55'	15'	25,000	8	±0	0/0/5/10
Launch	500	-	1 ½	3*	3*	20	1	2'	15'	5'	500	5	-2	10/15/20/25
Longship	10,000	1 ½	2	30*	30*	700	0	2'	75'	15'	5,000	20	+2	0/0/5/10
Pinnace	4,500	3	½	15	8	200	4	3'	20'	5'	3,000	4	+2/-2	0/0/0/5
Raft	20	½	½	1*	1*	15	0	1'	10'	10'	3,000	3	-3	10/20/30/40
Rowboat	50	-	1	1*	1*	30	0	1'	8'	3'	1,000	3	-4	10/20/30/40
Trireme	12,000	1 ½	2	10	90	300	6	5'	135'	15'	22,000	127	+2	0/0/0/5

* Sailors and rowers are interchangeable; the numbers given are not cumulative.

Cost is the cost in gold pieces that a given type of ship would normally cost. Merely because a cost is given does not guarantee that a given type of ship will be available, let alone for sale, in any given locale.

Speed is the rate at which the ship will travel under normal circumstances. It can be adjusted by weather (and whether the ship is traveling under sail or under oar) and by the size of the crew. A normal day involves 12 hours of travel.

Crew is the minimum number of men needed to man the ship. Sailors allow the ship to travel under sail, rowers allow it to travel by oar. Marines will fight, but have no use as either rowers or sailors, unless otherwise specified.

Hit points is the amount of damage the ship can sustain before it sinks. Note that in most circumstances attacks which inflict less than 10 h.p. per attack will do no damage.

Weapons is the number of missile weapons that the ship can normally carry. Heavy catapults count as 4, light catapults count as 2, ballistae count as 1. Trebuchets are too large to effectively use aboard ship. Hand-held weapons such as bows and crossbows do not count, but take into account the length of the ship and the space required to fire a weapon when determining just how many can fire at an approaching enemy.

Draft is the depth into the water that the ship sinks when moving. It is, in effect, the minimum water depth for travel. Most of the time it is not an issue.

Length is the length of the ship from prow to stern.

Beam is the width of the ship at its widest.

Cargo capacity is the amount of cargo the ship can normally carry. Note that for every 1,000 lbs. of cargo capacity, the ship can carry an additional passenger instead, and vice versa.

Passengers is the number of non-sailors/rowers/marines that the ship can carry. Passengers can be swapped out for cargo at a rate of 5,000 lbs. per passenger, and vice versa.

Evasion is the evasion modifier used by the type of ship when attempting to evade an encounter or maneuver in battle. Modifiers are given for when the ship is sailing and rowing, if applicable.

Capsize is the percentage chance that the ship will capsize, dumping all of its crew and passengers (and possibly cargo) into the water. The four numbers listed give the chance during strong winds, high winds, violent winds, or gales, in that order.

Creating the Setting

There are two schools of thought when it comes to designing a setting for a role-playing game. The first states that the setting should be designed from the top down: first the continents and kingdoms, and broad swaths of history, working one's way down to the region and village where the players will eventually begin their adventuring careers.

The second school of thought holds that the broad outlines are not necessary. The game master should simply start with a village and a dungeon (or other similar adventure) and let the setting then grow organically as the adventurers explore the world around them.

No matter which approach you take, envision the campaign setting as a bullseye. The difference is that in the first approach, you are filling in the outer ring of the bullseye and working your way to the center. In the second, you start in the center, and work your way to the edge.

Top-down

It should be borne in mind that neither is the "right" way to do it, and much depends on the style and personality of the game master. If you are the sort of person who enjoys meticulously creating information about a setting, with genealogies, notes on the intricacies of politics, setting up what sort of goods are traded from one place to another, languages, history, NPCs, magic items, new spells, etc., even though the details you create might never actually come up during the game itself, then you will probably want to employ the top-down approach.

First, begin with a map. You may want to map the entire world right off the bat, or you may want to begin with just a continent (or even a largish sub-continent). Start with the outline of the coasts, which will naturally define where your major bodies of water are. Inland seas, inlets, large freshwater lakes, etc., all make for interesting outlines. You may also want to mark out the locations of major groups of islands at this time as well. Next, place your major and minor mountain ranges and hill regions. Often mountains will form the "spine" of land jutting into the sea. Rivers and woodlands are up next, with rivers flowing from the mountains to the sea, sometimes forming lakes while en route. Deserts and swamps come next, and their placement will often be determined by the other terrain on your map; swamps will naturally be along rivers, for instance.

Your map should already have stirred some thinking about settlements and the boundaries of political units. Trade follows water, and cities follow trade. Cities and towns should be placed at the mouths or forks of rivers, or along the coasts, usually (but not always) with some sort of natural harbor. This is not to say that you cannot have a city rising up from a stark grassy plain, but have a reason for it to be there, other than "I needed something to fill in the big green spot on my map." Political boundaries will also, usually, follow the terrain; rivers and mountains form natural borders. Remember, though, that the borders you are setting at this point are not eternal; as peoples move and wars are fought, alliances made and empires plunged into dissolution by civil wars, the boundaries of nations will change. Even independent city-states will need to have some land around them, if only to grow crops. You may also want to deliberately keep some land "wild" as a place for adventurers to go. If you do, it will probably make the most sense to put it on the outskirts of civilization; having an unexplored forest smack-dab between two prosperous kingdoms might not be easy to justify.

One helpful trick is to take your map and make twenty or so copies of it. Starting at a point some 200 years in the past, set the boundaries of the various realms on the first copy. Then do some quick imagining of the political and military forces at work and make a new set of borders set 10 years later on

the next copy. And then 10 years after that on the next, and so forth until you reach the "present" in your campaign. Not only will you end up with a wonderfully rich political history you can tap, but your nations will begin to take on a life of their own as you create rivalries, territories that switch back and forth every few generations (like Alsace-Lorraine did between France and Germany in the 19th and 20th centuries), and so forth. This simple exercise can do a lot to add color and history to your campaign.

By now you probably have at least some idea of the character of your nations, and possibly of their leaders and other centers of power. If not, now's the time to get one. Even the simple act of naming a country can give it life and character. Work out which of your lands are kingdoms, republics, tribal areas, theocracies, etc. Name the leaders, and you might want to sketch out a dozen or so other powerful groups and individuals per country. Guilds, churches, orders of knighthood, merchant clans, prominent wizards, criminal organizations, etc., will all have an impact on the affairs of the nation. Also, don't forget the demi-humans and humanoids; perhaps there is an entire goblinoid kingdom, with masses of goblins under the iron heel of their hobgoblin overlords, backed up by their bugbear enforcers.

At this point you will have a firm grasp on the geography and history of your setting, but you will still need to flesh out the society. Religion is a primary motivator, and you will need to have at least one, and probably more, to provide a backdrop for many of the aspects of the everyday adventures, as well as to give your cleric PCs a framework on which they can operate. Now is the time to start writing down the details; you might want to consider what sort of laws the various realms are going to have, what the resources of the various locations are (which will, in turn, create trade routes), legends, myths, prominent NPCs that don't fit into the traditional power structures, but who are worth knowing by name if not in any great detail, etc.

You should pick a location that will be the seat of your campaign and focus more attention and detail upon it, then increase the level of detail as you "zoom in" on the exact location that will be the initial starting point. You might not need to know the level of every guard captain on the continent, but you probably will want to know the level of the one the player characters are likely to encounter in their first couple of weeks.

And with all that background work done, you will have a rich and varied tapestry upon which to craft your first adventure.

Bottom-up

On the other hand, you may be more comfortable with a seat-of-the-pants approach, with a skeleton of an idea of what the larger world is like, but with a focus on the details surrounding only a very small piece of it. In such a case, your up-front work is, naturally, minimized. But bear in mind that the work will get done one way or another, and this method will force you to think on your feet more.

With this approach, you need only have a vague idea of what the wide world is like. "There's a powerful kingdom to the north" is sufficient for the outset of a bottom-up campaign. You should detail the locale(s) where the player characters will begin their adventuring careers: perhaps a village or a city, plus whatever details you need for the adventure itself (and bear in mind that such need not be a dungeon; you could very easily start a campaign with a wilderness or urban adventure, as detailed below). You will need to know information on local history, society, religion and the like, but only for the immediate area. It may be enough to know that there is a temple to the lion-god Amra in the town; you will fill in the details when they become needed.

As your player characters undertake the adventure, and venture beyond the limits of what you have detailed to make the background therefore, you will be pushing the envelope into the realm of the unexplored and un-detailed. Herein lies the great strength of the bottom-up approach: you can literally detail

the setting to cater to the needs of the game at hand. For instance, as you role-play the priest of the lion-god Amra, it suddenly strikes you that a good dramatic twist could be had if Amra had a son and semi-rival, the hawk-god Kobe. If you had used the top-down approach, you might not have thought to include such a figure in the pantheon. But because you had the flexibility, you were able to do it.

The problem, of course, is that you need to be doing that constantly. This can become wearing on even the best game masters, and you may find yourself losing track of spur-of-the-moment decisions that you made three or more sessions ago. You may find it helpful to keep a log, which you refresh after each gaming session, slowly creating a “bible” for the campaign, in which the various bits of history, mythology, and lore that you create are organized for future reference.

Creating a Campaign

No matter which way you go, however, don't be afraid to borrow from both history and fiction to create your world. You want a kingdom that resembles Pharonic Egypt across from a realm of ash encircled by mountains ruled by a Dark Lord? Go for it; it's your campaign!

An idealized medieval/renaissance European society is the “default” setting for the game. The weapons, armor, and other equipment conforms roughly to what was available in 15th century Europe. The magical items and spells are, to a large extent, typical of the sort of swords and sorcery / high fantasy setting found in thousands of fantasy novels. But it is by no means the only possibility for the inventive game master who isn't afraid to do a little research and work. Too, the theme of the game, in the broadest sense, is one where the player characters are the extraordinary heroes, going forth to battle against the forces of evil that threaten civilization, and grab a bunch of loot in the process. But even that broadest theme need not be graven in stone.

The Lost Golden Age

One of the other themes inherent in the game is the idea that the past was a golden age, and those in the present are aware of it, and seek to either regain it or obtain its treasures for their own use. This is one of the reasons that treasure-stuffed dungeons abound; they are remnants of a spectacular past when the construction of such things, and the hoarding of such wealth, was possible. The creation of mighty magical artifacts, and the striding of the very gods themselves upon the earth, was not unknown in days of yore. Today, however, the best that man can hope to accomplish is to discover the resting place of those mighty artifacts, and the relics of those holy men who worked true miracles.

This is a theme that resonates with our own history, as many cultures in Medieval and later times viewed ancient Greece and Rome as just such a lost Golden Age. In a time when simple sanitation was nearly non-existent, the idea of a civilization advanced enough to create aqueducts sufficient to see to the needs of cities of hundreds of thousands of people, or the creation of enormous stone monuments, or roads that endured for a millennium after their builders were dead, was a powerful attractor.

In a fantasy campaign, this can be handled in a variety of different ways. Political leaders seek to recapture the lands and powers of their predecessors. This is a theme that looms large in Medieval and Renaissance history, when emperors such as Charles the Great sought to be “the next Roman Emperor”, not to mention the Popes seeking to fulfill that very same role, and the establishment of the “Holy Roman Empire” which, centered as it was in Germany and only occasionally in possession of the city of Rome itself within its territories, demonstrated the pull of the ancients even in circumstances that differed greatly from the historical model.

The idea of recapturing lost knowledge and technology of the ancients is also a powerful theme upon which the game master can draw. As mentioned above, the creation of the more powerful magical items is an art that is more properly left to ancient times, and the creation of artifacts and relics doubly so. Still, the hunt for the secrets of such manufacture can be an inspiring theme for a campaign, whether driven by an individual or an entire organization dedicated to such scholarly pursuits with real-world implications.

It is possible to take this even further and postulate that the ancient world was one in which technology as we know it today was known and put into everyday use. Indeed, advanced weapons, robots, computers, and even spaceships would be seen as merely another sort of magic by the inhabitants of a world where the art of technology is the stuff of legend. This need not lead the campaign into the realm of the post-Apocalyptic, which is in and of itself a different genre of role-playing game, but if the ancient world is placed sufficiently back in the distant past, beyond history and legend and into myth, the discovery of a rare artifact from that dimly-remembered time will seem even more magical.

Living in the Classical World

Broadly speaking, the “Classical World” refers to the civilizations of Greece and Rome, and those civilizations which were in turn influenced by them, such as Egypt. It spans a period of time from roughly the Bronze Age in 3,000 B.C. through the fall of Rome in the 5th century A.D. Obviously culture and technology will change enormously over such a vast period of time.

The Classical world is an important source of inspiration for the game, and an enterprising game master could set an entire campaign in a locale based on the Classical world. Jason and the Argonauts, Hercules, Spartacus, and even Gordianus the Finder can all be seen as archetypes that can be used as the basis of a campaign. The amount of information relating to the Classical world is staggering, and the below is only the most cursory of glances into this vital and fascinating piece of history.

Society and Politics

Ancient Greece began as a collection of rival city-states. Alliances would form and dissolve, rival city-states would war with one another, but throughout the turbulent times the Hellenic civilization reached enormous heights in the realms of art, architecture, and philosophy. The Trojan War became embedded in the popular consciousness as a watershed moment, and the threat posed by the encroaching Persian Empire was enough to maintain a collective Greek identity, even though the Greeks were divided politically.

Some city-states were monarchies, like Corinth and Sparta. Others were democracies, such as Athens (but it should be borne in mind that even the “cradle of democracy” did not know of universal suffrage, and the power to vote was kept in the hands of a few). The Greeks, like all ancient civilizations, practiced slavery.

The Greeks were aggressive colonizers, and Greek colonies could be found around the Mediterranean. The Greek colonies in Sicily and southern Italy were extremely influential in the development of ancient Rome.

Eventually, the Greeks were conquered (some might say consolidated) by the Macedonians to their immediate north. Alexander the Great, king of Macedon, led the Greeks on a vast war of conquest, bringing Greek civilization to a number of cultures around the Mediterranean.

Ancient Rome began as just another small city-state. By dint of their superior military technology and other factors, they eventually gained a position as the masters of most of Italy. The Roman civilization borrowed much from the Greeks, and as their empire steadily grew across the Mediterranean and into

western Europe, they brought their civilization, their laws, and their culture with them.

For much of its history, Rome was a republic, with officials being elected for year-long terms and a complex system of checks and balances on their power. Eventually, though, the Republic gave way to an Empire, and Rome grew to her greatest extent under the reigns of successive emperors. The Romans were, as a rule, quite tolerant of local customs and traditions, and conquered peoples were allowed a fair amount of self-rule.

Rome was eventually overwhelmed by hordes of Germanic tribes, initially brought in as mercenaries and auxiliaries for the Roman legions, and eventually ushering in the Dark Ages by overthrowing their once-masters.

Technology

As the name implies, the Bronze Age Greeks lacked access to iron or steel weapons and armor. Armor consisted mostly of shields and bronze and copper helmets, and possibly breast-plates. By the 10th century B.C., the Greeks were using iron, and eventually steel.

Greek architecture was one of the hallmarks of their civilization. They were also quite advanced in the realms of mathematics (the Greek philosopher/scientist Archimedes was a military engineer of the first order, in addition to his more academic activities).

The Greeks had access to scale armor and the cuirass, while leaders would have plated mail (but not plate armor). As hoplites were required to provide their own arms and armor, they often went into battle with no armor but a shield, or sometimes cloth armor (*linothorax*: AC 7). A variety of different weapons would be available to them, but the spear (*doru*), and occasionally the short sword (*xiphos*) would be the rule. Bronze armor is also available, but will have an armor class 1 “worse” than normal steel armor, and will also be less effective against rear attacks, with enemies getting an additional bonus “to hit” of +2.

The Romans were masters of engineering and architecture, and understood the importance of water in building the infrastructure of their Empire. They built great aqueducts to bring water over enormous distances to their cities. They were also fond of large and extravagant entertainments; the Coliseum in Rome was built to accommodate their gladiatorial games and other contests, and hippodromes were built for chariot racing, a very popular pastime throughout the Empire.

Plated mail (*lorica segmentata*) would be the standard for soldiers and veterans, while gladiators and others would have access to a variety of more exotic, but less protective, gear. Plate mail (but not jousting plate) would be available, but usually restricted to officers (and twice as expensive as the price listed in the **ADVENTURES DARK AND DEEP™** Players Manual). The long, broad, bastard, and two-handed swords were largely unknown to the Romans themselves, but their neighbors would have them, and thus such things would be possible in the Roman-themed campaign, but not common. The short sword (*gladius*) and dagger (*pugio*) would be the standard.

Neither the Romans nor the Greeks had the stirrup, which made fighting from horseback a much more difficult prospect than it was for later peoples. Without that key piece of technology, all rolls “to hit” from on horseback would be made with a -2 penalty (including missile attacks).

Travel

The sea was the primary means of moving goods and people around in the Classical world. Especially in the Greek world, roads were iffy things, and travelers would have to rely on the hospitality of strangers overnight, or else be forced to sleep outdoors. Bandits and brigands were not uncommon. Travel

overland was done mostly on foot, with animals being used to haul carts, wagons, and chariots.

In ancient Rome, the situation was somewhat different, owing to the emphasis the Romans placed on creating well-designed and well-maintained roads. These roads were one of the primary means of communications, being used both for commerce and military transportation. There was even a postal service that used these roads to deliver letters from one end of the Empire to the other. Travel in the Roman Empire was relatively common; the wealthy would vacation near the sea to escape the heat of the city in the summer, and travel was easy enough to make tourism a viable industry. Major routes between the cities were served by inns where travelers could stay for the night and enjoy a meal. Travel was still primarily by walking, or by cart or wagon.



A Classical Campaign

An **ADVENTURES DARK AND DEEP™** campaign in a Classical-type setting could be quite exciting. The full assortment of equipment would not be available, naturally; a Bronze Age setting would obviously not have any sort of steel armor (mail or better), and even a late Roman-type setting wouldn’t have jousting plate.

One could imagine a setting with a myriad of city-states united by a single culture and religion, yet divided politically and giving a plethora of opportunities for the player characters to get involved in intrigues and skirmish-level battles. Perhaps neighboring these city-states would be a Romanesque empire in its expansionist phase: aggressive, yet bringing a level of order and civilization with it wherever it goes (although not necessarily universally loved!). The sea would be a prominent feature, and monsters taken from Greek mythology (centaurs, harpies, cyclopes, etc.) would predominate.

Thematically, such a campaign could take a number of directions. For those game masters wishing to evoke the spirit of Homer, the theme could be “men as playthings of the Gods”. Humans struggle against the whims of the Gods, who have a very real and not altogether welcome presence in the physical world, making their wills manifest through acts of nature, supernatural intermediaries, and their own direct involvement. In a campaign set in a later time within the Classical period, the game could be set around the notion of bringing justice and order to the benighted barbarians just beyond the border, accompanying the legions of the Empire on their quest to civilize the world. Another possibility would be exploring the position of slaves, who in historical times had a much better life than most slaves in the antebellum South, for example, and yet they still lacked what we in the modern world would consider fundamental liberties.

A perusal of some of the works in the suggested reading section will doubtless spark other ideas for a campaign either drawn from or including elements of the Classical world.

Suggested Reading

Adkins, Lesley: [Dictionary of Roman Religion](#)
 Beeton, Samuel: [Beeton's Classical Dictionary](#)
 Buxton, R.G.A.: [Complete World of Greek Mythology](#), [The Garland, Robert: Daily Life of the Ancient Greeks](#)
 Hamilton, Edith: [The Roman Way](#)
 Homer: [Iliad and The Odyssey](#)
 Matyszak, Philip: [Ancient Athens on Five Drachmas a Day](#)
 Ibid: [Ancient Rome on Five Denarii a Day](#)
 Saylor, Steven: Gordianus the Finder series ([Roman Blood](#), [Murder on the Appian Way](#), et al).



Living in an Underground World

There exists a land where the sun does not shine. That is not a metaphor, not some poetic license for the depraved and violent nature of its inhabitants, but rather a cold and scientific assessment of the literal reality of the place. A warren of tunnels, caves, caverns, and cysts beneath the surface of the earth that are lit only by the phosphorescence of various lichens, fungi, and animals; the light from fire and magical sources; and the dim natural radiance of rare ultraviolet beacons that allow for the use of ultravision in these strange lands with no sky. The deep corridors and caverns are punctuated by the sharp red pin-pricks of eyes emitting an infrared light, in order to see in total darkness. This is the underworld.

This is a world formed as a dark analogue of the world above; with its own inhabitants, politics, religion, beasts and forests. It is the world where the drow contend with the duergar, the svirfneblin with the fish men, and the cthonoids against the derro. It is a world where miles-long caverns are home to forests of

fungi that softly glow in a myriad of colors, where sunless seas, whose tides are nonetheless at the mercies of the rhythms of the celestial dance they have never witnessed, play host to even darker creatures with even darker motives.

The frequency with which the underworld interacts with the surface world will have an impact on your players in terms of their choice of character races (if it exists at all in your world!). If the underworld isn't something you want to deal with right off the bat, you will want to restrict the races that player characters can choose from to those which normally dwell on the surface (see p. 1 for more discussion on this aspect of the underworld).

The underworld, however, can present a fresh trial to player characters who have become somewhat jaded with the "normal" course of a campaign. It holds unique challenges beyond simply being composed of different races than the surface; the very geography itself becomes a part of the environment to be dealt with.

First off, you must decide the nature of your underworld. Does it truly extend under the surface of the entire world? If so, that gives you an opportunity to explain the transfer of knowledge and culture across great distances. Why are orcs fundamentally the same in one place, and another a thousand miles away with entire nations of hostile elves and humans in between? If they had ancestors that migrated through the underworld, or still maintained contact with each other via the dark road, such could be explained. If there are a number of separate but isolated underworlds, each with its own unique set of political, cultural, and racial make-ups, that gives you more flexibility in setting up interesting situations for the player characters to deal with. You may also split the difference, having "clusters" of underworld tunnels and pockets, connected by sparse passages that make travel between the clusters rare, but possible.

You will need to determine the nature of the connections between the surface world and the underworld. Are they many and well known? If so, you should bear in mind the implications of trade and political alliances between the surface realms and the underworld kingdoms. Are the drow of the underworld allied with a particular kingdom on the surface? If so, what will the fish men do to compensate? Are the derro trading with the surface? Surely the cthonoids won't let such an advantage pass uncontested. Each society will use the other to its advantage, and such moves will in turn be countered by their rivals.

If the physical connections are few and well concealed, that brings up a separate set of problems that must be addressed. Are the connections that do exist limited to secret passages in the deepest levels of forgotten dungeons? Do only some creatures know of the secret world beneath the surface, and use that knowledge to their advantage? Does the surface even suspect the underworld exists? Are there caves that lead directly to it, or can it only be reached after overcoming other perils in deep, haunted mines and in the lowest levels of haunted sepulchers?

The various races of the underworld are not all evil, nor are they unquestionably hostile to one another, just as the races of the surface can be nuanced, and even enemies can engage in peaceful trade for long periods in between wars. The deep gnomes, for example, are more neutral in their outlook than their surface-dwelling cousins, but are still not counted as an evil race. The drow, on the other hand, are as evil as they come as a race, but are also noted for their wide-ranging trade routes and their powerful merchant houses.

The fish men are usually content to maintain their slow and steady decline into race-wide madness and religious fanaticism, while the cthonoids and aboleth continually plot and scheme to place all the other races of the underworld under their thrall. The duergar don't seem too interested in conquest, but rather continue their mining into the depths of the earth to uncover yet more mineral wealth. The derro, on the other hand, are somewhat isolationist in their outlook, but are obsessed with the idea of control, and every generation or so embark on a wide-ranging campaign of looting and slave-taking, earning them few friends among the races of the underworld.

The terrain of the underworld is very different from that on the surface. Tunnels, varying in width from 5' to 50' and extending for many miles, connect caves and cavern complexes. Tunnels are riddled with sink-holes (treat as open pit traps, with each sink-hole being 1d8x10' deep) or sudden chasms (up to 300' deep, with a basic 5% chance of falling if the crevasse is moved around, unless precautions such as roping the party together are taken). Some of these caverns are themselves miles in length and width, and as much as a quarter-mile in height.

Phosphorescent lichen will give a pale green or yellow glow to some passages and caverns, while others will be lit by weird energy emanating from crystals in the surfaces of caves or tunnels that give off ultraviolet or infrared radiation, allowing ultravision or infravision to operate at ranges they would normally not have, or in the absence of true starlight or moonlight, or both.

Living in a Mythos-Haunted World

In the annals of science fiction and horror fiction (sometimes collectively referred to as "weird fiction"), none stand out so much as the works of H.P. Lovecraft and what became known as the Cthulhu Mythos.

While it is beyond the scope of the present work to give details of the myriad of creatures and deities, a brief overview should suffice to entice the reader into further research if he is so inclined. Millions or even billions of years ago, god-like beings from other stars came to Earth and ruled over a myriad of bizarre creatures before either leaving or descending into an eons-long slumber, whence they are now beginning to stir once more to consciousness.

The Mythos can be introduced into nearly any "standard" campaign setting with relative ease, as it is more a sense of philosophy than unpronounceable names with apostrophes in unlikely places. One of the misconceptions about the Mythos (and one which plagued even many of Lovecraft's contemporaries) is that it is about horror drawn from the unusual. While the supernatural and otherworldly nature of many of the Mythos's creatures and figures are, of course, *outré* enough to drive most men to insanity (see below), what really sets the Mythos apart is the sense that there are forces at work in the cosmos that are at best indifferent to the lives and desires of mere mortals. At worst, they see mortals as sources of amusement (through their hideous deaths) or food (ditto).

The Mythos is most effective, however, when portrayed as depicting a universe in which those ultra-powerful creatures simply don't recognize humanity as worthy of any more attention than humanity does an ant hill. Just as one can step on an ant hill and obliterate it without even being aware that the deed has been done, so too can the Old Ones or Elder Gods, in pursuit of their own inscrutable ends, cause the most horrific ends to human beings (or humanity as a whole) without even realizing that we are impacted by Their actions. Such is the place of humanity in a Mythos-haunted world.

The Mythos (or something invented by you as game master which stands analogous to or derived from it) need not be the focus of the campaign. Even if you decide to include some Lovecraftian themes or figures in your campaign world, these can take the form of small degenerate cults, solitary wizard-sages driven mad by the burden of their knowledge, and cosmic forces straining at the outskirts not only of civilization but reality as we know it, trying to get back in. These sorts of themes can serve for the background of only a single adventure, a mini-campaign within the backdrop of the larger campaign, or a campaign unto themselves.



Truths That Bear the Fruit of Madness

One of the central themes of Lovecraft's original works is that final confirmation of the true nature of the universe through the act of seeing it firsthand is sufficient to drive even the most jaded student of the occult to the extremes of insanity.

Most characters in a world tinged by the Mythos are secure and comfortable in the society-imposed myth that the universe is benign and follows regular rules, placing humanity and its close allies at the center of importance in the working of the world. (Those myths will likely be rocked to their foundations during the course of play in a Mythos-tainted campaign.) Witnessing particular sights or learning particular insights into the true nature of the universe would, in turn, result in the loss of one's sanity, permanently. Bear in mind that these are not the truths that demons exist, and can assume hideous forms. Such is part and parcel of everyday existence. The minds of most, especially adventuring types, are made of sterner stuff.

That begs the question: in a world where dragons fly through the skies and mages hurl fireballs from their fingertips, what could possibly threaten the sanity of a hard-bitten adventurer simply by knowledge of its existence?

Indifference.

The sheer knowledge that the world as you know it, as it knows itself, is not only completely a pleasant veneer over an awful reality, but also that the true underlying nature of the universe doesn't care a single iota about the individual's desires or very existence. That the character and all he knows are simply shadows of reality at best, and that the true reality undergirding that which the character knows, wouldn't even think to consider whether it should care. Even a universe with room for demons and arch-devils follows some basic rules of reality. The true universe of the Mythos, and those creatures which are aware of, and inhabit that true reality, does not even follow those rules.

When confronted with this concept on a serious intellectual level, the effect can be unnerving. When positive proof that everything the character knew about the universe – even about his own very existence within it – is discovered, the effect can be mind-shattering. The creatures of the mythos exist on a moral plane as far beyond concepts such as good and evil as a great sage is beyond a grain of rice in intellectual capacity. Demons and devils are at least evil; the creatures and deities of the Mythos cannot even be called that, for doing so would render them at least partially conceivable to humanity, and that they simply are not.

And what of the minions of these nigh-imponderable forces? What could possibly motivate someone, besides the very depths of madness itself, to cooperate with, let alone serve and hasten the ascendancy of, such forces? Pure and simple ego. Knowing of such forces, their fragile minds revolt against

the notion that they – they themselves – could be regarded with such indifference. By playing at serving the Old Ones, they feel a modicum of significance; they are shouting into the void “I shall not be ignored, even if it is only for you to command me!”

It is left to the discretion of the game master to determine whether they are actually receiving such commands, or whether their fevered minds are simply creating the voices they insist must be out there, acknowledging them.

Sanity

Game masters desiring to run a Mythos-haunted campaign may wish to include a new statistic, in addition to the standard 6: Sanity (SAN). Each character’s initial sanity score will be equal to 5 times his wisdom score (thus, a character with a wisdom of 15 would have a sanity of 80). Each time a character is exposed to some Mythos-inspired horror or awful truth, the character must make a sanity check (roll d%; if the roll is equal to or less than the character’s sanity score, the check is successful). If the sanity check fails, the character will lose the indicated number of sanity points (thus making him more likely to fail a sanity check the next time he attempts to make one). The game master should keep the sanity score of each character secret, and similarly roll for insanity secretly. Often the most sane-appearing person is the most mad.

The following is only a sample of the sorts of things that would require a sanity check, and result in a loss of sanity points if the check fails. The game master should feel free to use this as a guide only, but remember that “ordinary” magical effects and otherworldly creatures aren’t sufficiently alien to warrant a sanity check. It’s not the tentacles that make something Mythos-haunted; it’s the sheer fact that It Should Not Be. Mere demons do not rise to that standard.

TABLE 86: SANITY CHECKS

Circumstance	Sanity Points Lost if SAN Check Fails
Reading a minor work relating to the Mythos	1d6
Reading a major work relating to the Mythos (Necronomicon, etc.)	1d12
Seeing a glimpse of a Mythos-related creature	1d20
Beholding a Mythos-related creature fully	1d10+10
Seeing a glimpse of a Mythos-related deity	1d12+10
Being linked to a Mythos-related deity telepathically, empathically or in a dream-state	2d6+10
Beholding a Mythos-related deity fully	4d6

The only way that sanity points can be regained is by means of a *limited wish* or *alter reality* spell (which will restore 10 points), a *heal* spell (which will restore 15 points), or a *wish* spell (which will restore 20 points). Normal curative magic will not do anything for sanity points, and bed rest only brings fevered nightmares.

Once sanity reaches 75% of its total, the individual must make a sanity check or be stricken with temporary insanity. This insanity (see p. 14 for details on how to pick the exact form of insanity) will last for 1d6 days. The same check must be made when sanity reaches 50% and 25% of the total, as well, which will last for 2d6 and 3d6 days, respectively. Note that insanity can be cumulative; it is possible to have multiple forms of insanity concurrently.

Once sanity reaches 0, the character will automatically have 1d3+1 forms of insanity; if mutually-exclusive forms of insanity are indicated, the character’s mental state will swing wildly from the one to the other every 1d12 hours.

Of course, these effects do not apply to an “ordinary” game of **ADVENTURES DARK AND DEEP™**. In most campaigns, the reality known to the characters is all the reality there is. There really aren’t any deep, dark, terrible underpinnings

of reality that will slowly drive characters mad, with the game master secretly tracking their descent into madness with seemingly meaningless rolls of the dice. You can believe that. Really.

Suggested Reading

- Carter, Lin: Lovecraft: A Look Behind the Cthulhu Mythos
- Joshi, S.T. and Schultz, David: An H.P. Lovecraft Encyclopedia
- Lovecraft, Howard Phillips, and others: At the Mountains of Madness and Other Tales of Terror
- Ibid: The Call of Cthulhu
- Ibid: Tales of the Cthulhu Mythos (plus a wide variety of other titles, collections, etc.)
- Peterson, Sandy: Call of Cthulhu (role-playing game published by Chaosium, inc.)
- Proctor, Daniel and Curtis, Michael: Realms of Crawling Chaos (role-playing game supplement published by Goblinoid Games)

Religion and Deities

Religion is one of the most important motivating factors in human history. The desire to give both meaning and understanding to the workings of the world is universal, and religion fulfills that purpose. In a universe where the existence of deities and other worlds is not merely a matter of faith, but demonstrable fact, certain adjustments to the regular notion of religion are necessary. Religions in the game not only embody a certain ideology, but also espouse a philosophical and moral perspective based on the alignment system. While not every religion is going to be limited to a single alignment, all will be able to be described in terms of that system. Thus, a religion might not necessarily be lawful good, but it could be said to be good, or lawful, and its adherents and priests will reasonably be expected to hold up that element of alignment as well.

Religions may be based either on a single deity, several deities, or an entire pantheon. The only limitations on the content and practices of those religions are your own imagination, but there is nothing wrong with using myths, archetypes, and other examples from Earth history. If you want to have Poseidon as a deity in your campaign, go ahead and have him there!

When designing a religion for your campaign, you need to consider more than just the nature of the god(s) at the center of its worship. The deities themselves are important, of course, but so too are the myths that surround them. What do those myths tell about the relationships between the gods? Between them and humans? What sort of ethical or behavioral code is promoted in the faith? Is there a priesthood? (Some religions might not have clerics at all!) What sort of hierarchy does it have? What sort of liturgy is there? What calendar of holidays? Do clerics receive special benefits, spells, or are they bound by certain restrictions? What do temples and shrines look like? All these and a host of other questions should be considered when designing the religions of your campaign world.

It cannot be stressed enough that the game postulates a world in which the gods are real beings, and they (and their servants) walk among their mortal followers and enemies in a tangible fashion. In this, the game is more akin to the Iliad or the Eddas, rather than The Life of Hadrian or Egil’s saga. It is certainly possible to craft a campaign setting in which this is not so, and in which there is the same lack of evidence concerning the existence of gods and afterlives as there is in our modern world. But in order to do so, you must examine the implications of things such as clerical spells as a whole, as well as magic that allows for physical travel to the lands of the gods themselves, where first-hand knowledge can be obtained.

Gods of the Non-Human Races

One question that you will need to answer for your campaign is whether or not non-humans such as elves, dwarves, orcs, and goblins worship the same gods as the humans do, or whether they have their own gods and religions. It may be that some non-humans follow their own deities, while others follow the gods of the humans. If so, how do the two groups feel about one another? Is there resentment between them? Do the worshippers of the old gods see those who worship the human gods as apostates? How do the humans feel about their gods being worshipped by newcomers? Don't assume that all religions welcome converts from outside their ranks; some might very well see newcomers as interlopers, and jealously protect "their" gods. And how do the gods themselves see the situation?

Another possibility is that the humans and non-humans worship the same gods, but in different guises. Perhaps the elves know the gods of men simply under different names and guises, but the beings themselves are the same. But it is also possible that, even though the gods are the same, they hold different positions in the pantheons of different races. But is that the reality? Is there one single reality when it comes to such things? Don't be afraid as game master to set up such complications, and don't feel you need to have The Answer to all the questions that are raised. It may seem like a lot of work, but in the long run such things are the basis of conflict, and conflict makes for good stories.

Patron Deities

As a rule, whether or not your game religions are based on single deities or groups thereof, individual characters may find themselves drawn to one such god or goddess in particular. Often, this is described as the patron deity of that character. There are no particular formal rules for such a relationship; you as game master may determine that choosing a particular god as a patron will give a character a bonus, or not, as you see fit. But clerics with a patron deity will necessarily receive their higher-level spells from that deity, that being will be the god to which they pray for guidance and assistance, the one who receives their offerings, etc. If you do decide that such a relationship warrants some sort of in-game benefit, you should seriously consider offering a broad variety of such patrons from whom characters can choose, so that you don't run into a situation where every character chooses god X as a patron, because that's the only one who gives a +1 bonus to damage in mele...

Godly Abilities

Generally speaking, all deities are divided into three classifications; greater gods, lesser gods, and demigods. Greater deities are able to bestow spells up to 7th level to their followers, lesser deities can grant 6th level spells, and demigods can only grant 5th level spells. Thus, a cleric of a demigod could never hope to receive spells of 6th or 7th level.

Each godly "rank" has a number of standard powers in addition to the specific powers and abilities unique to that deity. When casting spells, greater gods are treated as 30th level spell casters, lesser gods as 20th level, and demigods as 15th level, unless otherwise specified in the deity's description. All deities regardless of rank have saving throws of 2 in all categories (i.e., only a roll of 1 on 1d20 will cause them to fail any saving throw).

All gods, regardless of rank, can use the following powers as they see fit. No baleful side effects of exercising these powers can ever affect any deity. Those marked with an asterisk may be used simultaneously with any other power; otherwise, they can only be used one at a time:

- *Astral travel**
- *Command* (no saving throw allowed for followers of the deity in question)
- *Comprehend languages**
- *Continual light (continual darkness)*

- *Cure blindness*
- *Cure deafness*
- *Cure disease*
- *Cure feeble-mindedness*
- *Cure insanity*
- *Detect balance*
- *Detect charm*
- *Detect evil (detect good)*
- *Detect illusion*
- *Detect invisibility*
- *Detect lie*
- *Detect life*
- *Detect magic*
- *Detect poison*
- *Detect traps*
- *Ethereal travel**
- *Geis*
- *Know alignment*
- *Levitate*
- *Polymorph self*
- *Protection from cantrips*
- *Protection from evil (protection from good)*
- *Read languages**
- *Read magic**
- *Remove curse*
- *Remove fear*
- *Remove paralysis*
- *Sending*
- *Sever silver cord* (cuts the silver cord on a successful hit against AC -5)
- *Teleport without error*
- *Tongues**
- *Vocalize*

In addition, greater gods are able to use the following powers at will:

- *Atonement*
- *Fly*
- *Improved invisibility*
- *Improved phantasmal force*
- *Mirror image*
- *Mislead*
- *Quest*
- *Regenerate*

Greater gods are immune to *conjunction/summoning* and *necromantic* spells on their home plane, unless they explicitly desires otherwise. While on their home plane they have a magic resistance of T and their hit points are doubled. They cannot be slain on their home planes; they simply reform in 1d10 days. Once this happens, however, they cannot visit the home plane of their slayer for 100 years. If slain by someone from their own plane, they are confined there for 10 years.

Greater gods can also use any of the following powers a total of six times per day (cumulative). When on their home planes, these powers can be used at will, with no limit on the number of uses per day:

- *Anti-magic shell*
- *Cure critical wounds*
- *Dispel evil (dispel good)*
- *Dispel illusion*
- *Enthrall*
- *Exorcise*
- *Globe of invulnerability*
- *Polymorph any object*

- *Polymorph others*
- *Shape change*
- *Spell immunity*
- *Summon*
- *True seeing*

Finally, greater gods can use any of the following powers a total of three times per day (cumulative). They can be used six times per day on their native planes:

- *Death spell*
- *Gate*
- *Heal*
- *Holy word (unholy word)*
- *Restoration*
- *Resurrection*
- *Summon* (summons 2d6 creatures, max. 40 hit dice total, of the same alignment as the deity)
- *Symbol*
- *Time stop*
- *Vision*
- *Volley*
- *Wish* (granted to some creature from the material plane, cannot affect any deity)

Lesser gods can use the following powers at will. Note that extremely powerful singular beings from the outer and elemental planes, such as arch-devils, demon lords, etc. are counted as lesser gods for this purpose:

- *Alter self*
- *Improved invisibility*
- *Improved phantasmal force*
- *Mirror image*
- *Sever silver cord* (cuts the silver cord on a successful hit against AC -5)

Lesser gods can be slain on their home planes (unless they have created a *soul object*, in which case they reform in 1d10 days), but if slain elsewhere, are simply prevented from returning to the plane whereupon they were slain for 100 years. They have double the listed number of hit points while on their native layer of their home plane, and have a magic resistance of T on their home plane.

Lesser gods can use the following powers a total of four times per day (cumulative). When on their home planes, these powers can be used at will, with no limit on the number of uses per day:

- *Anti-magic shield*
- *Cure serious wounds*
- *Dispel evil (dispel good)*
- *Dispel illusion*
- *Dispel magic*
- *Enthrall*
- *Minor globe of invulnerability*
- *Polymorph others*
- *Quest*
- *Summon* (summons 1d6 creatures, max. 30 hit dice total, of the same alignment as the deity)
- *True seeing*

Lesser gods can use the following powers a total of two times per day (cumulative). They can be used four times per day (cumulative) if on the god's home plane.

- *Death spell*
- *Holy word (unholy word)*

- *Resurrection*
- *Wish* (granted to some creature from the material plane, cannot affect any other deity)
- *Spell immunity*
- *Gate*
- *Restoration*
- *Symbol*
- *Vision*
- *Heal*

Demigods can use the following powers at will:

- *Alter self*
- *Phantasmal force*
- *Invisibility*

Demigods can use the following powers a total of three times per day (cumulative). They can be used four times per day on the demigod's native plane:

- *Cure light wounds*
- *Dispel illusion*
- *Dispel evil (dispel good)*
- *Dispel magic*

Demigods can use one of the following powers per day (their choice of which). They can use these a total of twice per day (cumulative) while on their native plane:

- *Anti-magic shell*
- *Finger of death*
- *Gate*
- *Heal*
- *Holy word (unholy word)*
- *Limited wish* (granted to some creature from the material plane, cannot affect any other deity)
- *Raise dead*
- *Summon* (summons 1d3 creatures, max. 20 hit dice total, of the same alignment as the deity)
- *Symbol*
- *True seeing*

Demigods have a magic resistance of no less than R on their home plane. They can be slain, but can be raised by a greater or lesser god (if such a personage decides to do so, of course).

Sample Religion: Norse

What follows is an example of how a religion could be described for an ADVENTURES DARK AND DEEP™ campaign. It is, of course, possible for the game master to go into substantially more detail than what is presented here; this should be thought of as a starting point, rather than a goal line. Note that not all of the beings of Norse mythology are treated in depth, nor are all of the places, events, and themes dealt with in any but the most cursory of fashions. Those interested in fleshing out the Norse religion are encouraged to seek out the books listed in the suggested reading section.

The Norse religion is the worship of the Aesir, a tribe of gods and goddesses who dwell on another plane known as Asgard. They are the arch-enemies of another tribe of gods, known as the Jotuns, who dwell in another plane known as Jotunheim (although most followers of the Norse religion will refer to the Jotuns as demonic giants, rather than actual gods, their leaders have the usual powers ascribed to gods in terms of game mechanics). They once fought a war with, but eventually forged peace with, yet another tribe of gods known as the Vanir, who dwell in Vanaheim; certain members of the Vanir joined the

tribe of Aesir to help seal the peace agreement between them. Adherents of the Norse religion may be of any alignment, but the religion itself is generally regarded as being chaotic good. Specific deities may have restrictions on who may or may not be especially devoted to them.

While the Norse religion is a coherent whole, some individuals will find themselves drawn to a particular member of the pantheon. In the Norse context, these people are held to be “friends of” the particular god in question, and often will take on a byname that reflects this status. Thus, “William Odsvin” would be a “William, friend of Odin”, while Lewis Ullvin would be a “Lewis, friend of Ullr.”



Ritual

Places of worship can vary from elaborate temples with statuary depicting one or more gods, to a sacred grove, to a simple standing stone or god-post (a wooden post carved with an image of a particular deity, in front of which offerings are placed). Temples will feature larger-than-life statues of the deities, as well as altars bearing an oath ring (oaths sworn upon the ring have the effect of a *geis* spell), a bowl for the collection of the blood of sacrificial animals, and a broom-like wand for the sprinkling of the blood on the congregation and the walls of the temple sanctuary itself. In addition to the well-known gods and goddesses, the Norse religion also involves the worship and honor of various local nature spirits, mostly by offerings of food and drink, or small votive figurines.

Clerics (known as *goðar*, sing. *goð*) are allowed to use spears if they are devotees of Odin, swords if they are devotees of Freyr or Tyr, and battleaxes if they are friends of Fosite.

Worship usually involves the offering of sacrifices: valuables, animals, or humans. Sacrifices called *blót* (pron. “bloat”) are offered in exchange for holy favors; a cake is offered so that a farmer’s field will prosper in the coming season, or an enemy is sacrificed in order to secure victory in battle. Often, offerings of gold are made for “peace and good seasons.” Those readers who might question the appropriateness of human sacrifice in a religion that is generally regarded as belonging to the “good” end of the moral alignment system are advised to re-read the descriptions of alignment given in the **ADVENTURES DARK AND DEEP™** Players Manual. “Good” in this context does not have the connotations that it does in the modern world!

The other central religious ritual of the Norse is the *sumbel*, a ritual feast in which successive rounds of consecrated mead or ale are drunk in honor of various gods, ancestors, etc. During *sumbel*, sacred vows can be sworn in the sight of the gods and one’s fellows; such a vow will hold the strength of a *geis* over the one who swears it, even if the oath was sworn under false pretenses. An oath is binding even if fulfilling it means death; oathbreakers are one of the few types of people who end up in a place of torment in the afterlife (the other being murderers—those who kill another without acknowledging the deed).

The Norse religion features three main religious celebrations: Winternights (a sacrifice for good fortune in the coming year, held at the beginning of winter), Yule (a sacrifice for good crops, held on the Winter Solstice), and Summermeal (a sacrifice for victory in battle, held at the end of winter). In addition, lesser offerings are made to the local land-spirits on the evening of the new moon, and impromptu offerings can be made any time the favor of the gods is required. The timing of these celebrations is based on the local climate rather than strict astronomical observances; if winter comes later in one region than another, Winternights could well be celebrated weeks later than in colder climes. A multitude of smaller, regional holidays are also celebrated.

Those who follow the Norse religion will often wear a pendant in the shape of Thor’s Hammer, even if they do not have Thor as their “friend”, or patron. It is considered a sign of his divine protection of the human race as a whole as well as a symbol of identification. Those dedicated to Odin will often wear the *valknut*, the “knot of the slain”, which consists of three interlocking triangles.

Ideology and Ethics

The Norse religion is a fatalistic one, with even the gods themselves being bound to their fate. One of the tenets of the faith, however, is that even though one has a defined fate, one should not meekly accept it. Fighting on, even in the face of certain doom, is heralded as a great source of honor. Freyr, it is said, will fight the god of the fire giants with nothing but a stag’s antler as a weapon at the final great battle of Ragnarök, even though he knows he will fall as a result (as will all the gods, as the universe itself is destroyed by flame, only to be reborn thereafter).

The Aesir are a warlike race of gods, and martial virtues are highly respected amongst their worshippers. In fact, Odin’s handmaidens, the Valkyries, scour battlefields to find worthy heroes to dwell with Odin in his hall of Valhalla, where they practice their warlike arts against the day when they are called forth to fight in the final battle.

However, they also value family greatly, and are known to carry feuds for generations, based on real or imagined slights. Cleverness and wit are also highly prized, as are the less violent arts, such as skaldcraft. Of crucial importance is reputation; it is felt to be acceptable to die, as long as one leaves behind a good reputation and sons to sing its praises:

*Cattle die, kinsmen die,
you yourself may die;
But one thing I know that lives on forever,
and that is a man’s good name.*

Cosmology

Collectively, the planes known to the Norse religion are called the Nine Worlds. The Aesir dwell in Asgard, which lies above Midgard (their name for the material plane). The Vanir live in Vanaheim, to the west of Asgard, while the evil giants dwell in Jotunheim, which lies to the east. Other worlds include Svartalheim and Ljossalheim, where the two tribes of Alfar dwell; Hel, where most of the dead go (and its dark counterpart Naströnd, where honorless wretches – oathbreakers and murderers – go once they die); and Muspelheim, a land of fire. The world-tree Yggdrasil connects all of the worlds, although it is not normally visible to those who dwell in them. Asgard and Midgard are directly connected by the Rainbow Bridge (Bifröst), which is similarly hidden from mortal eyes.

The dead go to one of three places, depending on how they lived their lives. The chosen few, destined to fight alongside the gods at Ragnarök, go to Asgard, escorted by the Valkyries, and dwell either with Odin or Freyja. The vast majority of people go to Hel (not to be confused with the plane which is spelled with two “l’s”); not a place of torment and fire, but a quiet place where the dead live out their afterlives in peace. Those few who lived despicable lives, murderers and oath-breakers, are sent to Niflheim, where they are tormented for eternity by venomous serpents, and their non-corporeal bodies are gnawed on by dragons.

If using the standard cosmology of planes as described below, Asgard and Vanaheim are each a portion of one of the layers of the plane of Gladshheim, while Jotunheim is a portion of one of the layers of Tartarus. Muspelheim is a portion of Jotunheim that seemingly has a direct connection to the elemental plane of fire. Hel, the land of the dead, is located in Gladshheim, but is connected via a gateway to Niflheim, which rests in one of the layers of Hades. There are also gateways between Asgard and Jotunheim, and of course the Rainbow Bridge connects the material plane and Asgard.

Organization

There is no single over-arching hierarchy of Norse priesthoods. In some cases, kings act as the high priest of their own particular realm, while in other cases there is no centralized priesthood at all, and devotees of the Gods can switch from one temple (called a *hof*) to another.

As noted above, some priests are devoted to a single deity, while others will serve all of the Aesir equally. Even those who have a single patron will also perform ceremonies honoring other deities, and may call upon them as appropriate.

As a rule, temples will not be dedicated to a single God or Goddess, but rather will stand for use for any of the Aesir at need, even if they have statues of one or more. A trio of larger-than-life statues to Odin, Thor, and Freyr is not uncommon. Shrines and other holy sites (wells, hills, groves, etc.) may be dedicated to single deities, and served by a dedicated priest or priests.

Gods and Other Beings of the Norse

ODIN (“The All-Father”) – greater god

Number	Unique
Morale	+15
Hit Dice	21d12 (400 h.p.)
Armor Class	-6
Move	150’/min.
Magic Resistance	O
No. of Attacks	5/2 rounds
Damage	Per weapon type +14
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M (6’)
Intelligence	25
Alignment	Chaotic Good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	102,200 (material form), 1,022,000 (permanently slain)

General: Odin is the chief of the Aesir, who created the multiverse with the help of his self-brothers Vili and Ve. He once sacrificed one of his eyes in order to gain a drink from the well of wisdom, and stole the mead of inspiration from the Jotuns. He inspires either the gift of poetry or berserker rage in those among his worshippers whom he favors. He has several halls in Asgard; in Valhalla, he fêtes the chosen dead with mead, pork, and endless battle; they will, at the battle marking the demise of the gods (Ragnarök) stream forth from Valhalla to confront the giant-foes of the Aesir. In his other hall, Valaskjalf, he sees over the entirety of Midgard from his throne (treat as a *crystal ball with clairaudience*), and his two ravens, Huginn and Muninn fly across the skies of Midgard, returning to their master’s shoulders each evening to report on what they have seen. In practice, Odin has the equivalent of a *commune* spell at his beck and call, at will (obviously, he does not need to consult any other being to get his answers). His two wolves, Geri and Freki, are giant black dire wolves of largest size, great intelligence, and maximum hit points. He also rides the eight-legged steed Sleipnir (AC -1, 16 HD, 200 h.p., 3 attacks, 2d10/2d10/1d10 per attack, moves 240’/min., flies 360’/min (good agility), size L). Odin discovered the secrets of the runes and taught them to the other Aesir, and in turn learned the secrets of witchcraft from the goddess Freyja.

In person, he appears in any one of a thousand guises, and has been known to wander Midgard (the material plane) incognito to see whether or not the rules regarding hospitality for guests are being observed. If so, he can bestow gifts upon his unknowing hosts; if not, he brings ruin. He can paralyze any mortal creature with his gaze (save vs. paralysis with a -4 penalty) once per round. In battle he wears a *helm +5* and *mail +5*. He can only be hit by weapons bearing an enchantment of +3 or better.

Sacrifices to Odin involve hanging, occasionally accompanied by stabbing the victim with a spear. Offerings of arms and armor must be ruined before they are given to him (lest they be re-used by some mortal later on). Odin is father of most of the gods, and husband to Frigga, although he is known to have a wandering eye. His symbols are the raven, the two wolves, or three interlocking triangles (the “knot of the slain”).

Odin also owns the arm-ring Draupnir, which will create a duplicate of itself every night, worth 30,000 g.p. (the duplicate will not itself create duplicates!). These are sometimes bestowed on favored mortals as a reward for faithful service.

Mortals of any alignment worship Odin; he is most often honored by kings, poets, merchants, and those who use magic or deception. He functions as: bard 15, cleric 30, druid 14, mystic 20, ranger 18, and mage 30. He has STR: 25, INT: 25, WIS: 25, DEX: 25, CON: 25, CHA: 25. His clerics can cast either *curse* or *augury* once per day (their choice), in addition to their normal selection of spells. Followers of Odin will often wear the valknot on their person: three interlocked triangles called “the knot of the slain”, as those who bear it are marked as belonging to Odin, and can be taken to his side at any time. Clerics of Odin may become proficient in spear.

Combat: Odin wields the spear Gungnir. It is a *spear +5*, and will point out the strongest adversary in any melee, for Odin to deal with personally. It causes *fear* in his enemies (120’ range) when held overhead, and will grant those touched by it who are friendly to the god a bonus of +2 “to hit” and to damage for the duration of their next (or current) battle. If anyone dares try to steal Gungnir, they will lose 50% of their total hit points until it is returned to Odin, at which time they begin to heal normally.

Odin can cast any of the following spells, once every ten minutes:

- *Confusion*
- *Control winds*
- *Cure serious wounds*
- *Emotion*
- *Fetter*
- *Resist fire*
- *Shield*
- *Speak with dead*
- *Summon* 1d6+3 valkyries three times per day

Odin owns the Galdrvand, a mystic staff carved with runes. It functions as a *rod of rulership*, stores 12 spells (any level), can summon 1d4 valkyries once per day, will drain 6 energy levels and 100 h.p. instantly if anyone other than Odin grasps it, and will instantly slay any mortal who touches it.

Appearance: In his natural form, Odin appears as an old man with one eye. He prefers large blue cloaks with hoods or wide-brimmed hats to obscure his face. He can assume any form at will.

ÆGIR (God of the Sea) – lesser god

Number	Unique
Morale	+9
Hit Dice	20d12 (387 h.p.)
Armor Class	-5
Move	420’/min. (walking or swimming)
Magic Resistance	H
No. of Attacks	5/2 rounds
Damage	Per weapon type +11
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M (7’) or L (60’)
Intelligence	23
Alignment	Chaotic neutral
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	85,600 (material form), 856,000 (permanently slain)

General: Aegir is actually one of the Jotuns, but is on good terms with the Aesir (however he will not hesitate to attack them if they enter his realm unbidden). He often hosts them in his hall beneath the sea for spectacular feasts and bouts of drinking. He dwells in this hall with his wife, Ran (see below), and their nine daughters, each named for a type of wave. He uses his powers to sink ships

on Midgard that fail to make a sacrifice to him before they set sail, calling up great storms. All men who drown are said to go to Aegir’s hall after they die.

Mortals of any non-lawful alignment can worship Aegir, but he is most often worshipped by brewers and those who make their living from the sea such as sailors and fishermen. He functions as: bard 5, cleric 15, ranger 15, mage 10, and illusionist 10. He has STR: 23, INT: 23, WIS: 18, DEX: 23, CON: 24, CHA: 9. Aegir’s clerics can cast *water breathing* once per day, in addition to their normal selection of spells.

Combat: Aegir wields a great club in the form of a maiden, which does 4d10 h.p. when it hits. In addition to his other divine powers, he is able to *control weather* at will.

Appearance: On land, Aegir appears as an old man with a long sea-green beard. In the sea, however, he is 60’ tall and the color of the storm-tossed ocean.

BALDER (“The Beautiful”) – lesser god

Number	Unique
Morale	+10
Hit Dice	20d12 (388 h.p.)
Armor Class	-4
Move	180’/min.
Magic Resistance	M
No. of Attacks	2
Damage	Per weapon type +10
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	24
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	84,000 (material form), 840,000 (permanently slain)

General: One of the many sons of Odin, Balder is doomed to die, betrayed by his brother Hod, but ultimately falling due to the guile of the evil Loki. His mother, Frigga, fearful of his destiny, has obtained promises from all substances and creatures in the multiverse not to harm Balder, and thus he is utterly invulnerable to all things with the exception of the humble mistletoe, which was deemed much too inoffensive to require such a promise. He can only be harmed by weapons composed of mistletoe.

Mortals of any non-evil alignment may worship Balder. He functions as a bard 20, cleric 12, druid 12, and ranger 10. He has STR: 22, INT: 24, WIS: 24, DEX: 24, CON: 25, CHA: 25.

Game masters who wish to set their multiverse in a time when Balder has already been slain by Loki are welcome to do so. Such a universe should be portrayed as inexorably on the path to fiery destruction; the death of Balder is the signal that the end times are approaching for the Gods. The end may come millennia later, but the doom of the Gods is laid at that moment and cannot be avoided, only postponed and struggled against in a glorious last burst of valor. As a result, the Gods will be more somber and less joyous than they otherwise might be. Balder (along with several other Gods) will survive the end times and emerge as one of a new pantheon of Norse Gods. Until then, he is an honored guest in Hel’s hall, Eludnir (see below).

Combat: Balder wields a *two-handed sword +3* in battle that does 3d10 h.p. of damage when it hits, plus his strength bonus.

Appearance: Balder is exceedingly handsome; so much so that those beholding him personally must make a saving throw vs. spells or become enchanted by him, following him as a friend and devotee.

FENRIR ("The Fenris Wolf") – demigod

Number	Unique
Morale	n/a
Hit Dice	20d12 (400 h.p.)
Armor Class	-5
Move	240'/min.
Magic Resistance	R
No. of Attacks	1
Damage	9d10+20
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (50' high at shoulder)
Intelligence	19
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	n/a
X.P. Value	83,950

General: The Fenris wolf, offspring of Loki and the evil giantess Angrboda, is one of the most feared creatures in the Norse cosmology. Originally raised in the very precincts of Asgard, Fenrir inspired fear in the Aesir as it continued to grow. Eventually, they tricked the beast into allowing itself to be bound with a magical fetter and then trapped in a cave, but not before it was able to bite off Tyr's hand, which he had placed in the beast's mouth as surety that the wolf would be freed. However, as the battle of Ragnarök approaches, the wolf will free itself and wreak its revenge on the Aesir, swallowing Odin whole.

Mortals of any evil alignment can and do worship Fenrir. Werewolves are particularly drawn to it, but evil folk of all sorts will honor and seek to free him.

Combat: If the wolf's bite does damage equal to half or more of the victim's remaining hit points, the victim is swallowed whole and slain. It can only be hit by weapons of +4 or greater enchantment. Any creature with less than 10 hit dice who sees Fenrir must make a saving throw vs. magic or run in blind panic for 3d6 minutes.

Appearance: Fenrir appears as a giant, fearsome wolf.

FOSITE (God of Justice) – greater god

Number	Unique
Morale	+7
Hit Dice	17d12 (389 h.p.)
Armor Class	-4
Move	180'/min.
Magic Resistance	O
No. of Attacks	5/2 rounds
Damage	Per weapon type +12
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	25
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	71,500 (material form), 715,000 (permanently slain)

General: Fosite ("foe-sit-ee") is the son of Balder, and is known as the reconciler of men. He sometimes travels to Midgard in order to dispense justice and establish codes of law among various tribes and nations of men. In some lands he is also called Forseti. Fosite can *detect lies* automatically, without fail.

Mortals of lawful or good alignment can worship Fosite, but those charged with making or enforcing the laws are most often drawn to him. He functions as: druid 10, ranger 15, mage 10, and illusionist 10. He has STR: 24, INT: 25, WIS: 24, DEX: 22, CON: 25, CHA: 23. Clerics of Fosite may become proficient in battleaxe.

Combat: In battle, Fosite wields a large *battleaxe +3* that does 1d10 points of damage when it hits. He gets a bonus of +2 "to hit" any evil creatures, and only weapons of +3 or better enchantment can hit him.

Appearance: Fosite appears as a human with long blond hair and beard.

FREYJA (Goddess of Love and War) – greater goddess

Number	Unique
Morale	+12
Hit Dice	20d12 (339 h.p.)
Armor Class	-5
Move	180'/min., 480'/min. (flying – good)
Magic Resistance	N
No. of Attacks	2
Damage	Per weapon type +12
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	24
Alignment	Neutral good
Treasure Type	See below
Treasure Value	See below
Magic Treasure	See below
X.P. Value	74,450 (material form), 744,500 (permanently slain)

General: Freyja, along with her brother Freyr, was originally one of the Vanir tribe of gods, who was brought into the Aesir as part of the peace agreement after the war between the two ended. She is a goddess of love as well as war, and fully half of the chosen dead come to dwell with her in her hall Vingolf. She is said to be the most beautiful of all the goddesses, and many of the Jotuns (and others) greatly covet her as a bride.

Freyja has a falcon cloak which will transform her into a giant falcon at will (hence the flying speed noted above, with good maneuverability). She has been known to loan this cloak out to other gods on occasion. She also owns the fantastic necklace *Brisingamen*, which is worth one million g.p.

Mortals of any alignment worship Freyja. Those who use magic are especially drawn to her, but her friends come from all walks of life. She functions as: bard 12, mystic 15, druid 10, ranger 7, and illusionist 15. She has STR: 24, INT: 24, WIS: 24, DEX: 24, CON: 20, CHA: 25. Her clerics can cast the spell *language of birds* once per day in addition to their normal selection of spells.

Combat: In battle Freyja wields a *broad sword +3, frost brand*. She is immune to fire, and only a +3 or better weapon can harm her. She sometimes rides in a chariot drawn by two giant cats (AC 5, HD 5, 30 h.p., 3 attacks, 1d8/1d8/1d12 per attack), which moves at 180' per minute.

Appearance: Freyja appears as an incredibly beautiful human with long golden hair. When she is angered, however, her beauty can be terrible to behold.

FREYR (God of Prosperity and Fertility) – greater god

Number	Unique
Morale	+12
Hit Dice	18d12 (388 h.p.)
Armor Class	-5
Move	180'/min.
Magic Resistance	M
No. of Attacks	5/2 rounds
Damage	Per weapon type +14
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	25
Alignment	Neutral good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	83,500 (material form), 835,000 (permanently slain)

General: Freyr (pronounced “frair”, sometimes called Ing, or Ingvi- Freyr) is the twin brother of Freyja, and like her, originally one of the Vanir and the child of Njord. He is the lord of Alfheim, land of the Alfar (a type of elf which dwells on the plane of Gladsheim).

Freyr’s ship, Skidblathnir, is capable of holding all of the Aesir, plus their mounts and servants, and travels 600' per minute in any direction the god wishes. When not in use, it can be folded up into a packet 1" on a side.

Mortals of any alignment can worship Freyr. Many of his friends are those who work with the land, such as farmers, as well as kings, whose well-being is mystically linked to that of the lands they rule. He functions as a bard 15, cleric 13, druid 13, ranger 15, and mage 20. He has STR: 25, INT: 25, WIS: 25, DEX: 25, CON: 25, CHA: 25. Clerics of Freyr may become proficient in sword (any type).

Combat: Freyr also owns a fantastic sword that functions as a *broad sword of dancing*, but always has a bonus of +4. It will do 2d10 points of damage when it hits, except when wielded against fire or frost giants, against whom it does 5d10 h.p. Unfortunately, Freyr is destined to lose his sword before the battle Ragnarök, and will face Surtr with nothing but a stag antler as a weapon. He can only be hit by weapons with +3 or greater enchantment.

Appearance: Freyr appears as a handsome human with gold hair and a neatly trimmed beard.

FRIGGA (Goddess of Love and the Family) – greater goddess

Number	Unique
Morale	+6
Hit Dice	20d12 (366 h.p.)
Armor Class	-4
Move	150'/min.
Magic Resistance	M
No. of Attacks	2
Damage	Per weapon type +8
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	23
Alignment	Lawful neutral
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	72,450 (material form), 724,500 (permanently slain)

General: Frigga is the wife of Odin, mother of many of the gods, and seen as a patron goddess of the family, hearth, and home. She is served by nine handmaidens (treat as maximum-power valkyries), and has powers to divine the future fully as powerful as those of her husband, Odin. She has the equivalent of a *commune* spell available to her once per round, but the spell does not actually get an answer from some other being.

Mortals of any non-evil alignment can worship Frigga, although she most often befriends mothers and householders. She functions as a bard 10, mystic 15, ranger 7, and mage 18. She has STR: 20, INT: 23, WIS: 20, DEX: 24, CON: 25, CHA: 23.

Combat: Frigga possesses a magical distaff. With it, she is able to foretell the length of any mortal’s life, or cut it short by clipping the flax at the proper point. As such, it is a powerful weapon, and can be used to cut short the life of any mortal once every other round. In addition, it can be used as a *quarterstaff +5* in melee, even though it is but 2' in length. She can only be hit by a weapon of +3 enchantment or greater.

Appearance: Frigga appears as a lovely, motherly-type woman. She is often carrying either her distaff, or is seated at a loom.

HEIMDALL (“Guardian of Bifrost”) – greater god

Number	Unique
Morale	+11
Hit Dice	20d12 (390 h.p.)
Armor Class	-6
Move	150'/min.
Magic Resistance	N
No. of Attacks	5/2 rounds
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	23
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	81,110 (material form), 811,100 (permanently slain)

General: Heimdall is the guardian of the Bifrost bridge, the rainbow bridge that connects Midgard and Asgard. He is incapable of being surprised, having such good hearing that he is said to be able to hear the very blades of grass as they grow, and excellent vision as well. When not on the bridge itself, Heimdall dwells in his hall Himinbjörg (“castle of heaven”). He is occasionally known to travel Midgard in disguise, and is said to have established the social order of men in ancient times. He also taught the magic of runes to mortals. Heimdall is a great enemy of Loki, and their mutual enmity has broken out into armed conflict more than once.

Mortals of any good alignment can worship Heimdall. People from all classes and vocations seek him out as well. He functions as a bard 8, Cleric 12, Druid 12, and Ranger 17. He has STR: 25, INT: 23, WIS: 24, DEX: 25, CON: 25, CHA: 23.

Combat: Heimdall’s sword is both a *vorpal broad sword* +3 and a *sword of frost-giant slaying*. It inflicts 3d10 h.p. of damage when it hits. He also holds the Gjallarhorn, which he will sound when the giants come up the bridge to attack Asgard at the end of time. If sounded, all within 100 yards must make a saving throw vs. spells or be *stunned* for 1d10 minutes.

Appearance: Heimdall appears as a human with pale white skin and hair.

HEL (Goddess of the Dead) – lesser goddess

Number	Unique
Morale	+6
Hit Dice	19d12 (325 h.p.)
Armor Class	-4
Move	120'/min.
Magic Resistance	Q
No. of Attacks	2
Damage	Per weapon type +8
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	24
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	52,100 (material form), 521,000 (permanently slain)

General: Hel, daughter of Loki, was placed in the position of ruler of Hel, the land of those who die of old age or sickness, by Odin. Within her domain, she is omnipotent, and none are allowed to leave without her permission (which is almost never given, and when it is, it comes with conditions). She rarely leaves her hall Eludnir, but conditions there are comfortable and inviting to its many inhabitants.

Mortals rarely worship Hel, but those who do can be of any alignment. Most often she receives prayers from those who have recently lost a loved one, beseeching her for mercy to return them. Such prayers are rarely, if ever, granted. She functions as a bard 10, mystic 20, druid 10, ranger 12, mage 15, and illusionist 15. She has STR: 20, INT: 24, WIS: 25, DEX: 24, CON: 25, CHA: 25.

Combat: Hel wields a thin *long sword* +3 that will cause 5d10 h.p. of damage when it hits.

Appearance: Hel appears half as a beautiful maiden, and half as a blue-black decaying corpse.

IDUN (Keeper of the Golden Apples of Youth) – lesser goddess

Number	Unique
Morale	+4
Hit Dice	15d12 (329 h.p.)
Armor Class	-3
Move	150'/min.
Magic Resistance	E
No. of Attacks	2
Damage	Per weapon type +8
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	22
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	30,800 (material form), 308,000 (permanently slain)

General: Every decade, the Aesir are required to eat of the enchanted apples of youth in order to maintain their youthful vigor, and Idun is the keeper of those apples. She is highly prized among them, for without her, the Aesir would all begin to age and eventually die. In fact, she has been the object of several kidnapping attempts with just that end in mind, to weaken the Aesir.

Any mortal of non-evil alignment can worship Idun. She functions as a bard 13, mystic 15, druid 14, and ranger 7. She has STR: 20, INT: 22, WIS: 23, DEX: 24, CON: 24, CHA: 24. Idun’s clerics only suffer half of the normal effect of magical aging.

Combat: Idun wields a slender *sword of sharpness*. She can only be harmed by a weapon of +2 or greater enchantment.

Appearance: Idun appears as a lovely young lady bearing a basket.

JORMUNGAND (“The Midgard Serpent”)

Number	Unique
Morale	n/a
Hit Dice	20d12 (300 h.p. head, infinite h.p. body)
Armor Class	-3
Move	Special
Magic Resistance	E
No. of Attacks	1
Damage	5d10+20
Defenses	See below
Attacks	Constriction
Weaknesses	None
Size	L (thousands of miles in length)
Intelligence	10
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	n/a
X.P. Value	24,500

General: Jormungand, the world serpent, is another of the offspring of Loki that will, at the end of time, come to bring great harm to the Aesir. In form, a great serpent that literally spans the entire world beneath the sea, Jormungand is known to be the one creature that will, in the end, slay the god Thor (and the beast will be slain by Thor in turn). It is not a deity, but a unique and very powerful monster.

Combat: The serpent is so large that it encircles the entire globe and bites its own tail. When moving, it simply moves its bulk along the sea-floor, so that the head can move thousands of miles in the space of a minute. The creature’s body has effectively an infinite number of hit points and will instantly regenerate any damage (even if the body is cleanly severed). Its only truly vulnerable spot is its head, but since it can regenerate up to 299 h.p. per round, the head must be slain in the space of but a single minute. If the creature is slain, all those within 50’ of the head must save vs. poison with a -5 penalty or die instantly. Anyone bitten by the serpent must similarly make a saving throw with a -5 penalty or die. Once per round, the serpent can loop its enormous coils around an enemy and attempt to constrict him for 10d10 h.p. of damage.

Appearance: Jormungand is an enormous snake that encircles the world, lying at the bottom of the sea.

JOTUN

Number	1d4
Morale	+8
Hit Dice	12d12
Armor Class	0
Move	150’/min.
Magic Resistance	D
No. of Attacks	1
Damage	4d10 or per weapon type
Defenses	+1 weapon to hit
Attacks	Hurl rocks for 4d6 h.p.
Weaknesses	None
Size	L (15’+)
Intelligence	7-18
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	1d4x1000 g.p. each
Magic Treasure	Any weapon (10%), any item (10%)
X.P. Value	2,000 + 16/h.p. (+850 if spell caster)

General: The Jotuns are generally seen as the implacable foes of the Aesir, although this is not a universal attitude and there are some among their ranks who are on good terms with them. Some are ravaging monsters, while others are noble in aspect and well-versed in the lore of the universe, even contesting with Odin himself to see who has a greater store of knowledge. Most are not considered deities, but are powerful monsters.

Often, Jotun-wives are prized by the Aesir, and many female Jotuns have been married to Aesir husbands, and thus brought into the Aesir tribe themselves, such as Skadi, Gunnlod, and Gerd.

Combat: Jotuns either attack with their great fists or with enormous weapons (some of which will be magical; if a magic weapon is determined as treasure, the Jotun will use it in combat if at all possible). They get a bonus of between 8 and 14 to all damage rolls (d6+8; roll once for each Jotun). 25% of Jotuns are able to cast spells, as if they were the following type and level of spell caster:

TABLE 87: JOTUN

Die Roll (d%)	Spell Caster Type	As Level
01-20	Cleric (Mystic if female)	1d10
21-30	Druid	2d4
31-60	Mage	2d6
61-90	Illusionist	2d6
91-00	Savant	2d6

The great lords among the Jotuns, such as Thrym, Utgard-Loki, Surtr, and Hymir, are fully lesser gods in their own right, and have appropriate abilities and are versed in multiple class-like abilities. In fact, the prototypical being, from whose body all other creatures in the universe derive, Ymir, is counted as one of the Jotuns.

Appearance: Male Jotuns vary in appearance greatly; some are merely large human figures, while others are grotesques with multiple limbs or heads, or even take on the form of great animals or monsters. Jotun-wives are more often than not extremely beautiful by the standards of the Aesir (and mortals).

LOKI (“Father of Lies”) – greater god

Number	Unique
Morale	+4
Hit Dice	15d12 (300 h.p.)
Armor Class	-4
Move	120’/min.
Magic Resistance	M
No. of Attacks	2
Damage	Per weapon type +12
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	25
Alignment	Chaotic evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	61,400 (material form), 614,000 (permanently slain)

General: Loki has a complicated relationship with his fellow Aesir. Blood-brother to Odin, he is an implacable enemy of Heimdall, and is either friend or foe of Thor, depending on the circumstances. He will eventually betray the Aesir to the Jotuns, but before then has been crucial to the defense of Asgard. He can shape-change into any form desired at will, and can cast *suggestion* at will as well. He is immune to magical control of any type.

Any mortal of evil alignment can worship Loki; those who do often emphasize his role as a misunderstood trickster, but this does not impress those who worship the other Aesir, who see him and his followers as outcast. He functions as a bard 5, cleric 12, druid 12, ranger 12, mage 11, illusionist 20, thief 20, and mountebank 15. He has STR: 24, INT: 25, WIS: 19, DEX: 24, CON: 24, CHA: 24. Loki's clerics can cast *undetectable lie* once per day.

The game master may wish to place his campaign at a late stage in the Norse mythic cycle, when Loki's treachery has been revealed and he has been imprisoned by the Aesir. (This will by default also be the time period after Balder has been slain; see above.) In such a case, Loki is bound in Asgard, a serpent dripping venom on his face, while his wife Sigyn holds a bowl to collect it. When the bowl is filled and she must remove it to empty it, the venom strikes Loki and earthquakes are generated by his thrashing. Clerics of Loki will be unable to be granted spells higher than fifth level in this circumstance, and will constantly be scheming to free their master and strike back at the Aesir and their priests. Loki, once unbound, will openly join the Jotuns and attack Asgard, piloting the ship Naglfar, filled with Jotun warriors.

Combat: Loki usually seeks to avoid combat, but sometimes carries a *quarterstaff +4* that *paralyzes* enemies it touches unless they make a saving throw vs. magic. In addition, he has the following powers and abilities:

- *ESP* at will
- *Change self* three times per day
- *Emotion* three times per day
- *Polymorph self* three times per day
- *Earthquake* three times per day

Only weapons of +2 or better enchantment can harm Loki.

Appearance: Loki appears as a young man with red-blond hair and mustache.

MAGNI (God of Strength) – lesser god

Number	Unique
Morale	+11
Hit Dice	20d12 (325 h.p.)
Armor Class	-4
Move	180'/min.
Magic Resistance	L
No. of Attacks	5
Damage	8d10 each
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	20
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	78,300 (material form), 783,000 (permanently slain)

General: The son of Thor, Magni's strength defies categorization. He can lift, carry, bend, or pry just about anything in the multiverse, even those things that supposedly cannot be lifted. He is one of the few Aesir who will live past Ragnarök.

Mortals of any non-evil alignment can worship Magni, and he particularly attracts those who rely on strength for their livelihood such as soldiers,

blacksmiths, laborers, etc. He functions as a bard 5 and barbarian 15. He has STR: Special, INT: 20, WIS: 20, DEX: 24, CON: 25, CHA: 22.

Combat: Magni's mighty fists do 8d10 h.p. of damage per strike, and he himself is so tough that blunt weapons do him no harm.

Appearance: Magni appears as a handsome, muscular young man with blond hair and beard.

NJORD (God of the Sea, Wealth, and Fertility) – greater god

Number	Unique
Morale	+8
Hit Dice	18d12 (377 h.p.)
Armor Class	-6
Move	180'/min., 240'/min. (swimming)
Magic Resistance	M
No. of Attacks	5/2 rounds
Damage	Per weapon type +12
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	25
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	67,110 (material form), 671,110 (permanently slain)

General: Njord, father of the twins Freyja and Freyr, was another of the Vanir sent to live among the Aesir at the end of the war between the two tribes of gods. He is known to be utterly lacking in malice, and is a source of prosperity and fertility. Fishermen will often give him thanks for an unusually large catch, and years of peace and good crops are attributed to him (and he receives sacrifices in thanks). He dwells in the great high-timbered hall Noatun, in Asgard, by the sea.

Mortals who have an alignment of neutral good, chaotic good, or chaotic neutral worship Njord, but anyone wishing his favor will, of course, make offerings to him. He functions as a bard 10, cleric 14, druid 14, ranger 13, mage 15, and thief 10. He has STR: 24, INT: 25, WIS: 25, DEX: 23, CON: 24, CHA: 24.

Combat: In battle Njord rides a great chariot drawn by four massive stallions, which moves at 240'/min, wielding a great *spear +3*. He can only be struck by weapons of +3 or better enchantment, and can *control winds* at will.

Appearance: Njord appears as a middle-aged man with brown hair and beard.

THE NORNS – greater goddesses

Number	3
Morale	+10
Hit Dice	15d12 (299 h.p. each)
Armor Class	0
Move	120'/min.
Magic Resistance	N
No. of Attacks	1
Damage	1d10+11
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	22
Alignment	Neutral
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	24,670

General: There are three Norns – Urd, Verandi, and Skuld, who embody the past, present, and future respectively. They are not worshipped or given offerings per se, and are beings neutral towards the Aesir rather than members of the tribe. Odin is known to go to them when he needs answers to particularly vexing questions, although they are loath to answer in most cases.

The Norns fix the life of every creature at its birth with the warp and weft of their great weaving. In so doing, they know the future of every creature in the multiverse, including the gods. But as noted above, they are very close-mouthed with their knowledge. This gives them the functional equivalent of an *augury* spell at will.

No one actually worships the Norns, but all fear and honor them. They function as bard 8, druid 12, mystic 12, ranger 5, mage 15, and illusionist 15. Each has STR: 23, INT: 22, WIS: 25, DEX: 23, CON: 25, CHA: 9.

Combat: In battle (which is exceedingly rare) the Norns fight with daggers that, in addition to doing 1d10 h.p. of damage, will permanently and without any benefit of a saving throw reduce each ability statistic (STR, INT, etc.) of the target hit by 1. They can only be hit by magical weapons, but can never really be slain (they will rise one day after they are slain, even if their material body is obliterated) and have the following powers as well:

- *Teleport* at will
- Become *invisible* at will
- *Polymorph self* at will
- *Augury* at will
- *Prophecy* three times per day
- *Polymorph other* three times per day

Appearance: The norns appear either as three young maidens, three warm and loving mothers, or three aged crones. Their appearance can vary from one second to another, depending on whether or not they are discussing the past, present, or future.

RAN (Goddess of Drowning and the Sea) – lesser goddess

Number	Unique
Morale	+7
Hit Dice	14d12 (288 h.p.)
Armor Class	-6
Move	120'/min., 480'/min. (swimming)
Magic Resistance	M
No. of Attacks	5/2 rounds
Damage	Per weapon type +11
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	22
Alignment	Neutral evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	39,995 (material form), 399,950 (permanently slain)

General: The wife of Aegir, Ran dwells with her husband in their great hall beneath the sea, where she drags down sailors to their doom with her great net. Offerings are made to her and Aegir by sailors and fishermen hoping to avoid such a fate.

Mortals of any evil alignment can worship Ran, although few do. She functions as a mystic 14, ranger 14, mage 11, and thief 19. She has STR: 23, INT: 22, WIS: 23, DEX: 24, CON: 24, CHA: 20.

Combat: She wields a vast net, which serves as a *net of snaring* of fully ten times normal size, as well as functioning as a *trident of fish command*. She can only be struck by weapons of +2 or greater enchantment.

Appearance: Ran appears as a beautiful young woman with long black hair, clad in garments made of fishing nets.

SIF (Goddess of Love and the Harvest) – lesser goddess

Number	Unique
Morale	+8
Hit Dice	16d12 (349 h.p.)
Armor Class	-4
Move	180'/min.
Magic Resistance	N
No. of Attacks	2
Damage	Per weapon type +11
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	24
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	37,770 (material form), 377,700 (permanently slain)

General: Sif is the wife of Thor, renowned for her lovely golden hair (which is actual spun gold). She despises Loki, who was responsible for her losing her original hair, even though he replaced it with a marvelous wig of gold, forged by the dwarves. Sif's hair grows and shrinks with the grain harvest on the material plane.

Any mortal of good alignment can worship Sif. She functions as a bard 12, druid 12, and ranger 12. She has STR: 23, INT: 24, WIS: 22, DEX: 25, CON: 25, CHA: 25.

Combat: Sif wields a *broad sword +3* in battle that does 3d10 h.p. when it hits, and is immune to any sort of magical control. Only weapons of +2 or greater enchantment can harm her.

Appearance: Sif appears as a lovely young woman with hair of spun gold.

SURTR ("Lord of Muspelheim", King of the Fire Giants) – lesser god

Number	Unique
Morale	+13
Hit Dice	19d12 (388 h.p.)
Armor Class	-2
Move	150'/min.
Magic Resistance	J
No. of Attacks	5
Damage	6d10+14 each
Defenses	See below
Attacks	See below
Weaknesses	None
Size	L (20')
Intelligence	19
Alignment	Lawful evil
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	55,660 (material form), 556,600 (permanently slain)

General: Surt is destined to slay the god Freyr at Ragnarök, after which his flames will burn the entire multiverse to ashes. He is not, technically speaking, a Jotun, but is rather one of the Sons of Muspell, a band of triple-strength fire giants who are allied with the Jotuns in their eternal war against the Aesir. He dwells in Muspelheim with his followers, waiting for the time when he will destroy the universe and bring it back to the chaos whence it sprang.

Any mortal of lawful evil or neutral evil alignment can worship Surtr. He functions as a cleric 15, fighter 20, and savant 5. He has STR: 25, INT: 19, WIS: 14, DEX: 12, CON: 25, CHA: 20.

Combat: Surtr wields an enormous bright sword that does 6d10 h.p. when it hits. His armor is red-hot, doing 1d10 h.p. of heat damage to any being it touches other than him. He is immune to fire and heat of all sorts and only weapons of 3 or better enchantment can harm him. He can summon 1d4 triple-strength fire giants once per day.

Appearance: Surtr appears as an enormous fire giant with coal-black skin and actual flames for hair and beard. His armor is made of glowing-red iron.



THOR (God of Thunder, Rain, Crops, Protection) – greater god

Number	Unique
Morale	+20
Hit Dice	20d12 (399 h.p.)
Armor Class	-4
Move	180'/min.
Magic Resistance	N
No. of Attacks	5
Damage	10d10+19 each
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	20
Alignment	Chaotic good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	95,220 (material form), 952,200 (permanently slain)

General: Thor is the Thunderer, the mightiest of the Aesir and the quintessential warrior. He appears as a tall, strapping man with an enormous red beard and red hair. He rides a chariot drawn by two enchanted goats, and often goes on expeditions into Jotunheim to thin out the ever-growing ranks of the Jotuns. He is known as a particular friend to mortals, protecting both them and the Aesir against the depredations of the Jotuns and other dangers. He is destined to fall to the Midgard Serpent at Ragnarök, but will slay the serpent in the process. His role as god of thunder and rain has a beneficial side: the same storms that cause destruction also bring needed rain to help crops grow.

Mortals of any non-evil alignment can worship Thor; farmers and other common folk are drawn to him. He functions as a bard 3, druid 10, and fighter 20. He has STR: 25, INT: 20, WIS: 20, DEX: 25, CON: 25, CHA: 24. Clerics whose patron god is Thor will use hammers to the exclusion of all other weapons in combat, and can cast the spell *spiritual hammer* once per day in addition to their normal compliment of spells. They also get a +2 bonus to their saving throws vs. all lightning-based attacks, including blue dragon breath.

Combat: In battle, Thor wields his famous hammer Mjolnir. In addition to being a *hammer +5*, it will do 10d10 h.p. of damage when it strikes, can be thrown unerringly up to 200 yards distant and then return to the god's hand in the same round, and when it strikes there is a clap of thunder that acts as a *power word, stun* spell on all creatures within 30'. At Thor's command, it can shrink to a mere 6" in length, making it easy to conceal. Only creatures with a strength score of 25 can even lift the hammer, and only those with a strength exceeding 25 can wield it as a weapon. Once per day, the hammer can also be used to cast a *resurrection* spell.

Fortunately, Thor possesses a broad belt and a pair of magic iron gloves which, while he is wearing them, increases his strength sufficiently to let him wield Mjollnir.

Thor can only be hurt by weapons of +3 or greater enchantment.

TYR (God of War and Justice) – greater god

Number	Unique
Morale	+15
Hit Dice	18d12 (380 h.p.)
Armor Class	-5
Move	180'/min.
Magic Resistance	E
No. of Attacks	5/2 rounds
Damage	Per weapon type +12
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	20
Alignment	Lawful good
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	60,400 (material form), 604,000 (permanently slain)

General: Tyr is the god responsible for the binding of Fenrir, as he gave his right hand in order to trick the wolf into allowing itself to be bound. Tyr has a reputation for always keeping his word, and is a strong fighter despite his handicap, but is not known for bringing peace or reconciliation between warring parties.

Mortals of any non-chaotic alignment can worship Tyr. Warriors in particular are drawn to him, as are lawyers and lawmakers. He functions as a bard 10, druid 13, paladin 25, fighter 13, savant 10, and thief 15. He has STR: 24, INT: 20, WIS: 20, DEX: 25, CON: 25, CHA: 24. A cleric of Tyr will never break his word, and will die to keep it once given. Needless to say, such oaths are never given lightly. They may take any type of sword as a weapon proficiency.

Combat: Tyr can only be harmed by weapons of +3 or better enchantment, and his sword does 2d10 h.p. when it hits.

Appearance: Tyr looks like a muscular man with blond hair and beard, but he is notably missing his right hand.

ULLR (God of Skiing, Winter, and Archery) – lesser god

Number	Unique
Morale	+10
Hit Dice	19d12 (390 h.p.)
Armor Class	-3
Move	240'/min.
Magic Resistance	H
No. of Attacks	5/2 rounds (sword), 4 (bow)
Damage	Per weapon type
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	24
Alignment	Chaotic neutral
Treasure Type	None
Treasure Value	n/a
Magic Treasure	See below
X.P. Value	40,900 (material form), 409,000 (permanently slain)

General: Ullr is so trusted by Odin that he sometimes takes the Allfather's place as chief of the Aesir when Odin is off wandering. He is the best of all skiers, and as god of winter is immune to any sort of cold or frost-based attacks. He is married to the Jotun-bride Skadi.

Mortals of any alignment may worship Ullr. Many hunters, archers, etc. are drawn to him. He functions as a bard 12, druid 13, ranger 18, illusionist 12, and thief 12. He has STR: 23, INT: 24, WIS: 24, DEX: 24, CON: 25, CHA: 25. His clerics must take the longbow as a weapon proficiency at first level.

Combat: Ullr wields a *two-handed sword +4* that does 2d10 h.p. when it hits, as well as a *long bow +5* that can be fired at any target within visual range with no range penalty, and which always hits its target within one mile. He cannot be wounded by weapons with less than +2 enchantment.

Appearance: Ullr appears as a ruggedly handsome man with black hair and beard.

UTGARD-LOKI ("Master of Illusions") – lesser god

Number	Unique
Morale	+6
Hit Dice	19d12 (390 h.p.)
Armor Class	-8
Move	180'/min.
Magic Resistance	R
No. of Attacks	5/2 rounds
Damage	Per weapon type +10
Defenses	See below
Attacks	See below
Weaknesses	None
Size	Varies
Intelligence	25
Alignment	Chaotic evil
Treasure Type	VII
Treasure Value	10d6x1,000 g.p.
Magic Treasure	1d4 wondrous items (30%), 1d2 weapons (10%), 1 armor (10%), 3d4 potions (25%), 2d6 scrolls (25%)
X.P. Value	88,030 (material form), 880,300 (permanently slain)

General: Utgard-Loki is a prince of the Jotuns, whose castle lies in the outskirts of Jotunheim. It and the approaches to it are invariably clouded in illusions; there is no telling what it really looks like or what the terrain and creatures

surrounding it really are. Even magic such as *true seeing* will not penetrate the illusionary nature of the place. He is fond of testing visitors in ways that they do not know they are being tested, or pitting them in unfair contests against foes they cannot possibly defeat. After all is done, visitors to the castle find themselves standing in the middle of an empty field.

Utgard-Loki functions as a bard 20, fighter 15, illusionist 30, and mountebank 30. He has STR: 22, INT: 25, WIS: 25, DEX: 24, CON: 24, CHA: 25.

Combat: Utgard-Loki rarely fights openly, far preferring to use illusions and deception to deal with enemies. If he is forced into open conflict, he wields a *halberd* +3. Anyone struck by this weapon must make a saving throw vs. spells or be struck blind, permanently. He can *summon* 1d4+2 Jotuns three times per day, all of whom will be maximum level spellcasters (determine type randomly).

Appearance: Utgard-Loki can assume any shape he wishes, at will. He often appears as an older human with white hair and beard, but it is almost certain that this is not his true form, or if he actually has one.

VALKYRIE (“Chooser of the Slain”)

Number	1
Morale	+11
Hit Dice	15d10
Armor Class	-2
Move	150'/min.
Magic Resistance	C
No. of Attacks	2
Damage	Per weapon type +7
Defenses	See below
Attacks	See below
Weaknesses	None
Size	M
Intelligence	17
Alignment	Chaotic neutral
Treasure Type	XI
Treasure Value	2d6x100
Magical Treasure	1 wondrous item (10%)
X.P. Value	4,000 + 20/h.p.

General: The Valkyries are the choosers of the slain, servants of Odin who fly over battlefields *invisibly* on their pegasi to select the bravest and most capable warriors to serve out the afterlife in Asgard, awaiting the coming of Ragnarök. In Valhalla they act as serving girls, giving the heroes pork and mead after a day of fighting after which the fallen are immediately restored to “life.” Valkyries can sense any melee within 1 mile. They are not themselves treated as deities.

Combat: Valkyries fight with weapons. Roll to determine type:

TABLE 88: VALKYRIES' WEAPONS

Die Roll (d%)	Weapon
01-10	<i>Bastard sword +1</i>
11-35	<i>Battle axe +2</i>
36-45	<i>Long bow +1</i>
46-65	<i>Longsword +1</i>
66-80	<i>Short sword +2 and dagger +1</i>
81-00	<i>Spear +2</i>

Their magical weapons lose any bonus when not wielded by a valkyrie. They are also able to become *invisible* at will (along with their mount) and have a strength of 19 (+3 bonus “to hit”, +7 bonus to damage). They fight as 15th level fighters.

Appearance: Valkyries appear as beautiful maidens wearing byrnies and with long blond hair.

Recommended Reading

- Crossley-Holland, David: The Norse Myths
- Ellis-Davidson, H.R.: Gods and Myths of Northern Europe
- Hollander, Lee (tr.): The Poetic Edda
- Lindow, John: Norse Religion: A Guide to Gods, Heroes, Rituals, and Beliefs
- Simek, Rudolf: A Dictionary of Northern Religion
- Sturluson, Snorri: The Prose Edda
- Ibid: Heimskringla

Other Planes and Other Worlds

ADVENTURES DARK AND DEEP™ presupposes the existence of alternate dimensions, other planes, and alien worlds not necessarily connected to our own through “normal” space and time. Some game masters and commercially available campaign settings will have their own systems of planes, worlds, afterlives, etc. If you feel the desire to either tinker with the “default” system you find below, or create your own cosmology from whole cloth, feel free to pick and choose from the information below. It is, however, the default cosmology for the ADVENTURES DARK AND DEEP™ game, and certain spells, magical items, and monsters will refer to elements thereof. If you make changes to the system, be aware that you may need to make changes to those other sections which reference it.

The planes of existence are generally divided into the inner and outer planes. The two are mutually inaccessible except for very specific and rare instances, and the material plane. The material plane gets much of its strategic importance (on a multiversal level) from the fact that from it one can reach both the inner and outer planes.

Occasionally, it may be necessary to determine some plane randomly, whether for a spell, curse, magic item effect, etc. In such cases, the following table may be used (re-roll for any result that does not apply to the situation at hand).

TABLE 89: RANDOM PLANE DETERMINATION

Die Roll (d%)	Plane
1-9	Material plane
10-12	Another world in this material plane
13-14	An alternate material plane
15-19	The ethereal plane
20-21	A demi-plane
22-23	The plane of shadow
24	The negative material plane
25	The positive material plane
26-27	The elemental plane of earth
28-29	The elemental plane of water
30-31	The elemental plane of air
32-33	The elemental plane of fire
34	The meta-elemental plane of ice
35	The meta-elemental plane of smoke
36	The meta-elemental plane of ooze
37	The meta-elemental plane of magma
38	The quasi-elemental plane of lightning
39	The quasi-elemental plane of steam
40	The quasi-elemental plane of radiance
41	The quasi-elemental plane of mineral
42	The quasi-elemental plane of vacuum
43	The quasi-elemental plane of salt
44	The quasi-elemental plane of ash
45	The quasi-elemental plane of dust
46-49	The astral plane

Die Roll (d%)	Plane
50-52	Seven Heavens
53-55	Twin Paradises
56-58	Elysium
59-61	Happy Hunting Grounds
62-64	Olympus
65-67	Gladshiem
68-70	Limbo
71-73	Pandemonium
74-76	The Abyss
77-79	Tarterus
80-82	Hades
83-85	Gehenna
86-88	Nine Hells
89-91	Acheron
92-94	Nirvana
95-97	Arcadia
98-100	Balance

The Material Plane

The material plane is our “normal” plane of existence. It is the dimension in which we live, with its suns, and planets, and moons, and stars. It is home to humans, and elves, and orcs, and so forth. Or is it?

The conventional view of the material plane is that it is the same as what we, in our scientific understanding, refer to as the universe. All the galaxies, stars, and planets make up the material plane. But it need not be so. The material plane could, in your campaign, simply be the Earth itself (or whatever planet your campaign happens to exist on). In fact, it need not be a planet at all; the material plane could be a chunk of soil shaped like a great convex lens, with two sides alternating in light and shadow as the world rotates on its axis, and each side is then presented to the sun. Or it could be cube-shaped. Or just an endless plain, extending into infinity in all directions. It could be an endless expanse of flame, in which crystal spheres containing planets, moons, and suns float, with the flames being sailed by magically-charged craft. The choice is yours. (The same goes for the various inner and outer planes as well; if you want your Hell to be a world with nine continents in a sea of brimstone, so be it!)

The default assumption for the purposes of the game, however, is that the material plane is much like our own universe. Roughly spherical planets orbit around the suns, and moons orbit around the planets. Travel between them may be possible through various technological or magical means; you could, if you desire, have technologically advanced spaceships crash-land on your fantasy world. Or perhaps such visitations happened in the distant past, and a handful of highly technological artifacts survived the centuries to the present day, where they are seen as powerful, if very unusual, magical items.

Whatever its nature as determined by you, the material plane coexists with both the astral and ethereal planes, and it is possible to move from one to the other through magical means.

Alternate Material Planes

The outer and inner planes are strange enough for most people to contemplate. However, there can also be alternate material planes, travel to and from which is a carefully guarded secret, where the very laws of nature and magic are twisted.

For each such plane, the differences between it and the home material plane known to the player characters can be expressed in three ways; physicality, magic, and time.

Physicality describes how “real world” physics, chemistry, and biology work. It can range from the entire plane being a single sentient being, to normally-inanimate objects like buildings and brooms being sentient, to planes where intelligence being restricted to one species (such as humans), to where electricity doesn’t work, to a place where thought itself is impossible.

Magic describes how the place is permeated by magical energy. It can go from a plane where every sentient creature can cast *wishes* to a place where spell memorization is not necessary, to planes where only lower-level spells are to be found, all the way to where no magic at all can operate. High-magic planes can also have mage spells of up to 12th level.

Time describes the relationship between the plane and the home plane of the PCs. It can range from a world with no atmosphere and a surface of molten rock, to a place with a primordial atmosphere of methane and single-celled organisms, all the way to a place which resembles the home plane of the PCs, but several years or centuries in the past or future.

Some alternate material planes can be described as “parallel worlds”. They are universes where the course of history took a different turn. Most will have great similarities to the PCs’ home universe, but with subtle (or not-so-subtle) changes: wars which were won by the “wrong” side, tyrants who were not overthrown in the past, realms swept by plague that should be prospering, etc. It even includes those where evil versions of the player characters, with suitable facial hair, if applicable, exist. Such “mirror versions” of the player characters rarely react well to knowledge of the existence of their good-aligned doubles.

The Ethereal Plane

The ethereal plane co-exists with the material plane, penetrating it throughout its entire existence. In addition, the ethereal plane touches the edges of all of the elemental planes, the various quasi- and meta-elemental planes, as well as the positive and negative energy planes, plus the plane of shadow (collectively known as the Inner Planes, along with the material and ethereal). There are also a number of demi-planes floating like bubbles in the ethereal, which are dealt with separately on p. 70 below.

Ethereal Travel

It should be noted that the physical body (and all its possessions) is actually converted to ethereal matter when the ethereal plane is entered, although many magic items and spells will either not function, or will function differently. While one is in the ethereal plane, one sees the landscape and occupants of the material in hazy and shadowy outline, with a maximum visibility of some 100 yards (infravision will work normally, but ultravision will not work at all). Breathing is normal, but ethereal travelers will require food and drink at only 1/10th the rate of a material body. Eventually the material plane “thins out” along the far edges, leaving nothing but empty space; finally this leads one to the edges of the elemental planes and their ilk.

There is a definite “up” and “down”, although ethereal objects can completely pass through material ones with no ill effect, with the exception of gold, lead, and specially treated gorgon’s blood (for this reason, an alchemist with the correct formula can create a potion which, when mixed with ordinary mortar, will render any surface constructed using that mortar impassable to ethereal creatures; such preparations will cost 10,000 g.p. for enough to construct a 10,000 square foot building, including walls, ceiling, and floor). Travel up, down, and in all other directions is of course possible. Verbal or magical communication between an ethereal being and a non-ethereal one is not possible, nor do weapons or spells work across the boundary between the ethereal and the material planes (unless their descriptions specifically state otherwise).

Movement in the ethereal is much the same as it is in the material plane, but is accomplished entirely by mental effort and is done as quickly as if the

character were unencumbered (regardless of how much he is carrying, or what sort of armor he is wearing). If the character wishes to travel to some other plane that borders the ethereal (one of the elemental or similar planes), the amount of time required depends on its nature.

TABLE 90: ETHEREAL PLANE TRAVEL TIMES

Destination	Time Required
Demi-plane	1d100x10 minutes
Edge of an elemental, demi-, or quasi-elemental plane; negative or positive plane, plane of shadow	1d10x10 hours
Specific location in the material plane	1d10x100 minutes maximum

Ethereal Encounters

There are hazards and creatures within the ethereal plane that may be encountered during travel on the ethereal plane. For every four hours of travel in the ethereal plane, roll 1d20. On a 1, there is a random encounter.

TABLE 91: ETHEREAL ENCOUNTERS

Die Roll (d%)	Encounter
01-05	Ether cyclone
06-50	Ethereal encounter
51-00	Material encounter

Ether cyclone is a particular hazard of the ethereal plane; if it strikes, it can scoop up the ethereal travelers and deposit them far away from their intended destination. There is only a 50% chance that the travelers will have any warning at all, and if so, they will have only 1d6 minutes to prepare themselves.

TABLE 92: THE ETHER CYCLONE

Die Roll (d%)	Ether Cyclone Effect
01-50	The travelers are blown off course, adding 4 hours to their travel time (check for additional encounters as appropriate).
51-75	The travelers are blown into the outer edge of some plane other than the material (determine randomly from among the planes that touch the ethereal).
76-90	The travelers are blown into a distant portion of some plane other than the material (determine randomly from among the planes that touch the ethereal). If they resume the original journey, they must add an additional 5d12 days to the length of the trip.
91-00	The travelers are blown into the astral plane unless they make a saving throw vs. spells (if there is more than one traveler, the one with the lowest level must make the saving throw for the whole group). If the saving throw is successful, the travelers are merely blown into a distant portion of some plane touching upon the ethereal, but must add 10d12 days to the length of their return journey. If the saving throw fails, they are thrown into the astral plane, with silver cords leading back to a random point on the material plane, where their now-comatose bodies await their return!

Ethereal encounter is an encounter with a fellow traveler of the ethereal plane. Consult the appropriate encounter chart from the **ADVENTURES DARK AND DEEP™** Bestiary.

Material encounter is an encounter with some creature on the material plane that the character happens to be passing. Roll normally for the type of terrain being passed through at the time. If it is a creature that can detect ethereal

objects, the encounter should be played out as normal. Otherwise, it can be ignored.

Combat in the Ethereal Plane

Non-magical weapons in the ethereal plane do 0 points of damage, but on a successful hit will add the wielder’s strength and any other bonuses for specialization and the like. Magical weapons do normal damage, but are reduced by one “plus.” Non-magical missiles cannot be fired at longer than short range; any longer and they will simply come to a halt in mid-ether. Non-magical armor has no effect on armor class (i.e., it counts as AC 10). Magical armor will function normally, but will lose one “plus” of bonus to AC. Ethereal travelers can be poisoned, but the poison will only take effect in 10 times the normal time (10 minutes if it is normally instantaneous).

The character’s strength bonus for damage also applies as a bonus to his armor class, and his defensive adjustment bonus is also applied as a damage bonus. Example: A fighter in the ethereal plane with a STR of 17 and a DEX of 16 would get a total of +3 to damage and -3 to armor class.

Because the ethereal plane allows for 360° of movement, attacks can come from above and below as well as front, back, and sides. This means that more creatures can attack a single target, attacks from above and below do not count shield bonuses (although a magical helm will count as a shield against attacks from above), and thieves can attack from below as if they were making backstab attacks. Attacks from below also get a +4 bonus “to hit” as if they were attacks to the rear. 360° combat also allows for more attackers per defender, as shown in Table 16 on p. 10.

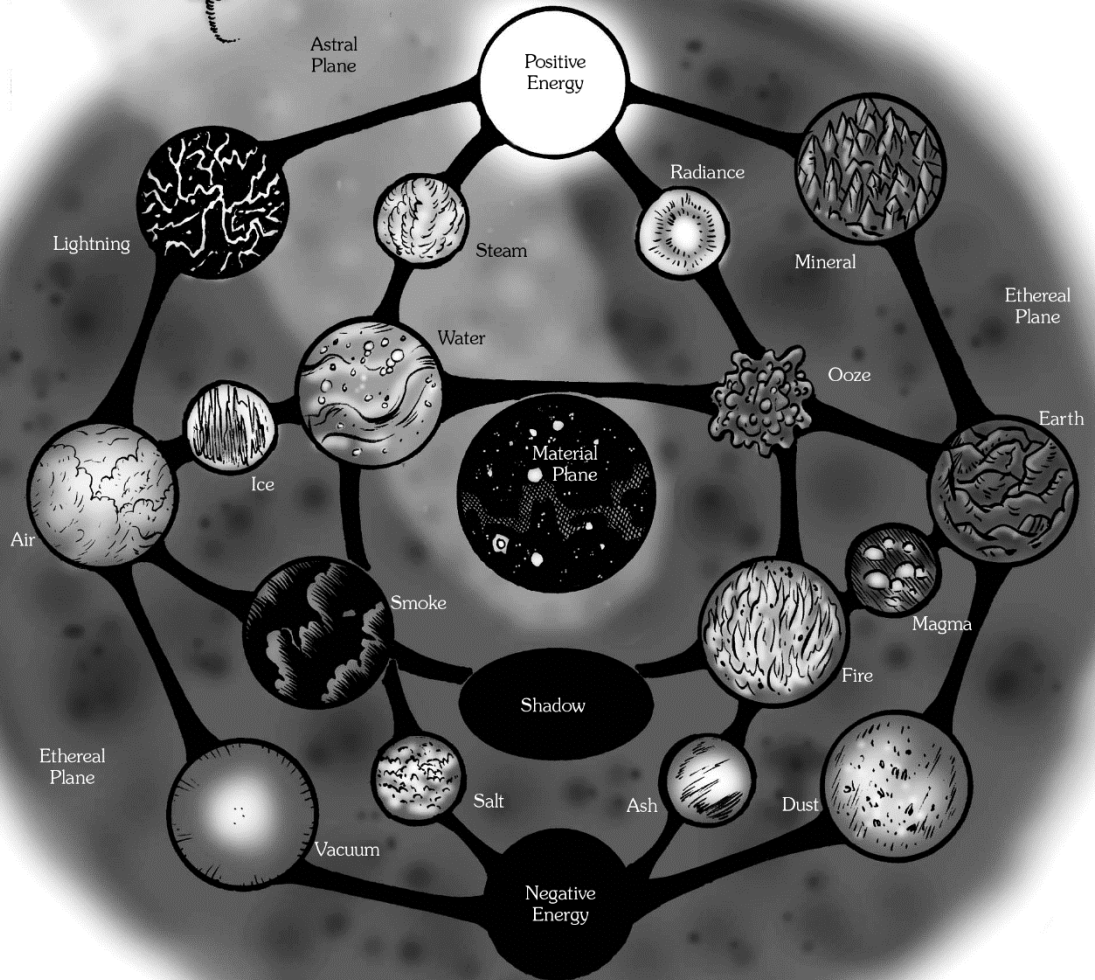
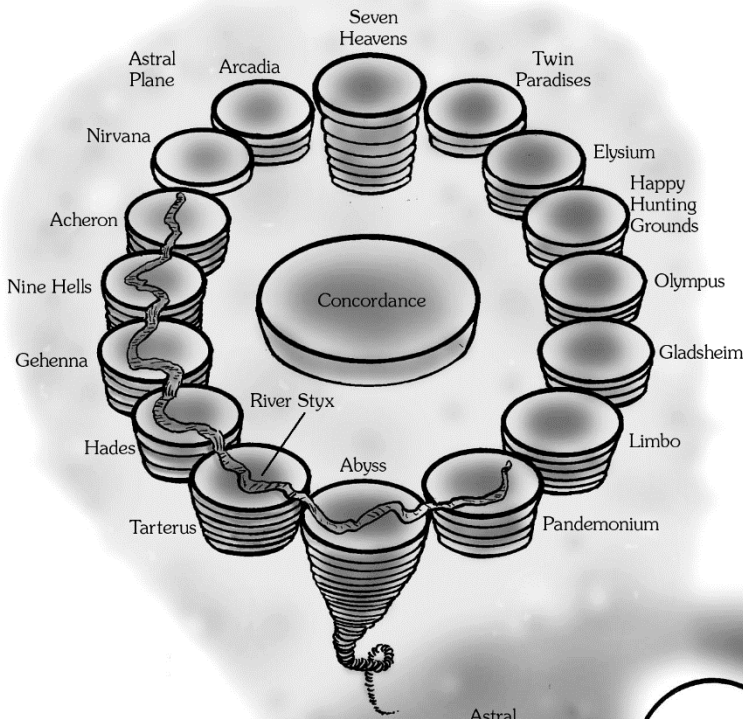
Note that the ethereal plane is not “weightless” in the true sense of the term. It is more properly described as “neutrally buoyant.”

Magic in the Ethereal Plane

Extra-dimensional magic (*bags of holding*, etc.) will function normally in the ethereal plane. The following limitations and alterations to spells (and spell-like effects from magic items and innate creature powers) exist while in the ethereal plane. Any specific exceptions will be noted in the spell (or magic item) description.

- *Abjuration* magic does not function if over 3rd level (clerical) or 4th level (mage).
- *Conjuration/summoning* magic will not summon any creatures from the material, astral, or outer planes.
- *Divination* magic will not work against ethereal targets, but can be cast upon material targets.
- *Enchantment/charm* magic works as it does on the material plane.
- *Evocation/invocation* spells cast by clerics will only function if they worship a deity located on one of the inner planes (including the material and ethereal). Those items created by such magic are made of ethereal matter, and can thus be moved through at will (although those that cause damage will do so normally).
- *Illusion/phantasm* magic will not disappear when the duration of the spell, or the caster’s concentration, ends. Rather, it will gradually fade away in 1 day per level of the spell, becoming less and less distinct as time wears on.
- *Necromantic* magic will function, but any periods of rest required for the full application of the spell will be multiplied by 10.

The Known planes of the multiverse



The Inner Planes

Surrounding the material plane like the segments of a great orange are the elemental and their associated planes.

- The elemental plane of earth
- The elemental plane of air
- The elemental plane of fire
- The elemental plane of water
- The positive energy plane
- The negative energy plane
- The plane of shadow, which is somehow related to both the positive and negative energy planes and touches on the material
- The meta-elemental plane of ice, at the border between air and water
- The meta-elemental plane of smoke, where the planes of air and fire meet
- The meta-elemental plane of ooze, where the edges of the planes of water and earth meet
- The meta-elemental plane of magma, where earth and fire touch one another
- The quasi-elemental plane of lightning, at the border of the planes of air and positive energy
- The quasi-elemental plane of steam, where the positive and water planes intersect
- The quasi-elemental plane of radiance, where positive energy and fire meet
- The quasi-elemental plane of mineral, where positive energy and earth come together
- The quasi-elemental plane of vacuum, where negative energy and air come together
- The quasi-elemental plane of salt, where negative energy meets the plane of water
- The quasi-elemental plane of ash, where negative energy and fire are in contact
- The quasi-elemental plane of dust, where negative energy and earth commingle

Each of these meta- and quasi-elemental planes has its own unique type of elemental creatures, as do the main elemental planes of earth, air, fire, and water. While detailed information on the nature of these planes is beyond the scope of this work, it should be remembered that any elemental or associated plane is dangerous in the extreme, just on account of its nature; even normal breathing is impossible on any but the elemental plane of air. The energy planes will either increase hit points until the character explodes (the positive) or drain them steadily until the character is a lifeless withered husk (the negative). Many sorts of magical gateways to these elemental planes can be found on the material plane, making access to them easy without needing to travel via the ethereal (but for all the ease of doing so, it is no more safe).

Inner Plane Travel

Travel within or between the various elemental planes all but requires a native guide. Guides could be native creatures that happen to be passing by, or can be summoned/conjured (but bear in mind that they will be under no sense of obligation to, or control of, the summoner, while on their native plane, and must be convinced to serve). Elementals of earth will desire gems, those of fire will covet rare wood to burn as fuel, those of air, perfume and incense, and those of water, rare wines, oils, potions, and other liquids. Meta- and quasi-elementals will accept payment similar to those creatures in the adjacent elemental plane. Genies (including djinn, efreet, etc.) will accept more conventional wealth, and the addition of a magic item will inspire them to fight alongside their charges (genie-specific magic inspires even greater devotion, as they greatly prize the return of such items, where they can do the race of genies no more harm). Such payment will usually run approximately 100 g.p.

in value per hour of service. Gallas are an exception; they will require 10 hit dice worth of slain creatures as sacrifices per hour (and the gallu will seek to betray those it is guiding if an opportunity presents itself). *In extremis*, a non-native could transform himself into an elemental through magical means, and be able to navigate that way.

Without a guide, it is impossible to determine one's direction while traveling, unless a particular destination is in sight. Roll randomly every 10 minutes of travel to determine just what direction the traveler is heading. Travelers with guides will find their journey much more direct.

TABLE 93: INNER PLANE TRAVEL TIMES

Destination	Travel Time
Adjacent elemental (etc.) plane	10d10 hours
Specific location on the current plane	10d10x10 hours

Note that travel between non-adjacent planes requires that the intervening planes be traversed, at the above rates. Thus, moving from the plane of water to that of earth would require transit through the meta-elemental plane of ooze.

Visibility depends on the plane being visited. On the energy planes, it is as low as 10', while on the planes of earth/mineral/dust it is nil, unless the character has some means of seeing through solid stone. On the planes of fire/radiance/ash and water/steam/salt, maximum visibility is 120' (and on the former, infravision will only show non-native creatures as slightly cooler than their surroundings). On the planes of air/lightning/vacuum visibility is twice normal, including infravision. Ultravision will not work on any elemental or energy plane.

Inner Plane Encounters

Every four hours, roll 1d10 to determine whether a random encounter has occurred. On a roll of 1, the travelers will have an encounter. Refer to the appropriate section of the **ADVENTURES DARK AND DEEP™** Bestiary to determine the precise nature of the encounter.

Combat in the Inner Planes

Armor functions normally in the elemental and energy planes, as do melee weapons. However, all enchanted armor and weapons lose two "plusses" on the inner planes. Non-magical missile weapons will not function on any of the inner planes; as soon as they leave the grasp of a sentient being, they will immediately stop. Magical missile weapons, on the other hand, will function normally (however, when using a magical bow, for example, to fire non-magical arrows, the bow will function normally but the arrows, being non-magical, will stop as soon as they are loosed).

Because the inner planes allow for 360° of movement, attacks can come from above and below as well as front, back, and sides. This means that more creatures can attack a single target, attacks from above and below do not count shield bonuses (although a magical helm will count as a shield against attacks from above), and thieves can attack from below as if they were making backstab attacks. Attacks from below also get a +4 bonus "to hit" as if they were attacks to the rear. 360° combat also allows for more attackers per defender, as shown in Table 16 on p. 10.

Magic in the Inner Planes

The following limitations and alterations to spells (and spell-like effects from magic items and innate creature powers) exist while in the inner planes. It should be noted that any spell that deals with a specific element (wall of fire, wall of ice, etc.) can, when used on the elemental (including meta- or quasi-elemental) planes, be used to create any sort of element. Thus, on the plane of air, a *wall of fire* spell could be used to create a *wall of air*, with similar properties. This does not apply to the energy planes. Spells that apply to an

entire inner plane (such as *negative plane protection*) can, however, be modified to apply to any of the inner planes. Extra-dimensional magic (*bags of holding*, etc.) will function normally in the inner planes. Any specific exceptions will be noted in the spell (or magic item) description.

- *Abjuration* magic will work normally, with one exception. Spells affecting extra-planar creatures will affect the visitor, but will have no effect on creatures native to that plane. Spells that affect monsters, animals, insects, etc. will be effective against their elemental counterparts.
- *Alteration* magic will function normally, within the limitations of the plane on which it is cast (i.e., a *control weather* spell will only function on planes where there is actually any weather; namely elemental air and lightning).
- *Conjuration/summoning* magic will function, but with some limitations. Only those elemental creatures from the plane the caster is on, or adjacent planes, can be summoned. No control over such elementals is granted, but neither will they necessarily be hostile. Spells which summon monsters, animals, insects, etc. will summon the elemental analogue of those creatures. Any spell that connects to the astral or outer planes will not function.
- *Divination* magic will work normally, except for those spells and devices which rely on contacting a deity or other entity on another plane. In such cases, only beings native to one of the inner planes (or the ethereal) can be contacted.
- *Illusion/phantasm* magic will function normally.
- *Necromantic* magic will operate normally in the elemental and meta-elemental planes (and the plane of shadow). In the energy planes, and the quasi-elemental planes which touch them, the effect will depend on whether the spell is wealful (adds life, hit points, etc.) or woeful (takes away life, hit points, etc.). Wealful spells will heal or restore maximum damage on the positive energy plane, and saving throws will automatically succeed. Woeful spells will not function on the positive plane, and do minimum effect on the positive quasi-planes (including having an automatic saving throw of 2 or above to avoid its effect). On the positive quasi-elemental planes, healing magic will have a maximum effect, and saving throws (including those based on constitution) will automatically succeed. All these effects are reversed for the negative energy plane and the negative quasi-elemental planes.

The Astral Plane

The astral plane permeates the material plane, and it is thus possible for anyone on the material plane to enter the astral. However, when this is done, only a duplicate “astral self” actually travels there, connected to the physical body by a silver cord that is only visible on the astral plane. On the astral plane, travelers are pearlescent outlines, somewhat indistinct, whose silver cord trails behind them for approximately 10’ and then thins to intangibility. The astral plane should be thought of as a bridge between the material and outer planes (Heaven, Hell, the Abyss, etc.). Astral travelers, however, are unable to bring any belongings, with the exception of magical items, with them on their journey (objects enchanted by such spells as *continual light* or *magic aura* will transition to the astral plane with the astral self; temporary magic will snap back to the material plane when the magic expires, and this includes clothing as well as other belongings!). Note that this does not apply to creatures that are native to the astral or the outer planes, just to those from the material plane. It is normally impossible for a creature native to the material plane to enter the astral plane in physical form, although a few magic items can enable this to happen, as indicated in the specific entry for the item in question.

Astral travel has several unique perils, one being the silver cord. The silver cord, which is invisible on the material plane, connects the astral self with the material self. While the astral self is out journeying, the material self remains

in a state of timeless suspension; it does not age, need food, etc. It can, however, be slain by normal means. If at any time the astral self is slain, the silver cord will whip back to the material body, restoring the soul or spirit thereto in 1d10x10 minutes. The material body will be in a coma for 1d4+1 days, after which time a system shock roll must be made. If it succeeds, the traveler will awaken, but will only have 1 h.p., and is treated as if he had been reduced to less than 0 hit points in terms of recovery.

Extremely powerful creatures (deities, mostly) plus the psychic wind (see below) have the ability to actually snap the silver cord. If this happens, both the astral and physical bodies are slain, unrecoverable except by a *wish*.

In addition, psychic travel on the Astral plane (or beyond) leaves the body vulnerable to being possessed by demons or other similar creatures. There is a 1% chance per person per journey of this happening. If it does, the astral self is unable to return to its body until the interloper is driven out or leaves of its own accord.

The astral plane not only co-exists with the material plane, but also touches all of the upper layers of each of the outer planes. It is thus possible to travel to one of the outer planes via the astral; in many instances, that is the only way to get there. Once there, the astral body is reformed into a temporary physical body. It is still bereft of most of its possessions, but it does allow the traveler to journey further into the depths of whatever outer plane is being explored. It is not possible for the same person to have more than one such temporary body at any given time.

Astral Travel

While in the astral plane, the material plane is imperceptible, and all appears as a dark void, shot through with pools and bolts of various radiant colors. There is no gravity, no sense of “up” or “down,” but travelers and objects retain their mass. Breathing is unnecessary while in astral form, and aging does not take place (including any sort of magical aging). Food and drink are unnecessary, and vision extends up to 2,000 yards, with large objects in the astral being visible at considerably larger distances. Infravision will not work in the astral, but ultravision will work at double range.

Travel in the astral is mostly done by mental concentration, although it is possible for a traveler to “kick off” some larger object and move that way; each object moves 10’ per minute in opposite directions, regardless of their relative mass. Movement by mental concentration is much more commonly used, and can move a traveler 10 yards per point of intelligence per minute. As with all movement, groups travel at the rate of speed of their slowest member. Movement to a particular destination will take place at considerably faster speeds due to the plastic nature of the plane itself, but the relative lack of points of reference makes calculating exact velocities impossible. The total travel time will depend on the intended destination.

TABLE 94: ASTRAL PLANE TRAVEL TIMES

Destination	Travel Time
Another plane touching the astral plane	1d6+6 hours
Another part of the astral previously visited by the caster who brought the travelers to the plane	1d4x10 hours
Another part of the astral never before visited by the caster who brought the travelers to the plane	1d10x50 hours

Astral Encounters

For every 4 hours spent in the astral plane, roll 1d10. On a roll of 1, there is an encounter. Roll for type.

TABLE 95: ASTRAL PLANE ENCOUNTERS

Die Roll (d%)	Encounter Type
01-75	Creature (see the ADVENTURES DARK AND DEEP™ Bestiary for details)
76-00	Astral phenomenon (see below)

An **astral phenomenon** is some object or effect that was not anticipated while on the journey to some other place on the astral, and can be as benign as a lump of astral matter or as dire as the dreaded psychic wind. Determine the exact nature of the astral encounter below.

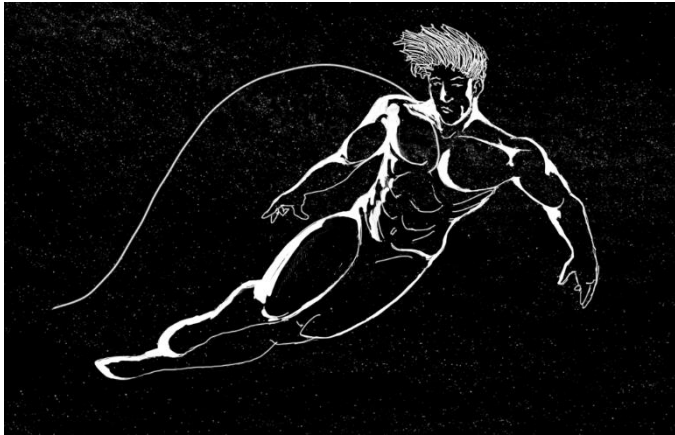


TABLE 96: ASTRAL PHENOMENA

Die Roll (d%)	Astral Phenomenon
01-30	Astral wormhole. Any travelers with an intelligence of 11 or less will be unable to escape its pull and will be transported (one way) to some outer plane. The terminus of the wormhole need not be on the top layer of the plane; these are more or less permanent features that allow instantaneous transportation through the astral from the material plane to some locale in the outer planes. They cannot be used to return to the material, unfortunately, as such would violate the law against having two bodies in a single plane.
31-50	Gate to the top level of some outer plane other than the intended destination (5% chance some creature from that plane is encountered as the travelers pass by, and they can choose to enter the plane, but there is only a 15% chance they can return to the astral from that point).
51-65	Astral island. A large chunk of astral matter that may or may not be inhabited (your choice).
66-80	Elemental pocket. A small sphere of one of the elemental planes (determine which randomly), ripped away by an ether cyclone and deposited in the astral plane. Each is 1d100x10 feet in diameter and otherwise functions as the elemental plane itself.
81-00	Psychic wind (see below).

The psychic wind is one of the most feared phenomena in the astral plane, capable of capriciously landing travelers in some strange plane, or even of snapping the silver cord entirely.

TABLE 97: THE PSYCHIC WIND

Die Roll (d%)	Psychic Wind Effect
01-60	Travelers are slowed by 1d4+2 hours.
61-80	Travelers are blown off course, must take 1d10 days to return to their starting point, then must begin their journey over.
81-95	Travelers hurled into one of the top layers of the outer planes, determined randomly.
96-00	Save vs. spells or the silver cord is snapped. Successful save means the traveler is lost for 4d10 days, at the end of which time they must begin their journey over.

Astral Combat

Any magical bonuses for weapons or armor are reduced by one “plus” on the astral plane. Note that if this reduces armor to a bonus of 0, it does not provide any protection in combat (although it is still enchanted and thus can be taken with the traveler). However, an unarmored traveler in the astral plane is considered to be AC 8, not 10. Other than losing one “plus” of bonus, magical weapons and armor function normally on the astral plane. As noted above, non-magical items of any sort cannot be taken into the astral.

Due to the psychic nature of the astral plane, neither strength nor dexterity provide any bonuses in combat. Rather, intelligence and wisdom, respectively, take their place when determining bonuses to damage, “to hit,” to missile weapon fire, and to armor class. For instance, a character with an intelligence of 17 would get a +1 bonus both “to hit” and to damage scored, while one with a wisdom of 16 would get a +1 reaction/attacking adjustment, and -2 to AC.

Like the ethereal plane, the astral plane allows for 360° of movement, and thus attacks can come from above and below as well as front, back, and sides. This means that more creatures can attack a single target, attacks from above and below do not count shield bonuses (although a magical helm will count as a shield against attacks from above), and thieves can attack from below as if they were making backstab attacks. Attacks from below also get a +4 bonus “to hit” as if they were attacks to the rear. 360° combat also allows for more attackers per defender, as shown in Table 16 on p. 10.

Those not used to firing missile weapons in the weightless expanse of the astral plane will receive a -2 penalty “to hit” for their first 1d4+1 shots. Thereafter, they may fire normally. Long range for all missile weapons is doubled due to the lack of gravity. Note that missile weapons that miss their targets will simply continue on their trajectory until stopped by something (making them difficult, if not impossible, to recover).

Natural healing does not work while on the astral plane, but neither does poison. New diseases cannot be contracted, but travelers already stricken by some disease will continue to exhibit its symptoms.

Magic in the Astral Plane

Remember that no non-magical items can be brought into the astral plane, and this applies to spell components as well. (Although the clever mage will cast a *magic aura* spell on such supplies prior to embarking on the journey.) No magic that relies on the inner or ethereal planes, nor those that deal with extra-dimensional spaces (such as the spell *rope trick* or a *bag of holding*) will function in the astral plane. They may be transported through the astral to some other plane, but not accessed while in it. Any spell that relies on a flat surface for its effect (whether creating a wall of some sort, or in regards to the area of effect) will simply create or affect a sphere with a radius equal to the smallest distance listed for the area.

The following limitations and alterations to spells (and spell-like effects from magic items and innate creature powers) exist while in the astral plane. Any specific exceptions will be noted in the spell (or magic item) description:

- *Abjuration* magic will function normally, but will not affect the fabric of the plane itself, despite its magical nature.
- *Alteration* magic works normally, but care must be taken to ensure that it is being applied properly (i.e., *control weather* would function, but as there is no weather to control, it would not be of great utility).
- *Conjuration/summoning* magic is greatly limited. Clerical/mystic magic greater than 4th level will not function, druid magic greater than 3rd will not function, and mage/illusionist/savant magic greater than 5th level (or cantrips) will simply not work. Remember that creatures from the inner planes (such as elementals) cannot be summoned, and those from the outer planes will not enter a situation which is inimical to them. Regular animals and monsters cannot be summoned. Deities and similarly powerful beings can only be contacted if they make their home in the astral plane itself.
- *Divination* magic will function normally, within the limitations set forth above.
- *Enchantment/charm* magic will function normally, as long as the target is present at the time the magic is activated.
- *Evocation/invocation* magic will generally work normally, with the limitations and notations set forth above. Clerical/mystic spells of this sort will not function unless the worshiper's deity resides on the material, astral, or outer planes.
- *Illusion/phantasm* magic will function normally.
- *Necromantic* magic will function normally (but some spells, such as *raise dead*, will not have any usefulness on the plane, as there are no actual bodies to *raise*).

The Outer Planes

The outer planes are not only home to the various afterlives, and the places where most deities and their attendants tend to make their dwellings (although there are notable exceptions), but each is also a bastion of one of the nine ethical/moral systems known as alignments, plus those planes which represent a gradation or shading between two of the "major" alignments. They can be thought of as ringing the outer edge of the astral plane, with the neutral plane of concordance either below or above (depending on your opinion of neutrality). Each plane also has a number of "levels" or "layers", each of which is an entire plane of existence (and is thus infinite) in its own right; in some cases these layers are ruled by particular deities, demon princes, etc. Bear in mind, however, that only the "top" layer of each plane touches upon the astral plane. There are seventeen total planes numbered among the outer planes, each divided into a number of layers:

- The Seven Heavens (LG) – 7 layers
- The Twin Paradises (L/NG) – 2 layers
- Elysium (NG) – 4 layers
- Happy Hunting Grounds (C/NG) – 3 layers
- Olympus (CG) – 3 layers
- Gladsheim (G/CN) – 3 layers
- Limbo (CN) – 5 layers
- Pandemonium (E/CN) – 4 layers
- The Abyss (CE) – 666 layers
- Tarterus (C/NE) – 6 layers
- Hades (NE) – 3 layers
- Gehenna (L/NE) – 4 layers
- The Nine Hells (LE) – 9 layers
- Acheron (E/LN) – 4 layers
- Nirvana (LN) – 1 layer
- Arcadia (G/LN) – 3 layers
- Concordance (N) – 1 layer

The alignments given in this list are nuanced, so that while both Gehenna and Acheron embrace combinations of law, neutrality, and evil, Gehenna is neutral evil with lawful tendencies, while Acheron would be lawful neutral with evil tendencies. Generally speaking, the alignment of the plane will dictate the alignment of those creatures that dwell upon it. It is not unknown, however, for creatures from adjacent planes to be found in neighboring planes, either as envoys, outcasts, combatants, or even regular inhabitants. For example, Tarterus is known to be a battleground between the daemons of Hades and the demons of the Abyss.

Note that travelers entering one of the outer planes from the astral plane will still have their silver cord connecting their newly-created temporary bodies with their material bodies back home. The cord itself is invisible except to such magical effects as *true sight*. However, if the cord is cut, the character is not slain, but is stranded in whatever plane he finds himself until he can find some other way back to the astral plane, and thence to the material plane where he can be reunited with his body. Remember that magical *gates* and the like will not work for this purpose – no one can have more than one body in the same plane at a time! The character will be instantly aware of the cord being cut, a sure sign that some very powerful inhabitant of the plane knows he is there. Magic items that do not function in the plane will be instantly transported back to the material body lying in stasis (if possible) or lost (if not).

Sages speculate that other types of planes may exist out beyond the astral and the outer planes. Their nature, however, as well as the means by which they may be reached, remain unknown, and their very existence remains unproven.

Optional Alternative Outer Planes Arrangement

Some game masters may feel the list of 17 outer planes to be somewhat daunting and overly complex. Naturally, game masters are both allowed and encouraged to come up with whatever extra-planar system they wish. Here is one alternative, where only those planes associated with one of the main alignment combinations are used, and the concept of layers is removed. For magic items, encounter tables, monsters, etc. that mention the redacted planes, simply move down one on the list above (excluding the plane of Concordance), so that a reference to the Twin Paradises would actually refer to Elysium, Arcadia would actually be Heaven, etc.

Heaven (LG)
 Elysium (NG)
 Olympus (CG)
 Limbo (CN)
 The Abyss (CE)
 Hades (NE)
 Hell (LE)
 Nirvana (LN)
 Concordance (N)

Outer Planes Travel

The outer planes are, physically, not unlike the material plane. They have breathable air (usually), time passes normally, there is weather, etc. Gravity is present but not universal; one can find oneself walking for miles and suddenly "down" is in a different direction. Normal healing will function, and food, drink, and rest are required as normal. This is not to say that the outer planes are necessarily hospitable; regions of some planes will be icy wastes, burning deserts, or worse. Vision is normal, and infravision will function as usual, but ultravision will not function on any of the outer planes due to the lack of ultraviolet light.

As mentioned above, each layer of a given plane is essentially infinite. Within these layers, various deities, pantheons, and other powerful entities establish realms for themselves which they have fashioned over the eons to look and behave according to their will. It is possible, and indeed likely, for these powerful beings to render certain magical devices or spells inoperable within their domains, or cause them to function in ways completely unexpected. These regions are usually home to the various underworlds (or portions of underworlds) that each religion promises to its followers (not that all such afterlives meet their inhabitants' expectations when the time finally comes!) Most planes will have regular landmarks by which conventional navigation can be made, although bear in mind that those planes associated with chaos may not have the most stable terrain in the multiverse...

Moving from one layer of the same plane to another requires that the travelers find a spot where the two layers abut one another. Such zones are varied in the extreme in terms of their appearance; one might be a grove of pleasant flowers, a cave, bridge, path, or even completely invisible, unknown to anyone except those who are already aware of its presence. The barriers separating planar layers are hardly ever straight, and are not ubiquitous; it should not be assumed that there is some continuous border between two layers, which can be crossed at any point along its length. They are more akin to portals than borders. To successfully travel from one layer to another, characters must make a successful wisdom check. Failure indicates the character is stranded in the current layer for 1d12+12 hours. Such points of transit are usually (70%) one-way trips.

Moving from plane to plane is almost always accomplished by use of magical *gates* and the like. There is one exception to this rule, however: the top layers of each plane adjoin the top layers of the neighboring layers in the same way that they adjoin the next layer of their own plane. Thus, it is possible to move from the topmost layer of the Seven Heavens to the topmost layer of the Twin Paradises. Such portals are one-way trips 50% of the time, and are temporary 50% of the time as well. All of the lower planes, stretching from Pandemonium to Acheron, are spanned by the great river Styx, affording a perilous, but at least clearly defined, means of traveling from one such top layer to the next.

The outer planes can be mapped and detailed like any other aspect of the campaign. They are left mostly without details herein to allow the game master to do just that, to suit the needs and tone of his own campaign.

Outer Plane Encounters

While the **ADVENTURES DARK AND DEEP™** Bestiary has encounter tables for the various outer planes, it should be noted that these are only generic in scope, much like those for wilderness and dungeon encounters. When detailing your version and vision of the outer planes, you should tailor these encounter tables to suit your needs.

Combat in the Outer Planes

Enchanted weapons and armor will each lose an additional "plus" when they are brought into an outer plane. If they were brought from the astral plane, this will mean they are at -2. If they came directly from the material plane, they will be at -1. When moving from one plane to another directly, all magical weapons and armor carried by travelers will lose an additional "plus" of enchantment. These plusses can only be restored by returning to the astral plane and then back to one of the outer planes. This does not apply when moving from one layer of a plane to another layer within the same plane. There are no other particular effects on combat as a result of being in one of the outer planes.

Magic in the Outer Planes

Extra-planar magic (such as a *bag of holding*) will function normally in the outer planes. Cantrips will not function at all. Bear in mind that some deities and similarly powerful beings may enact special restrictions or modifications of magic use within their demesnes, as befits their whim and nature. Never forget that the inner planes are inaccessible from the outer planes; spells and magic items that rely on such contact will not function.

The following limitations and alterations to spells (and spell-like effects from magic items and innate creature powers) exist while in the outer planes, and there are specific effects depending on the alignment of the plane one happens to be on, as discussed below. Any specific exceptions will be noted in the spell (or magic item) description.

- *Abjuration* magic will not work if cast by a non-native of the plane on a native. Those spells cast by natives, or against non-natives, will work normally.
- *Alteration* magic will work normally on most planes. However, on planes with chaos as part of their alignment, there is a chance that such magic will be randomly modified:

TABLE 98: ALTERATION MAGIC IN THE PLANES OF CHAOS

Plane	Chance for Alteration Magic Modification
Happy Hunting Grounds, Tarterus	20%
Olympus, The Abyss	40%
Gadsheim, Pandemonium	60%
Limbo	80%

For alteration magic that creates matter, merely the outer form will be changed; the effect will be the same. Thus, a *continual light* spell might create a ball of light of some random color, but it would still function normally. For that magic which alters the form of already-existing matter, the effect must be determined randomly.

TABLE 99: ALTERATION MAGIC IN THE PLANES OF CHAOS

Die Roll (d%)	Alteration Effect
01-10	None; the magic does not work at all
11-30	Target changes outward appearance, but retains the substance and properties (intelligence, powers, etc.) of the original.
31-50	Target is unchanged outwardly, but assumes the substance and properties of the intended new form.
51-70	Target changes outward appearance to match that of some nearby creature or object, but retains its original substance and properties.
71-90	Target changes outward appearance to match that of some nearby creature or object, and gains its powers and abilities.
91-00	Target is changed into something completely unexpected. Be creative; it's chaos!

- *Conjuration/summoning* magic works with restrictions. Only beings native to the plane can be summoned, or creatures from an adjacent outer plane. If a native being is conjured or summoned, it will not be under the control of the summoner in any way. Summoning spells don't summon "analogous" creatures like they do in the elemental planes. Very rare (on the material plane, anyway) spells exist specific to each of the outer planes, for that very purpose. Deities and similar beings are not compelled to answer such conjurings or summonings.
- *Divination* magic will function, but special care must be taken depending on the sort of thing being detected. The outer planes

are inherently magical, so detecting for such is a futile exercise. Similarly, each plane radiates an alignment, so attempting to detect that alignment will only serve to confirm the alignment of the plane itself.

- *Enchantment/charm* magic will function, but bear in mind that magic aimed at a particular type of creature (animal, plant, etc.) will not work on outer plane analogues of such creatures.
- *Evocation/invocation* magic is limited to the plane in which it is cast and those layers immediately adjacent, but deities from neighboring planes cannot be invoked.
- *Illusion/phantasm* magic will function normally in the outer planes.
- *Necromantic* magic originating from any but a creature's home plane will have no effect on it. Each plane has specialized necromantic spells that function similarly to their material counterparts, but which are unique to that plane. Such spells and magic items are rare in the extreme outside the plane itself.

Demi-Planes

Demi-planes are smallish planes ("small" being a relative term; a demi-plane could easily encompass an area the size of a planet, or a small as a single room) that are deliberately created by powerful beings, arch-mages, etc. They can literally have any sort of attributes, terrain, inhabitants, restrictions on magic, etc. that you desire. They are created as bolt-holes, traps, playgrounds, laboratories, resorts, or for just about any other purpose imaginable. They float in the ethereal plane, and can be accessed directly, or through a gate from the material (or any other) plane, at the discretion of the creator. The secret of their creation is a closely-held one, and is unknown to all but the most knowledgeable of wizards and wisest of sages.

A Sample Alternative Cosmology: Other Worlds

Rather than actually being other planes of existence, it is entirely possible to envision the various planes as actual physical planets. While it is true that doing so limits their literally limitless nature, it makes them generally more comprehensible in a campaign setting that is intended to be a bit more grounded in the familiar natural laws that we know (albeit ones that are stretched to the point of allowing the casting of magic spells!).

In such a cosmology, the astral plane is replaced by the aether, which we know as the vacuum of space. While it is entirely possible to travel between worlds through magical *gates* and spells such as *teleport*, it should also be possible to physically travel between planets, and even between solar systems, using magical (or mundane) technology, with aether-traveling vessels moving through space propelled by magical forces, with an envelope of air, gravity, and heat to support life during the journey. The ethereal plane would remain in place, albeit localized to each planet, rather than affording a means of travel between planets/planes.

The former planes, in this conception, are worlds; it is up to you if you prefer to make each plane a solar system, and each "level" a world, or each plane is a world, with each "level" being a continent (or moon!). Perhaps there is a mix of the two. Perhaps each solar system is, in fact, surrounded by a vast crystal sphere, as medieval philosophers once postulated.

Such an arrangement allows you to make the demons and angels aliens, rather than creatures from another plane of existence. It allows for the variation in physical laws due to conditions on different worlds, while still affording the sort of segregation between worlds and planes that the standard cosmology makes plain.

Designing Adventures

The campaign can be said to be a combination of all the adventures that take place within it. The setting is the framework in which all those adventures take place, but it is not, in and of itself, the campaign. Just as it is incumbent upon you, as game master, to design a compelling setting for your players, so too must you design exciting and enjoyable adventures, for those are the meat and drink of the actual sessions in which you and your players get together to enjoy the game and each other's company.

Storyline vs. Sandbox

When role-playing first emerged as a hobby, most games were what are now described as "sandbox style" campaigns. That is, the game master created the campaign milieu as a sandbox in which his players could romp to their heart's content. The sandbox allows for a maximum of player freedom; they can decide that today they want to trek to the other side of the planet, and off they go. Megadungeons (see p. 72) are often seen as a tentpole feature of such campaigns. Often, the sandbox style of play is seen as allowing the players and game master to explore the world together, according to their fancy.

A plot-driven campaign, on the other hand, is focused on a particular story line. Often, this story is an elaborate affair constructed by the game master, and the players are expected to follow the various clues, visit the detailed locales, and eventually the players experience the triumph of fulfilling the quest (or failing valiantly in the attempt).

This does not mean, as is sometimes erroneously assumed, that the sandbox type of campaign has no plot. In fact, it will often have many plots going on at the same time, running inexorably along their course. What distinguishes a sandbox-style game from a plot-driven game is that in a sandbox the players are free to pick up or ignore the various plots that they uncover, as they see fit. In the plot-driven game, there is no game if the players decide to take a course that radically deviates from the plot the game master has devised.

It cannot be stressed enough that neither way of designing a campaign is right or wrong, or better or worse. In such matters of style, it all comes down to personal preference. If the game master and his players simply enjoy the free-wheeling style of a sandbox, or if they love the satisfaction of undertaking a months-long quest with a chance to grab glory at the end, then that style of play is the right one, for them.

Neither style is without its pitfalls, however. The sandbox campaign can, understandably, suffer from a certain lack of connection between the player characters and the campaign setting. Without some sort of meaningful anchor between them, the perils that the players encounter can lack significance unless they are directly aimed at the player characters. And that can get monotonous after a while. Sandbox does not have to equate to rudderless.

The plot-driven game, on the other hand, can fall into the trap of "railroading." Railroading is a term to describe the phenomenon of the game master forcing the players to follow a certain pre-set course of action through heavy-handed tactics that remove even the illusion of choice on their part. In such cases, the game master turns into a narrator, while the players are simply passive participants. Such heavy-handedness is hardly conducive to a game where the player characters are supposed to be central to play.

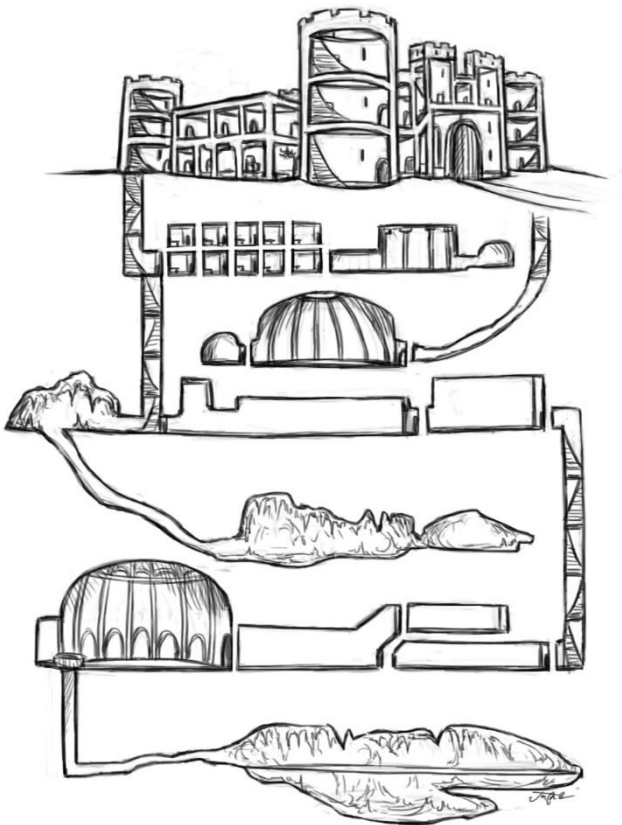
Dungeons

The quintessential setting for the game is the dungeon. Dungeons are typically underground mazes carved deep beneath the living earth, filled with dangerous monsters, deadly traps, insidious tricks and puzzles, and great treasures. The challenge lies for the player characters to enter the dungeon

(sometimes finding it is, itself, part of the challenge), defeat the monsters and traps, and bring back the treasure.

Dungeons can be small or large, depending on your need. A “lair” type dungeon can be one or two rooms, with a bit of passageway in between. Such are usually not worth mapping out unless there is something special (a secret door concealing a treasure-room, for example). Other dungeons can be several dozen rooms, with interconnecting passages, galleries, etc. Such dungeons should definitely be mapped out completely beforehand, and a “dungeon key” prepared that describes the contents of the rooms and corridors. Still others will consist of hundreds or thousands of rooms, caves, tunnels, shafts, and the like, all laid out in loving detail.

The level of realism that is depicted in your dungeon is completely up to you. If you want to have a dungeon with dragons in 20'x20' rooms, feel free. On the other hand, some game masters are more comfortable designing a fully functioning and realistic ecosystem, with sources of food and water, easy entrance and egress for the inhabitants of the dungeon, etc. Again, which way you go in terms of realism is entirely dependent on your personal preferences and the style of play preferred by you and your players.



Set-Piece Encounters

Some dungeons (and, for that matter, wilderness or urban adventures) will feature what are known as “set-piece encounters.” These are encounters that are very well developed, designed to be the centerpiece of the evening (or even the climax of an adventure that has lasted many evenings), with the player characters spending a lot of time either figuring out, or dealing with, the encounter itself. It could be the shrine of some long-forgotten god, whose altar and statue need to be approached with the utmost caution and hold dire consequences for hasty actions. It could be the conclusion of a months-long

series of adventures, with the final confrontation with the evil NPC leader responsible for the devastation the player characters are attempting to stave off (or avenge). It could be an interesting tactical puzzle, with the player characters needing to cross a single 4' wide bridge spanning a deep chasm, guarded by flying creatures backed up by a horde of ogres. The exact nature of the set-piece is mutable, but its defining characteristic is that it is memorable, and requires a lot of thought and action on the part of the player characters. Not every adventure will have such an encounter, nor does every dungeon need one. They should be added sparingly to a campaign, to keep them memorable.

Tricks and Traps

Tricks are features of dungeons designed to confuse explorers and confound mappers. Traps are designed to actually inflict harm. Although these definitions seem rather clear-cut, the line between them is in actuality blurry. Does a trap door that opens up in the floor, depositing explorers two dungeon levels lower than they started, count as a trap or a trick?

The number of tricks and traps available to the game master is literally limitless, and the only brake on them is his imagination. Here are some ideas to spur the imagination:

- Arrows or spears shoot out of the walls
- Blades can slice across corridors (at varying heights, so as not to let demi-humans get off free)
- Caltrops scattered on the floor
- Ceiling block falls
- Ceiling slowly begins to lower, threatening to crush intruders
- Chute drops intruders to a lower level of the dungeon
- Collapsing ceiling
- Conveyor belts move explorers through passages against their will
- Door, when it is opened, falls on those in front of it
- Elevator rooms can move explorers to other levels without their knowing
- False teleporters that go “bam!”, making the party believe they’ve been teleported, when in fact they are still where they were
- Floors collapse when weight is placed on them
- Gas can cause blindness, rust, sleep, slow movement, weakness, fear, etc.
- Giant ball rolls down the corridor, squashing intruders
- Giant ball swings through a doorway on a chain, squishing intruders
- Illusions can cover pits in the floor, side passages, chimneys in the ceiling, etc.
- Moving walls block retreat
- One-way doors prevent retracing the explorers’ steps
- Pit traps can lock, imprisoning the victims within, and/or begin to flood with water
- Sliding rooms or walls can make mapping difficult
- Spikes embedded in the floor; when weight is placed on the floor, the spikes are revealed, impaling the unwary
- Stairs can collapse, or fold down to chutes
- Teleporter fields can make mapping difficult, or bring explorers to portions of the dungeon that cannot otherwise be accessed (or escaped)
- Walls slowly begin to close, threatening to crush intruders

You should also bear in mind that some special features could have different effects when they are activated. For instance, a magical statue could grant a *wish* once, but drain a level the next time it is used. Or a lever that, when pulled, reverses the gender of the puller, permanently, but only works the first time it is pulled.

Megadungeons

Megadungeons are a very special sort of dungeon complex. They are deliberately designed to be so large, so complex, that they can never be truly “cleared out.” There will never come a time when the dungeon is “done” because there is always new construction, always new creatures moving in to occupy areas previously cleared of monstrous inhabitants, and so forth. In such a case, the megadungeon becomes a fixture, a tentpole of the campaign as it were, which the adventurers can go to when they want to take a break from the various plots and other adventures you have devised for them. It is, of course, very possible to create a campaign that consists of a megadungeon, some sort of settlement as a home base for the characters (a place to spend and store their loot, heal their wounds, etc.), and little more.

Megadungeons can have any number of origins. The classic is the castle of the insane wizard, who has filled the dungeon rooms and passages beneath the castle with traps, monsters, and puzzles for his own amusement, to watch those brave enough to venture in, hoping to retrieve the great riches that are also present. But that is hardly the only concept that could work for a megadungeon. Ruined cities, either completely underground or simply isolated in the wilderness, are natural settings for this sort of game. Ancient dwarven mines and fortresses, vast sprawling underground wildernesses (the “underdark”) composed of vast caverns connected by miles of subterranean tunnels. Even less conventional fare is possible, such as enormous ships that are so large it could take days to walk from bow to stern, a single ordinary tree where adventurers are shrunk to infinitesimal size to explore the various chambers, traveling through the vascular cambium into the heartwood in search of lost treasures; anything within the imagination of the game master is possible.

Wilderness Adventures

Wilderness adventures have a very different feel, most of the time, from dungeon adventures. The reason for this is simple: in a dungeon, the choices of movement of the adventuring party are rather limited. Corridors, doors, and rooms give only a few possible directions. In the wilderness, however, the options are far more open and varied. It is possible, of course, to design an “outdoor dungeon” where the options for travel are just as restricted as they would be in an underground labyrinth, but doing so means that, functionally, one is back in a dungeon environment.

In a wilderness, the game master has two choices, neither of which is exclusive of the other. On the one hand, it is possible to map out a suitable region, of a size deemed to be sufficient to cover the adventuring needs of the party, and begin to stock it with creatures and encounters. In this way, when the adventures enter a particular area that the game master has decided is home to some creature, or an ancient ruined shrine, or a tomb, or whatever, the appropriate encounter can take place.

The alternative is to do things randomly. While the overall terrain can (and probably should) be settled, the encounters and specific features within it can be left to the whims of fate. There is a certain liberating factor in doing so, and it can lead to some very interesting situations that might not otherwise have been put together by deliberate planning. In fact, explaining such unexpected features can be half the fun of setting things up this way (and no one says that the players need ever know that you have no idea, going into it, why there is a blue dragon next to a village of gnomes, but they’ll spin themselves in circles trying to figure it out, often doing a lot of your speculative work for you!).

Normally, wilderness maps are done on special hex paper. The reason for this is simple, and ties back to the fact that when wandering overland, there are many other options in terms of direction. It is much easier to calculate distance using a hex map, since the distance between the center of each hex is constant. On a square grid, characters moving diagonally will tend to throw off movement rates, unless you’re willing to invest some time in simple

trigonometry. For those who say that hex movement forces an unnatural “up and down” pattern when moving towards one of the points of the hexes, it should be remembered that the distance between two hexes in such directions is always the same, as well. So moving across the long axis of a hex plus along the side of another hex, is the same as moving through two hexes, when combined.

In the wilderness, roll every 4 hours to see if a random encounter has occurred; there will be such an encounter 1 time in 6. See the **ADVENTURES DARK AND DEEP™** Bestiary for full random encounter tables.

Treasure Maps

The classic wilderness adventure is the treasure map. With X marking the proverbial spot, the intrepid adventurers go off in search of gold and glory, with the map helpfully plotting their way. Such a setup allows the game master to plan some interesting encounters along the way, with a fair idea that the player characters will be following the designated course. Often, such a treasure map can be found in and amongst other treasure recovered by the player characters, enabling the game master to make double duty out of a single treasure hoard; it has the beneficial effect of setting up the next adventure.

If you have time, you may wish to actually create the map itself, and simply hand it to the players. Nothing says that such a map needs to be 100% accurate in the terrain that it depicts, of course; features on the map could have changed since it was made, or it could simply have been inaccurate from the beginning. Such things are rarely made by professional cartographers.

TABLE 100: DISTANCE TO TREASURE ON TREASURE MAP

Die Roll (d%)	Distance to Treasure
01-10	Caves, caverns, or chambers located in the same locale in which the map was found
21-30	Within 1 mile
31-60	1d4+4 miles distant
61-90	1d4x10 miles distant
91-99	5d10x10 miles distant
00	5d10x100 miles distant

Once the distance to the treasure has been determined, you should determine what sort of protection/concealment the treasure has.

TABLE 101: LOCATION OF TREASURE ON TREASURE MAP

Die Roll (d%)	Treasure Location
01-10	Buried
11-20	Underwater (could be a lake, river, etc.)
21-70	In the lair of some monster
71-80	Hidden in some ruins
81-90	Hidden in a crypt
91-00	Hidden in a town (in a rarely-visited attic, under the floorboards of a tavern, etc.)

Finally, you should determine the composition of the treasure. If the treasure map is found in the hoard of some creature, you should use the appropriate treasure type and value for that creature (with the treasure on the map making up 1d20+50% of the value of the treasure). However, sometimes such maps are simply found on their own, and their worth can be determined on the table below. Of course, you can feel free to make whatever sort of treasure hoard you want.

TABLE 102: COMPOSITION OF TREASURE MAP TREASURE

Die Roll (d%)	Treasure Type	Treasure Value (g.p.)	Magic
01-05	No treasure!	Either false map, or hoard already pillaged.	
06-12	XII	1d4x1,000	-
13-21	XII	3d4x1,000	-
22-38	XII	1d6x1,000	-
39-44	XII	3d6x1,000	-
45-54	gems	2d8x1,000	-
55-60	jewelry	2d8x1,000	-
61-64	XI	4d6x1,000	-
65-67	XI	6d6x1,000	-
68-70	XI	6d10x1,000	-
71-75	-	-	1 random item, 4 potions
76-78	-	-	2 random items
79-82	-	-	2 weapons, 1 armor/shield
83-84	-	-	3 random items (re-roll weapons or potions)
85-88	-	-	6 potions, 6 scrolls
89	-	-	2 random items, 1 ring, 1 rod
90	-	-	4 random items, 1 rod
91-92	XII	1d4x1,000	1 random item, 4 potions
93-94	XII	1d6x1,000	1 random item, 4 potions
95-96	XII	4d4x1,000	1 random item, 10 potions, 6 scrolls
97	XII	5d4x1,000	1 random item, 4 potions
98	XII	4d6x1,000	2 random items, 1 ring, 1 rod
99	XI	6d10x1,000	4 random items, 1 rod
00	XI	6d10x1,000	4 random items, 1 rod, 6 potions, 6 scrolls

For treasure type and treasure value, see p. 22. Remember that not all coins are gold pieces!

Urban Adventures

Urban adventures require some preparation on the part of the game master, not because they are any different in terms of structure or plot, but because the urban landscape is in some ways the worst of all worlds. It combines the need for a stock of well-developed encounters like a dungeon environment, with the ability of the player characters to go just about anywhere they want, like a wilderness adventure.

It is, of course, quite possible to lead the characters around with clues from one set encounter to another, and finding the “key” locations and individuals is going to be important to the adventure. But part of the charm and appeal of the urban adventure is the ability of the player characters to just take off and meet new and interesting NPCs, who may or may not have anything to do with the adventure at hand, but who might come to be significant in future adventures and encounters.

The number of people in a given settlement will depend on its type. These are, of course, only guidelines; nothing says that any settlement with the word “town” in the name will automatically change to “city” as soon as it exceeds the given population!

TABLE 103: SETTLEMENTS

Settlement Type	Map Symbol	Population
Dwelling	□	1d12
Thorp	•	2d4x10
Hamlet	◆	1d4x100
Village	▲	1d4+5x100
Town	■	1d6x1,000+500
City	⊙	1d6x10,000

Bear in mind that cities and towns will usually be surrounded by smaller settlements, which are in turn surrounded by individual dwellings, which are the basis of the farms that keep the mostly agrarian medieval society functioning.

Shops and Buildings

Sometimes, the game master is required to come up with a shop or other type of building on the spur of the moment. At such times, or when inspiration is needed in filling out a town or city, the following table may be helpful. Naturally, this is not intended to represent the statistical breakdown of different types of buildings and shops in a typical medieval town, but rather as inspiration. Shops of different types will tend to clump together in districts or on particular streets (“the street of money changers,” and so forth).

TABLE 104: SHOPS AND BUILDINGS

Die Roll (d%)	Shop/Building
01	Accountant
02	Alchemist
03	Antiquarian
04	Apartment building
05	Apothecary
06	Architect
07	Armorer
08	Art dealer
09	Artist
10	Astrologer
11	Baker
12	Bakery
13	Barber / chiurgeon
14	Basket maker
15	Bath house
16	Bawdy house
17	Blacksmith
18	Boarding house
19	Boatwright
20	Book store
21	Bowyer
22	Brewery
23	Brick maker
24	Butcher
25	Cabinet maker
26	Candle and lamp shop
27	Carpenter
28	Carriage maker
29	Cartographer / map seller
30	Cartwright
31	Cheese maker
32	Clothier
33	Coffee house
34	Confectioner
35	Crier
36	Dairy
37	Dance hall
38	Dress maker
39	Engineer
40	Feed and grain
41	Fish monger
42	Fletcher
43	Furrier
44	Gambling hall
45	Gemner
46	Glazier
47	Granary
48	Grocer

Die Roll (d%)	Shop/Building
49	Guard station
50	Guild hall
51	Haberdasher
52	Hair dresser
53	Harness maker
54	Herbalist
55	Horse trader
56	Hostel
57	Ice house
58	Inn
59	Jeweler
60	Junk collector
61	Kennel
62	Laundry
63	Lawyer
64	Leatherworker
65	Limner
66	Locksmith
67	Lumber yard
68	Magical supply shop
69	Mansion
70	Mason
71	Messenger service
72	Miller
73	Money changer
74	Mortician
75	Pawn shop
76	Pet shop
77	Plumber
78	Potter
79	Residence
80	Restaurant
81	Scribe
82	Sculptor
83	Slaughterhouse
84	Soap maker
85	Spice merchant
86	Stable
87	Swordsmith
88	Tailor
89	Tanner
90	Tattoo parlor
91	Tavern
92	Taxidermist
93	Temple
94	Theater
95	Tinker
96	Toy shop
97	Villa
98	Wainwright
99	Warehouse
00	Weapon smith

Inns and Taverns

One of the most popular and iconic settings in any urban area is the tavern or inn. Technically, a tavern serves drinks and food to its patrons, but an inn also has rooms available. These rooms are usually a “common room,” where all the patrons of the inn sleep together in bunks, but with no privacy. Private rooms are certainly available, but at a premium, as listed in the **ADVENTURES DARK AND DEEP™** Players Manual. Aside from drinking and brawling, gambling is a prime pastime at such establishments. In fact, the game master can even turn “a night at the tavern” into an entire game session, as the player characters interact with various interesting NPCs that the game master has

devised, in various bouts of drinking, gambling, and brawling. In between such activities, much characterization can be done, and much advancement of various plots and story lines can be introduced.

For the game master that needs to create the name of an inn or tavern “on the fly” the following tables are presented. First, roll to determine the structure of the name. Then, roll for nouns or adjective as indicated (roll nouns and adjective separately).

TABLE 105: INN/TAVERN NAME STRUCTURE

Die Roll (d%)	Inn/Tavern Name Structure
01-35	Adjective noun
36-80	Noun and/in noun
81-00	Noun

TABLE 106: INN/TAVERN NAME ELEMENTS

Die Roll (d%)	Adjective	Noun
01	Angry	Anchor
02	Astral	Angel
03	Bag o'	Arms
04	Bent	Arrow
05	Black	Axe
06	Blessed	Barley
07	Blind	Beehive
08	Blue	Bell
09	Box o'	Billet
10	Brazen	Bird
11	Broken	Bishop
12	Brown	Boar
13	Copper	Bottle
14	Covered	Boy
15	Crooked	Buck
16	Crown'ed	Bull
17	Damned	Bush
18	Dancing	Castle
19	Dozen	Centipede
20	Drunken	Chimney
21	Eight	Cleaver
22	Elderly	Cock
23	Electrum	Comet
24	Eloquent	Compass
25	Emerald	Crown
26	Ethereal	Cup
27	Fair	Dew
28	Famous	Dog
29	Five	Dolphin
30	Flat	Dragon
31	Flying	Drop
32	Fancy	Duck
33	Four	Duke
34	Friendly	Ear
35	Frosty	Emperor
36	Gentle	Empress
37	Gilded	Exchange
38	Gold	Farmer
39	Gray	Finger
40	Great	Firkin
41	Green	Fisherman
42	Hanged	Fleece
43	Happy	Fox
44	Honest	Girl
45	Howling	Globe
46	Hunting	Goat
47	Jolly	Hag
48	Lusty	Hand

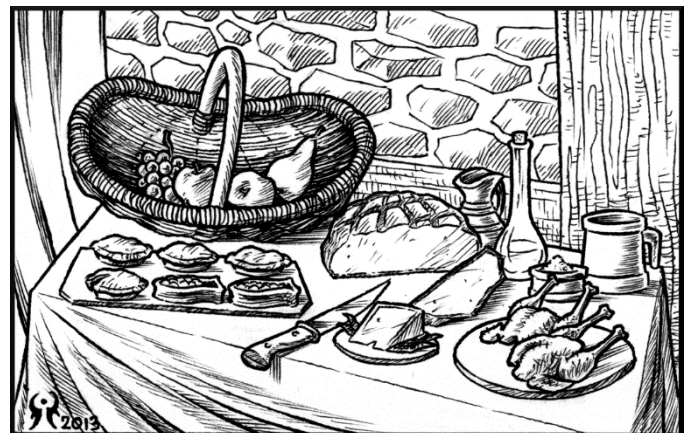
Die Roll (d%)	Adjective	Noun
49	Mad	Harrow
50	Naughty	Hart
51	New	Head
52	Nimble	Host
53	Nine	Hop
54	Noble	Hope
55	Old	Horse
56	Orange	Jester
57	Orphaned	Kettle
58	Pickled	King
59	Platinum	Knight
60	Prancing	Lawyer
61	Purple	Leather
62	Quartered	Lettuce
63	Questing	Library
64	Rampant	Lion
65	Red	Mage
66	Roasted	Maid
67	Round	Mason
68	Royal	Moon
69	Ruby	Mouth
70	Rude	Mug
71	Running	Nag
72	Rutting	Nail
73	Sad	Nowhere
74	Scared	Oak
75	Score o'	Particular
76	Scruffy	Pig
77	Seven	Player
78	Sexy	Plough
79	Silver	Priest
80	Singing	Prince
81	Sinning	Propeller
82	Six	Queen
83	Skipping	Rose
84	Spotted	Shambles
85	Ten	Sheet
86	Thin	Shop
87	Three	Slug
88	Toasted	Soldier
89	Two	Swan
90	Voluptuous	Sword
91	Wet	Table
92	Whining	Tally
93	White	Taxpayer
94	Wicked	Three
95	Winged	Tree
96	Wounded	Turnpike
97	Yellow	Unicorn
98	Yesterday's	Victoria
99	Young	Wagon
100	Yowling	Whistle

Medieval Food and Drink

As your campaign will be set in what is, by definition, a fantasy world, your world is law in regards to what sorts of foods and beverages can be found therein. One quick and simple trick to establishing differentiation between cultures or nations is to vary the cuisine that is served in the inns, restaurants, and taverns in which the player characters find themselves.

Typical medieval foods include the following:

- Blanche porre. Small birds boiled in a pot of onions, leeks, and cloves.
- Braised beef. A huge joint of beef cooked in wine with herbs and root vegetables.
- Braised greens (greens or spinach braised in oil and seasoned with sugar and spices).
- Bread (usually dark, made from barley or rye). White bread was certainly available, but considered a more genteel commodity.
- Capon crowned with eggs. Boneless chicken in sauce, with boiled eggs as garnish.
- Chicken pasties. Chicken and bacon in a pastry.
- Chicken with rice and almonds.
- Civey of hare. A whole hare cut into pieces in a gravy of wine, parsley, cloves, and vinegar.
- Fig cream with raisins.
- Fish (pike, haddock, eel, etc.) served in a variety of sauces. What we would call "sweet and sour" was a popular flavor.
- Fried fig pastries. Ground figs mixed with spices (ginger and cloves), wrapped in pastry and fried.
- Frumenty: A wheat porridge boiled in chicken stock and colored with saffron.
- Girdle breads: Round bread, thin and fried.
- Grilled game bird (pheasant, quail, etc.).
- Grilled steak: Beef or lamb steaks either grilled or roasted on a spit, seasoned with vinegar, wine, and citrus, served kebab-style.
- Letelorye. Custard.
- Mead. Made from fermented honey. A mead with fruit in it is called a melomel.
- Mutton stew: Cooked in chicken stock, with wine and lemon juice.
- Piment. A sweetened spiced wine. Mead with grape juice is also called a pyment.
- Pottage. Any sort of food cooked in a pot, with a consistency of a thick stew or soup. Could range from fruits to peas to hens. Bucknade was a particular type of pottage made with thinly-sliced chicken.
- Pumpes. Meatballs.
- Sops and leeks in wine. "Sops" are pieces of bread that are soaked in the wine.
- Spiced rabbit: Whole pieces of rabbit either fried or roasted in an oven, in a sauce of wine, vinegar, spices, and sugar.
- Tarts (or tartlets, if they are small). Any sort of pastry filled with minced meat such as pork, or boiled fruit.



Gaming

Medieval and renaissance culture had a wide variety of board games, such as chess, backgammon, Nine Men's Morris, Tafl, and Tric-Track. In addition, gambling games extend back into antiquity, with various forms of gambling by dice. Card games existed at least as early as the 14th century, and probably earlier, but the cards were hand-painted, and thus a deck would be worth quite a bit of money; perhaps 10 g.p.

In game terms, gambling is a function of both intelligence and charisma. Intelligence is used to calculate the odds and make wagers accordingly, while charisma is used to judge the opponents and employ what we in the modern world would call "applied psychology" to bluff and bluster one's opponents.

The level of wagering is set at the beginning of the game: 1 s.p., 10 g.p., etc. For each round of gambling, the player must make a successful INT check. If he succeeds, and his opponents fail, he wins the round and the money. If both he and others make their INT checks, the character may choose to make a CHA check. If he succeeds, he wins. If he fails, he will have a -1 penalty on his INT checks when gambling with the same people for the next 1d6 weeks. If he does not opt to make a CHA check, or if both he and one or more of his opponents are successful, roll randomly to see who wins.

Any character with the Swindling secondary skill can "short circuit" the gambling process and simply attempt to cheat. If he is successful, he wins. If he is not, his attempt to cheat will be discovered if he rolled a 20 on his attempt. If that happens, the consequences could be dire.

Running Adventures

What follows are not rules, per se, but rather some bits of advice for game masters both new and experienced.

Clues

Regardless of the type of adventure you intend to run, and regardless of the setting, you will necessarily have access to more information than your players. You will know the intricate details of the relationship between the thieves' guild and the royal court, you'll know that if the characters say "grotto" in the tomb, the secret door to the hidden shrine will appear, and you'll know that if the players turn right off the path at the bare tree that looks like a *feh* rune, they'll find the magic fountain.

But unless you give some sort of clue, your players won't know any of this! All the most imaginative and wondrous NPC back-stories or devilishly intricate encounters won't be worth anything if you keep them to yourself. This doesn't have to be done with overt exposition (although it could), but rather the leaving of subtle clues throughout the game can at least give your players a fighting chance of realizing just how great your game is.

Meta-knowledge

Meta-knowledge refers to knowledge that the players have that their characters do not. While some players will strictly segregate the two, most, being human, will find their characters' decisions being influenced, at least partly, by what they know as players. The game master can use this to his advantage.

For example, if the players come up against a particularly nasty monster that has a key role in the plot the characters are following, the game master might roll some dice immediately before the encounter, make a great show of consulting the random monster tables in the **ADVENTURES DARK AND DEEP™** Bestiary, and then play out the encounter. Even though he knew it was coming all along, and had it planned out in advance, such tactics can throw the players off the trail. If you can get the players to say "It can't have anything to do with the quest; it was just a wandering monster," you've played the gambit correctly.

Or, more subtly, the game master can present what seems to be the climax to a months-long quest as a relative pushover. The Big Bad turns out to go down in just a couple of rounds, and manages to inflict just minor damage on the PCs. The game master puts a look of consternation on his face and mutters about saving throws and missed hits, when all the time that isn't the Big Bad at all, but rather a trick to throw the PCs off the scent. If the characters are supposed to believe it, you need to make the players believe it, too.

The game master can also attempt to jack up the nervousness of the players in some situations by rolling dice for no reason, asking "what's your saving throw vs. magic again?" and so forth. Remember that the characters are only as nervous as the players are. If the players are supposed to be nervous (or misdirected, or whatever), playing a little with the players' expectations and emotions is all part of the game.

Problem Players

It is an unfortunate fact of life that sometimes individuals simply don't fit in with the rest of the group, and as a result tend to be disruptive to the enjoyment of the rest. Of course, such a judgment should not be made hastily; one or two game sessions is usually not enough time to form a coherent impression about a player's playing and interpersonal style. However, sometimes it will simply become apparent that a given player simply doesn't fit in with the rest of the group. As game master, you should not be shy about taking steps to either remedy the situation, or, if reason fails, politely but firmly telling the problem player that he is simply not welcome at your game anymore. It is a natural instinct of people to not want to hurt the feelings of others, but in this case you should consider the sensibilities of the rest of your gaming group, and remove the disruptive influence for the benefit of the rest of the group.

Magic Items

The descriptions that follow, while copious, are only an infinitesimal sample of the possible magic items that could be found in a campaign world. Feel free to use these as samples and examples only, if you wish, and devise new magic items with new and unusual powers, limitations, and side effects, to give to your player characters. Unless otherwise specified, if a magic item is said to be used by (or has an effect on) a given class, it includes sub-classes of that class as well.

Alchemy Jug

The alchemy jug can be used to produce a quantity of various types of liquids. It can only produce one type of liquid in a given day, and can at most produce that liquid 7 times in that day. The quantities that can be produced in any given pour depend on the liquid being produced (the liquid will flow at 2 gallons per minute, regardless of the type of liquid).

TABLE 107: ALCHEMY JUG

Liquid Type	Quantity per Pour
Salt water	16 gallons
Fresh water	8 gallons
Beer	4 gallons
Vinegar	2 gallons
Wine	1 gallon
Ammonia	1 quart
Oil	1 pint
Acid (hydrochloric/nitric mix)	8 oz.
Alcohol	4 oz.
Chlorine	1 oz.
Cyanide	½ oz.

The alchemy jug is worth 3,000 x.p.

Amulet of Inescapable Location

This amulet will double the chances that the wearer will be detected by magical means such as scrying, a *crystal ball*, *telepathy*, etc. Its true effect cannot be determined by magical means; it will appear as an *amulet of proof against detection and location*. It is not worth any x.p.

Amulet of Life Protection

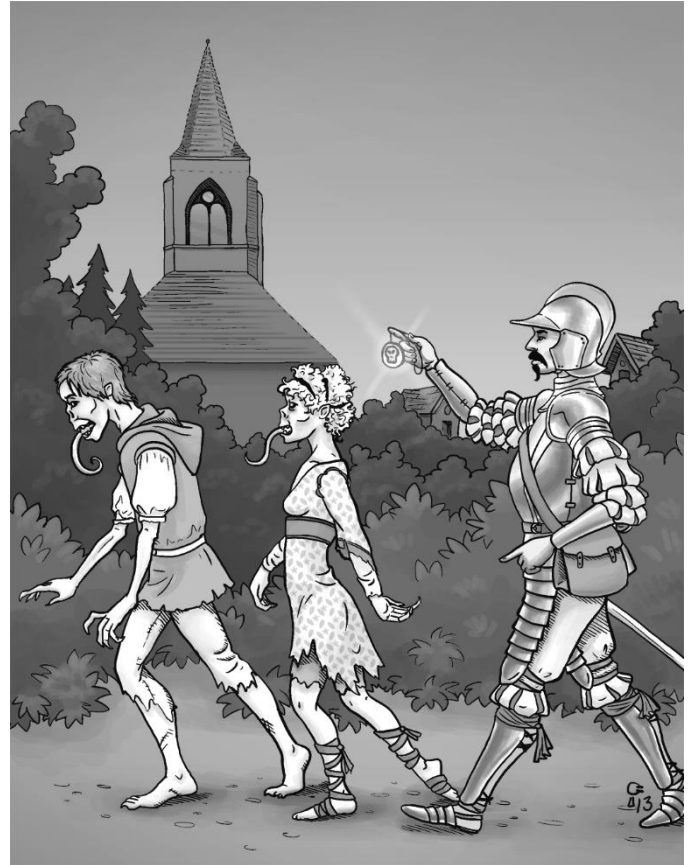
This amulet offers complete immunity from any sort of mental possession (such as the spell *magic jar*, demonic possession, etc.). If the wearer should die, his soul/spirit will be protected in the amulet for 7 full days (during which time attempts to restore the body and thus bring him back to life could be made), after which it will pass on to its appropriate plane for the afterlife. Should the amulet be destroyed during that time, however, any soul within will be destroyed with no hope of resurrection. It is worth 5,000 x.p.

Amulet of the Planes

This amulet allows the wearer to instantly travel to other planes of existence without fear of error. However, the amulet takes a lot of time to get used to (1% cumulative chance per use that the wearer now knows how to control the device, maximum use once per day for purposes of learning to control it). Until it is mastered, refer to Table 89 on p. 61 for the actual destination. It is worth 6,000 x.p.

Amulet of Proof Against Detection and Location

This amulet prevents the wearer from being scried, divined, detected by *clairaudience*, *clairvoyance*, *ESP*, being subject to spells such as *know alignment*, etc. It can usually only be overcome by a being such as a demigod. It is worth 4,000 x.p.



Amulet of Undead Command

This amulet, which most often appears to be a holy symbol of a powerful evil-aligned deity, is a powerful tool to command the undead and creatures from the lower planes. When it is initially worn, it will radiate magic but will not actually function. Once six days have passed, during which the amulet has been continuously worn, however, its magical powers will begin to function. After that time, when presented prominently, it will function as if an evil cleric of the appropriate level were attempting to turn undead, as per the clerical class ability, and will glow infernally as it does so. The exact level of power of the amulet should be determined randomly when the amulet is first discovered:

TABLE 108: AMULET OF UNDEAD COMMAND

Die Roll (d%)	Amulet Turns as a Cleric of Level	X.P. Value
01-30	5	1,000
31-55	6	1,200
56-75	7	1,400
76-90	8	1,600
91-00	9	1,800

It will not function for characters of good alignment. A single day of not being worn will reset the device, requiring a full six days to restore its functioning.

Amulet of Undead Turning

This amulet, which most often appears to be a holy symbol of a powerful good-aligned deity, is a potent tool against the undead and creatures from the lower planes. When it is initially worn, it will radiate magic but will not actually function. Once seven days have passed, during which the amulet has been continuously worn, however, its magical powers will begin to function. After that time, when presented prominently, it will function as if a good cleric of the appropriate level were attempting to turn undead, as per the clerical class ability, and will glow brightly as it does so. The exact level of power of the amulet should be determined randomly when the amulet is first discovered:

TABLE 109: AMULET OF UNDEAD TURNING

Die Roll (d%)	Amulet Turns as a Cleric of Level	X.P. Value
01-30	5	1,000
31-55	6	1,200
56-75	7	1,400
76-90	8	1,600
91-00	9	1,800

It will not function for characters of evil alignment. A single day of not being worn will reset the device, requiring a full seven days to once more restore its functioning.

Apparatus of the Crab

This device appears as a large metal barrel. Close inspection will reveal a hidden catch that opens a hatch on one end. There is room for two normal-sized humans (and enough air for 2-5 hours). Within there are ten levers; experimentation must determine which of the following effects apply to each lever:

TABLE 110: APPARATUS OF THE CRAB

Die Roll (d10)	Effect
1	Extend legs
2	Open/close forward window
3	Open/close side windows
4	Extend pincers and feelers
5	Open/close pincers
6	Move forward (inc. diagonally)
7	Move backward (inc. diagonally)
8	Open/close <i>continual light</i> "eyes"
9	Rise/descend (in water)
10	Open/close top hatch

It can move forward 30' per minute, backwards at twice that speed. The pincers have a range of 4' and will do 2d6 h.p. of damage if they hit (flat 25% chance, -5% for every -1 adjustment to armor class due to dexterity). It can go as deep as 900' in water. It is AC 0 and can withstand 100 h.p. before it springs a leak; 200 h.p. will cause it to completely rupture and become inoperable. It is worth 8,000 x.p.

Armor, Enchanted

Armor of normal type can be enchanted or created with special materials that render it both relatively weightless and of superior protective quality. Both the type and quality of the armor should be randomly determined when it is first found (if necessary).

TABLE 111: ENCHANTED ARMOR TYPE

Die Roll (d%)	Armor Type	X.P. Value
01-05	Cuirass (leather)	100
06-07	Furs	100
08-10	Gambeson	100
11-14	Lamellar (leather)	150
15-20	Ring armor	150
21-27	Brigandine armor	200
28-32	Scale armor (leather)	200
33-36	Lamellar armor (steel)	250
37-42	Cuirass (steel)	250
43-48	Scale armor (steel)	250
49-63	Mail	300
64-85	Plated mail	400
86-98	Plate armor	500
99-00	Jousting plate	750

TABLE 112: ENCHANTED ARMOR QUALITY

Die Roll (d%)	Quality	X.P. Value
01-25	Weightless	n/a
26-54	+1, weightless	+200
55-79	+2, weightless	+1,000
80-89	+3, weightless	+2,000
90-93	+4, weightless	+3,000
94	+5, weightless	+4,000
95	+5, weightless, etherealness	+4,500
96-00	Cursed	0

Weightless armor only weighs as much as normal clothing, and thus has no impact on movement rate. The plus indicates the bonus to the wearer's armor class; thus *ring armor +3* (normally AC 7) would give the wearer an AC of 4. *Etherealness* indicates that, with the utterance of a command word, the armor, the wearer, and his other possessions will become ethereal. If *cursed armor* is indicated, roll on the following table to determine the exact effect. X.P. value is cumulative, except in the instance of *cursed armor*, which is never worth any experience points.

TABLE 113: CURSED ENCHANTED ARMOR

Die Roll (d%)	Curse Effect
01-50	-1
51-75	-2
76-88	-3
89-94	-4
95-00	-5

Cursed armor cannot be removed unless a *remove curse* spell is first cast. Usually, its cursed nature will not be apparent until it is worn in an actual combat situation (mock combat testing will usually not work). If the armor is struck by an opponent with a "natural 20" on a "to hit" die, the armor itself will fall to pieces, removing the curse but leaving the wearer completely unprotected.

Finally, the size of the armor should be determined:

TABLE 114: ENCHANTED ARMOR SIZE

Die Roll (d%)	Armor Sized For
01-65	Human
66-85	Elf
86-95	Dwarf
96-00	Gnome / Halfling

See also: *mail, elfin* (p. 98).

Arrow of Direction

This arrow will look much like any other enchanted arrow, such as an *arrow of slaying*. However, when thrown into the air and a desired object specified, it will point the way to that object. This can be done 7 times per day, as long as all 7 attempts are made within a 70 minute span. The request must consist of two parts. The first must ask a direction: “Where is the nearest/farthest/highest/lowest/northern/southern/east/west”, and so forth. The second must ask for a specific object: “stairway up/stairway down/slope up/slope down/entrance/exit/cave/cavern”, etc. It cannot be used to find specific living creatures, and has a range of 1,000 yards. It is worth 2,500 x.p.

Bag of Devouring

This bag appears as a normal 2’x4’ sack, and will radiate magic if detected for. It weighs 15 lbs. even though it appears empty. When initially inspected, there is a 90% chance that the bag will behave normally, but thereafter there is a 60% chance that any time a limb is put inside the bag (such as a hand stuck inside trying to find some object), it will attempt to devour the whole of the creature to which that limb belongs. It has a base 75% chance of pulling in such creatures, minus 5% for every “plus” of damage adjustment due to strength. The whole process of swallowing its prey takes but 42 seconds (7 segments), and those so devoured cannot be *resurrected*, *raised*, etc. It will otherwise function as a bag of holding, with a capacity of 30 cubic feet, but anything placed within has a 5% cumulative chance per turn of being devoured. All such devoured creatures and items end up in some extra-dimensional space, forever lost. It is not worth any x.p.

Bag of Holding

This bag appears as a normal 2’x4’ sack, and will radiate magic if detected for. Even when apparently empty, it will weigh more than it should, as determined below. In fact, it is a gateway to an extra-dimensional space, the exact dimensions of which vary from bag to bag:

TABLE 115: BAG OF HOLDING

Die Roll (d%)	Bag Weight	Max. Weight Contained	Max. Volume Contained
01-30	15 lbs.	250 lbs.	30 cubic feet
31-70	15 lbs.	500 lbs.	70 cubic feet
71-90	35 lbs.	1,000 lbs.	150 cubic feet
91-00	60 lbs.	1,500 lbs.	250 cubic feet

If the bag’s limits are exceeded, or if sharp objects are placed within (which could pierce the bag’s sides), it will rupture and all its contents will be lost. There is no air within the extra-dimensional space of the *bag of holding*, and thus living creatures cannot be placed safely within. It is worth 5,000 x.p.

Bag of Transmuting

This appears to be a normal 2’x4’ sack, and will radiate magic if detected for. For the first 1d4+1 days, it will function as a normal bag of holding (roll as normal to determine exact dimensions). However, after that time, the magic of the bag will fail catastrophically. All precious metals and gems will be transmuted to base metal and worthless stone. Magic items will lose any enchantment (with the exception of artifacts and relics), etc. Once it fails, and the transmuted contents are removed, the bag itself will rupture, becoming finally useless. It is not worth any x.p.

Bag of Tricks

There are three types of bags of tricks, but each will appear to be a normal 2’x4’ sack, and will radiate magic if detected for. Each type of bag of tricks functions similarly; the holder of the bag reaches in, grabs a small fuzzy ball

from within, and tosses it up to 20’ distant. Once tossed, the ball will grow into an animal of some sort, as indicated below. The game master should only roll once to determine the type of bag that is found, but roll each time a new animal is taken out. The animal will remain and serve the holder of the bag until it is slain or 10 minutes have elapsed, after which it can be ordered to return to the bag. Only 1 animal can be removed at any given time, and up to 10 can be taken in any given week.

First, roll once (when the bag is initially found) to determine type:

TABLE 116: BAG OF TRICKS, TYPE

Die Roll (d%)	Bag Type
01-50	I
51-80	II
81-00	III

Then, roll each time an animal is withdrawn from the bag:

TABLE 117: BAG OF TRICKS, DRAW RESULT

Die Roll (d8)	Type I	Type II	Type III
1	Weasel	Rat	Jackal
2	Skunk	Owl	Eagle
3	Badger	Dog	Baboon
4	Wolf	Goat	Ostrich
5	Lynx, giant	Ram	Leopard
6	Wolverine	Bull	Jaguar
7	Boar	Bear	Buffalo
8	Stag, giant	Lion	Tiger

Each animal is described in the **ADVENTURES DARK AND DEEP™** Bestiary, each will have average hit points or greater. The bag of tricks is worth 2,500 x.p. regardless of type.

Beads of Force

These beads are usually found in groups of 1d4+4. They appear as small black beads or marbles, and feel unusually heavy. When hurled (30’ maximum), each will cause 5d4 h.p. of damage to all creatures within 10’ of the impact area. (Characters able to hurl more than one object per round can do so with the *beads*, subject to the limits of their ability.) In addition, each creature must make a saving throw vs. spell. Success indicates that they are hurled from the blast area. Failure indicates they are encapsulated in a miniature force field identical to that created by a *wall of force* spell. The barrier will last 3d4 minutes, and is completely impervious to magic, breath weapons, missiles, cold, fire, etc. *Dispel magic* will not work against the *sphere of force*, but a *disintegrate* spell will, as will a *rod of cancellation* or *sphere of annihilation* (the *rod* would be completely drained in so doing, and the *sphere* would also suck up any objects weighing less than 10 lbs. that are within 10’). Each bead is worth 200 x.p.

Beaker of Plentiful Potions

The *beaker of plentiful potions* appears as a normal jug, and will radiate magic if detected for. It will produce doses of several of the common types of potions several times per day. The number of potions it is able to produce, and the number of doses of each it can produce per day, is determined randomly when the beaker is found:

Die Roll (d4)	Number of Potion Types	Max Each Potion Type per Week
1	2	3
2	3	2
3	4	1
4	5	1

When the beaker is found, determine which potion types it contains randomly (duplicates as well as baleful results are possible). Each potion the beaker contains can be poured forth but once per day, with a maximum number of pours per week as noted above. Each pour will produce 1d4+1 doses of the potion, and each dose takes 1 round to pour.

One month after being used for the first time, 1 random type of potion will be permanently lost, followed by an additional potion type each month until they are all exhausted and the jug loses its enchantment. It is worth 1,500 x.p.

Blessed Book

This book appears to be an ordinary book some 12"x6"x1", but one of fine manufacture, clad with iron and silver and sporting a formidable lock. One quarter (25%) of the *blessed books* are only 6" high. It is waterproof, and makes saving throws as "leather, book" with a bonus of +3 to all rolls. The enchantment of the book is such that mages and their sub-classes can inscribe up to 45 spell levels within it, regardless of the number of pages such spells would normally take in a spell book. A *blessed book* is never found with spells already inscribed within. It can only be used by mages, and is worth 4,500 x.p.

Boat, Folding

This object will appear as a wooden box some 12" x 6" x 6" in size, and will radiate magic if detected for. Two different command words will cause it to assume two separate forms; the first is a boat some 10' long, 4' wide, and with sides some 2' high. It has a pair of oars, anchor, mast, and small sail, and will hold 3-4 people. The second is a larger ship some 24' long, 8' wide, and 6' high, with a deck, 5 sets of oars, a separate steering oar, anchor, a small cabin amidships, a mast, and sail. This larger form will hold 15 people easily. A third command word will cause either form to transform back to the small box form for ease of transport. It is worth 10,000 x.p.

Book of Holy Benisons

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate both magic and good if detected for. This holy and inspirational work is of value only to clerics of good alignment, although it will have effects on other classes and alignments, as described below. A cleric of good alignment, after reading the *book of holy benisons* for a week, will find their wisdom score permanently increased by 1, and will gain enough experience points to place them midway to the next level of experience. After it has been read, the book will disappear into dust. Only one character can read from it at a time. The same character cannot benefit from another such book in the future.

Those of other classes and alignments who scan its contents will suffer the following effects. Note that a full reading is not required; merely scanning the contents will cause these effects:

- Bards, as well as non-good and non-evil clerics, will lose 20,000 - 80,000 x.p. (2d4x10,000).
- Evil clerics will immediately lose an experience level, being reduced to the minimum number of x.p. for that level. In addition, they must *atone* for their misdeed (suggested atonement is 50% of all treasure gained for the next 1d4+1 adventures).
- Fighters will not be affected. Magic users will permanently lose 1 point of intelligence unless a saving throw vs. magic is made; a successful save indicates that only 2,000 - 20,000 (2d10x1,000) x.p. will be lost.
- Thieves will take 5d6 h.p. of damage and must make a saving throw vs. magic. Failure indicates a permanent loss of 1 point of dexterity, plus an additional 10-60% chance that, if his wisdom

score exceeds 14, he will give up his thieving life and become a cleric of some good-aligned deity.

The book is worth 8,000 x.p. when discovered.

Book of Infinite Spells

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. This enchanted tome will bestow the power to cast spells of various sorts upon the diligent reader. When a non-spell caster first attempts to peruse its contents, he will suffer 5d4 h.p. of damage and be stunned for 50-200 minutes (5d4x10). After he recovers, however, he will be able to read the book without further harm.

Each book of infinite spells will contain 1d8+22 pages. Each page will be of a different type, and the contents of the book should be determined (in secret) by the game master. First, the type of each page is determined randomly:

TABLE 118: BOOK OF INFINITE SPELLS

Die Roll (d%)	Page Type
01-30	Blank
31-49	Clerical spell
50-57	Druid spell
58-65	Mystic spell
66-85	Mage spell
86-92	Illusionist spell
93-00	Savant spell

(Note that the *book of infinite spells* will never contain bard, jester, or mountebank spells.)

Once the page type has been determined, roll for the level of spell that it contains. Roll 1d12 for mage spells, and 1d10 for all others. If a result is rolled that indicates a higher than possible spell level, re-roll using 1d6. Once the spell level has been determined, roll randomly using the spell lists in the **ADVENTURES DARK AND DEEP™** Players Manual to determine the exact spell that is on the page.

The spells in the book are in their specific order, and that cannot be changed by any means whatsoever. Once a page in the book is turned, it vanishes to dust, so those who own such a book are advised to treat its pages very carefully, lest they lose the ability to cast a powerful spell in favor of something of less utility.

Whatever page is at the front of the book, the owner of the book will be able to cast, even if the book is not physically present (it should be safeguarded, however, as an ordinary precaution). The spell will take its normal casting time to cast. There is a chance (and the owner of the book will inherently know this) that casting a spell could result in the page vanishing, to be replaced by the next page (and, naturally, the owner does not know what that next page will contain). The chance depends on the spell being cast, and the nature of the caster:

- Spell-caster casting a spell he could normally cast (by class and level): 10%
- Spell-caster casting a spell he could not normally cast: 20%
- Non-spell-caster casting a cleric/druid/mystic spell: 25%
- Non-spell-caster casting a mage/illusionist/savant spell: 30%

Spells from the *book of infinite spells* cannot be copied into another spell book regardless of type.

When found, the book is worth 9,000 x.p.

Book of Unholy Damnation

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate both magic and evil if detected for. This unholy and disgusting work is of value only to clerics of evil alignment, although others will be affected, as indicated below. A cleric of evil alignment, after reading the *book of unholy damnation* for a week, will find his wisdom score permanently increased by 1, and will gain enough experience points to place him midway to the next level of experience. After it has been read, the book will disappear into dust, and only 1 character can read from it at a time. The same character cannot benefit from another such book in the future.

Those of other classes and alignments who scan its contents will suffer the following effects. Note that a full reading is not required; merely scanning the contents will cause these effects.

- Non-good and non-evil clerics who scan the book will either lose 30,000 - 120,000 (3d4x10,000) experience points immediately, or have their alignment turned to evil (50% chance of either).
- Clerics of good alignment must make a saving throw vs. poison; failure indicates instant death. If they succeed, they must then make a second saving throw vs. magic or become permanently insane plus lose 250,000 x.p., minus 10,000 x.p. for each point of wisdom they possess.
- Any other character of good alignment even touching the book will take 5d6 h.p. of damage, while if they peruse its contents there is an 80% chance that a night hag will pursue the character, seeking his death.
- Characters with neither good nor evil as part of their alignment will take 5d4 h.p. of damage from touching the book, while scanning its contents will require a saving throw vs. poison. Failure indicates their alignment turns to evil.

The book is worth 8,000 x.p. when discovered.

Boots of Dancing

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. Their true nature will not become apparent until the wearer is engaged in melee combat or is fleeing from an enemy, at which time they will begin to dance and cause the wearer to follow along. This will prevent the wearer from attacking, will penalize his armor class by 4, and make all saving throws impossible. The dancing will stop once the danger has passed (but will start up again should combat once more rear its head), but the boots themselves cannot be removed without a *remove curse* spell. They are worth no x.p.

Boots of Elvenkind

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. Once donned, they will allow the wearer to move with absolute silence under most conditions. Even under the worst conditions (dry rustling leaves, a creaky floor, etc.) they will only make noise 5% of the time. They are worth 1,000 x.p.

Boots of Levitation

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. Once worn, they will allow the wearer to levitate (as per the spell) at will, up to 20' per minute. When discovered, the game master should roll to determine their weight limit, 294-580 lbs. (1d20x14+280). They are worth 2,000 x.p.

Boots of the North

These boots allow the wearer to enjoy a variety of different benefits when faced with cold weather and environs.

- Can travel over snow with no slowing of movement, and leaving no tracks
- Can travel over ice at 50% of their normal movement rate (not vertically or up ice-covered slopes, however) and with no chance to slip or fall
- Can endure temperatures up to -50° F wearing only minimal clothing
- Can endure temperatures up to -100° F when dressed in cold-weather gear, with no ill effects

They are worth 1,500 x.p.

Boots of Speed

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. Once donned, they will allow the wearer to run at 240' per minute, carrying up to 200 lbs. For every 10 lbs. over, the speed is reduced by 10' per minute. For every hour of running, the wearer must rest for 1 hour, and up to 8 continuous hours of running are possible (after which the wearer must rest 8 hours). In those combat situations where such running is relevant (not when "in melee", but when charging, etc.), they will grant an armor class bonus of 2. They are worth 2,500 x.p.



Boots of Striding and Springing

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. Once worn, they allow the wearer to stride along at a movement rate of 120' per minute regardless of weight carried. In addition, the boots allow the wearer to "spring" at will; they can jump forward 30', backwards 9', and straight up 15'. This can be used in melee to strike and then spring away before his opponent can retaliate, assuming he has won initiative. Doing so, however, leads to a 20% chance that the wearer will stumble and be stunned for an entire round, minus 3% for each point of dexterity above 12 he possesses. The boots will, regardless, give a bonus of 1 to the wearer's armor class when in melee. They are worth 2,500 x.p.

Boots of Varied Tracks

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. By the utterance of a command word, the wearer can cause the boots to make his

footprints appear as large as an ogre or as small as a gnome, and either bare or booted as desired. Each pair of the boots of varied tracks can also, upon utterance of the appropriate command, make its wearer's footprints appear as any four of the following (roll randomly when the boots are first discovered).

TABLE 119: BOOTS OF VARIED TRACKS

Die Roll (d20)	Tracks Available
1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Fox
8	Giant lynx
9	Giant rat
10	Goat
11	Hill giant
12	Horse
13	Leopard
14	Lion
15	Mule
16	Rabbit
17	Stag
18	Tiger
19	Wolf
20	Wyvern

They are worth 1,500 x.p.

Boots, Winged

These appear as an ordinary set of soft boots, but will radiate magic if detected for, and will contract/expand to fit whatever foot is placed within. When the wearer silently thinks of flying, the boots will sprout wings and take the wearer aloft. The speed and maneuverability of the boots is determined randomly when they are first discovered.

TABLE 120: BOOTS, WINGED

Die Roll (d4)	Maximum Speed	Maneuverability
1	150' per min.	Perfect
2	180' per min.	Good
3	210' per min.	Average
4	240' per min.	Clumsy

The boots will fly for a maximum of 2 hours per day; any longer than that and they will rapidly, but not immediately, slow and descend. Every 12 consecutive hours of non-use will restore 1 hour of flying time. Concentration is not necessary to maintain flight. They are worth 2,000 x.p.

Bowl of Water Elemental Command

This large bowl will be made of blue, green, or turquoise stone, some 12" in diameter and 6" deep, and will appear relatively fragile. It will radiate magic if detected for. When filled with water and after the proper incantation has been said, the bowl will cause a water elemental to appear. The summoner must maintain concentration (any movement or damage of any sort breaks concentration) or the elemental will turn upon him and attack (75% chance) or simply return to its home plane (25% chance). The elemental will be of the 12 hit dice variety, but if saltwater is used to fill the bowl prior to the summoning, it will gain +2 h.p. per die (maximum is still 8 h.p. per die, however). The bowl requires 1 full minute to activate. The bowl can only be used by mages, and is worth 4,000 x.p.

Bowl of Watery Death

This large bowl will be made of blue, green, or turquoise stone, some 12" in diameter and 6" deep, and will appear relatively fragile. It will radiate magic if detected for. If the bowl is filled with water, the mage who did so must make a saving throw vs. spells or be shrunk to miniscule size and dumped in the middle of the bowl, where he will drown in 1d6+2 minutes. Such victims cannot be physically removed from the bowl, and only magic such as *enlarge* spells, etc. will allow him to escape and be restored to his original size. A *potion of growth*, if poured into the bowl, will do the trick, and *sweet water*, if poured into the bowl, will allow the mage a second saving throw. If the bowl is filled with salt water, all saving throws are made with a -2 penalty. It can only be used by mages, and is worth no x.p.

Bracers of Archery

These leather wrist guards will radiate magic if detected for. Any fighter wearing these bracers will be able to use a bow as if they were proficient in its use. (Only those sub-classes of fighter normally able to use bows will be able to invoke their power.) If the wearer is already proficient with the bow, he will receive a bonus of +2 "to hit" and +1 to damage, with the bonuses being cumulative with any others gained due to magic, ability scores, etc. They can only be used by fighters, and are worth 1,000 x.p.

Bracers of Brachiation

These leather wrist guards will radiate magic if detected for. They allow the wearer to swing in the trees from limb to limb as if he were an ape, including swinging from vines, poles, ropes, etc. The speed depends on the density of the trees, from 30' per minute in light woods to 90' per minute in dense jungle or forest. In addition, the wearer can jump forward 30', backwards 9', and straight up 15', as long as the jump ends in the wearer grasping a vine (or something equivalent) or tree limb. They are worth 1,000 x.p.

Bracers of Defense

These leather wrist guards will radiate magic if detected for. If worn, they allow the wearer to block incoming blows and deflect missiles with his wrists, effectively giving him an armor class better than he could otherwise have had. They will not function in conjunction with armor or shields of any type, although they will work along with other magical forms of defense, unless they explicitly state otherwise. The armor class that the bracers grant the wearer should be determined randomly when they are discovered.

TABLE 121: BRACERS OF DEFENSE

Die Roll (d%)	Armor Class	Experience Point Value
01-05	8	500
06-15	7	1,000
16-35	6	1,500
36-50	5	2,000
51-70	4	2,500
71-85	3	3,000
86-00	2	3,500

Bracers of Defenselessness

These leather wrist guards will radiate magic if detected for. If tested in mock combat, they will function as *bracers of defense*. If worn in actual combat, they will reduce the wearer's armor class to 10, and will thereafter not be able to be removed except after a *remove curse* spell has been cast. They are not worth any x.p.

Brazier of Fire Elemental Command

This brass brazier seems to be a normal type of fire-box, but will radiate magic if detected for. If a fire is lit in the brazier and the proper incantation intoned, a fire elemental will appear. The summoner must maintain concentration (any movement or damage of any sort breaks concentration) or the elemental will turn upon him and attack (75% chance) or simply return to its home plane (25% chance). The elemental will be of the 12 hit die type, but if sulfur is added to the fire it will have +1 hit points per hit die (maximum 8 h.p. per die). It takes 1 minute to activate the device. It can only be used by mages, and is worth 4,000 x.p.

Brazier of Sleep Smoke

This brass brazier seems to be a normal type of fire-box, but will radiate magic if detected for. If a fire is lit in the brazier, a cloud of smoke will billow forth and cover an area 10' in radius around the brazier. Any creatures within the smoke must make a saving throw vs. magic or fall into an enchanted sleep that can only be broken by spells such as dispel magic or remove curse. At the same time, an angry fire elemental (12 hit dice) will appear and attack the nearest being. It can only be used by mages, and is not worth any x.p.

Brooch of Shielding

This metal clasp for a cloak or other clothing will be made of silver or gold, but will only rarely (10% chance) be decorated with gems. It will radiate magic if detected for. The brooch will attract *magic missiles* (from the spell or the wand) to itself (rather than the wearer, if he was the target). Up to 101 hit points worth of total *magic missile* damage can be absorbed before it is rendered useless. It is worth 1,000 x.p.

Broom of Animated Attack

This is an ordinary-looking long-handled wooden round broom, but will radiate magic if detected for. If someone attempts to ride the broom (with some likely command word such as "giddyup" or "fly"), the broom will take him aloft, suddenly dump him on his head (stunning him), and then commence to pummel the rider. It is AC 7, has 18 hit points, and gets two attacks per round (using table G); the handle end will do 1d3 h.p. if it hits, while the bristle end will cause blindness for 1 minute. It is not worth any x.p.

Broom of Flying

This is an ordinary-looking long-handled wooden round broom, but will radiate magic if detected for. If "ridden" and the proper command word spoken, the broom will fly into the air. It can travel at 300' per minute carrying 182 lbs., but for every additional 14 lbs. it will fly 10' per minute slower. It can dive and climb at approximately a 30° angle, being of Average maneuverability. The rider need only name a destination for the broom to take him there, and it will come to the owner if the proper command word is spoken within 300'. With practice, the broom can be guided with just the knees, but spell-casting is never allowed when on the *broom*, as it is too unstable (but magic items such as wands could be used while riding it). It is worth 2,000 x.p.

Buckler Wand

This wand has an obvious trigger mechanism on the blunt end. When pressed, the whole thing opens like an umbrella into a small shield with a spike in the center; a *spiked buckler +1*. It can be used by any class except clerics, but if used by a mage, he cannot cast any spells while the wand is in buckler mode, unless he is a multi-classed character otherwise able to use such a shield. It is worth 500 x.p.

Candle of Invocation

Each candle of invocation is attuned to one of the nine alignments (determine randomly, if needed). Burning the candle will act as a *bles* spell for those of the same alignment as the candle (60' range). If burned by a cleric of the same alignment, the candle will increase his level by 2 for the duration that it is burning, allowing for casting of higher-level spells, memorizing additional spells, etc. At the discretion of the person burning the candle, it can also activate a *gate* spell, once again attuned to the same alignment as the candle. Doing so will instantly burn the candle completely. The candle will burn for four hours, but can be blown out or protected as if it were a normal candle. It can only be used by clerics, and is worth 1,000 x.p.

Carpet of Flying

This will appear as an ordinary, if beautiful and well-made, carpet of a size indicated below, and will radiate magic if detected for. At the utterance of the proper command word, the carpet will fly, and obey spoken directions. Regardless of the maximum speed (listed below), the carpet of flying has Average maneuverability. Note that the carpet of flying can hover, and is a very stable platform when aloft. Attempts to add some sort of seat belt or other restraining device will generally ruin the *carpet*. It can be activated as long as it is within voice range. If torn or otherwise damaged, it cannot be repaired by ordinary weaving. The exact type of carpet found should be determined randomly:

TABLE 122: CARPET OF FLYING

Die Roll (d%)	Carpet Size	Persons Carried	Speed
01-20	3' x 5'	1	420' per min.
21-55	4' x 6'	2	360' per min.
56-80	5' x 7'	3	300' per min.
81-00	6' x 9'	4	240' per min.

Regardless of size, the carpet of flying is worth 7,500 x.p.

Censer of Air Elemental Command

This incense holder is made of metal and appears normal, but will radiate magic if detected for. When incense is placed within and the proper incantation spoken, an air elemental will appear. The summoner must maintain concentration (no movement, and damage of any sort breaks concentration) or the elemental will turn upon him and attack (75% chance) or simply return to its home plane (25% chance). The elemental will be of the 12 hit dice variety, but if some sort of beneficially enchanted incense (such as *incense of meditation*) is used to fill the bowl prior to the summoning, it will gain +2 h.p. per die (maximum is still 8 h.p. per die, however). The censer requires 1 full minute to activate. It can only be used by mages, and is worth 4,000 x.p.

Censer of Summoning Hostile Air Elementals

This incense holder is made of metal and appears normal, but will radiate magic if detected for. If incense is burned within it, 1d4 berserk air elementals will appear, one per minute, and will attack any creatures in the area. The censer cannot be stopped until the one who burned the incense, or the air elementals that were summoned, are slain. It can only be used by mages, and is worth no x.p.

Chime of Hunger

This chime appears as a hollow tube made of some silvery-gray metal approximately one foot in length. It will radiate magic if detected for. When struck, it will sound a clear note that will make all creatures within 60' ravenously and uncontrollably hungry. Any creatures with food (such as rations) will immediately begin to devour them, while those without ready food will rush to the point that the chime was sounded and attack and eat any other

creatures there. After eating for 1 minute, and each minute thereafter, each creature is entitled to a saving throw vs. magic. Success indicates that the hunger has been sated and the creature will not need to eat any more. The chime is worth no x.p. when found.

Chime of Interruption

This chime appears as a hollow tube made of some silvery-gray metal approximately one foot in length. It will radiate magic if detected for. When struck, the harmonic resonance of the chime will prevent any spells requiring an incantation to be cast without a successful throw vs. breath weapon on the part of the caster. The range of the effect is 30', and it will last for three minutes. It must be rested for a full seven minutes thereafter before it can be struck again to any effect. It is worth 2,000 x.p.

Chime of Opening

This chime appears as a hollow tube made of some silvery-gray metal approximately one foot in length. It will radiate magic if detected for. When pointed in a particular direction and struck, the resulting vibrations will open any closed doors, lids, locks, etc. It will open *held portals* or those that have been *wizard locked* by any mage less than 15th level. Each sounding will open a single lock, so if the same door is *wizard locked* and locked with a conventional lock, it would take two uses of the chime to completely open. Each sounding takes 1 minute to complete, has a range of 60', and can be thwarted by magical silence of all sorts. Each chime can be struck 20-80 (1d6x10+20) times before it shatters and becomes useless. Some of these devices will actually function as a chime of opening for 1d4 times before its cursed nature takes over. It is worth 3,500 x.p.



Circllet of Domination

The circllet is a silver ring some 6-7" in diameter. When worn on the head, it allows the wearer to dominate the mind of any single creature within 30'. The target must remain in sight at all times, and is entitled to a saving throw vs. spells. Failure means the wearer of the circllet can control the victim's body, making him speak, walk, fight, etc. as the wearer desires. The victim is allowed subsequent saving throws depending on his wisdom score:

Wisdom Score	Make Saving Throw Every...
3-7	Hour
8-14	10 minutes
15-18	Minute
19+	Segment (6 seconds)

In addition, if the victim is forced to do something completely contrary to his nature, suicidal, etc., he is entitled to an immediate saving throw with a +3 bonus. Once a saving throw is successful, the same victim cannot be targeted again for a number of days equal to his wisdom score. It is worth 2,500 x.p.

Cloak of Arachnidia

This cloak looks like any sort of normal woolen, leather, or fur cloak, but does radiate magic if detected for. Once worn, the wearer gains the following powers:

- Climb walls as per the spell *spider climb*
- Cannot be trapped in webs, and base speed 60'/min. when moving through spider webs or webs created by the spell *web*
- Cast double-sized *web* (as per the spell) once per day
- +2 bonus to all saving throws vs. arachnid poison

It is worth 3,000 x.p.

Cloak of the Bat

This cloak looks like any sort of normal woolen, leather, or fur cloak, but does radiate magic if detected for. Once worn, the wearer gains the following powers:

- 90% hide in shadows when stationary
- Ability to hang upside-down from the ceiling
- Fly at 150' per minute (maneuverability good) for 1 hour
- Turn into an ordinary bat for 1 hour
- Functions as a cloak of *protection +2*

Note that all of these functions except the last will only work in a lightless or near-lightless environment. The time limits against flying and turning into a bat are cumulative, and once both or either has been used for 1 hour total, the cloak must be rested for an hour before either can be used again. It is worth 1,500 x.p.

Cloak of Displacement

This cloak looks like any sort of normal woolen, leather, or fur cloak, but does radiate magic if detected for. When worn, it will make the wearer appear to be 1-2' away from where he is actually standing. This will have the effect of making all missile or melee attacks automatically miss the first time (does not apply to multiple attackers unless they are unable to see the first attack), and give the wearer a bonus of +2 to his armor class and all saving throws where aiming would be applicable, such as breath weapons, gaze attacks, etc.). *Cloaks of displacement* are sized for humans and elves, 75% of the time, while the remaining 25% are sized for dwarves, gnomes, and halflings. It is worth 3,000 x.p.

Cloak of Elvenkind

This cloak appears to be an ordinary woolen cloak, but will radiate magic if detected. If worn, it allows the wearer to blend in with his surroundings. When still or moving carefully, the chance that the wearer will be detected depends on his surroundings.

TABLE 123: CLOAK OF ELVENKIND

Terrain	% Chance of Being Detected
Brightly lit room, <i>light</i> or <i>continual light</i> spell	50%
Buildings	10%
If being viewed with <i>infravision</i>	10%
Grass, fields, meadows, etc.	5%
Dim light, torch, lantern	5%
Rocky, scrub, etc.	2%
Light woods, brush, etc.	1%
Heavy woods, brush, etc.	0%

Cloaks of elvenkind will be sized for humans or elves 90% of the time. The remainder will be sized for dwarves, gnomes, and halflings. It is worth 1,000 x.p.

Cloak of the Manta Ray

This cloak appears to be an ordinary leather cloak, but will radiate magic if detected. If worn, and the wearer enters salt water, the cloak will cling to the wearer, making him appear, to all intents and purposes, to be a manta ray (although he can, if he wishes, use his arms and hands). While so transformed, the wearer moves 180' per minute underwater, can breathe the seawater, and can attack with his spiked tail for 1d6 h.p. of damage. His armor class will be a base of 6, adjusted for any magical armor or other protection he might have. It is worth 2,000 x.p.

Cloak of Poisonousness

This cloak appears to be an ordinary cloak of wool or leather, but will radiate magic if detected for. It can be handled without any effect, but once it is donned the wearer will be struck dead by its innately venomous nature. The spell *neutralize poison* has no effect. Once it has done its work, it can only be removed with a *remove curse* spell (which in turn destroys the magical nature of the cloak). Once the cloak has been removed, the victim can be brought back to life by means of a *raise dead* or *resurrection* spell, but with a 10% penalty to the chance of success. It is worth no x.p.

Cloak of Protection

This cloak appears to be an ordinary garment of wool or leather, but will radiate magic if detected for. Once donned, it gives the wearer a bonus to both armor class and all saving throws, depending on the nature of the cloak (which should be rolled randomly when the cloak is first discovered).

TABLE 124: CLOAK OF PROTECTION

Die Roll (d%)	Bonus of Cloak
01-35	+1
36-65	+2
66-85	+3
86-95	+4
96-00	+5

A *cloak of protection* can be worn in conjunction with other sorts of magical protection (except, of course, another *cloak of protection*), but cannot be combined with any form of non-magical armor other than a cuirass. It is worth 1,000 x.p.

Codex of Making Friends and influencing People

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week by a bard, jester, or mountebank, the reader will have the knowledge of special skills in language and persuasion that will allow him to advance automatically

to the middle of his next experience level after a month of practice. The practice must be completed within 3 months of reading, or the knowledge will be lost. After it has been read, the book will disappear into dust, and only 1 character can read from it at a time. Only the classes listed above can benefit from the codex's secrets. The same character can never benefit from the same sort of book again. Any non-thief who reads the book will not comprehend it. Any fighter or cavalier (or sub-class), who reads any portion of it will be stunned for 5d4x10 minutes, take 5d4 h.p. of damage, and lose 4d4x10,000 x.p. if they fail a saving throw vs. spells. It is worth 8,000 x.p. when first discovered.

Cornamuse of the Woodlands

This four-foot long oboe-like instrument will radiate magic if detected for. If played by a bard with a proficiency in cornamuse, he can call forth the following powers once per day.

- *Faerie fire*
- *Entangle*
- *Shillelagh*
- *Speak with animals*

A bard who does not have proficiency in cornamuse will be able to employ these powers only 30% of the time. If he attempts and fails, another attempt cannot be made until the next day. A bard with cornamuse as one of his instruments will be able to use his verbal patter skill with a +20% bonus when using this instrument. Those without cornamuse as an instrument can still use it and will get a +10 bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 1,000 x.p.

Crystal Ball

This appears to be a smooth sphere made out of clear crystal some 6" in diameter, and is often found with a metal or other base of some sort to prevent it from rolling about. It can be used to scry individuals, no matter how far removed from the subject they may be, even if they are on other planes of existence. The chance of successfully scrying depends on how well the user knows the subject to be scried.

TABLE 125: CRYSTAL BALL SCRYING

Known by...	Chance of Scrying	Scrying Duration	Scrying Frequency
Personal knowledge	100% (wait 8 hours before next attempt)	1 hour	Three times per day
Casual acquaintance	85% (wait 12 hours before next attempt)	30 minutes	Twice per day
Picture or personal items (lock of hair, nail clipping, etc.)	50% (wait 24 hours before next attempt)	30 minutes	Once per day
Extensive description or garment	25% (wait 24 hours before next attempt)	15 minutes	Once per day
Vague description	20% (wait 24 hours before next attempt)	15 minutes	Once per day

Note that if the subject is on another plane of existence, there is a 25% penalty on the chance of successfully scrying (with the duration and frequency being similarly decreased).

It is possible that the subject being observed via the *crystal ball* will notice. There is a base 5% chance, plus 1% per level of experience (or hit die), plus a bonus based on intelligence:

TABLE 126: CRYSTAL BALL DETECTION BONUS

Intelligence Score	Scrying Detection Bonus
13	1%
14	3%
15	6%
16	10%
17	15%
18	21%

If the scrying is detected, those being spied upon could cast a *dispel magic* spell on the scryer, which will deactivate the *crystal ball* for a full day.

The following spells can be cast through the crystal ball: *comprehend languages*, *read magic*, *infravision*, and *tongues*. *Detect magic* and *detect evil* (or *good*) can also be cast, but with only a 5% chance of success per level of the caster.

Half of all crystal balls found will have additional powers:

TABLE 127: CRYSTAL BALL ADDITIONAL POWERS

Die Roll (d%)	Additional Power
01-50	None
51-75	<i>Clairaudience</i>
76-90	<i>ESP</i>
91-00	<i>Telepathy</i> (communication only)

All extra powers will function as if cast by a 10th level spell caster, as applicable.

A crystal ball can only be used by mages, and is worth 1,000 x.p.

Crystal Hypnosis Ball

This appears to be a smooth sphere made out of clear crystal some 6" in diameter, and is often found with a metal or other base of some sort to prevent it from rolling about. If used as a regular crystal ball, it will apparently function normally, but will in fact have placed the user under a powerful hypnotic spell, bringing him under the telepathic control of some powerful being such as a lich, arch-devil, or powerful wizard. The user will not realize this, and while the effect will begin subtly, the more the *crystal hypnosis ball* is used, the more profound the control will be. (The process can be slow or quick depending on the needs of the campaign and the desire of the game master.) It can only be used by mages, and is worth no x.p.

Cube of Force

This appears to be a small cube, less than an inch on each side, made of some hard stone, bone, or ivory. By pressing one of its sides, the user is able to bring into being an invisible force field 10' on a side around him. Each side will create a particular type of force field, at the user's discretion:

TABLE 128: CUBE OF FORCE

Face	Keeps out	Max. movement	Charge per 10 minutes
1	Gas, wind	10' per minute	1
2	Inanimate objects	80' per minute	2
3	Living matter	60' per minute	3
4	Magic	40' per minute	4
5	Everything	30' per minute	6
6	Deactivates the cube		

In addition, some spells and other effects will drain more charges than normal:

TABLE 129: CUBE OF FORCE EXTRA CHARGE DRAINING

Effect	Extra Charges to Repel
Boulders, ballista bolts, etc.	1
Hot non-magical fires, <i>wall of fire</i>	2
<i>Fireball</i> , <i>fire storm</i> , <i>flame strike</i>	3
<i>Lightning bolt</i>	4
<i>Phase door</i>	5
<i>Horn of blasting</i>	6
<i>Prismatic spray</i>	7
<i>Meteor swarm</i>	8

The cube of force has 36 charges, which are restored to full each day. It is worth 3,000 x.p.

Cube of Frost Resistance

This appears to be a small cube, less than an inch on each side, made of some hard stone, bone, or ivory. Pressing on a particular one of the sides will activate a force field some 10' on a side. Within the field the air will be maintained at a temperature of no less than 65° F (18° C). This field will prove effective against magical cold effects such as the spell *cone of cold* and the breath of a white dragon. If the field is hit with 50 h.p. of cold damage in any given minute, it will collapse for an hour. If it absorbs 100 h.p. of cold damage in a minute, it will be destroyed forever. Note that the normal damage accrued for exposure to sub-freezing temperature will apply to the cube; see p. 10 for details; thus a *cube of frost resistance* could only sustain 46 h.p. of damage before being deactivated, if the air temperature were 15° below zero. It is worth 2,000 x.p.

Cubic Gate

This appears to be a small cube, less than an inch on each side, made of some hard stone, bone, or ivory. Each side is keyed to a particular plane of existence, and one side will always be keyed to the material plane. The game master may select which other planes are activated, or may determine such randomly, using Table 89: Random Plane Determination on p. 61, if desired. Pressing on a side of the cube will activate a *gate* to the appropriate plane, and there is a 10% chance per 10 minutes that some creature native to that plane will emerge from the *gate*. If the same side is pressed again, the gate will become a vortex, and the holder of the cube, as well as all creatures within 5', will be sucked into the vortex and deposited on the appropriate plane. No more than one *gate* or vortex can be opened at any given time, and the device may be temporarily deactivated by selecting the plane upon which it already exists. It is worth 5,000 x.p.

Cyclone Spitzhut

This appears as a pointed hat typical of the sort worn by some wizards, and will radiate magic if detected for. If a mage takes the *cyclone spitzhut* and sets it to spinning on its pointed end, an enchanted whirlwind will appear in 1d4x6 seconds, moving in a straight line that the mage originally designated when the hat was activated. It will move forward at a speed of 180' per minute, and is 5' wide at the base, 15' wide at the top, with a maximum height of 45' (it will be smaller in height if activated indoors or underground, assuming the ceiling is less than 45' high). It will remain in effect for 1 minute, and will be dissipated by some solid object such as a wall, building, copse of trees, etc. Any creature of 2 hit dice or less caught in the path of the whirlwind will be slain automatically. Other creatures will take 4d4 h.p. of damage. Those within 5' of the hat when the whirlwind is first formed will take 2d4 h.p. of damage. It is not reusable, can only be used by mages, and is worth 300 x.p.

Dart of the Hornets' Nest

This appears to be a normal dart, but will radiate magic if detected for. When thrown at a foe, it will magically divide in mid-air, turning into a large number

of magical darts, accompanied by a loud buzzing sound like a swarm of angered hornets. When the dart is thrown, roll percentile dice to determine its exact effect.

TABLE 130: DART OF THE HORNETS' NEST

Die Roll (d%)	"To Hit" Bonus	Number of Darts
01-40	+1	5d4
41-70	+2	4d4
71-90	+3	3d4
91-00	+4	2d4

The dart is not reusable. When thrown, it is treated as a normal dart (in terms of weapon speed, range, etc.). It is worth 750 x.p.

Decanter of Endless Water

This appears to be a metal jug with a stopper, but will radiate magic if detected for. When the stopper is removed and one of three command words is spoken, it will produce a stream of water of varying size and volume. The stream will produce 1 gallon of water per minute. The fountain will create a 5' stream of 5 gallons per minute. The geyser will create a stream some 20' long and 30 gallons per round, with such force that the holder of the decanter must brace himself or be bowled over. The geyser is also strong enough to kill small creatures such as mice, bugs, etc. Repeating the command word will shut off the stream. It is worth 1,000 x.p.

Deck of Illusions

This appears to be a set of playing cards, similar to those used either for fortune telling or gambling, found in a box of wood or ivory. When a card is drawn (randomly) from the deck and hurled on the ground, a complete illusion of the appropriate figure will appear under the control of the owner of the deck. The nature of the illusion depends on the card drawn (the game master is encouraged to have an ordinary deck of cards at hand, remove the appropriate cards, and have the player actually draw a card).

TABLE 131: DECK OF ILLUSIONS

Card Drawn	Illusion
A ♠	Red dragon
K ♠	Fighter and 4 warriors
Q ♠	Succubus
J ♠	Druid
10 ♠	Cloud giant
9 ♠	Ettin
8 ♠	Bugbear
2 ♠	Goblin
A ♣	Beholder
K ♣	Mage and apprentice
Q ♣	Night hag
J ♣	Bard
10 ♣	Fire giant
9 ♣	Ogre mage
8 ♣	Gnoll
2 ♣	Kobold
A ♥	Lich
K ♥	Cleric and two assistants
Q ♥	Medusa
J ♥	Monk
10 ♥	Frost giant
9 ♥	Troll
8 ♥	Hobgoblin
2 ♥	Goblin
A ♦	Iron golem
K ♦	Thief and three henchmen
Q ♦	Erinyes

Card Drawn	Illusion
J ♦	Bard
10 ♦	Hill giant
9 ♦	Ogre
8 ♦	Orc
2 ♦	Kobold
Joker (x2)	The owner of the deck

The illusion will not travel farther than 30' from the card. The illusion lasts until dispelled, or the card is picked up from the ground, at which time it will immediately become blank and worthless (with the illusion disappearing instantly). The deck is worth 1,500 x.p.



Deck of Many Things

This appears to be a set of playing cards, similar to those used either for fortune-telling or gambling, found in a box of wood or ivory. It will either have 13 (75% chance) or 22 (25% chance) cards. However, it is in fact a powerful magical item. When the possessor of the *deck of many things* wishes to draw one or more cards, he must announce how many will be drawn, from one to four. The number to be drawn must be announced prior to the first card being drawn. After each card is drawn it is replaced in the deck, with the exception of the jester and fool, which are discarded. You may wish to have your players actually draw cards (associating some of the cards from a deck of playing cards or a Tarot deck with the cards in the *deck of many things*), or you could purchase or construct your own deck. Of course, simply determining the cards drawn randomly is an acceptable alternative.

TABLE 132: DECK OF MANY THINGS

Card	Effect
Sun	You gain 1 random beneficial magic item plus 50,000 x.p.
Moon	Gain 1d4 <i>wishes</i> , all of which must be used within 10 minutes per <i>wish</i> granted.
Star	Your prime requisite ability score is increased by 2 (maximum 18; if you would exceed this maximum, increase constitution, charisma, wisdom, dexterity, intelligence, and strength, in that order).
Throne	Your charisma increases to 18, and you are now the owner of a small castle. If charisma is already 18, you gain a 25% reaction bonus.
Key	You gain a randomly-determined enchanted weapon plus a map to a treasure.
Knight	A 4th level fighter becomes your loyal henchman (+1 on each ability score rolled, max. 18).
Void	Your soul is torn from your body and imprisoned on a distant plane. Your body is alive, but comatose.
Flames	A greater devil now holds a grudge against you.

Card	Effect
Skull	A minor death (see ADVENTURES DARK AND DEEP™ Bestiary for details) attacks. If anyone comes to your aid, each must fight their own minor death.
Ruin	All your wealth and possessions are lost.
Medusa	All saving throws vs. petrification are made at -3.
Rogue	You are secretly betrayed by one of your henchmen (if any; if not, some powerful NPC will be suddenly hostile).
Jester	Your choice; gain 2 more draws from the deck or 10,000 x.p. instantly.

If the 22 card deck is found, the following cards are also to be found within it:

Card	Effect
Comet	If you personally and single-handedly defeat the next monster(s) you meet, you automatically get to your next level of experience.
Gem	You gain either 20 pieces of jewelry or 50 gems (your choice, value determined randomly with jewelry being gold and gems, and gems being 1,000 g.p. base value)
Talons	You lose all of your magical items instantly.
Balance	You must change alignment; if you choose not to, you will be judged (harshly) on how well you have followed your chosen alignment. Failure means destruction.
Fool	You lose 10,000 x.p. and must draw another card.
Vizier	You will automatically know the answer to a puzzle, question, or choice you face. You choose when.
Idiot	You lose 1d4 points of intelligence immediately, and may draw another card if you choose.
Fates	You can “rewind” and avoid any single situation. Others with you must still face the situation, however.
Donjon	You suffer <i>imprisonment</i> (as per the spell).

The deck will disappear instantly once the last card (of the announced number of cards) is drawn, or immediately after the void or donjon is drawn.

The *deck* is worth no x.p., save those bestowed by the drawn cards themselves (if any).

Doleful and Bright Candelabra

This appears to be a two-branched candelabra (also known as a dicerion), with two intertwined branches of glittering silver and dull black metal. It will radiate magic if detected for. When properly-prepared candles are placed in the candle holders, the powers of the dicerion can be activated. (The candles themselves must be of purest wax mixed with powdered obsidian and crystal, *consecrated* (using the *ceremony* spell) and *blessed*.)

If such candles are placed in both arms and lit, any cleric holding the dicerion will be able to see in both utter darkness and glaring brightness as if it were ordinary daylight. On command, all shadows (not the creature) will be dispelled from a 30' radius, but the special vision power of the dicerion will be cancelled.

If a special candle is placed in the dark branch of the candlestick and lit, a sphere of *darkness* in a 15' radius will surround the cleric holding the dicerion, but he himself will be able to see normally. If the cleric is struck by magical *light* while thus empowered, he will be struck blind for 1d4 minutes. An unlit special candle must still be placed in the bright branch.

If the special candle is placed in the light branch of the candlestick and lit, a globe of blinding light will appear around the cleric holding the dicerion, again in a 15' radius, and the cleric will be able to see normally. Evil creatures looking at the sphere of light will be blinded for 2d4 minutes, while others will be blinded for 1d4 minutes. If magical *darkness* is cast on the cleric while the

power is in effect, he will be blinded for 1d4 minutes. An unlit special candle must still be placed in the dark branch.

The candles will normally last 1d8+8x10 (90-160) minutes, but only 1d4+4x10 if the candle is lit while the holder of the dicerion is walking. It can only be used by clerics, and is worth 2,500 x.p.

Drum of Deafening

This appears as an ordinary kettle drum approximately 1 ½' in diameter, but will radiate magic if detected for. If struck, it will cause permanent deafness to all creatures within 70'. A *heal* spell will restore hearing. In addition, those within 10' of the drum will be stunned for 2d4 minutes. Note that the striker of the drum will be affected. It is worth no x.p.

Drum of Panic

This appears as an ordinary kettle drum approximately 1 ½' in diameter, but will radiate magic if detected for. If struck, all creatures from 20'-120' must make a saving throw vs. spell or flee in blind panic for 10 minutes. Every 10 minutes, another saving throw is allowed to stop flight. After the saving throw has finally been made, those who had fled in panic must rest for 3 minutes for every 10 they had been fleeing. Creatures with an intelligence of 2 have a -2 penalty to their saving throw; creatures with an intelligence of 1 have a -4 penalty. The drum is worth 6,500 x.p.

Dulcimer of Defense

This stringed instrument, played with a pair of strikers, will radiate magic if detected for. If played by a bard with a proficiency in dulcimer, he will be able to call forth the following powers once per day:

- *Barkskin*
- *Cure light wounds*
- *Obscurement*

A bard who does not have proficiency in dulcimer will be able to employ these powers only 30% of the time. If he attempts and fails, another attempt cannot be made until the next day. A bard with dulcimer as one of his instruments will be able to use his verbal patter skill with a +20% bonus when using this instrument. Those without dulcimer as an instrument can still use it and will get a +10 bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 2,000 x.p.

Dust of Appearance

This will be found as a set of 2d6 small silk packets or hollow bone tubes (50% chance of either), within which is a very fine and light metallic powder. If found in a packet, the *dust* can be hurled into the air to cover an area some 10' in radius around the user. If found in a hollow bone tube, the *dust* can be blown out in a cone some 20' long and 15' wide at the base. When dispersed into the air, it will coat everything in the area of effect, causing invisible, ethereal, and astral objects to become visible. Some illusions and other insubstantial visions will be revealed for what they are by the fact that the dust can not coat them. It will also render useless magical items such as a *cloak of displacement*, *cloak of elvenkind*, or a *robe of blending*. The effect will last for 20-200 minutes (2d10x10). It is worth 1,000 x.p.

Dust of Disappearance

This will be found as a set of 2d6 small silk packets or hollow bone tubes (50% chance of either), within which is a very fine and light metallic powder. If found in a packet, the *dust* can be hurled into the air to cover an area some 10' in radius around the user. If found in a hollow bone tube, the dust can be blown out in a cone some 20' long and 15' wide at the base. When dispersed into

the air, the dust will become nearly completely undetectable (normal sight, infravision, ultravision, etc.). Creatures so obscured can attack while invisible (with the normal bonuses for doing so; automatic surprise and a +4 bonus to armor class). *Detect invisibility* will not work against it, but *dust of appearance* will cancel out the effect. It will last for 20-200 minutes (2d10x10) if simply used over an area, but it can be sprinkled on a specific object and will then last for 110-200 minutes (1d10+10x10). It is worth 2,000 x.p.

Dust of Dryness

This will appear to be a pouch of very fine powder (it contains 1d10+10 pinches of dust), and will radiate magic if detected for. Each pinch of dust will, if sprinkled onto water (including salt, stagnant, etc.), soak up 1 cubic yard of liquid, becoming a small marble-sized pellet. If the pellet is thrown on the ground with force, it will burst open, releasing the same amount of water that formed it. If the dust is used against a creature formed of water (such as a water elemental, water verm, etc.), the creature must make a saving throw vs. magic. Success indicates the being takes 6d6 h.p. of damage, failure indicates the creature is destroyed. A pouch of the dust is worth 1,000 x.p.

Dust of Illusion

This will appear to be a pouch of very fine powder (it contains 1d10+10 pinches of dust), and will radiate magic if detected for. Each pinch of dust will, if sprinkled on some object or creature, cause the subject to take on the form of something else for 1d6+6 hours. The person doing the sprinkling need only imagine the form desired as he does so. Apparent size can be altered by up to 50%. Unwilling subjects are entitled to a saving throw vs. spells. It is worth 10 x.p. per pinch.

Dust of Sneezing and Choking

This will be found as a set of 2d6 small silk packets or hollow bone tubes (50% chance of either), within which is a very fine and light metallic powder. If found in a packet, the *dust* can be hurled into the air to cover an area some 20' in radius around the user. If found in a hollow bone tube, the *dust* can be blown out in a cone some 20' long and 15' wide at the base. When dispersed into the air, the dust will cause all creatures within the area of effect to be overcome with sneezing, coughing, and choking. They must all make a saving throw vs. poison or die. Success indicates they are merely incapacitated for 5d4 minutes. It is worth no x.p.

Dust of Tracelessness

This will appear to be a pouch of very fine powder (it contains 1d12+12 pinches of dust), and will radiate magic if detected for. Each pinch of dust will, if thrown up into the air inside a room, cause it to appear covered with dust and cobwebs, as if it had not been entered for many years. If tossed outside, the tracks of up to a dozen mounted men can be totally obscured. No magical residue will remain after the dust is used, so spells such as *detect magic* will not yield any results (when applied to the dust, of course; other magic items and effects will still be detectable). It is worth 500 x.p.

Efficient Quiver

This appears to be an ordinary quiver for holding arrows, but will radiate magic if detected for. Minute inspection will reveal that the quiver is, in fact, divided into three portions. The first will hold up to 60 arrows. The second will hold up to 18 javelins. The third will hold 6 spears, unstrung bows, quarterstaves, etc. Objects close in size to those listed will fit in the appropriate sections of the quiver (magic wands in place of arrows, for instance). The owner of the quiver need only say aloud the desired item and it will come to his hand. The quiver does not come pre-stocked; the owner must place his own objects within it for later retrieval. It is worth 1,500 x.p.

Efreeti Bottle

This appears to be a bottle of brass or bronze, fitted with a lead stopper sealed with a heptagram (seven pointed star). If the stopper is removed, an efreet will emerge within 6 seconds. The disposition of the efreet is determined randomly when the bottle is first opened.

TABLE 133: EFREETI BOTTLE

Die Roll (d%)	Efreet Will...
01-10	Attack immediately
11-20	Grant 3 <i>wishes</i>
21-80	Serve the possessor of the bottle for up to 1,001 days

If the efreeti does serve, it will do so resentfully and always seeking to undermine their master by fulfilling commands literally and with the most inconvenient interpretation possible. It is worth 9,000 x.p.

Egg of Desire

This appears to be an egg of the color indicated. It is activated by being set on its wide end and set to rocking. As it continues to rock, a soft chime will emanate from the egg, and its power will activate, affecting anyone viewing it, including the one who activated it.

TABLE 134: EGG OF DESIRE

Die Roll (d20)	Color	Power vs. Creatures INT 6 or Less	Power vs. Creatures INT 7 or More	X.P. Value
1-4	Black	<i>Hold</i> viewer, permanently.		500
5-8	Gold	Take items dropped by other victims (if any) and regard them as their own "secret treasure".	Place all precious metals in front of the egg, then <i>forget</i> doing so.	600
9-12	Scarlet	<i>Hold</i> viewer for 1 minute, then they are <i>enraged</i> and will attack the first creature sighted.		700
13-16	Crystal	Take items dropped by other victims (if any) and regard them as their own "secret treasure".	Place all gems and jewels in front of the egg, then <i>forget</i> doing so.	800
17-20	Bone	Take items dropped by other victims (if any) and regard them as their own "secret treasure".	Place most prized magic item in front of the egg, then <i>forget</i> doing so.	900

The egg has a range of 20', and creatures are entitled to a saving throw vs. magic to see if they are affected. The *eggs* can be reused.

Egg of Reason

This appears to be an old, smelly boiled egg, covered with *oil of timelessness*. (The oil cannot be recovered for use.) If consumed, the eater must make a saving throw vs. poison or be killed instantly, with no bonuses to the saving throw and no possibility of the poison being slowed or neutralized. If the person survives eating the egg, there is a chance that either the eater's intelligence (60%) or wisdom (40%) will be increased by one point. The chance depends on the starting ability score.

TABLE 135: EGG OF REASON

Ability Score	Chance of Increase
3	94%
4	92%
5	90%
6	88%
7	86%
8	84%
9	82%
10	80%
11	78%
12	76%
13	74%
14	72%
15	70%
16	68%
17	66%
18	64%

It is worth 250 x.p.

Egg of Shattering

This appears to be an ordinary egg. However, if handled at all, or if a *detect magic* spell or similar effect is directed at it, the egg will shatter with a loud bang. All creatures within 10' will be struck by 1d4 shards of the egg's shell, each attacking as a 5d8 HD monster and doing 1d6+1 h.p. of damage. No dexterity bonus is included when calculating these hits. Any fragile item within 1' will be automatically destroyed, and those within 2' must make a saving throw vs. crushing blow. It is worth no x.p.

Ever-full Purse

This item will appear as a small leather belt pouch, and will have 78 coins and/or gems within. It will radiate magic if detected for. If the purse is ever emptied for more than 5 minutes, its enchantment will be forever lost. However, if 1 of each type of relevant coin or 10 g.p. value gem is left within overnight, the purse will fill up with a total of 26 each (i.e., 25 will be added to the purse, plus the one that was there to begin with). The types of coins/gems that are affected is determined randomly when the purse is first discovered:

TABLE 136: EVER-FULL PURSE

Die Roll (d%)	Coins and Gems	X.P. Value
01-50	Silver, electrum, gold	1,500
51-90	Copper, electrum, platinum	2,500
91-00	Copper, electrum, gems (10 g.p. value)	4,000

Ever-smoking Bottle

This appears to be a metal jug with a lead stopper, but will radiate magic if detected for. Once the stopper is removed, smoke will begin to billow out from the bottle, filling an area of 50,000 square feet per minute, and 10,000 additional square feet until a total of 120,000 square feet are covered in thick and obscuring smoke. The bottle cannot be re-sealed without the proper command word. It is worth 500 x.p.

Eyes of the Basilisk

These appear to be a pair of round crystal lenses that fit over the eyes of the wearer. When worn, the wearer will turn those upon whom he gazes to stone. Note that, just as with a real basilisk, such a gaze attack can be reflected back upon the gazer! Such crystal eyes must be worn in pairs; if only one is worn, the wearer will be dizzy and stunned until the matching eye is worn or the single one is removed, and if one type of eye is mixed with another, insanity

will inevitably result, lasting for 20-80 minutes (2d4x10). They are worth 12,500 x.p.

Eyes of Charming

These appear to be a pair of round crystal lenses that fit over the eyes of the wearer. Once in place, the wearer can charm (as per the spell *charm person*) by his gaze. One person can be so affected per minute. Such crystal eyes must be worn in pairs; if only one is worn, the wearer will be dizzy and stunned until the matching eye is worn or the single one is removed, and if one type of eye is mixed with another, insanity will inevitably result, lasting for 20-80 minutes (2d4x10). They can only be used by mages, and are worth 4,000 x.p.

Eyes of the Eagle

These appear to be a pair of round crystal lenses that fit over the eyes of the wearer. When worn, the wearer will be able to see 100 times more powerfully than normal when looking at objects more than 1' away (thus, an object 400 feet away could be seen as if it were merely 4' distant). Such crystal eyes must be worn in pairs; if only one is worn, the wearer will be dizzy and stunned until the matching eye is worn or the single one is removed, and if one type of eye is mixed with another, insanity will inevitably result, lasting for 20-80 minutes (2d4x10). They are worth 3,500 x.p.

Eyes of Minute Seeing

These appear to be a pair of round crystal lenses that fit over the eyes of the wearer. When worn, the wearer is able to see 100 times more powerfully when looking at objects closer than 1' away (thus, a minute crack in a wall would become patently obvious, making the detection of secret doors and panels much easier – a 5 in 6 chance when making a minute inspection). Such crystal eyes must be worn in pairs; if only one is worn, the wearer will be dizzy and effectively stunned (unable to engage in combat, cast spells, etc.) until the matching eye is worn or the single one is removed, and if one type of eye is mixed with another, insanity will inevitably result, lasting for 20-80 minutes (2d4x10). They are worth 2,000 x.p.

Eyes of Petrification

These appear to be a pair of round crystal lenses that fit over the eyes of the wearer. When worn, the wearer will be instantly turned to stone. They are worth no x.p.

Feather Token

Each of these items appears as a small feather with the appropriate symbol upon it, and will radiate magic if detected for. They are destroyed as they are used. The exact type of feather token found, and its effect, should be determined randomly when it is found:

TABLE 137: FEATHER TOKEN

Die Roll (d20)	Symbol	Effect	X.P. Value
1-3	Anchor	Will cause a ship to be immobile for 1 full day.	500
4-6	Bird	Will drive off any avian creature (falcon, roc, etc.).	500
7-9	Fan	Will generate a strong breeze for up to 8 hours on water. Not cumulative with any other wind.	500
10-12	Swan boat	A large swan-shaped boat will appear, travels at 240' per minute, can carry 32 men or 8 horses. It lasts 1 day.	500

Die Roll (d20)	Symbol	Effect	X.P. Value
13-15	Tree	A giant oak tree will appear (6' diameter, 60' high, 40' wide canopy).	500
16-18	Whip	A large whip will appear and attack any enemy desired (attacks as if it were a 9th level fighter, +1 bonus "to hit", does 1d6+1 h.p. of damage, if hit, must save vs. magic or be bound for 1d6+1 minutes. Lasts for 1 hour.	1,000
19-20	Roc	A giant roc will appear for 1 day, can be used as transportation, but will not attack.	1,000

Other forms of the feather tokens are known to exist.

Figurine of Wondrous Power

These appear as small statuettes approximately an inch in height (with the exception of the marble elephant, which is 4" tall), which radiates magic if detected for. There are actually many different sorts of figurines; the exact type should be determined randomly when the item is first discovered:

TABLE 138: FIGURINE OF WONDROUS POWER

Die Roll (d%)	Figurine	Number Found
01-15	Ebony fly	1
16-30	Golden lions	2
31-40	Ivory goats	3
41-55	Marble elephant	1
56-65	Obsidian steed	1
66-85	Onyx dog	1
86-00	Serpentine owl	1

When the figurine is tossed on the ground as the proper command word is spoken, it will transform instantly into the appropriate creature, as described below. They understand the common tongue and will obey the orders of the one who activated the figurine. All figurines will be ruined if the statuette form is destroyed, but if the creature form is slain, it will revert back to statuette form and can be re-used after a week's time.

All *figurines of wondrous power* are worth 100 x.p. per hit die.

Ebony fly statuettes become a large fly (AC 4, MV 480, HD 4d10, no attacks). The fly is able to fly at speeds of 480' per minute if unburdened, 360' per minute with any weight up to 210 lbs., and 240' per minute carrying up to 350 lbs. It can be activated but three times per week, and then only for 12 continuous hours, maximum. At the end of that time it will automatically revert to statuette form.

Golden lions are found in pairs, and each golden lion figurine is identical. They become normal male lions (see the **ADVENTURES DARK AND DEEP™** Bestiary for full statistics).

Ivory goats come in three different types, and the statuette form is slightly different in each case. Each figurine will become inert after three uses.

The **goat of traveling** (AC 6, MV 480, HD 4d8, 24 h.p., 2 atk: 1d8/1d8 (horns), size M (4')) can travel for a total of 24 hours per week (they need not be continuous). For each 14 lbs. of weight carried, the speed of the goat of traveling is reduced by 10. Once returned to statuette form, it must rest for 24 hours before being reactivated.

The **goat of travail** (AC 0, MV 240, HD 16d12, 96 h.p., 5 atk: 2d4+2 / 2d4+2 (hooves) / 2d4 (bite) / 2d6 / 2d6 (horns), size L (6')) can be activated

only once per month, and will only last for a total of 8 hours. When charging, it can only attack with its horns, but gains a +6 bonus to damage (per horn).

The **goat of terror** (AC 2, MV 360, HD 12d8, 48 h.p., 0 atk, size L (6')), SA radiates terror) can only be used once every two weeks. It cannot attack itself, but its rider can use its horns as if they were a *spear +3* and a *long sword +6*. The goat of terror radiates a field of intense fear in a 30' radius; any enemies within that area must make a saving throw vs. magic or be struck with terror-induced weakness; 50% of their strength score is lost, and all "to hit" rolls in combat are made with at least a -3 penalty. The goat will return to statuette form once all enemies in the vicinity are defeated.

Marble elephants will, upon the command signal being uttered, turn into a life-sized elephant. The exact type of elephant differs with each figurine, and should be determined when it is initially found:

TABLE 139: MARBLE ELEPHANT

Die Roll (d%)	Elephant Type
01-50	Asiatic elephant
51-90	African elephant
91-93	Wooly Mammoth
94-00	Mastadon

Details of each type of elephant can be found in the **ADVENTURES DARK AND DEEP™** Bestiary. The marble elephant can be used but 4 times per month, each time for no more than 24 hours straight.

Obsidian steeds are, in fact, nightmares (see the **ADVENTURES DARK AND DEEP™** Bestiary for details). The steed can be ridden, but if the rider is of good alignment, both mount and master will be taken to Hades 10% of the time, where the steed will revert to its statuette form. The statuette can be activated for a maximum of 24 continuous hours, once per week. (Note that someone riding a nightmare when it turns astral or ethereal will himself be rendered thus, along with all his belongings.)

Onyx dogs are war dogs (see the **ADVENTURES DARK AND DEEP™** Bestiary for details) with an intelligence of 8-10, the ability to speak the common tongue, and vastly improved senses of scent and vision. These highly developed senses allow the dog to track a scent 100% of the time, minus 10% per hour that has passed since the trail was left, and subject to the normal limitations of tracking by scent. In addition, the dog will have infravision to 90', an 80% chance of finding hidden objects or creatures, a 65% chance to detect invisible objects or creatures, and a 50% chance of detecting astral, ethereal, and phased creatures and objects. It can be activated for a maximum of 6 hours straight, once per week.

Serpentine owls can assume two different forms, depending on the command word that is spoken. The first is that of a normal owl, and the second is that of a giant owl (see the **ADVENTURES DARK AND DEEP™** Bestiary for details on both). The regular-sized owl can communicate with its master telepathically, although it is limited to its animal-like intelligence. It can be called forth at will. The giant owl, on the other hand, can only be summoned three times in all, before the figurine loses all of its magical powers. ("Serpentine" refers to the stone from which the figurine is made, not any sort of snake-like association.)

Flask of Curses

This appears to be a metal jug with a lead stopper, but will radiate magic if detected for. When opened, a *curse* will afflict the person unstoppering the flask, and possibly those in the vicinity as well. The exact nature of the curse is open to the game master's discretion (see the *remove curse* spell description in the **ADVENTURES DARK AND DEEP™** Players Manual for details). It is worth no xp.

Flowing Flagon

This appears to be a silver flagon with reliefs of grapes, vines, people drinking in camaraderie, etc. It radiates magic if detected for. There is always an inscription of a toast, but it can only be read by the first person to grasp the flagon. Once the toast has been read, the flagon will fill with good, but weak, wine. At this point the inscription will change to another toast. Once the wine is drunk and the inscription read again, it will fill again, this time with stronger wine. This process repeats a total of six times, at which point the wine is nearly 80% alcohol. There is only a 10% chance that the subtle increase in alcohol will be noticed with each refill, thus making it quite possible for the drinker to get unwittingly intoxicated. The flagon will go through the cycle up to three times per day. It is worth 750 x.p.



Flute of Wonder

This wind instrument will radiate magic if detected for. If played by a bard with a proficiency in flute, it can produce the following effects once per day:

- *Hold animal*
- *Neutralize poison*
- *Protection from fire* (10' radius)

A bard who does not have proficiency in flute will be able to employ these powers only 30% of the time. If he attempts and fails, another attempt cannot be made until the next day. A bard with flute as one of his instruments will be able to use his verbal pater skill with a +20% bonus when using this instrument. Those without flute as an instrument can still use it and will get a +10 bonus to verbal pater, but no other abilities. It is usable only by bards (but not jesters). It is worth 3,000 x.p.

Gauntlets of Ogre Power

These appear to be the sort of heavy protective leather handgear worn in conjunction with armor, and will radiate magic if detected for. They will fit any size hand up to ogre-size, magically changing their own size to accommodate the wearer. Once donned, the wearer's strength will be increased to 18/00 (even if worn by a non-fighter). They cannot be used by mages, and are worth 1,000 x.p.

Gem of Brightness

This appears to be a clear gemstone of ordinary sort, but will radiate magic if detected for. When one of three command words is uttered, three different effects can be activated. The first is a cone of light 10' long and 2 1/2' wide at the base. The second is a ray of bright light 1' in diameter and 50' long. If this ray hits a creature in the eyes, it must make a saving throw vs. magic. Failure indicates the creature is struck blind for 1d4 minutes. This use drains 1 charge from the gem. The third function is a momentarily blinding cone of light 30'

long and 5' long at its base. Any creature in this area must make a saving throw vs. magic. Failure indicates total blindness for 1d4 minutes and permanent eye damage resulting in a penalty of 1d4 to all "to hit" rolls. A *heal* spell can cure the permanent damage. The gem of brightness has 50 charges, but a darkness spell will drain it of one charge or deactivate it entirely for 1 minute (owner's choice). Continual darkness will drain 5 charges or render the gem useless for a full day (again, owner's choice). It is worth 2,000 x.p.

Gem of Insight

This appears to be a clear gemstone of some 5,000 g.p. in value, but will radiate magic if detected for. After a week, the possessor of this gem will feel his mental powers growing; his thoughts become clearer, memory improves, etc. If the gem is kept on his person for three consecutive months, he will gain 1 point of intelligence and 1 point of wisdom. The rise in intelligence is permanent. The rise in wisdom will only last as long as the gem remains in the owner's possession. Such gems will only function once every fifty years, and the same person cannot benefit from a *gem of insight* more than once in his lifetime. It is worth 3,000 x.p.

Gem of Seeing

This appears to be a clear gemstone of ordinary sort, but will radiate magic if detected for. If looked through, the *gem of seeing* will pierce any illusion and show creatures and objects that are invisible, ethereal, astral, phased, or hidden. It can be used to either quickly scan or minutely inspect an area. Scanning has a range of 300', will find only large objects, and takes 1 minute to scan 200 square feet. Inspecting has a range of 100', will find small objects, and takes 2 minutes to inspect 100 square feet. There is a 5% chance each time the gem of seeing is used that it will induce a hallucination; either seeing something there that is not, or believing something to be an illusion that is in fact real. It is worth 2,000 x.p.

Girdle of Dwarvenkind

This appears to be a broad leather belt, but will radiate magic if detected for. Once donned, the *girdle of dwarvenkind* will bestow the following abilities and benefits upon the wearer, but they will be lost once the girdle is removed:

- Charisma is increased by 2 when dealing with dwarves, increased by 1 when dealing with gnomes or halflings with dwarvish blood, and lowered by 1 when dealing with any other race
- Constitution is increased by 1
- Able to speak, and read/write dwarvish
- Infravision 60' range
- Saving throw bonuses as if he were a dwarf
- Underground detection abilities as if he were a dwarf

It is worth 3,500 x.p.

Girdle of Femininity/Masculinity

This appears to be a broad leather belt, but will radiate magic if detected for. Once donned, it will instantly change the gender of the wearer to its opposite. 10% of these belts will remove all gender completely. Once the curse has been activated, the belt will lose all magical properties. The gender change cannot be reversed short of a *wish* spell, and even then it only has a 50% chance of being effective. A deity could reverse the effect, if desired. It has no effect on mages, and is worth no x.p.

Girdle of Giant Strength

This appears to be a broad leather belt, but will radiate magic if detected for. Once donned, it will increase the strength of the wearer according to the type of belt that has been found.

TABLE 140: GIRDLE OF GIANT STRENGTH

Die Roll (d%)	Giant Type	Strength Score
01-30	Hill	19
31-50	Stone/Cliff	20
51-70	Frost/Fomorian	21
71-85	Fire	22
86-95	Cloud/Mist/Firbolg	23
96-00	Storm	24

The effects of high strength scores can be found in the **ADVENTURES DARK AND DEEP™** Players Manual. In addition, the wearer is able to hurl boulders as if he were a giant of the type indicated. See the **ADVENTURES DARK AND DEEP™** Bestiary for details. The *girdle of giant strength* cannot be used by mages, and is worth 200 x.p.

Girdle of Many Pouches

This appears to be a broad leather belt, but will radiate magic if detected for. Upon inspection, eight small pouches will be revealed on the inner surface. Each of these actually contains eight other spaces, for a total of sixty-four. Each opens into a miniature extra-planar space, and is able to hold objects 1 cubic foot in size and up to 10 lbs. in weight. It is worth 1,000 x.p.

Gloves of Dexterity

These appear as a pair of light leather gloves of ordinary appearance, but will radiate magic if detected for. They will fit any size hand up to ogre-size, magically changing their own size to accommodate the wearer. Once donned, they will increase the dexterity score of the wearer by a factor dependent on his starting score:

TABLE 141: GLOVES OF DEXTERITY

Wearer's Dexterity Score	Dexterity Increased By
3-6	+4
7-13	+2
14+	+1

If worn by a character who cannot normally pick locks (as per the thief ability), the wearer can pick locks as if he were a 4th level thief. Otherwise, the character's chance to pick locks is increased by 10%. They are worth 1,000 x.p.

Gloves of Fumbling

These appear as a pair of light leather gloves of ordinary appearance, but will radiate magic if detected for. They will fit any size hand up to ogre-size, magically changing their own size to accommodate the wearer. Once donned, they will appear to be *gauntlets of dexterity*. However, once the wearer is engaged in actual combat with a dangerous enemy, or in a similarly dangerous situation, the curse of the gauntlets will show itself. The wearer's dexterity score will be lowered by 2 points, and there is a 50% chance that anything held in the hands will be dropped. Once the curse expresses itself, the gloves cannot be removed unless a *remove curse* spell has been cast upon them. They are worth no x.p.

Gloves of Missile Snaring

These appear as a pair of light leather gloves of ordinary appearance, but will radiate magic if detected for. When worn, they can only be detected by others within 5'. The wearer has the ability to pluck out incoming projectiles (arrows, crossbow bolts, sling bullets, axes, daggers, javelins, spears, hammers, etc.). Once caught, the missile can then be hurled back at an enemy, if applicable. *Magic missiles, fireballs, etc.*, cannot be thus caught. If the weapon in question is of a type that magically returns to the wielder, the *gloves of missile snaring*

will simply deflect it before it harms the wearer, and it will return to its original owner. They are worth 1,500 x.p.

Gloves of Swimming and Climbing

These appear as a pair of light leather gloves of ordinary appearance, but will radiate magic if detected for. They will fit any sized hand up to ogre-sized, magically changing their own size to accommodate the wearer. Once donned, they allow the wearer to swim at a speed of 150' per minute when submerged and 180' per minute when on the surface (water breathing is not part of the enchantment, however). In addition, the wearer can climb difficult and nearly vertical surfaces with a 95% chance of success. If worn by a thief, they increase his climb walls success rate to 99.5%. They cannot be used by mages, and are worth 1,000 x.p.

Gloves of Thievery

These appear as a pair of light leather gloves of ordinary appearance, but will radiate magic if detected for. Once worn, these gloves cannot be seen, save by *true seeing*, magical detection, etc. They allow the wearer to open locks as if he was a 7th level thief, and pick pockets as if he was a thief of 5th level (include racial and dexterity bonuses if any). If worn by a thief of greater level, they will add 5% to his open locks and pick pockets scores. They are worth 1,000 x.p.

Hammer, Dwarven Thrower

This appears to be an enchanted hammer, and in the hands of anyone except a dwarf will function as a +2 weapon. When it is wielded by a dwarf, and the command word is spoken, the weapon will have a +3 bonus "to hit" and to damage, and if thrown will do double damage and will automatically return to the wielder's hand. When thrown against giants, ogres, trolls, ettins, ogre magi, and the like, however, it will do triple damage if it hits. It is worth 1,500 x.p.

Handy Haversack

This appears to be a well-made backpack of ordinary sort, but will radiate magic if detected for. There are two side pockets that function as *bags of holding*; each is able to hold up to 2 cubic feet, and 20 lbs., of material. The main portion of the backpack is similarly enchanted, and can hold 8 cubic feet or 80 lbs. of possessions. In addition, when a given item is sought by the owner of the haversack, that item will magically be at the top of the opening, thus making it unnecessary to root around for a needed item. In addition, the contents of the *handy haversack* all get a +2 bonus on any saving throws for any reason, as necessary. It is worth 3,000 x.p.

Hat of Difference

This appears to be a normal wide-brimmed hat of ordinary type, but will radiate magic when detected for. When donned, it allows the wearer to function as if he were a first level character in some other class (which is named as the hat is put on). Ability scores, hit points, race, etc. remain unchanged. Any experience points gained while functioning as another class apply only to that class; when the hat is removed and put on again with the same class being adopted, the experience previously gained while in that class will still apply. Thus, it is possible to work one's way up in level in several different classes by means of the *hat of difference*. However, if the hat is ever lost (more than a mile away from the owner for more than 24 consecutive hours), all such "stored" experience will be permanently lost. It is worth 1,000 x.p. when first found.

Hat of Disguise

This appears to be a normal wide-brimmed hat of ordinary type, but will radiate magic when detected for. Once donned, it allows the wearer to assume the guise of another creature. Height can be changed up to 25%; weight 50%; gender changed; hair, eyes, and skin changed to any color; and facial features altered to any desired. The disguise will be undone if the hat is removed, but the hat can be reused any number of times. No matter the disguise, however, the hat itself must be a part of it (whether that is as a helmet, hat, hood, tiara, scarf, beret, etc.). It is worth 1,000 x.p.

Hat of Stupidity

This appears to be a normal wide-brimmed hat of ordinary type, but will radiate magic when detected for. Once donned, the wearer will believe the hat to immeasurably assist in thinking, reasoning, deduction, etc. and will refuse to ever part with it, especially when such activities are required. In reality, however, the wearer’s intelligence score will be reduced to 7 (or suffer a -1 penalty if it is already below 7). The hat can only be permanently removed after a *remove curse* spell has been cast upon it. It is worth no x.p.

Healing Ointment

From 1-3 small sealed jars of this ointment will be found; each jar contains 5 doses. Its application will *neutralize poison*, *cure disease*, or *cure* 1d4+8 h.p. of damage (it will function if applied topically or swallowed). It is worth 500 x.p.

Helm of Brilliance

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. Once worn, and upon utterance of a command word, the helm will provide a bonus of 2 to the wearer’s armor class, and its true nature will be revealed. It will be seen to be of mirror-bright steel encrusted with gems, as described below. When the helmet is in sunlight, it will reflect the light in a brilliant scintillating pattern of color.

The helm will glow with a pale blue light in the presence of undead (30’), which will cause 1d6 hit points of damage to all undead save zombies and skeletons. In but 1 minute, the wearer can cause any sword he is holding to function as if it were a *flame brand* sword. The wearer can *produce flame* (as per the spell) as if he were a 5th level druid once per minute. In addition, the wearer is protected as if he were wearing a *ring of fire resistance* of double strength, but this protection cannot be combined with any other magical protection against flame.

In addition to the at-will powers noted above, the gems covering the helm also have effects that can be called upon.

TABLE 142: HELM OF BRILLIANCE

Gem	Number on		As if Cast By
	Helm	Effect	
Diamond	10	<i>Prismatic spray</i>	7th level illusionist
Ruby	20	<i>Wall of fire</i>	10th level druid
Fire Opal	30	<i>Fireball</i>	6th level mage
Opal	40	<i>Light</i>	2nd level cleric

Each gem effect can be activated in but 6 seconds (1 segment), but only one such effect can be used in a given minute. As each gem effect is activated, the corresponding gem turns to dust. Once all of the gems are expended, the helm loses all of its powers, even those that are not generated by the gems themselves.

Should the wearer ever fail a saving throw vs. a fire-based attack, he must then make a second saving throw vs. magic (no bonuses). If that fails, all of the

remaining gems on the helm will go off simultaneously. The helm is worth 2,500 x.p.

Helm of Comprehension

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. Once worn, the helm allows the wearer to understand all non-magical languages 90% of the time, and magical writings 80% of the time. Note that the spell does not imbue the wearer with the ability to cast spells, merely to understand what is written. It is worth 1,000 x.p.

Helm of Opposite Alignment

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. Once donned, the alignment of the wearer is instantly flipped to its polar opposite; lawful good becomes chaotic evil, neutral evil becomes neutral good, etc. Those with true neutral alignments will be transformed to one of the “absolute” alignments: LG, LE, CG, or CG (pick whichever is most opposite the character’s moral standing). Once the change is effected, the character will find his new alignment completely normal and desirous, and will have no incentive to want to change back. Nothing short of a *wish* or *alter reality* spell will reverse the effect. Once the helm has worked its magic, it becomes an ordinary, non-magical helm thereafter. It is worth no x.p.

Helm of Telepathy

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. Once donned, the wearer is able to read the thoughts of other beings within 60’. Note that such thoughts will be in the native language of the thinker, so the wearer of the helm must be able to understand such languages in order to take advantage of the telepathic power it confers. 3’ of stone, 3” of iron, or a thin layer of gold or lead will block the helm. The helm also allows the wearer to communicate to another creature (with the same note regarding language), or at the very least the emotional state of the wearer can be imparted. It is possible for the helm to be used to impart a telepathic *suggestion* (as per the spell); compare the intelligence scores of both the wearer of the helm and the target. For every point of difference in the wearer’s favor, the saving throw vs. the suggestion is made with a -1 penalty. For every point in the target’s favor, the saving throw is made with a +1 bonus. Anyone wearing a helm of telepathy who successfully makes a saving throw against a *psychic strike* attack will cause the attacker to be stunned for 1d4 rounds. The helm is worth 3,000 x.p.

Helm of Teleportation

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. It allows the wearer to *teleport* (as per the spell) once per day. If worn by a mage who has the spell *teleport* memorized, it allows him to cast the spell three times for every time it is actually memorized, using it on other people and objects before *teleporting* himself. If he uses the spell to teleport himself alone, he can cast it six times before the spell actually fades from his memory. It is worth 2,500 x.p.

Helm of Underwater Action

This appears to be nothing but an ordinary steel helmet, but will radiate magic if detected for. When donned, and once a command word is spoken, the helm creates a bubble of air around the wearer’s head indefinitely, allowing him to breathe underwater while it is worn. It also improves vision underwater to five times the human norm (it doesn’t allow the wearer to see through obstructions, but it does help penetrate the watery gloom). It is worth 1,000 x.p.

Horn of Blasting

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. When the command word is spoken and the horn is blown, a sonic blast will issue forth, some 120' long and 30' wide at the base, which causes all within the area to make a saving throw vs. magic. Success indicates that they are deafened for 2 minutes and stunned for 1 minute. Failure indicates they take 1d10 h.p. damage, are stunned for 2 minutes, and deafened for 4 minutes. In addition, all structures in the area of effect are damaged as if three large catapult boulders had struck them (walls will be damaged or destroyed, wooden bridges collapsed, etc.). If used against a ship, it will cause 180 h.p. of damage. Against fortifications, the amount of damage done depends on the substance of the construction.

TABLE 143: HORN OF BLASTING

Substance	Damage Done
Wood	180 h.p.
Earth	60 h.p.
Soft stone	80 h.p.
Hard stone	40 h.p.

Each time the horn is sounded, there is a 2% cumulative chance that it will shatter due to the stresses its function places upon it. If it is used more than once in the same day, there is a 10% cumulative chance that it will explode in the user's face, causing 5d10 h.p. of damage and becoming ruined in the process. It is worth 5,000 x.p.

Horn of Bubbles

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. If blown in the presence of some enemy who is actively and actually attempting to harm the wielder, it will call forth an enormous quantity of bubbles, completely surrounding and blinding the holder for 2d10 minutes. If the horn is sounded without the presence of an enemy, the bubbles will not appear immediately, but will instead begin to form once such an enemy is present. The horn is worth no x.p.

Horn of Collapsing

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. If the command word is spoken, and the horn then sounded, it will collapse a section of ceiling up to 60' from the user, some 10' in radius. Doing so will cause 3d12 h.p. of damage if done indoors, and 5d4 h.p. if done underground (doubled if the material falls 20' or more). There is a 10% chance that it will collapse the ceiling above the user, rather than where it was aimed. If it is blown without the command word being spoken first, it will automatically collapse the ceiling above the user, and if outside will cause a rain of 2d6 stones, each of which does 1d6 h.p. of damage to the person blowing the horn. It is worth 1,500 x.p.

Horn of Fog

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. For each continuous minute the horn is sounded, the *horn of fog* will create a misty mass some 10' on a side, moving along the ground at some 10' per minute. It will last for 2d4 minutes after the horn has been stilled. Of course, another cloud can be immediately created. The clouds obscure vision past 2', but no other ill effects will be forthcoming. It is worth 400 x.p.

Horn of Goodness/Evil

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. If sounded by someone of good alignment, the horn will create a zone of *protection from evil* in a 10' radius around him. This

shell protects from physical contact by creatures of an extra-planar nature of evil or neutral alignment (such as devils, demons, elementals, etc.), as well as "normal" animals summoned by magical means (such as the various *animal summoning* spells, *q.v.*). In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and enchanted and summoned creatures attempting any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit". If sounded by someone of evil alignment, it will have the same effect, but as if a *protection from good* 10' radius spell had been cast. If winded by someone of non-good or non-evil alignment, it will have no effect. It is worth 750 x.p.



Horn of the Tritons

This appears to be a conch shell, but will radiate magic if detected for. It can be sounded but once per day (thrice daily if blown by a triton). It can cause the following effects when blown (user's choice):

- Calm rough seas, including dispelling creatures summoned from the elemental plane of water
- Cause panicked flight amongst all sea creatures within 120' that have an intelligence score of 1 or less and fail a saving throw vs. magic. Those who make their saving throw will have a -5 penalty "to hit" for 30-180 minutes (3d6x10)
- *Summon* friendly sea-creatures who will obey the user as best they can, given the limitations of communication. They will be able to understand simple desires such as "attack that creature", "allow my friends to ride you", etc., but not complex instructions with conditional variables, etc. If some other means of communication is available, then more complex instructions could be communicated.

TABLE 144: HORN OF THE TRITONS

Die Roll (d6)	Creatures Summoned
1-2	5d4 hippocampi
3-5	5d6 giant sea horses
6	1d10 sea lions

All tritons within 3 miles will be able to hear the horn when it is blown. It can only be used by clerics, cavaliers, and fighters, and is worth 2,000 x.p.

Horn of Valhalla

This appears to be a normal trumpet of brass or similar material, but will radiate magic if detected for. Once the command word is uttered, it will transform into its actual form, which should be determined when the horn is first discovered. Blowing the horn once the command word has been spoken will instantly summon a number of loyal fighters, depending on the type of horn.

TABLE 145: HORN OF VALHALLA

Die Roll (d20)	Color	Summons	Usable By	X.P. Value
1-8	Silver	1d6+4 2nd level fighters	Anyone	1,000
9-15	Brass	1d8+2 3rd level fighters	Bards, clerics, fighters, cavaliers, thieves	2,000
16-18	Bronze	2d4 4th level fighters	Cavaliers, clerics, fighters	3,000
19-20	Iron	1d4+1 5th level fighters	Cavaliers, fighters	4,000

The fighters summoned will all have 6 h.p. per level, be armored with mail and shield, and armed with either long sword and spear (50%) or battle axe and spear (50%). They will obey the commands of the one who blew the horn, remaining until their foes have been slain or an hour has elapsed, whichever comes first. The horn can only be sounded once per week.

Hornblade

This appears to be a piece of crescent-shaped animal horn some 6"-18" in length set into a handle, and even minute inspection will not reveal anything else 90% of the time, although it will radiate magic if detected for. If the hidden stud is pressed, however, the horn will issue forth a steel blade of curved aspect and wicked sharpness. The exact function of the blade when extended should be determined when it is first discovered:

TABLE 146: HORNBLADE

Die Roll (d%)	Blade Size and Bonus	X.P. Value
01-20	Knife, +1	500
21-35	Knife, +2	1,000
36-50	Dagger, +1	750
51-70	Dagger, +2	1,500
71-90	Scimitar, +2	2,000
91-00	Scimitar, +3	3,000

Druids may use a *hornblade*, although the weapon should be treated as the indicated weapon type for all intents and purposes. The knife and dagger sized versions may be thrown. It may be retracted when not in use, to aid in concealment.

Horseshoes of Speed

These appear to be a set of ordinary iron horseshoes, but will radiate magic if detected for. Once a horse has been shod with them, they will allow it to travel at double its normal speed. For every 21 miles traveled, there is a 1% chance that one of the horseshoes will be thrown, resulting in the horse only moving 150% of normal speed. If two shoes are thrown, it will move at normal speed. They are worth 2,000 x.p. for the set.

Horseshoes of a Zephyr

These appear to be a set of ordinary iron horseshoes, but will radiate magic if detected for. Once a horse has been shod with them, they allow it to travel without actually touching the ground. Thus, the horse can move over water, move across sand or snow without leaving any tracks, etc. It can also run or walk for 12 hours without tiring. They are worth 1,500 x.p. for the set.

Incense of Meditation

2d4 cones of this normal-appearing incense will be found together. Once lit, any cleric of 5th level or higher will recognize it for what it is. If a cleric burns the incense while meditating for 8 hours, all of his spell effects for the following 24 hours will be at the maximum possible effect (in those cases where effects are randomly generated, such as the various *cure wounds* spells). It can only be used by clerics, and is worth 500 x.p.

Incense of Obsession

2d4 cones of this normal-appearing incense will be found together. Once lit, any cleric of 5th level or higher will believe it to be *incense of meditation*. If burned while a cleric meditates for 8 hours, that cleric will come to believe that his spells are of maximum potency, and will further become obsessed with the idea that his spell-casting ability is the solution to every problem encountered, even (especially) when it is not. This obsession will last for 24 hours following the incense's being burned. It can only be used by clerics, and is worth no x.p.

Instant Fortress

This appears to be a small cube, less than an inch on each side, made of some unknown metal. When the proper side is pressed, the cube will, in but the space of a single minute, spring into a large tower of solid adamantite 20' square at the base, 30' high, and whose walls sink 10' into the ground. The top of the fortress has a crenellated battlement, and there are arrow slits on all sides. There is a single door, which is impervious to normal attempts to open it (*knock* spells will work, however). The door will always appear on the side facing the activator of the cube, who can cause it to open and close at his command. The whole structure can sustain 200 points of damage, but only siege-type weaponry (catapults, trebuchets, etc.) will prove effective. The fortress cannot be repaired, however, so damage is permanent. Anyone caught under the fortress as it grows to full size will suffer 10d10 hit points of damage. It is worth 7,000 x.p.

loun Stones

These mysterious stones are instantly identifiable, as they constantly float in the air; 1d10 stones will be found. To be effective, they must circle the head of their owner (which they do at a radius of between one and three feet); any benefit is lost if they are not in such an orbit. The type of stone(s) found should be determined randomly; treat any duplicates as a dull gray stone.

TABLE 147: IOUN STONES

Die Roll (d20)	Color	Shape	Effect
1	Pale blue	Rhomboid	+1 strength
2	Scarlet and blue	Sphere	+1 intelligence
3	Blue	Sphere	+1 wisdom
4	Red	Sphere	+1 dexterity
5	Pink	Rhomboid	+1 constitution
6	Pink and green	Sphere	+1 charisma
7	Pale green	Prism	+1 experience level
8	Clear	Spindle	Owner does not need food or water
9	Iridescent	Spindle	Owner does not need air
10	Pearly white	Spindle	Regenerate 1 h.p. / 10 min.
11	Pale lavender	Ellipsoid	Absorbs 1d4x10 levels of spells up to 4th level, then burns out
12	Lavender and green	Ellipsoid	Absorbs 2d4x10 levels of spells up to 8th level, then burns out
13	Bright purple	Prism	Stores 2d6 levels of spells (as a <i>ring of spell storing</i>)
14	Dusty rose	Prism	Acts as <i>ring of protection +1</i>
15-20	Dull gray	Determine randomly	Burned out dead stone

In no case will an *ioun stone* increase a character's ability score beyond the racial maximum, but it will allow a character to exceed racial level limits (the bonus experience level is added to whatever the owner's actual experience level is; it doesn't actually add experience points to the character's total). If attacked themselves, they are AC -4 and will take 10 points of damage before they are destroyed. They save as hard metal objects (thus, if in the area of a spell such as *fireball*, *ioun stones* should make saving throws). They are worth 300 x.p. each.

Iron Bands of Binding

This appears as an iron sphere, pitted and rusted, about the size of a tangerine. Close inspection will reveal grooves along the surface of the sphere. If the sphere is hurled at an enemy while the command word is spoken, the grooves will separate and the full nature of the iron bands will be revealed. On a successful roll "to hit", the target creature is encircled by the bands and held immobile by them. The bands will work on any creature the size of a frost giant or smaller. The target is allowed a single bend bars/lift gates roll. Success indicates that the creature has shrugged off the bands, ruining them forevermore. Failure indicates that the creature is stuck fast until the command word is spoken to release the bands. They are worth 750 x.p.

Iron Flask

This appears to be a bottle of iron, fitted with a lead stopper covered in various mystical sigils and signs. It has several different command words for different functions. The first will force any single creature within 60' from a plane other than the material to become imprisoned in the flask if it fails a saving throw vs. magic (magic resistance also applies). Another command word allows the possessor of the flask to command the inmate of the flask to complete a minor task requiring no longer than one hour, when the plug is loosed. If the plug is loosed without such a command word being spoken, the creature will be under no compunction to serve, and may well be hostile. The flask can only contain 1 creature at a time, and if the same creature is commanded back into the flask for a second time, it will receive a bonus of +2 to its saving throw and

will be completely hostile if it makes its saving throw. When found, the flask may already have a creature imprisoned within it.

TABLE 148: IRON FLASK

Die Roll (d%)	Flask Contains
01-50	Nothing
51-54	Air elemental
55-56	Lesser demon
57	Greater demon
58-59	Lesser devil
60	Greater devil
61-65	Djinni
66-69	Earth elemental
70-72	Efreeti
73-76	Fire elemental
77-81	Invisible stalker
82-83	Lesser daemon
84	Greater daemon
85-86	Night hag
87-89	Rakshasa
90-93	Salamander
94-97	Water elemental
98-99	Wind walker
00	Xorn

The flask is worth no x.p.

Javelin of Lightning

1d4+1 of these javelins will be found; they appear to be ordinary weapons, but will radiate magic if detected for. It can be hurled up to 90', and if it hits, a bolt of lightning some 30' long and 5' wide will spring backwards in the direction whence it was thrown, along the length of the javelin, blasting any in the bolt's path. The creature hit will take 1d6 h.p. of damage from the javelin itself plus 20 h.p. of electrical damage. Any creatures in the path of the lightning must make a saving throw vs. magic. Failure indicates they take 20 h.p. of electrical damage, success indicates they only take 10. The lightning completely destroys the javelin. It can only be used by fighters, and is worth 250 x.p.

Javelin of Piercing

2d4 of these javelins will be found; they appear to be ordinary weapons, but will radiate magic if detected for. When the command word is uttered, the *javelin of piercing* will launch itself towards the target, up to 60' away (it need not be in direct line-of-sight, but must be visible). It is always considered to be at short range, and is +6 "to hit" and damage. Each javelin can only be used once, whether or not it hits. It can only be used by fighters, and is worth 250 x.p.

Jewel of Attacks

This beautiful gem seems to be worth many thousands of g.p., and radiates magic if detected for. The possessor will have twice as much chance of encountering a random encounter in a dungeon, city, or wilderness, and double the chance of having enemies successfully pursue. The jewel is *curse*d, and if discarded, sold, given away, etc. it will mysteriously be found once more on the person of the original possessor. A *remove curse* or *atonement* spell will allow the jewel to be finally discarded. It is worth no x.p.

Lens of Detection

This appears to be a circular lens of clear crystal set in a metal handle, and will radiate magic if detected for. When looked through, the user is able to see 50 times more powerfully when looking at objects closer than 1' away

(thus, a minute crack in a wall would become patently obvious, making the detection of secret doors and panels much easier – a 4 in 6 chance when making a minute inspection). In addition, the lens allows the user to track as if he were a ranger, but only if he moves at 60'/min. or slower. It is worth 250 x.p.

Lens of Ultravision

This appears to be a circular crystal of pale blue-green color, some 1½" in diameter and with many facets. It will radiate magic if detected for. When looked through, it allows the user to see as if he had ultravision, with general shapes being seen at a range of 240', and details at 120'. It is worth 750 x.p.

Libram of Gainful Conjunction

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If a mage (including sub-classes) of an alignment other than good or evil (i.e. neutral, lawful neutral, or chaotic neutral) spends a full and uninterrupted week studying its contents, he will automatically gain enough experience points to reach the mid-point of his next experience level. Only one character can read from it at a time. After it has been read, the book will disappear into dust. If a mage of good or evil alignment reads any part of the book, he will take 5d4 h.p. of damage, be sent into a coma for 5d4x10 minutes, and will be unable to gain any experience points until an *atonement* spell has been cast upon him. If a non-mage should read any part of the book, he must make a saving throw vs. spells or be driven insane, requiring both a *remove curse* spell and 1 month of rest (a *heal* spell will also suffice). The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Libram of Ineffable Damnation

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If a mage (including sub-classes) of evil alignment spends a full and uninterrupted week studying its contents, he will automatically gain enough experience points to reach the mid-point of his next experience level. Only one character can read from it at a time. After it has been read, the book will disappear into dust. If a mage of non-evil alignment reads any part of the book, he will lose 1 experience level, take 5d4 h.p. of damage, be sent into a coma for 5d4x10 minutes, and will be unable to gain any experience points until an *atonement* spell has been cast upon him. If a non-mage should read any part of the book, he must make a saving throw vs. spells or be driven insane, requiring both a *remove curse* spell and 1 month of rest (a *heal* spell will also suffice). The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Libram of Silver Magic

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If a mage (including sub-classes) of good alignment spends a full and uninterrupted week studying its contents, he will automatically gain enough experience points to reach the mid-point of his next experience level. Only one character can read from it at a time. After it has been read, the book will disappear into dust. If a mage of non-good alignment reads any part of the book, he will lose 1 experience level, take 5d4 h.p. of damage, be sent into a coma for 5d4x10 minutes, and will be unable to gain any experience points until an *atonement* spell has been cast upon him. If a non-mage should read any part of the book, he must make a saving throw vs. spells or be driven insane, requiring both a *remove curse* spell and 1 month of rest (a *heal* spell will also suffice). The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Longtooth Dagger

This appears to be an ordinary *dagger +2*. However, in the hands of a gnome or halfling, it will grow in length to the size of a short sword, doing damage accordingly, but still retain all the other properties of a dagger (weapon speed, etc.), but cannot be thrown. While wielded by a gnome or halfling, it can also cut through wood or stone as if it were flesh.

Love Potion

This potion will cause the drinker to fall in love with the first creature he sees. For the first 40 minutes plus 10d4 minutes, this will have the effect of making the drinker believe the object of his affection is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. Physical harm will break the effect immediately. If the object of the drinker's affection is of the opposite sex and of a similar race, he will remain enamored (a sort of lesser version of the full effect) forever, or until a *dispel magic* spell is cast upon him. It is worth 200 x.p. and requires the hair of a dryad to create.

Lyre of Building

This appears to be an ordinary musical instrument; it will radiate magic if detected for, but its full nature cannot be determined until it is actually played. If the proper tune is played, the *lyre of building* can be made to cancel the effects on constructions (fortifications, tunnels, walls, etc.) of a *horn of blasting*, the spell *disintegrate*, or the attack of an earth elemental. In addition, the proper song can be played and building work equivalent to that of 300 men working for a full day can be completed in but half an hour. Buildings, tunnels, walls, mine shafts, etc., can all be thus created. There is a 1% chance that a mistake will be made each time the lyre is played to build things, totally negating whatever work had been accomplished with it. If the player of the lyre is disturbed (takes damage, etc.), the chance rises to 10%. It is worth 5,000 x.p.

Lyre of the Elements

This stringed instrument will radiate magic if detected for. If played by a bard with a proficiency in lyre, he can call forth the following powers once per day:

- *Control winds*
- *Transmute rock to mud*
- *Wall of fire*
- *Lower water*

A bard who does not have proficiency in lyre will be able to employ these powers only 30% of the time. If he attempts and fails, another attempt cannot be made until the next day. A bard with lyre as one of his instruments will be able to use his verbal pater skill with a +20% bonus when using this instrument. Those without lyre as an instrument can still use it and will get a +10 bonus to verbal pater, but no other abilities. It is usable only by bards (but not jesters). It is worth 5,000 x.p.

Mail, Elfin

This mail shirt is unmistakable, as the exquisite workmanship sets it apart from all other mail armor. *Elfin mail* is so light that it can be worn beneath ordinary clothing, and is so fine that it will only minimally inhibit thieves plying their trade. It does not encumber the wearer at all. The magical bonus of the mail depends should be determined randomly.

TABLE 149: MAIL, ELFIN

Die Roll (d%)	Armor Bonus	X.P. Value
01-38	+1	1,200
39-63	+2	2,000
64-82	+3	3,000
83-95	+4	5,000
96-00	+5	7,500

Most *elfin mail* is sized for elves and half-elves. However, occasionally such wondrous mail is created as gifts for those of other races.

TABLE 150: ELFIN MAIL SIZE

Die Roll (d%)	Sized For
01-10	Gnome, halfling
11-15	Dwarf
16-80	Elf, half-elf
81-95	Half-orc, Human (average)
96-00	Human (large; 200+ lbs)

Mandolin of Might

This stringed instrument will radiate magic if detected for. If played by a bard with a proficiency in mandolin, he can call forth the following powers once per day:

- *Cure serious wounds*
- *Dispel magic*
- *Protection from lightning* (10' radius)

A bard who does not have proficiency in mandolin will be able to employ these powers only 30% of the time. If he attempts and fails, another attempt cannot be made until the next day. A bard with mandolin as one of his instruments will be able to use his verbal patter skill with a +20% bonus when using this instrument. Those without mandolin as an instrument can still use it and will get a +10 bonus to verbal patter, but no other abilities. It is usable only by bards (but not jesters). It is worth 4,000 x.p.

Mantle of Starry Wandering

This appears to be a cloak of deepest black hue, but will radiate magic if detected for. Once donned, it affords the wearer the following powers and abilities:

- The wearer may survive comfortably in vacuum and the icy cold of space
- Complete protection against poison gas
- +1 bonus to all saving throws involving electricity, fire, and sound
- Food for one person for one day can be found in a pocket of the mantle (once per day)
- A pitcher containing 7 gallons of water can be found in another pocket (once per day)
- Wearer will never become hot, cold, wet, or damp
- 12 extra-planar pockets, 6 of which can hold up to 7 lbs. and 6 of which can hold 14 lbs. (in addition to the pockets which contain food and water)

It is worth 1,500 x.p.

Manual of Bodily Health

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of secret breathing and nutrition techniques that will allow him to increase his constitution score by 1 point after a month

of implementation. The program must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 5,000 x.p. when first discovered.

Manual of Gainful Exercise

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of secret exercise techniques that will allow him to increase his strength score by 1 point after a month of implementation. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 5,000 x.p. when first discovered.

Manual of Golems

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. The *manual of golems* allows the reader to create a golem of a particular type, as long as he is able to labor uninterrupted and with the manual by his side, and of course has the requisite materials ready. There are different types of manuals, depending on the type of golem to be created; the type should be determined when the manual is first discovered.

TABLE 151: MANUAL OF GOLEMS

Die Roll (d20)	Golem Type	Time to Create	Materials Cost
1-5	Clay	1 month	65,000 g.p.
6-17	Flesh	2 months	50,000 g.p.
18-19	Stone	3 months	80,000 g.p.
20	Iron	4 months	100,000 g.p.

Only one character can read from it at a time. After it has been read, at the end of the construction process, the book will disappear into dust. If a character of less than 10th level attempts to create a golem using the manual, there is a 10% chance per level below 10th that the end product will be a failure; either (1-17) falling to pieces within minutes of the construction being complete, or (18-20) going berserk and turning on its creator.

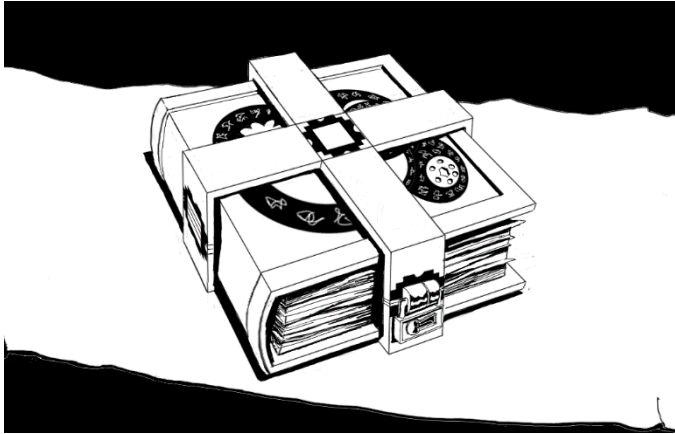
Clerics can only create clay golems or read the appropriate manual. Mages can only create the other types. If a mage reads the least bit from a manual intended for clerics, he will lose 1d6x10,000 x.p. immediately. If a cleric reads anything from a manual intended for mages, he will lose 1 level of experience. If any other class reads from the manual, they will take 6d6 h.p. of damage. It is worth 3,000 x.p. when discovered.

Manual of Puissant Skill at Arms

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week by a fighter, it will give the reader the knowledge of secret combat techniques that will allow him to advance automatically to the middle of his next experience level after a month of practice. The practice must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. Only fighters or cavaliers can benefit from the manual's secrets; other sub-classes of those classes will gain 10,000 x.p. after reading its contents, but that is all the benefit they can derive from it. Any non-fighter who reads the book will not comprehend it. Any mage (or sub-class) who reads any portion of it will be stunned for 1d6x10 minutes and lose 1d6x10,000 x.p. if they fail a saving throw vs. spells. The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Manual of Quickness of Action

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of secret exercise and stretching techniques that will allow him to increase his dexterity score by 1 point after a month of implementation. The program must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 5,000 x.p. when first discovered.



Manual of Stealthy Pilfering

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week by a thief, it will give the reader the knowledge of secret techniques that will allow him to advance automatically to the middle of his next experience level after a month of practice. The practice must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. Only thieves can benefit from the manual's secrets; sub-classes of thief will gain 10,000 x.p. after reading its contents, but that is all the benefit they can derive from it. Any non-thief who reads the book will not comprehend it. Any cleric (or sub-class), ranger, or paladin who reads any portion of it will be stunned for 5d4x10 minutes, take 5d4 h.p. of damage, and lose 5d4x10,000 x.p. if they fail a saving throw vs. spells. The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Marvelous Pigments

When found, this will be a set of 1d4 small earthenware pots with lids, along with a paintbrush approximately one foot long. All will radiate magic if detected for. Each pot contains magical paint that can be used to create actual objects. 1 pot has enough paint to create an object some 1,000 cubic feet (although doing so will require a space 100 square feet on which to paint it). Thus, a 10'x10'x10' pit could be painted on a floor, or a 10' passage painted through a wall, a suit of chainmail and a sword could be created by painting it (non-magical, of course), etc. Nothing magical or animate can be thus created; if valuables are depicted, they will turn out to be worthless (pyrite for gold, crystal for diamonds, etc.). It takes 10 minutes to apply a pot of pigment to create a picture, and no artistic skill is necessary; the pigments and brush themselves will handle the actual creation, as long as the subject is being concentrated upon. One pot is sufficient for one item, even if a single small

item (as opposed to a pile of many small items) is painted. Each pot is worth 500 x.p.

Mattock of the Titans

This enormous chisel-headed pickaxe is some 10' in length and weighs 100 lbs. It can only be effectively used by creatures of large size and at least 20 strength. It can be used to ruin 100 cubic feet of packed earth (such as earthen walls, dike walls, etc.) in but 10 minutes. 20 cubic feet of rock can similarly be reduced to rubble in the same time. It can also be used as a weapon, with a +3 bonus "to hit" and doing 5d6 h.p. of damage, plus strength bonuses. It can only be used by fighters, and is worth 3,500 x.p.

Maul of the Titans

This enormous hammer is some 8' in length and weighs 150 lbs. It can only be used by creatures of large size and at least 21 strength. It can strike 2 blows per round. Each blow can drive a wooden beam 2' in diameter 4' into the earth, or destroy an ordinary wooden door utterly (doors with iron bands would require two blows from the maul). If used as a weapon, it will get a +2 bonus "to hit" and do 10d4 h.p. of damage, plus strength bonuses. It is worth 4,000 x.p.

Medallion of ESP

This appears to be a heavy necklace of some semi-precious metal with a large circular disc depending from it, and radiates magic if detected for. Once donned, it allows the wearer to read the surface thoughts of any creatures in range, as long as he can comprehend their native language. A general sense of distance can also be discerned. Reading thoughts takes 1 complete minute. The medallion is blocked by 3' of stone, 2" of metal, or the thinnest layer of lead or gold. It is used in a beam whose range and width should be determined when it is first discovered:

TABLE 152: MEDALLION OF ESP

Die Roll (d20)	Range	Beam Width	Other Powers	X.P. Value
01-15	30'	6'	n/a	1,000
16-18	30'	6'	Empathy	2,000
19	60'	11'	n/a	2,000
20	90'	11'	n/a	3,000

The *medallion of ESP with empathy* allows the wearer to read the general emotional state of the target, even if it does not normally use language.

Each time the medallion is used, there is a 1 in 6 chance that it will fail, producing no results. The beam produced starts at 2' width and increases by 2' for every 10' of distance, up to the maximum stated above. The medallion is ineffective against the undead, mindless constructs, etc.

Medallion of Thought Projection

This appears to be a heavy necklace of some semi-precious metal with a large circular disc depending from it, and radiates magic if detected for. It works in all ways like a medallion of ESP, but will broadcast the thoughts of the wearer to those within the beam's area, as well as reading the thoughts of those within the beam. This will, of course, alert those in the beam. Each time it is used, there is a 1 chance in 6 that the wearer's thoughts will be broadcast (roll 1d6; on a roll of 1, it does not function at all, and on a roll of 6 it functions without broadcasting). It is worth no x.p.

Mirror of Life Trapping

This appears to be a pane of silvered glass some 2' on a side, in an ornate frame, which will radiate magic if detected for. The mirror will contain 1d6+12

separate 2-dimensional spaces wherein unfortunate creatures can be trapped and held until they are released. Any creature coming within 30' and seeing its reflection in the mirror must make a saving throw vs. spells or be trapped within one of the mirror's spatial prisons. Creatures actively stating they are avoiding looking into the mirror have a 50% chance of successfully avoiding the mirror's effect, and those who are aware of the nature of the device have but a 20% chance of being entrapped themselves. The mirror will affix itself to a vertical surface by means of a certain command word. With another command, the owner of the mirror can bring forth one of its prisoners to the mirror's surface and hold conversation with it. A third command will free a prisoner. In both cases the number of the spatial prison must explicitly be known; the name of the prisoner is not enough. If the mirror is full and a new victim is entrapped, a random prisoner will be released in order to accommodate the newcomer. If the mirror is broken, all of its prisoners will be released, usually desiring to seek vengeance on the one who trapped them. While in the mirror, time does not pass for the prisoners, who also do not age or require food. It can only be used by mages, and is worth 2,500 x.p.

Mirror of Mental Prowess

This appears to be a pane of silvered glass some 2' on a side, in an ornate frame, which will radiate magic if detected for. There are four specific powers of the mirror, each of which is activated by a separate command word:

- It allows the user to read the surface thoughts of any creature whose reflection is caught in the mirror. This applies even if the user doesn't speak the language of the creature in question.
- It can function as if it were a *crystal ball with clairaudience*, even to the point of being able to view other planes (as long as the user is well acquainted with the plane in question).
- Once an area has been scryed, a portal to that location can be opened up. The portal is two-way, but invisible on the other end, so care must be taken to note its precise location.
- Once per week, the spirit of the mirror can be asked a single question about some creature whose face is shown (note that this can be either someone being scryed upon, or someone whose face is reflected in the mirror). The answer will be very brief, but accurate.

It is worth 5,000 x.p.

Mirror of Opposition

This appears to be a pane of silvered glass some 2' on a side, in an ornate frame, which will radiate magic if detected for. If a creature is reflected in the mirror, a duplicate will instantly be created who will attack the original. The creature need not see its reflection to activate this effect. Although the duplicate will have all of the powers and possessions of the original, once either the duplicate or the original is slain, the duplicate and all its possessions will disappear. It is not worth any x.p.

Necklace of Adaptation

This appears to be a heavy necklace of some semi-precious metal with a large circular disc depending from it, and radiates magic if detected for. It allows the wearer to go without drawing breath for up to 7 consecutive days. This renders moot such things as poisonous gasses, spores, breathing underwater, etc. It is worth 1,000 x.p.

Necklace of Missiles

This appears as an ordinary necklace worth no more than 10 g.p., but will radiate magic if detected for. Once worn about the neck, however, its true nature will become apparent and it will turn into a chain of gold with a number of golden spheres of various sizes dangling from it. Each sphere can only be

plucked from the necklace by the wearer, and can be hurled up to 70' away. When it hits its target, it will explode as if it were a *fireball* (as per the spell), doing a number of d6's of damage depending on the type of necklace initially found. The larger spheres will do more dice of damage, but the exact number of damage dice will not be known:

TABLE 153: NECKLACE OF MISSILES

Die Roll (d20)	Globes	Damage per Globe	X.P. Value
1-4	3	5d6, 3d6, 3d6	550
5-8	5	6d6, 4d6, 4d6, 2d6, 2d6	900
9-12	7	7d6, 5d6, 5d6, 3d6, 3d6, 3d6, 3d6	1,450
13-16	9	8d6, 6d6, 6d6, 4d6, 4d6, 2d6, 2d6, 2d6, 2d6	1,900
17-18	7	9d6, 7d6, 7d6, 5d6, 5d6, 3d6, 3d6	2,450
19	9	11d6, 9d6, 9d6, 7d6, 7d6, 5d6, 5d6, 3d6, 3d6	2,950
20	9	10d6, 8d6, 8d6, 6d6, 6d6, 4d6, 4d6, 4d6, 4d6	3,240

Wearing the necklace is not without peril. If the possessor of the necklace (whether it is worn or merely carried) fails a saving throw vs. a fire-based attack of some sort, the necklace itself must make a saving throw (as soft metal). If it fails, all the remaining fireballs will detonate with the possessor at the epicenter of the blast. It is worth 50 x.p. per total hit dice.

Necklace of Prayer Beads

This appears as an ordinary necklace worth no more than 10 g.p., but will radiate magic if detected for. Once worn around the neck of a cleric (not a subclass), its true nature will be revealed and it will turn into a necklace of gems worth some 2,500 g.p. In addition to the regular jewels of the necklace, there will be 1d6 finer stones worth 1,000 g.p. each; these are the prayer beads themselves. If the wearer is a cleric, he will intuitively know that a *commune* spell will reveal the nature of each bead. The specific function of each bead should be determined randomly:

TABLE 154: NECKLACE OF PRAYER BEADS

Die Roll (d20)	Bead Type	Effect
1-5	Atonement	<i>Atonement</i> spell once per day
6-10	Blessing	<i>Bless</i> spell once per day
11-15	Curing	<i>Cure blindness</i> , <i>cure disease</i> , or <i>cure serious wounds</i> spell once per day
16-17	Karma	Cast an already-memorized spell as if he were 4 levels higher, once per day
18-19	Wind walking	<i>Wind walk</i> spell once per day
20	Summons	The cleric's deity will appear in person, seizing the necklace as punishment. 10% of the time, a powerful servant will be sent instead (but the necklace will still be forfeit).

It can only be used by clerics (not including sub-classes), and is worth 500 x.p. per bead.

Necklace of Strangulation

This appears as an ordinary necklace worth no more than 10 g.p., but will radiate magic if detected for. Once placed around the neck, it will constrict, cutting off the wearer's air and inflicting 6 hit points of damage per minute

until death occurs. Nothing short of a *limited wish* or *alter reality* spell will avail the stricken character, and even then it will not release its grip until the victim is naught but bones. It is not worth any x.p.

Necrophidius Handbook

This magical tome allows the reader to create a necrophidius (see the **ADVENTURES DARK AND DEEP™ Bestiary** for details), as long as he is able to labor uninterrupted and with the handbook by his side, and of course has the requisite materials ready.

Only one character can read from it at a time. After it has been read, at the end of the construction process, the book will disappear into dust. If a character of less than 10th level attempts to create a necrophidius using the manual, there is a 20% chance per level below 10th that the end product will be a failure, simply never coming to life once created. The construct itself costs 500 g.p. per hit point, and requires the complete skeleton of a giant snake, the skull of a murderer (dead not more than 24 hours), and 10 days to create.

If any class of character other than a mage (not including sub-classes) reads from the manual, they will lose 1d6x1,000 x.p. It is worth 1,000 x.p. when discovered.

Net of Entrapment

This appears as an ordinary hunting or fighting net some 10' square and with a 3" mesh, but will radiate magic if detected for. It can be thrown up to 20' to entrap an enemy; all within the target area must save vs. spells or be caught fast. It will drop on a target from above on command, and can be placed on the floor where it will close upon a target stepping over it with another command word. A third command word will cause it to release its victim. It cannot be escaped by those with a strength of less than 20, and is AC -10 with regards to hacking blows (it cannot be so attacked by those whom it has trapped, nor can it be damaged by any sort of sawing motion with a blade). It cannot be used by mages, and is worth 1,000 x.p.

Net of Snaring

This appears as an ordinary fishing net some 10' square and with a 3" mesh, but will radiate magic if detected for. It will only function underwater. Upon utterance of a command word, it will travel up to 30' underwater to entrap an enemy; all within the target area must save vs. spells or be caught fast. It will drop on a target from above on command, and can be placed on the floor where it will close upon a target stepping over it with another command word. A fourth command word will cause it to release its victim. It cannot be escaped by those with a strength of less than 20, and is AC -10 with regards to hacking blows (it cannot be so attacked by those whom it has trapped, nor can it be damaged by any sort of sawing motion with a blade). It cannot be used by mages, and is worth 1,000 x.p.

Oil of Acid Resistance

Once applied to a creature or an item, *oil of acid resistance* will absorb the effects of any acid-based attack (the breath of a black dragon, for instance). There is enough oil in the container to absorb 1,440 h.p. worth of acid damage, and the oil may be placed on a single recipient or several. However, the oil will begin to evaporate almost immediately, losing 1 h.p. of protection each minute. Thus, a single person (and his belongings) could be protected for 24 hours before the oil completely evaporated, or twelve people could be protected for 2 hours each. A horse counts as 8 people for this purpose. The entire container must be used, regardless of how many people it is split amongst. It is worth 500 x.p. and requires giant slug spittle to create.

Oil of Disenchantment

When applied to a living creature or object, this oil will remove any enchantment/charm type spells or spell powers. Thus, if applied to a person under the influence of a *charm person* spell, the spell would be immediately dispelled. If applied to some magical item with enchantment/charm powers, they will be deactivated for 1d10+20x10 minutes (210-300). The oil itself does not radiate magic once applied, nor will objects temporarily deactivated by its effect. It is worth 750 x.p. and requires the gland of any creature with innate magic resistance to create.

Oil of Elemental Invulnerability

Once applied to a living creature, this oil will afford complete proof against one of the four elemental powers. There is enough oil in one vial to protect one person for 8 days, or 8 people for 1 day, etc. Determine the type of oil randomly when it is discovered:

TABLE 155: OIL OF ELEMENTAL INVULNERABILITY

Die Roll (d%)	Type	Invulnerable Against...
01-25	Air	Wind, hurricanes, tornados, etc.
26-50	Earth	Landslides, earthquakes, etc.
51-75	Fire	Non-magical fire
76-00	Water	Floods, tsunamis, etc.

10% of all vials of this oil will be effective on the relevant elemental, quasi- and meta-elemental planes (and in addition will provide some protection against relevant elemental creatures: -1 hit point per die of damage the creature would normally inflict). Regardless of type, a vial of this oil is worth 1,000 x.p. and requires the essence of the appropriate sort of elemental to create.

Oil of Ethereality

Once this viscous oil has been used to coat an individual and his possessions, he will be transported to the ethereal plane. Ethereal beings are invisible, will pass through non-ethereal objects (and thus cannot grasp them!), etc. The oil will take effect 3 minutes after it has been applied, and will last for 40 minutes plus 10d4 minutes. It can be removed by weak acids such as vinegar, lemon juice, etc., but such substances must have been brought to the ethereal plane ahead of time. It is worth 600 x.p. and requires the fat of a shedu or the brain of a demon to create.

Oil of Fiery Burning

This oil will immediately burst into flame when exposed to air. When it is first opened, it will begin to do so (inflicting 1d4 h.p. of damage on the person holding the vial). That person must immediately attempt to reseal the vial or up to 6 creatures within 10' (including the opener) will suffer 5d6 h.p. of fire damage from the resultant explosion; resealing requires that the character roll his dexterity or less on 2d10. If resealed, the oil can be thrown at some target, with the resulting fireball doing 5d6 h.p. of damage in a 10' radius (maximum 6 creatures are affected). If thrown, no saving throw is required for the vial. It is worth 500 x.p. and requires fire toad tongue to create.



Oil of Fumbling

Once applied to a creature, this oil's true nature will not become apparent until it is actually in real (not simulated or practice) combat. The creature so coated will have a 50% chance each minute of dropping whatever is in his hands: weapon, magic item, spell components, etc. The creature must be thoroughly washed in some sort of cleaner (alcohol, turpentine, etc.) in order to remove the oil. It is worth no x.p. and requires the sweat of a fish man to create.

Oil of Impact

There will be 1d3+2 applications of this oil per vial. Once applied to a blunt weapon such as a mace, hammer, staff, etc., it will turn that weapon into an enchanted one that will have a bonus of +3 "to hit" and +6 to damage. It will last for 1d4+8 minutes. When applied to a blunt missile weapon such as a sling bullet, throwing hammer, etc. it will last but a single hit and confer a +3 bonus "to hit" and +3 to damage. Up to 5 sling bullets/stones or 2 larger missiles can be coated per application. It is worth 750 x.p. and requires the tendons of an ogre or giant to create.

Oil of Sharpness

There will be 1d3+2 applications of this oil per vial. Once applied to an edged or pointed weapon such as a sword, spear, etc., it will turn that weapon into an enchanted one. The effect will last for 1d4+8 minutes, but if applied to a missile weapon such as an arrow or a dart, the effect will not last longer than the first hit with the weapon (5 arrows, or 2 larger missiles such as javelins, etc. can be coated per application). The exact strength of the oil should be determined randomly when it is first discovered:

TABLE 156: OIL OF SHARPNESS

Die Roll (d20)	Bonus "to hit" and Damage	X.P. Value
1-2	+1	100
3-5	+2	200
6-11	+3	300
12-16	+4	400
17-19	+5	500
20	+6	600

It requires the blood of a troll to create.

Oil of Slipperiness

This oil is applied to some person or creature externally. Once he has been so coated, a person cannot be grappled, hugged, grasped, constricted, entwined, etc. Webs will have no effect, and bonds (even magical ones) such as chains, ropes, etc. will slip off. It can also be used to coat a section of floor or ground some 10' in diameter; anyone crossing it will have a 95% chance of slipping and falling. The oil will last for 8 hours, but can be wiped off with alcohol. It is worth 400 x.p. and requires the pineal gland of a purple worm or the liver of a giant pike to create.

Oil of Timelessness

This oil, when applied to some formerly living object (such as a wooden chest, vellum scroll, leather scabbard, etc.), will protect it so that each year that passes only ages the item in question a single day. In addition, the item so coated will gain a +1 bonus to any saving throws. Each vial contains enough oil to coat a horse, 3 large chests, or other items of equal or near-equal surface area. It is worth 500 x.p. and requires the heart of an elf to create.

Pearl of Folly

This appears to be a normal pearl, but will radiate magic if detected for. If possessed by a cleric continuously for 1 month, his wisdom score will be

permanently reduced by 1. Once the month is complete, the pearl loses its enchantment and becomes an ordinary gem. It will only affect clerics, and is worth no x.p. when first discovered.

Pearl of Loss

This appears to be a normal pearl, but will radiate magic if detected for. If possessed by a mage, he will instantly lose a single spell "slot", being able to memorize one less spell than he would otherwise be able to. The level of the spell lost is determined randomly:

TABLE 157: PEARL OF LOSS

Die Roll (d%)	Level of Spell Lost
01-25	1st
26-45	2nd
46-60	3rd
61-75	4th
76-85	5th
86-92	6th
93-96	7th
97-98	8th
99	9th
00	2 spells, roll 1d6 to determine level of each

It can only be gotten rid of after a *remove curse* spell has been cast. Once that is done, the lost spell slots will return, but they must be re-filled by memorization in the normal fashion. They will be empty when restored. It only affects mages, and is worth no x.p. when found.

Pearl of Power

This appears to be a normal pearl, but will radiate magic if detected for. When possessed by a mage, it allows him to restore to his memory a spell that had been previously cast.

TABLE 158: PEARL OF POWER

Die Roll (d%)	Level of Spell Restored
01-25	1st
26-45	Up to 2nd
46-60	Up to 3rd
61-75	Up to 4th
76-85	Up to 5th
86-92	Up to 6th
93-96	Up to 7th
97-98	Up to 8th
99	Up to 9th
00	2 spells, roll 1d6 to determine maximum level of each

It can only be used by mages, and is worth 200 x.p. per level of spell.

Pearl of the Sirens

This appears to be an ordinary, if beautiful, pearl worth at least 1,000 g.p., which will radiate magic if detected for. If it is held firmly, and the holder concentrates on water, the sea, etc., he will gain an understanding of the pearl's workings. The holder of the pearl will be able to breathe underwater without penalty, move 240' per minute when underwater, and be immune to the effects of a siren's touch. The pearl need not be held in the hand to function, but must be on the possessor's person. It is worth 900 x.p.

Pearl of Wisdom

This appears to be a normal pearl, but will radiate magic if detected for. If possessed by a cleric continuously for 1 month, it will permanently increase his wisdom score by 1 (ignoring normal racial limitations). Once the month is

complete, the pearl loses its enchantment and becomes an ordinary gem. It can only be used by clerics, and is worth 500 x.p.



Periapt of Foul Rotting

This appears as a cut gem engraved with symbols and designs, and will radiate magic if detected for. The possessor will be struck by a horrible rotting disease, losing one point each of dexterity, constitution, and charisma per week until any of the three reaches 0. Once that happens, the character dies, falling into corruption. The disease can only be countered by a combination of spells. *Remove curse* is first applied to be able to remove the periapt itself from the victim. Then *cure disease* is cast, followed by either *heal* or *limited wish/alter reality/wish*. Alternatively, once the cursed periapt has been removed, if the victim is sprinkled with the dust of a crushed periapt of health, the disease will be arrested. Note that the ability score loss is permanent in any case. It is not worth any x.p.

Periapt of Health

This appears as a cut gem engraved with symbols and designs, and will radiate magic if detected for. The possessor will be immune to all diseases except that caused by the *periapt of foul rotting*. It is worth 1,000 x.p.

Periapt of Proof Against Poison

This appears as a cut gem engraved with symbols and designs, and will radiate magic if detected for. It provides a useful bonus against poisons and venoms of all types. In situations where no saving throw is normally involved, the *periapt of proof against poison* will provide one (see below). Where a saving throw is normally allowed, but at a penalty on the die roll, the penalty is automatically removed, allowing the possessor a saving throw regardless of the potency of the venom in question. And lastly, if a saving throw is normally allowed, the periapt will give a bonus. The exact strength of the periapt is determined randomly when it is initially found:

TABLE 159: PERIAPT OF PROOF AGAINST POISON

Die Roll (d20)	Saving Throw Where		X.P. Value
	None is Normally Allowed	Bonus to Other Saving Throws	
1-8	10%	+1	1,000
9-14	20%	+2	1,250
15-18	30%	+3	1,500
19-20	40%	+4	1,750

Periapt of Wound Closure

This appears as a cut gem engraved with symbols and designs, and will radiate magic if detected for. The possessor will never have an open wound

that does not close instantly of its own accord. Note that this does not prevent damage through contusions, crushing, burning, etc. Characters brought to negative hit points will never lose more h.p. due to bleeding, and healing in general is done at double the normal rate when the periapt is in the wounded person's possession. It is worth 1,000 x.p.

Phylactery of Faithfulness

This appears to be a leather box some 2" on a side, accompanied by leather straps, which will radiate magic if detected for. Once affixed to the arm or forehead, it will warn the wearer if an action or magical item will have an adverse impact on his alignment, thus giving him an opportunity to reconsider. The wearer must concentrate for a moment in order to receive the warning. It can only be used by clerics, and is worth 1,000 x.p.

Phylactery of Long Years

This appears to be a leather box some 2" on a side, accompanied by leather straps, which will radiate magic if detected for. Once affixed to the arm or forehead, it will slow the aging process in the wearer to but one-quarter of its normal rate. This applies to magical aging effects as well. It can only be used by clerics, and is worth 3,000 x.p.

Phylactery of Monstrous Attention

This appears to be a leather box some 2" on a side, accompanied by leather straps, which will radiate magic if detected for. Once affixed to the arm or forehead, the wearer will become noticed by extra-planar creatures of the alignment diametrically opposed to their own. Thus, those of lawful good alignment will be beset by demons, etc. For those of true neutral alignment, the game master should roll 1d4 to determine LE, CE, CG, or LG. If worn by a cleric of greater than 10th level, his deity's most powerful enemy will eventually become directly involved. Once donned, it can only be removed after an *exorcism* spell has been cast upon it, and then the cleric must undertake a quest to purify himself. It will only affect clerics, but is worth no x.p. when discovered.

Phylactery of Shortened Years

This appears to be a leather box some 2" on a side, accompanied by leather straps, which will radiate magic if detected for. Once affixed to the arm or forehead, it will hasten the aging process in the wearer to four times its normal rate. This applies to magical aging effects as well. It can only be removed after a *remove curse* spell has been cast upon it. It will only affect clerics, and is worth no x.p. when found.

Pipes of the Sewers

These appear to be a normal wooden pan flute, but will radiate magic if detected for. If the proper tune is played upon them, either (80% chance) 1d6x10 giant rats or (20% chance) 3d6x10 normal rats will appear, as long as they are within 400'. If they are more distant, there will be a delay of 1 minute per additional 50' distance. The pipes must be played for the entire period, until and while the rats are present. Once they appear, there is a 95% chance the rats will obey the wishes of the piper, but if he stops playing for any reason, the rats will leave immediately. If the pipes are then restarted and the rats return, there is a 30% chance they will attack the piper rather than obey. The pipes can also be used to seize control of rats that are under the control of some other creature such as a vampire or wererat; there is a 30% chance per minute of doing so. The rats can be turned back, of course, but there is only a 30% chance that an enemy would be able to do so. They are worth 1,750 x.p.

Portable Hole

This will either appear as a circular hole in a wall or floor some 6' in diameter, or as a small folded-up cloth of black, similar to a handkerchief. It is, in reality, a magical cloth that opens up into an extra-dimensional space some 6' in diameter and 10' deep. The hole (along with anything that has been placed within it) can be moved by simply folding up the cloth, and then opening it up again in some other location. There is only enough air inside the hole to maintain a human for 10 minutes. No matter how much is placed in the hole, it will never weigh more than a few ounces. Note that if a *portable hole* is ever placed inside a *bag of holding*, *pouch of accessibility*, or similar device, both will be destroyed and everything within 10' transported to a random plane of existence. It is worth 5,000 x.p.

Potion of Animal Control

There are six different kinds of potions of animal control. Unless specified, the type can be determined randomly:

TABLE 160: POTION OF ANIMAL CONTROL (TYPE)

Die Roll (d20)	Type of Animal Affected
1-4	Mammal and marsupial
5-8	Bird
9-12	Reptile and amphibian
13-15	Fish
16-17	Mammal, marsupial, and bird
18-19	Reptile, amphibian, and fish
20	All

The potion allows the drinker to control the actions of a number of creatures (of the type indicated above) depending on their size:

TABLE 161: POTION OF ANIMAL CONTROL (NUMBER)

Size	Number Affected
Small	5d4
Medium (man-sized)	3d4
Large	1d4

Creatures with an intelligence score of 5 or higher are entitled to a saving throw vs. spells. The potion only affects natural animals; monsters, humans, humanoids, magical creatures, etc. are immune to its effects. The effect lasts 40 minutes plus 10d4 minutes. It is worth 250 x.p. and requires a piece of brain of the type of animal to be controlled in order to create.

Potion of Beauty

This potion will raise the charisma score of the drinker by 1d4 points (to a maximum of 18). It will last for 40+10d4 minutes; if it wears off in front of someone whose reaction was influenced by the magically increased charisma, their reaction will almost certainly turn to one of hostility. It is worth 250 g.p. and requires the rendered fat of a siren to create.

Potion of Clairaudience

This potion allows the drinker to hear everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (behind a door, on a hill, in a tower room, etc.). He is able to hear everything in a 60' radius from some point in that locale chosen by him. There is no limit to how far the spell will reach, but the locale must be on the same plane as the caster. By means of this potion, the drinker can also scry unknown areas up to 30' distant. It lasts for 20 minutes. It is worth 250 x.p. and requires the ear of a hell hound to create.

Potion of Clairvoyance

This potion allows the drinker to see everything that takes place in some distant locale with which he is familiar, or whose nature is very obvious and/or visible (such as behind a door, in a general's command tent, etc.). He is able to see as if he were standing at some specific point, but is limited to the light which is already present; infravision and ultravision will not function through this spell; darkness limits what can be seen to a 10' radius from the selected point. The spell cannot be used to see through metal or certain magical protections. Distance is not a factor, but the spell cannot be used to see into other planes. It also allows the drinker to scry unknown areas up to 30' distant. It lasts for 20 minutes. It is worth 300 x.p. and requires the eye of a carnivorous ape.

Potion of Climbing

This potion allows the drinker to climb walls or other vertical or near-vertical surfaces, much as a thief can. There is a base 1% chance of failure (which is checked halfway through each attempted climb), plus 1% for every 100 lbs. carried. In addition, the wearing of armor adds to the base chance to slip and fall:

TABLE 162: POTION OF CLIMBING

Armor Type	Climb Failure Modifier
Brigandine	+1%
Ring armor (steel)	+2%
Scale armor	+4%
Mail	+7%
Plated mail	+8%
Plate armor	+10%
Jousting plate	+30%
Enchanted armor, any type except leather	+1%

The potion will last for 10 minutes plus 5d4 minutes. It is worth 300 x.p. and requires the leg of a giant insect of some sort.

Potion of Delusion

This potion convinces the drinker that he has, in fact, drunk some other sort of potion, when in fact it has no real effect whatsoever. If more than one person samples the potion to guess at its nature, there is a 90% chance that they will all agree that it is the same sort of potion. It is not worth any x.p. and requires the flesh of a doppelganger or ichor from a rakshasa to create.

Potion of Diminution

This potion will shrink the drinker and all his carried or worn possessions to 1/20th of his normal size. If half the potion is drunk, it will shrink the drinker and his possessions to 1/2 their normal size. The potion will last for 1 hour plus 2d4+1 minutes. It is worth 300 x.p. and requires the horn of a kobold or blood from a wererat to create.

Potion of Dragon Control

This potion allows the drinker to convince any one dragon that he is a trusted friend who should be protected and who should be well treated. The dragon so charmed is not a mindless automaton; it will act like a friend, not a slave, and any overtly hostile act against the target will negate the effect instantly. The type of dragon that the potion controls is determined randomly:

TABLE 163: POTION OF DRAGON CONTROL

Die Roll (d%)	Dragon Type	X.P. Value
01-06	Black	500
07-12	Blue	500
13-18	Brass	500
19-22	Bronze	500
23-28	Cloud	500
29-34	Copper	500
35-39	Faerie	500
40-45	Fog	500
46-48	Gold	500
49-54	Green	500
55-59	Mist	500
60-62	Red	500
63-67	Silver	500
68-71	Steam	500
72-76	Umbral	500
77-82	Vapor	500
83-88	White	500
89-94	Evil (any*)	1,000
95-98	Neutral (any)	1,000
99-00	Good (any)	1,000

* Undead dragons are not affected by the potion.

The potion's effect will last 5d4 minutes. The target creature must be within 60', and is entitled to a saving throw vs. spells with a -2 penalty. Those which are effective against specific types of dragons are worth 500 x.p. It requires the brain of the appropriate type of dragon to create.

Potion of ESP

This potion allows the drinker to read the thoughts of one creature in range (5' per level of the caster, up to a maximum of 90'). The potion's effect cannot act through 2' or more of stone, 2" of metal, or even the thinnest layer of lead or gold foil. The *potion of ESP* can only read the surface thoughts of a creature; it cannot be used to discover deep secrets, passwords (unless they are being actively thought of), etc. The potion cannot be used on creatures that are essentially mindless, such as puddings and jellies, and undead creatures are similarly unaffected. The target need not be seen; the potion can be used, for example, to learn if something is lurking behind a closed door. The potion's effect lasts for 5d8 minutes. It is worth 500 x.p. and requires the brain of a cthonoid to create.

Potion of Extra-Healing

This potion will heal 3d8+3 hit points of damage if consumed in its entirety. If only a third of the potion is drunk, each such dose will heal 1d8 h.p. It is worth 400 x.p. and requires the blood of a troll to create.

Potion of Fire Breath

This potion allows the drinker to shoot forth a gout of flame from his mouth, similar to the breath weapon of a dragon. Each vial contains 4 doses, and the size and power of the flames will be determined by how many doses are imbibed at any given time.

TABLE 164: POTION OF FIRE BREATH

Number of Doses	Size of Flame	Damage Done
1	10' x 20'	3d4 h.p.
2	10' x 40'	6d4 h.p.
3	10' x 60'	9d4 h.p.
4	20' x 80'	5d10 h.p.

Those in the area of effect are entitled to a saving throw vs. breath weapon; success indicates they only take half damage. It is not without its peril, however; if 1 hour goes by without the drinker having used the breath weapon effect, there is a 10% chance that it will detonate inside him, doing double damage (and no saving throw). The potion loses its effect an hour after drinking in any case. It is worth 400 x.p. and requires the bile of a fire drake to create.

Potion of Fire Resistance

This potion will imbue the drinker with complete immunity to the effects of non-magical fire, even to the point of invulnerability to lava and similarly intense heat. Magical fire is also affected; all damage from magical fire (such as *fireball*, red dragon breath, etc.) is reduced by 2 h.p. for every die of damage, and if the drinker is normally entitled to a saving throw, it is made at a +4 bonus. The potion lasts for 10 minutes. If half the potion is drunk, it will still provide total immunity to non-magical fire, magical fire is reduced by 1 h.p. per die of damage, and saving throws are made at +2. A half-dose will last for 5 minutes. It is worth 250 x.p. and requires the essence of a fire elemental or scales from a salamander to create.

Potion of Flying

This potion allows the drinker to fly at up to 120' per minute, half that when gaining altitude, and double it when descending in a dive. The effect will last for 40 minutes plus 10d4 minutes. It is worth 500 x.p. and requires feathers from a hippogriff or blood from a phoenix to create.

Potion of Gaseous Form

This potion will cause the drinker to become as mist or smoke, allowing him to travel up to 30' per minute, and to be able to enter any space that is not air tight. The spell *gust of wind*, and strong winds and breezes, will blow a person in gaseous form around, of course. Anyone in gaseous form is immune to all normal and most magical attacks; only magical fire or lightning will affect such a person. The effect will last for 10 plus 1d10 minutes, maximum. It is worth 300 x.p. and requires the dust of a vampire or teeth of an ogre mage to create.

Potion of Giant Control

This potion allows the drinker to convince up to two giants that he is a trusted friend who should be protected and who should be well treated. The giants so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the effect instantly. The type of giant that the potion controls is determined randomly:

TABLE 165: POTION OF GIANT CONTROL

Die Roll (d20)	Type of Giant Controlled	Experience Point
		Value
1-2	Cliff	750
3	Cloud	800
4	Firbolg	800
5-6	Fire	700
7	Fomorian	750
8-9	Frost	500
10-12	Hill	400
13	Mist	900
14-15	Stone	600
16	Storm	900
17-20	Verlaang	300

The potion's effect will last 5d6 minutes. The target creature must be within 60'. If only one giant is affected, it is entitled to a saving throw vs. spells with a -4 penalty; if two giants are affected, the save is made at a -2 penalty. It requires the brain of the appropriate sort of giant to create.

Potion of Giant Strength

This potion will increase the strength of the drinker to that of a particular type of giant. Note that this means that the drinker can throw boulders as per the giant type indicated (see the **ADVENTURES DARK AND DEEP™** Bestiary for details). The type of giant, and thus the strength that is imparted to the drinker, is determined randomly:

TABLE 166: POTION OF GIANT STRENGTH

Die Roll (d20)	Type of Giant Strength	Strength Score	Experience Point Value
1-6	Hill	19	500
7-10	Stone/Cliff	20	550
11-14	Frost/Fomorian	21	600
15-17	Fire	22	650
18-19	Cloud/Mist/Firbolg	23	700
20	Storm	24	750

This potion can only be used by fighters. The effect will last for 40 minutes plus 10d4 minutes. It requires drops of sweat from the appropriate sort of giant to create.

Potion of Glibness

This potion allows the drinker to be able to tell lies with the greatest of ease and facility. Even the most enormous whoppers will be believed. Even truth-detecting powers and spells will not pick up the untruth, except possibly as the most minor “stretching of the truth”. The effect will last for 40+10d4 minutes. It is worth 500 x.p. and requires the tongue of a greater devil to create.

Potion of Growth

This spell will cause the drinker to increase in height and weight by up to 400% (it is possible to drink only a quarter of the potion and grow by 100%, to drink half to grow 200%, etc.). All carried and worn possessions grow commensurately. The drinker does not gain any bonuses “to hit” or for damage in combat, but if he ends up 18’ tall or taller, his base movement is increased to 150’/min. It is worth 250 x.p. and requires the pituitary gland from an ogre to create. The effect lasts 3d4 rounds.

Potion of Healing

This potion will heal 2d4+2 hit points when consumed. Partial doses have no effect. It is worth 200 x.p. and requires the blood of an ogre mage to create.

Potion of Health

This powerful potion will completely cure any disease (including mummy rot), blindness, deafness, feeble-mindedness (as per the spell), insanity, infection, parasitical infection, poison, etc. If half the potion is consumed, only a maximum of two afflictions will be so healed. No hit points will be restored; only the diseases and other afflictions themselves. It is worth 350 x.p. and requires the spleen of an ottyugh or neo-ottyugh to create.

Potion of Heroism

This potion will temporarily increase the level of the drinker, increasing both combat prowess and hit points. The size of the increase depends on the level of the drinker:

TABLE 167: POTION OF HEROISM

Starting Level	Bonus “to Hit”	Hit Dice Added
0	+4	4d10
1-3	+3	3d10+1
4-6	+2	2d10+2
7-9	+1	1d10+3

The effect will last for 40 minutes plus 4d10 minutes. The potion can only be used by fighters and 0-level men at arms. Damage taken while under the effect of the potion will be taken from the added hit dice first; once those hit points are exhausted, the drinker’s actual hit points will then be affected. It is worth 300 x.p. and requires the heart of a lion, tiger, jaguar, etc. to create.

Potion of Human Control

This potion allows the caster to convince several people that the caster is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. Up to 32 levels or hit dice can be controlled, and each target is allowed a saving throw vs. spells. The exact type of person that can be controlled is determined randomly:

TABLE 168: POTION OF HUMAN CONTROL

Die Roll (d20)	Type of Person Controlled
1-2	Dwarves
3-4	Elves and half-elves
5-6	Gnomes
7-8	Halflings
9-10	Orcs and half-orcs
11-16	Humans
17-19	Humanoids (orcs, goblins, etc.)
20	Humans, elves, and half-elves

The potion’s effect lasts for 5d6 minutes. It is worth 500 x.p. and requires the blood of a vampire or eye of a nixie to create.

Potion of Invisibility

This potion allows the drinker (and his possessions worn or carried) to become completely invisible, both to ordinary sight and infravision. The invisibility will continue until it is either magically dispelled, or the creature attacks another, in which case the *invisibility* is instantly cancelled. See the **ADVENTURES DARK AND DEEP™** Players Manual for details concerning invisibility. Potions of this type will have 8 doses; each will last for 30-60 minutes (1d4+2 x10). It is worth 250 x.p. and requires the ichor of an invisible stalker to create.



Potion of Invulnerability

This potion grants the drinker complete immunity from any physical attacks made by non-magical weapons, by non-magical creatures, or by magical creatures with 3 or fewer hit dice. Even if the drinker can be harmed by an attacker, he gets a bonus of 2 to his armor class and to any saving throws. The potion will last for 5d4 minutes, and can only be used by fighters. It is worth 350 x.p. and requires the horn of a gargoyle or the skin of a lycanthrope to create.

Potion of Levitation

This potion allows the drinker to float in the air. It does not allow horizontal movement, but a *levitating* individual could still use his hands to push himself along a wall, be pulled by a rope, etc. The caster can cancel the effect at will. Up to 600 lbs. can be lifted by means of this potion, including the drinker and his possessions. It will last for 40 minutes plus 10d4 minutes. It is worth 250 x.p. and requires the eye of a beholder or the essence of a will-o-wisp to create.

Potion of Life

This potion will literally return life to the dead, as long as it is administered within 5 minutes of death (-10 hit points, or death caused by other means such as poison, etc.). The person so brought to life will require 10 days of bed rest, during which time no activity (including spell-casting, research, etc.) will be possible. A *cure light wounds* spell will cut 1 day off this requirement, *cure serious wounds* counts as 2 days, *cure critical wounds* 3 days, and a *heal* spell 7 days. It is worth 250 x.p. and requires the ashes of a mummy destroyed by fire to create.

Potion of Liquid Form

This potion will cause the drinker to become water, allowing him to travel up to 30' per minute, and able to enter any space that is not watertight. Anyone in liquid form is immune to all normal and most magical attacks; only magical fire or lightning will affect such a person. The effect will last for 10 plus 1d10 minutes, maximum. It is worth 300 x.p. and requires triton's blood to create.

Potion of Longevity

This potion will make the drinker younger by 1d12 years, with all of the benefits that entails (it is often sought out by those who have been magically aged, such as by the attack of a ghost). For every potion of longevity consumed, there is a 1% cumulative chance that the effects of all such potions consumed over the drinker's lifetime will be reversed, and he will suddenly age very rapidly. It is worth 500 x.p. and requires the blood of an ancient dragon or liver from a phoenix to create.

Potion of Madness

As soon as a single drop of this potion is so much as tasted, the person doing so will behave as if struck by a *confusion* spell, but the effect will be permanent. Only a *heal*, *restoration*, or *wish* spell will cure them. Once the effect befalls some individual, the rest of the potion will become inert. It is worth no x.p. and requires the tongue of a gibbering moulder to create.

Potion of Persuasiveness

This potion will give the drinker an immediate 25% bonus to all reaction adjustment rolls. Every ten minutes while the potion is in effect, the drinker may make a proposal in such a way that the listener will be disposed to agree to it. The listener, of course, must be able to understand what is being said, and must be within 30'. The listener gets a saving throw vs. spells to resist the suggestion, but if it is a particularly reasonable-sounding proposition, the save is made at a penalty of -1 or even -2 (at the game master's discretion). The

suggestion can never be obviously harmful, deadly, or against the interests of the hearer, but (for instance) a suggestion that a giant agree to a truce to help an adventuring party attack a nearby orc lair, with the giant getting a share of the loot, is certainly within the bounds of the spell. A maximum of two short sentences can be used to make the suggestion. If successful, the suggestion will remain in force for 1 hour. The potion itself will remain in effect for 40 minutes plus 10d4 minutes. It is worth 400 x.p. and requires the tongue of a harpy to create.

Potion of Plant Control

This potion allows the drinker to control the actions of any plants (including regular plants, intelligent plant creatures, molds and fungi, etc.) in a 20'x20' area, centered on a point up to 90' distant. Plants with an intelligence score of 5 or greater are entitled to a saving throw vs. spells. It will not affect slimes and puddings. Affected plants may be made to move, hold still (including being silent, such as when the potion is used on shriekers), wrap around objects or creatures, etc. Self-destructive commands given to intelligent plants will not be heeded. The potion does not imbue plants with abilities they do not already have; i.e., ordinary grass cannot be made to grab at things, as it cannot normally move. The potion will remain in effect for 40 minutes plus 4d10 minutes. It is worth 250 x.p. and requires the spores of a shrieker or the eye of an umber hulk to create.

Potion of Poison

Some potions are in reality poison, usually left as booby traps. Such poisons will cause death unless a saving throw vs. poison is successful; the game master should determine whether a modifier is applicable (and it could range from a +4 bonus to the saving throw to a -4 penalty, depending on the strength of the poison). If in doubt, there will be no modifier. It is never worth any x.p.

Potion of Polymorph Self

This potion allows the drinker to assume the outward physical form of some other creature, from the size of a small bird to that of a large animal such as a rhinoceros. This transformation allows for the caster to move as does the creature type in question (so, a crow could fly, a horse gallop, a spider climb walls), but neither transforms the mentality or grants the other powers (attacks, senses, special powers, etc.). The potion lasts for 40 minutes plus 10d4 minutes, and during that time a variety of different forms can be assumed (the transformation takes 30 seconds per change). No system shock survival roll is required. If the caster takes damage while in altered form, up to 1d12 hit points of such damage will be healed when the caster returns to his normal form. It is worth 200 x.p. and requires the skin of a mimic or hair of a succubus to create.

Potion of Rainbow Hues

This potion will allow the drinker to turn any color (or colors) that he can imagine. The effect will last for 1 hour, and each potion will have 7 doses. It is worth 200 x.p. and requires the wings of a faerie dragon to create.

Potion of Speed

This potion will double the speed of the drinker, including not only movement but attacks in melee as well. Spell casting times are not affected. The effect will last for 5d4 minutes, but the drinker will be permanently aged by 1 year after consuming the potion. It is worth 200 x.p. and requires the heart of a pegasus and blood of a giant weasel to create.

Potion of Stammering and Stuttering

This potion will seem to be a *potion of glibness* or *persuasiveness* if tasted and tested. However, when used in an actual situation where verbal acuity is

required (such as parleying with an enemy, casting a spell, etc.), the potion's true nature will be demonstrated. For 40+10d4 minutes, no spell with a verbal component can be used, and any reaction adjustments or skills that involve verbalization of any sort (such as verbal patter) will incur a 25% penalty. It is worth no x.p. and requires the brain of an ettin to create.

Potion of Super-Heroism

Similar to a *potion of heroism* (see p. 108), this potion will temporarily increase the combat prowess of the drinker, increasing both combat skill and hit points. The size of the increase depends on the level of the drinker:

TABLE 169: POTION OF SUPER-HEROISM

Starting Level	Bonus "to Hit"	Hit Dice Added
0	+6	5d10
1-3	+5	4d10+1
4-6	+4	3d10+2
7-9	+3	2d10+3
10-12	+2	1d10+4

The effect will last for 40 minutes plus 4d10 minutes. The potion can only be used by fighters and 0-level men at arms. Damage taken while under the effect of the potion will be taken from the added hit dice first; once those hit points are exhausted, the drinker's actual hit points will then be affected. It is worth 450 x.p. and requires the blood of a giant wolverine and the heart of a minotaur to create.

Potion of Treasure Finding

This potion allows the drinker to locate the nearest large treasure hoard within range. The hoard must contain at least 10,000 coins or 100 gems (or combinations, with each gem being "worth" 100 coins for purposes of detection). The hoard must be within 240', and only magical barriers or lead-lined walls will foil the detection (note that gold will not block this particular form of detection – indeed, it might well be detected as treasure itself). The drinker will instinctively know direction, but not distance. It is worth 600 x.p. and requires the scale of a silver dragon to create.

Potion of Undead Control

This potion allows the drinker to convince a number of undead that he is a trusted friend who should be protected and who should be well treated. The undead so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the effect instantly. The type of undead that the potion controls is determined randomly:

TABLE 170: POTION OF UNDEAD CONTROL

Die Roll (d%)	Type of Undead Controlled
01-02	Apparition
03-04	Banshee
05-06	Child spirit
07-09	Coffer corpse
10	Dragon, blood
11	Dragon, bone
12	Dragon, spectral
13	Dragon, tumulus
14	Dragon, wailing
15-22	Ghost
23-30	Ghost
31-38	Ghoul
39-40	Haunt
41	Huecuva
42-43	Mummy
44	Mummy lord
45	Poltergeist

Die Roll (d%)	Type of Undead Controlled
46-55	Shadow
56-66	Skeleton
67	Son of chaos
68-77	Specter
78-79	Vampire
80-85	Wight
86-90	Wraith
91-00	Zombie

The potion's effect will last 5d4 minutes. The target creature must be within 60'. Up to 16 hit dice total of undead can be affected, and those with intelligence are entitled to saving throws vs. spells. It is worth 700 x.p. and requires either the dust of a specter, a vampire brain, ectoplasm from a ghost, or the tongue of a lich to create.

Potion of Ventriloquism

This potion allows the drinker to "throw his voice", making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater is listening, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The effect will last for 40+10d4 minutes, and there are 6 doses in a typical flask. It is worth 200 x.p. and requires the tongue of a brownie to create.

Potion of Vitality

This potion allows the drinker to exert himself without the need for sleep, rest, food or drink for 7 days. If drunk after a day of such exertion, the drinker will be instantly refreshed and remain so for the full seven day duration. During that period, the drinker will be immune to poison and disease of any sort, and will heal 1 h.p. of damage every 4 hours, even without resting. It is worth 300 x.p. and requires centaur blood and the heart of a camel to create.

Potion of Water Breathing

Each dose of this potion allows the drinker to breathe underwater (or while immersed in other liquids that have sufficient oxygen) for 1 hour plus 1d10 minutes. Such potions will have either two doses (75% likely) or four (25%). It is worth 400 x.p. per 2 doses and requires the blood of a water naga or the gills of a nixie to create.

Potion of Youth

There is but one dose of this potion found in any given container. Once consumed, the drinker will be 1d4+1 years younger, physically. It is worth 500 x.p. and requires the pineal gland of a pixie to create.

Pouch of Accessibility

This enchanted belt pouch appears to be a normal accouterment, but one which weighs a full pound when empty, and which will radiate magic if detected for. Within are 30 enchanted pockets, each of which can hold up to 10 lbs. or 1 cubic foot of material. The wearer can, simply by saying the name of the thing desired, reach into the pouch and have it in his hand in an instant. When full, the pouch will weigh 4 lbs. It is worth 1,250 x.p.

Prison of the Magus

This appears to be a small brass birdcage, but will radiate magic if detected for. There are two command words associated with each prison. The first will imprison any one creature within 60' of the cage. The true name of the creature, or its history and background in great detail, must be known. This

will take 1 minute to complete, and the target is entitled to a saving throw vs. spells (plus magic resistance, if applicable). Failure indicates that the victim has been shrunk to approximately 3" in height and locked within the prison. The door to the prison is held by a wizard lock (as if it had been cast by a mage of the same level as the one who imprisoned the victim). Only a wizard of 4 levels higher than the owner of the prison can open the door, and then only from the outside. The second command word will free the prisoner. Any successful freeing of the prisoner will restore him to normal height in the process. The prison itself is immune to all physical and magical attacks, and those within the prison are covered by a compete anti-detection and anti-magic screen, making any magic use within the prison quite impossible, and rendering all attempts at locating the prisoner fruitless. The prisoner need not eat or drink while he is so imprisoned. The prison can only be used by mages, and is worth 2,750 x.p.

Ring of Animal Friendship

This ring allows the wearer to elicit good will and docility from natural animals. It will only affect neutral, non-magical, animals with at least an intelligence of 1, within a 10' radius. Each animal is entitled to a saving throw vs. spells; success indicates they will run away from the ring owner. Failure indicates they will simply follow the ring owner until dismissed. The number of creatures affected depends on the class of the wearer:

TABLE 171: RING OF ANIMAL FRIENDSHIP

Character Class of Wearer	Hit Dice of Animals Affected
Druid	24
Ranger	18
Other	12

Each *ring of animal friendship* has 27 charges. By expending a charge, the wearer will cause any friendly animals to actively defend him from hostile agents. The ring cannot be recharged. It is worth 1,000 x.p.

Ring of Berserk Strength

This cursed ring can only be removed once a *remove curse* spell has been cast, followed by a *dispel magic* spell. For every 10 minutes the ring is worn, strength and constitution will increase by 1 until they reach 18 (if the wearer is a fighter, roll for percentile strength). Once both have reached 18, the wearer will immediately attack any enemy no matter what its strength or the potential for the combat to end in the death of the wearer. Once the ring is removed, the strength and constitution points gained are immediately lost. It is not worth any x.p.

Ring of Blinking

When a command word is spoken, this ring will cause the wearer to be under the influence of a *blink* spell for 6 minutes. The ring must thereafter recharge itself for 1 hour before it can be used again. The ring will activate no matter who speaks the command word, as long as the speaker is within 10' of the ring. The command word is usually engraved on the inside of the ring itself. It is worth 1,000 x.p.

Ring of Chameleon Power

This ring has two chief powers. First, it allows the wearer to blend in with any background with 90% effectiveness: thus rendering him very difficult to see if hiding in woods, against a wall, etc. Second, it allows the wearer to appear as another member of a crowd of like creatures; he could appear as an orc in a crowd of orcs, for instance. For every 10 minutes, however, there is a 5% cumulative chance that the wearer's true nature will be seen (thus 10% after the second 10 minutes, 15% after 30 minutes, etc.). Creatures with an intelligence score greater than 15 add their intelligence to their chance to detect the faux member of the group, and creatures with an intelligence of 3

or lower will automatically detect the ruse, purely instinctively. It is worth 1,000 x.p.

Ring of Clumsiness

This ring has two functions; one beneficial and one not so. As long as the wearer is not in combat, being pursued, trying to sneak into a room, undertaking some very exacting action, etc., the ring will have one of the following powers (determine randomly when the ring is first discovered):

TABLE 172: RING OF CLUMSINESS

Die Roll (d%)	Ring Function
01-10	Free action
11-20	Feather falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-00	Water walking

Once, however, the wearer is placed under real stress or needs to employ any sort of manual dexterity, the ring's curse will be activated. Dexterity will be half of normal, any chance of success relating to stealth, hiding, lock picking, etc., will also be halved. (Round down in all cases.) Any spell that requires either a material component or gestures will require a successful saving throw vs. spell on the part of the caster in order to be cast successfully; failure indicates the materials were dropped or the gestures performed incorrectly, and the spell is lost. The ring can only be removed after a *dispel magic* spell has been successfully cast upon it (as if the ring were 12th level). The ring is worth no x.p.

Ring of Contrariness

This cursed ring will cause the wearer to disagree with every proposition, gainsay every position, and argue with every decision. It can only be removed with a *remove curse* spell (and part of the curse will cause the wearer to resist having such spells cast upon him, forcefully if necessary). However, the curse does come with a boon, for each *ring of contrariness* also functions as some other, purely beneficial, sort of magic ring:

TABLE 173: RING OF CONTRARINESS

Die Roll (d%)	Also Functions as a...
01-20	<i>Ring of flying</i>
21-40	<i>Ring of invisibility</i>
41-60	<i>Ring of levitation</i>
61-70	<i>Ring of shocking grasp</i>
71-80	<i>Ring of spell turning</i>
81-00	<i>Ring of strength (18/00)</i>

Note that if the *ring of contrariness* also functions as a *ring of spell turning*, a *remove curse* spell must exceed 100% in order to be effective (see the ring of spell turning on p. 114 for details). It is not worth any x.p.

Ring of Delusion

This special sort of magic ring will convince the wearer that it is, in fact, a magic ring of some other type. Unconsciously, the wearer will use whatever other abilities or items that he may have in order to maintain the self-delusion (for example, a magic user who believes it to be a *ring of levitation* may cast a *levitate* spell upon himself without even realizing it, in order to convince himself of the nature of the ring). Outside observers will eventually catch on, but convincing the wearer may be difficult. The ring can be removed at will. It is not worth any x.p.

Ring of Djinni Summoning

This ring allows the wearer to summon a djinni from the elemental plane of air by rubbing it. The djinni will serve the owner of the ring well, but should it ever be slain the ring itself will cease to be magical. See the **ADVENTURES DARK AND DEEP™** Bestiary for more information on djinnis. It is worth 3,000 x.p.

Ring of Elemental Command

There are four types of rings of elemental command. Each appears as some other sort of ring until a specific condition is met (determined by the game master, and could be having a specific spell cast on the ring, slaying a particular type of creature, bringing the ring to a particular place, etc.).

Once activated, a ring of elemental command enables the wearer to understand the languages of the beings native to the ring's related elemental plane. Such beings will recognize the ring and understand its power, and treat the wearer accordingly. All relevant elementals will be unable to approach closer than 5' unless the wearer allows it, and the wearer can attempt to *charm* the elemental (which is entitled to a saving throw with a -2 penalty). However, if the attempt fails, the elemental in question is free to approach and attack the wearer.

Non-elementals native to the elemental plane to which the ring is related all attack the wearer with a -1 penalty "to hit". The wearer gets a +2 bonus to all saving throws due to attacks from such creatures, and in turn gets a +4 bonus "to hit" and +6 to damage. If such creatures require an enchanted weapon to be harmed, the wearer of the ring can ignore that restriction.

The *ring of air elemental command* will appear as a *ring of invisibility* until activated. The wearer gets a -2 penalty to all saving throws vs. fire. The ring grants the following powers:

- *Gust of wind* once per minute
- *Fly* at will
- *Wall of force* once per day
- *Control winds* once per week
- *Invisibility* at will

The *ring of earth elemental command* will appear as a ring of feather falling until activated. The wearer gets a -2 penalty to all saving throws vs. petrification. The ring grants the following powers:

- *Stone tell* once per day
- *Passwall* twice per day
- *Wall of stone* once per day
- *Stone to flesh* twice per week
- *Move earth* once per week
- *Feather fall* at will

The *ring of fire elemental command* will appear as a *ring of fire resistance* until activated. The wearer will incur a -2 penalty to all saving throws vs. water or cold. The ring bestows the following powers:

- *Burning hands* once every 10 minutes
- *Pyrotechnics* twice per day
- *Wall of fire* once per day
- *Flame strike* twice per week
- *Fire resistance* at will



The *ring of water elemental command* will appear as a *ring of water walking* until activated. The wearer will incur a -2 penalty to all saving throws vs. lightning or electricity. The ring bestows the following powers:

- *Purify water* at will
- *Create water* once per day
- *Water breathing 5' radius* at will
- *Wall of ice* once per day
- *Airy water* at will
- *Lower water* twice per week
- *Part water* twice per week
- *Water walking* at will

Each effect will take 30 seconds (5 segments) to activate. The ring is worth 5,000 x.p.

Ring of Elvenkind

These rings are usually given as gifts by the elvish peoples to special friends and allies. The wearer will have the following elf-like powers and abilities:

- Infravision with a 60' range
- Concealment in woods and forests
- Move silently if alone and wearing non-metal armor, with a 4 in 6 chance of success
- Detect concealed doors by simply walking past them, with a 1 in 6 chance of success
- Detect secret doors when searched for, with a 2 in 6 chance of success

It is worth 1,000 x.p.

Ring of Feather Falling

Should the wearer fall more than 5', this ring instantly slows the rate of descent to a gentle 2' per second. No falling damage will be incurred at that rate of descent. It is worth 1,000 x.p.

Ring of Fire Resistance

This ring affords the wearer complete immunity to non-magical fires of normal sort (flaming oil, large fires, etc.). Very large or magical fires (molten lava, the breath of a hell hound, etc.) will cause a maximum of 1 h.p. of damage per 6 seconds (1 segment). When dealing with very hot magical fires (red dragon's breath, *fireball*, *flame strike* – generally those that do 25 h.p. of damage or more) the wearer will have a bonus of +4 to any saving throws, and damage is always calculated at -2 per die (1 h.p. minimum per die). It is worth 1,000 x.p.

Ring of Free Action

This ring allows the wearer to move and attack at normal speed despite webs, spells such as *slow* or *hold person*, or even being underwater (it will not, however, give the wearer any special powers to breathe underwater). It is worth 1,000 x.p.

Ring of Influence

This ring will cause the wearer's charisma score to rise to 18 when figuring out reactions by non-player characters and other creatures. Once per day, the wearer can cast *suggestion* (as per the spell), and *charm person* (also as per the spell, up to a maximum of 21 levels or hit dice worth of creatures). The latter two effects require 18 seconds (3 segments) to activate. It is worth 2,000 x.p.

Ring of Invisibility

This ring allows the wearer to become invisible at will (see the ADVENTURES DARK AND DEEP™ Players Manual for details on how invisibility works). In addition, 10% of these rings will also allow the wearer to become completely silent, but if he decides to talk, the silence is dispelled. It is worth 1,500 x.p.

Ring of Jumping

The wearer of this ring is able to leap 30' forward, 10' backwards, or 10' straight up. The arc of the jump will take the wearer 2' up for every 10' traveled. The ring's power can be used but four times per day. It is worth 1,000 x.p.

Ring of the Magus

This ring will appear to be a non-magical ring of great value (1,000 g.p.) but will explicitly not radiate magic no matter the means of detection. If the wearer is physically struck by a magical item or weapon, the ring will not only negate whatever effect would have been forthcoming, but will draw the magic from the item in question, rendering it inert for 1d4 hours, after which time the item will return to its normal magical state (single-use items such as enchanted arrows will simply remain drained). The item in question must physically touch the wearer of the ring to be thus affected, and are entitled to a saving throw to resist being drained:

TABLE 174: RING OF THE MAGUS

Item Type	Saves On... (Roll d20)
Relic	2-20
Artifact	3-20
Hand weapon	4-20
Rod, staff	5-20
All other items	6-20

Note that even if the item makes its saving throw, the effect on the wearer of the ring will still be negated. The item in question will simply not be rendered temporarily un-enchanted. It is worth 250 x.p.

Ring of Mammal Control

This ring allows the user to completely control the actions of up to 30 hit dice of non-magical mammals, as long as they have an intelligence of 4 or less (thus, creatures such as giant rats, dolphins, chimpanzees, etc. are immune). This control even allows the ring wearer to cause the controlled mammals to kill themselves in furtherance of his instructions, but to exercise such a level of control requires total concentration. The ring requires 18 seconds (3 segments) to activate. It is worth 1,000 x.p.

Ring of Mind Shielding

This ring affords the wearer complete immunity from *ESP*, *telepathy*, *empathy*, *detect lie*, *know alignment*, and similar magics. It is worth 500 x.p.

Ring of Protection

The *ring of protection* improves the wearer's armor class by a given amount and improves saving throws. Multiple rings of protection do not "stack" (only the strongest will have an effect), and it will not work in conjunction with enchanted armor of any type. The exact powers of the *ring of protection* are determined randomly:

TABLE 175: RING OF PROTECTION

Die Roll (d%)	Effect	Experience Point Value
01-70	+1 AC, +1 save	2,000
71-82	+2 AC, +2 save	2,500
83	+2 AC, +2 save to all within 5' radius	2,750
84-90	+3 AC, +3 save	2,750
91	+3 AC, +3 save to all within 5' radius	3,000
92-97	+4 AC, +2 save	3,500
98-00	+6 AC, +1 save	4,000

For those rare cases where the ring extends a bonus to saving throws in a 5' radius, note that the AC bonus only applies to the wearer, not to those within the 5' radius.

Ring of the Ram

This ring will have the head of a ram or goat upon it, and will radiate magic if detected for. The wearer is able to shoot forth a ray of force in the shape of a ram's head some 30' distant, which can be used to knock into objects or enemies, open stuck doors (even those which are magically held or locked), or bash structures as if it were an actual battering ram. The amount of damage done depends on how many charges are expended:

TABLE 176: RING OF THE RAM

Charges Expended	Melee Damage	Open Doors as If...	Structural Damage
1	1d6	18/00 strength	As battering ram
2	2d6	19 strength	As battering ram x2
3	3d6	20 strength	As battering ram x3

Three charges is the maximum that may be expended in any given strike. The force of the blow is such that, unless the target makes a saving throw vs. spells, he will be knocked down (or off, if the target is on a ledge, atop a roof, etc.). The target is entitled to adjustments to its saving throw:

TABLE 177: RING OF THE RAM SAVING THROW ADJUSTMENT

Circumstance	Saving Throw Adjustment
Creature is small	-1 penalty
Creature is large	+1 bonus
Strength score 11 or less	-1
Strength score 18-20	+3 bonus
Strength score 21 or more	+6
Four or more legs	+4
Weights over 1,000 lbs.	+2
2 charges were expended	-1
3 charges were expended	-2

If the ring is used against magical items, and three charges are expended, the item must make a saving throw vs. crushing blow or be smashed and ruined. Regular items will always need to save vs. crushing blow if the ring is used upon them.

The ring will have 10d6 charges. It can be recharged by a combination of the spells *enchant an item* and *clenched fist*. It is worth 750 x.p.

Ring of Regeneration

Most rings of this type will allow the wearer to regenerate 1 h.p. of damage every 10 minutes, even if the wearer has been brought to negative hit points. (If the wearer was killed by poison damage, he will be entitled to another saving throw once he comes back to 1 h.p.; if he fails the second roll, he dies once and for all, and the ring can no longer help him.) Even severed limbs will be restored by this ring. Fire or acid will prevent regeneration.

In fact, 10% of *rings of regeneration* are, in fact, *vampiric rings of regeneration*. They will take ½ of all damage the wearer inflicts in melee combat (only) and restore that many hit points to the wearer.

In no case can the wearer exceed his original total number of hit points by means of these rings. It is worth 5,000 x.p.

Ring of Shocking Grasp

This ring allows the wearer to, by touching an enemy (requiring a successful “to hit” roll in melee), inflict 1d8+6 hit points of electrical damage. The ring can be used up to three times before it must recharge for 10 minutes; there is no limit on the length of time between the three uses, but after the third it must rest. It is worth 1,000 x.p.

Ring of Shooting Stars

The powers of the *ring of shooting stars* depend on where it is being used: outside at night, or indoors at night or underground. In both cases, it can only be used in the absence of bright light, such as sunlight.

Outdoors at night, the ring has the following powers:

- *Dancing lights* once per hour
- *Light* twice per night (120’ range)
- *Ball lightning* once per night
- *Shooting stars* three times per week (3 missiles, range 70’)

Indoors at night, or underground, the ring has the following powers:

- *Faerie fire* twice per day
- *Spark shower* once per day

All of these powers function as the spells described in the **ADVENTURES DARK AND DEEP™** Players Manual. It is worth 3,000 x.p.

Ring of Spell Storing

Each *ring of spell storing* is created with a set of certain spells, which cannot be changed once the ring is forged. For those found in treasure hoards, roll 1d4+1 to determine the number of spells the ring contains. To determine the type of spells the ring has been designed to store, roll randomly:

TABLE 178: RING OF SPELL STORING

Die Roll (d%)	Ring Spell Type
01-03	Bard
04-16	Cleric
17-23	Druid
24-30	Mystic
31-86	Mage
87-93	Illusionist
94-00	Savant

For each spell, roll randomly to determine its level; for mage spells roll 1d8 (re-roll 1d6 if an 8 is rolled). For all other types of spells, roll 1d6 (re-roll 1d4 if a 6 is rolled). Then use the spell list tables to determine which spell is in the ring. Roll each spell’s level and name separately until all of the spell slots in the ring have been filled.

The wearer of the ring will know automatically which spells it contains. Once a spell is cast from the ring, it is gone, and can only be recharged by a spell caster of the appropriate type and level. Remember that even if a spell is cast from the ring, and thus the ring has an empty “slot”, it can only be refilled with the same spell that was cast. Each spell takes 30 seconds (5 segments) to cast from the ring. It is worth 2,500 x.p.

Ring of Spell Turning

This ring will reflect spells back upon the caster (including spells cast from scrolls, but not magical effects from devices such as wands or other magic items). Area effect spells, and those which are activated by touch, are also not affected by this ring.

Once an applicable spell is cast on the wearer, roll to determine the precise effect:

TABLE 179: RING OF SPELL TURNING

Die Roll (d10)	Energy Reflected	Saving Throw Bonus	Special Save
1	10%	+9	90%
2	20%	+8	80%
3	30%	+7	70%
4	40%	+6	60%
5	50%	+5	50%
6	60%	+4	40%
7	70%	+3	30%
8	80%	+2	20%
9	90%	+1	10%
10	100%	-	-

Energy reflected is the amount of damage that is reflected back to the caster (or duration of the spell’s effect, as applicable). Remember, of course, that the rest of the spell’s energy still applies to the ring wearer. Saving throw bonus is the bonus applied to any saving throw the spell would normally allow (the ring

wearer gets the inverse). Special save is a straight percentile saving throw that is applied if the spell in question would not normally allow a saving throw.

Example: Rolf the mage casts a *magic missile* spell on Edgar, who is wearing a ring of spell turning. A 7 is rolled, indicating that 70% of the spell's total damage applies to Rolf, while 30% gets through and hits Edgar. Since *magic missile* does not normally allow a saving throw, Rolf gets a special save of 30% and Edgar gets a special save of 70%. If either rolls that number or less on percentile dice, the spell does no damage to him.

If two people are wearing *rings of spell turning*, and a spell is cast by one upon the other, a special magical resonance is set up. Roll to determine the final result:

TABLE 180: RING OF SPELL TURNING MAGICAL RESONANCE

Die Roll (d%)	Effect
01-70	Spell has no effect on either person
71-80	Spell affects both at full strength
81-97	Both rings are rendered inert and lose all magical properties, permanently
98-00	A tear in reality is created and both ring-wearers are sucked into the positive material plane

The *ring of spell turning* is worth 2,000 x.p.

Ring of Sustenance

This ring must be worn for a full week while it gets acclimated to its wearer before its beneficial effects will be revealed. After that time, the wearer can, for up to one week, survive without food and water, and with only two hours of sleep per day. After that time, the ring must recharge for another full week before it will function again. If the ring is removed at any time, the seven day period of acclimation must begin again. It is worth 500 x.p.

Ring of Swimming

This ring allows the wearer to swim 210' per minute, dive into 8' of water from a height of 50' without injury, and remain underwater for a full 4 minutes before needing to breathe. The wearer can swim normally for 4 hours out of every 5, and can remain afloat in any sort of seas short of the heaviest storms. It is worth 1,000 x.p.

Ring of Telekinesis

This ring allows the wearer to move objects simply by concentrating on doing so. Objects can be moved at a speed of 20'/minute the first minute, 40'/minute the next, etc., with the speed doubling each minute until a speed of 1,024'/minute is achieved after 10 minutes. The ring can move objects up to 120' away, and will work on living creatures, as long as they are under the weight limit of the ring, which is determined by the following table:

TABLE 181: RING OF TELEKINESIS

Die Roll (d%)	Maximum Weight
01-25	25 lbs.
26-50	50 lbs.
51-89	100 lbs.
90-99	200 lbs.
00	400 lbs.

The ring takes only 6 seconds (1 segment) to activate. It is worth 2,000 x.p.

Ring of Truth

This ring's function is twofold. On the one hand, it allows the wearer to instantly see through any falsehood, prevarication, and the like. The lie must be spoken

aloud, however, and other magic designed to obscure such lies will foil the ring. However, the wearer himself is also compelled to speak nothing but the absolute truth while the ring is worn. Despite being something of a mixed blessing, the ring is worth 1,000 x.p.

Ring of Warmth

This ring allows the wearer to be comfortable and warm even in the coldest of conditions. It will heal cold-based damage at a rate of 1 h.p. per 10 minutes, reduce damage done by cold-based attacks by 1 h.p. per die, and give a +2 bonus to saving throws involving cold. It is worth 1,000 x.p.

Ring of Water Walking

This ring allows the wearer to walk normally over any sort of liquid or semi-liquid surface. His feet do not actually make contact with the liquid (thus, walking across a lake of acid is possible without harm), and footprints some 18" long and 2" deep will be made as he passes. The wearer moves at his normal rate of speed, and the ring can carry some 1,200 lbs. total, including the weight of the wearer. It is worth 1,000 x.p.

Ring of Weakness

This cursed ring cannot be removed once worn, save after the casting of a *remove curse* spell followed by a *dispel magic* spell. It will cause the wearer to lose 1 point each of strength and constitution every 10 minutes until both are reduced to 3, at which point the character is unable to function as whatever class he is. The loss of strength and constitution will not be noticed until the wearer actually attempts some action that requires strength or endurance: melee combat, running, etc. The ring also functions as a *ring of invisibility*, which often masks the cursed nature of the ring. Strength and constitution loss is doubled while invisible. Once the ring is removed, strength and constitution will be regained at a rate of 1 point per day of rest. It is worth no x.p.

Ring of Wishes

This ring will grant its wearer a number of *wishes* (or *limited wishes*), as per the mage spell.

TABLE 182: RING OF WISHES

Die Roll (d%)	Number of Wishes
01-17	3 <i>limited wishes</i>
18-67	3 <i>wishes</i>
68-00	2d4 <i>wishes</i>

Bear in mind that the letter of the wish will be followed, and ambiguous or otherwise poorly worded wishes will doubtless result in unexpected and undesired results. The ring is worth 1,000 x.p. per *wish* it contains.

Ring of Wizardry

This ring may only be worn by a mage; even other classes with spell casting ability can not get it to function. The ring will allow the wearer to memorize more than the usual number of spells, as determined below:

TABLE 183: RING OF WIZARDRY

Die Roll (d%)	Result
01-50	2 x first level spells
51-75	2 x second level spells
76-82	2 x third level spells
83-88	2 x first and second level spells
89-92	2 x fourth level spells
93-95	2 x fifth level spells
96-99	2 x first, second, and third level spells
00	2 x fourth and fifth level spells

The *ring of wizardry* can only be used by mages. It is worth 4,000 x.p.

Ring of X-Ray Vision

This ring allows the wearer to see through solid matter as if it were transparent. The exact amount of material that can be seen through depends on the type of material, and concentration can help improve the effect:

TABLE 184: RING OF X-RAY VISION

Material	See through per Minute of Concentration	Maximum Thickness Seen Through
Animal	4'	20'
Vegetable	2 ½'	20'
Stone	1'	10'
Metal	1"	10"

Note that even a thin layer of lead or gold will prevent x-ray vision from functioning. It is worth 4,000 x.p.

Robe of the Archmagi

There are three different versions of this garment. It will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. Its true nature will not be revealed until it is actually worn by a mage, at which time its true color will be revealed. The exact type of robe should be determined randomly when it is first discovered.

TABLE 185: ROBE OF THE ARCHMAGI

Die Roll (d%)	Color (Alignment)
01-45	White (good)
46-76	Gray (neutral)
78-00	Black (evil)

If a good mage dons a black robe, or an evil mage dons a white one, he will take 11d4+7 h.p. of damage and lose that many thousands of experience points, instantly. If a neutral mage wears a black or white robe, or if a good or evil mage dons a gray one, he will take 6d4 h.p. of damage and lose that many thousands of experience points. In addition, the character will feel a strong pull to change his alignment to that of the robe he has donned; the game master should use all his powers of persuasion to encourage the player to do so. If successful, he will need to suffer the consequences for an alignment change.

If the robe is worn by a mage of the correct alignment, it will confer the following powers to the wearer:

- Armor class 5 (can be combined with other magical defenses)
- Type A magic resistance
- All saving throws made with a +1 bonus
- When casting *charm monster*, *charm person*, *friends*, *hold monster*, *polymorph other*, or *suggestion*, the target(s) have their magic resistance reduced by 4 classes (thus, E becomes A, etc., if applicable) and get an additional -4 penalty on any saving throws.

It can only be used by mages, and is worth 6,000 x.p.

Robe of Blending

This will initially appear to be an ordinary dull brown robe, but will not radiate magic if detected for. Once it is worn, however, its powers will become known to the wearer. The robe can cause its wearer to appear to everyone except his companions as some other object or creature: a brick wall, a tree, a troll, etc. Shape and odor are changed (the robe can cause the wearer to appear up to 50% taller or shorter), but not sound, and no ability to understand or converse in languages is implied. There is a chance that the illusion will be seen through:

1% per point of intelligence if the viewer's score is over 15, and 1% per level or hit dice if that number is over 10 (these chances are cumulative). Checks should be made every 10 minutes. It is worth 3,500 x.p.



Robe of Eyes

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. When worn, the robe will be seen to be very finely made and covered in a pattern of dozens of eyes, with the following benefits bestowed upon the wearer:

- 360° field of vision (makes backstabbing impossible, etc.)
- Infravision 120' range (including invisible creatures)
- Ultravision
- See displaced, phased, etc. items and creatures in their real places
- See *invisible* creatures and objects 240' range
- See camouflaged, hidden, and concealed creatures and objects
- Track as a 12th level ranger
- Wearer is never surprised

Note that the robe of eyes will not see into the astral or ethereal planes, and a *light* spell cast upon it will blind the robe for 1-3 minutes. *Continual light* will do so for 2d4 minutes. It can only be used by mages, and is worth 4,500 x.p.

Robe of Powerlessness

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. When donned, it will immediately reduce the wearer's intelligence and strength scores to 3, all spells memorized will be forgotten, and any magic-related abilities lost. While the robe itself can be removed, the effects will remain until both a *remove curse* and a *heal* spell are cast upon the character. It will only affect mages, and is worth no x.p. when found.

Robe of Scintillating Colors

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. Its true functions can only be activated if the wearer has an intelligence score greater than 14 and a wisdom score greater than 12. When activated, a swirl of color will begin to flow over the surface of the entire robe. One minute after it has been started, the full dazzling rainbow effect will be active. If in a combat situation, all those within a 40' radius must make a saving throw vs. spells or become hypnotized by the swirling pattern of color, lasting for 1d4+1 minutes. Once the hypnosis has worn off, all those affected must still make another saving throw vs. spells in order to attack the wearer. Each minute, all those attempting to attack the wearer (whether by missiles, melee weapons, or hand-to-hand) have a cumulative -1 penalty "to hit", up to a maximum of -5. After the first minute, once the robe's effect has been activated, the wearer can cast spells, engage in combat, etc. as long as he

does not move more than 10' from where the effect was activated. In non-combat situations, the robe will hypnotize all those within 40' who fail a saving throw vs. magic, with the effect lasting 1d4+1x10 (20-50) minutes. It can be used by either clerics or mages, and is worth 2,750 x.p.

Robe of Stars

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. Once worn by a mage, however, its true nature will be revealed. The robe affords the wearer the following powers and benefits.

- Ability to travel on the Astral Plane in physical form, along with his possessions
- Can survive in the cold and vacuum of space
- +1 bonus to all saving throws
- Use of six star-weapons

The star-weapons appear to be embroidered stars on the front of the robe. However, they can be removed and thrown at an enemy as if they were darts (with a range of 60', doing 2d4+5 h.p. of damage, and with a +5 bonus "to hit"). Five of the stars can be used without penalty (and will regenerate themselves at a rate of one per day), but if the sixth is used, all of the magical powers of the robe will disappear. It can only be used by mages, and is worth 4,000 x.p.

Robe of Useful Items

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. Once worn, the wearer will notice a number of small patches sewn into the interior of the robe. He will intuitively know their nature and use; by tearing the patch off the robe and tossing it on the ground, the appropriate item will appear. Such items can never be restored to the robe.

The robe will always contain two each of the following items:

- Dagger
- Lantern (lit)
- Mirror, 2' diameter
- 10' pole
- 50' rope
- Large sack

In addition, there will be 4d4 other items, each of which should be determined randomly (duplicates are allowed):

TABLE 186: ROBE OF USEFUL ITEMS

Die Roll (d%)	Item
01-08	100 g.p. in a small sack
09-15	6"x6"x12" silver box, worth 500 g.p.
16-22	Iron door (will attach itself and set its own hinges when placed on a wall or other appropriate surface), up to 10'x10', can be barred on the character's side.
23-30	30 gems worth 100 g.p. each
31-44	24' long wooden ladder
45-51	Mule, complete with saddlebags
52-59	10'x10'x10' pit
60-68	Potion of extra healing (see p. 107 for details)
69-75	12' long rowboat, with oars
76-83	Scroll containing 1 spell (determined randomly)
84-90	2 war dogs
91-96	2'x4' window
97-00	Roll twice, re-rolling anything above 96

It can only be used by mages, and is worth 1,500 x.p.

Robe of Vermin

This will initially appear to be an ordinary dull brown robe, and will radiate magic if detected for. If worn and tested, it will appear to be a *robe of protection +1*. However, once the wearer finds himself in an actual combat (or other life-or-death) situation, that ruse will disappear and the true nature of the robe will be revealed. Thousands of tiny vermin will erupt from the cloth of the robe, causing the wearer to scratch, slap, and otherwise lose much of his bodily control. This will cause the wearer to have a +10 penalty to initiative and to have only a 50% chance of successfully casting a spell, attacking in combat, using a magic item, etc. It can only be removed after a *remove curse* has been cast upon the robe. It will only be effective on mages, and is worth no x.p.

Rod of Absorption

This rod will, at the will of the holder, absorb any magical energies directed at him (area effect spells, and those which require touch to activate, cannot be so absorbed, nor can effects of magic items, but spells cast from scrolls can be). The wielder of the rod will know the level of the spell that has been cast upon him, but not its nature, when he decides whether or not to absorb it. If he does, the spell has no effect, and the rod will have spent a number of charges equal to the spell's level. The wielder can then use the rod's stored energy to cast some spell he already has memorized without losing it from his own memory (and such spells always have a casting time of 6 seconds (1 segment)). Thus, you need to keep track not only of how many charges the rod has remaining that can be absorbed, but how many of those have been expended in the casting of bonus spells. When found, the rod will have a number of charges equal to 51 minus 1d10, and cannot be recharged. It can only be used by clerics and mages, and is worth 7,500 x.p.

Rod of Beguiling

This rod will allow the wielder to cause all creatures within 20' (with an intelligence of 1 or greater) to become completely enamored of him, implicitly trusting him and following his instructions and suggestions (but not to the point of self-destruction or acting against their alignment). There is no saving throw. Each use of the rod will last for 10 minutes and will use up 1 charge. When found, the rod will have a number of charges equal to 51 minus 1d10, and the rod can be recharged with applications of the spells *charm person* or *charm monster*. It can only be used by bards, clerics, mages, and thieves, and is worth 5,000 x.p.

Rod of Cancellation

This rod allows the wielder to completely drain the enchantment of some other magical item it touches (a normal roll "to hit" is required). Items so touched are entitled to a saving throw; the item must roll the following number or higher in order to avoid being drained:

TABLE 187: ROD OF CANCELLATION

Item Type	Saving Throw
Potion	20
Scroll	19
Ring	17
Wand	15
Rod	14
Staff	13
Miscellaneous item	12
Armor or shield (+4 or less)	11
Miscellaneous weapon (inc. up to 20 arrows, bolts, or darts all in one container)	10
Magic sword	9
Armor or shield (+5)	8
Holy Sword	7
Artifact or relic	3

The rod will become useless once it drains the magic from a single item. It is worth 10,000 x.p.

Rod of Flailing

When activated, this item will change appearance from an ordinary rod to a flail-like weapon: either the large footman’s flail or the smaller horseman’s flail, as desired. Whichever variety is selected, the weapon will be +3 both “to hit” and to damage. The special enchantment of the rod allow each of the flail’s two heads to check for a hit separately; two different opponents can be so struck as long as they are next to one another. If the wielder of the *rod of flailing* expends a charge, he will gain a +4 bonus to his armor class and a +4 bonus to all saving throws for 10 minutes. The rod need not be in flail mode for the special protective qualities to be engaged, and using it as a flail does not expend any charges. When found, the rod will have a number of charges equal to 51 minus 1d10. It can be recharged by the spell *prayer*. It is worth 2,000 x.p.

Rod of Lordly Might

This rod is somewhat different physically than other magic rods; it is thicker, has a ribbed ball at one end, and six studs along its length. Due to its great weight (10 lbs.), anyone attempting to wield it as a melee weapon gets a -1 penalty “to hit” for each point of strength under 16. It has a variety of functions, both magical and mundane:

- It causes *paralyzation* by touch if desired; affected creatures are entitled to a saving throw vs. spells. This consumes 1 charge.
- It causes *fear* to all creatures within a 60’ range if desired; affected creatures are entitled to a saving throw vs. spells. This consumes 1 charge.
- It will drain 2d4 hit points from a stricken enemy and transfer them to the wielder, up to his normal maximum number of h.p., if desired. This consumes 1 charge.
- It functions as a mace +2 (see above regarding strength limitations).
- When stud #1 is pressed, it will transform into a *sword +1, flame brand*. This will not function if the rod is reduced to 0 charges, but does not itself use up any charges.
- When stud #2 is pressed, it will transform into a *battle axe +4*. This will not function if the rod is reduced to 0 charges, but does not itself use up any charges.
- When stud #3 is pressed, it will transform into a *spear +3*, with a length of between 6’ and 15’, at the wielder’s discretion.
- When stud #4 is pressed, it will turn into a climbing pole, from 5’ in length to 50’. It has rungs on either side of the pole, is anchored by a spike that can find purchase in the hardest stone, and by three grapnels at the opposite end. The bar can hold up to 4,000 lbs. Pressing stud #5 will cause the climbing bar to retract. This can be

used to open doors as if with the strength of a storm giant, as long as the pole is braced within 30’ of the door in question.

- When stud #6 is pressed, the rod will inform its wielder of both the direction of true north and an approximation of depth below the surface of the earth (if applicable).

When found, the rod will have a number of charges equal to 51 minus 1d10. It cannot be recharged. Only cavaliers and fighters can use the *rod of lordly might*, which is worth 6,000 x.p.

Rod of Passage

This rod, when activated by the expenditure of 1 charge, allows the holder to perform the following, once per charge (maximum of one per minute):

- Astral travel (not the same as *astral spell*; see below)
- *Dimension door*
- *Passwall*
- *Phase door*
- *Teleport without error*

If another charge is expended, all of the powers will “reset” and may once more be used, but no power may be used twice if only a single charge has been expended. The charge will last one full day, so it is possible to expend a charge first thing in the morning, cast *passwall*, and then wait until evening to use the *phase door* power, for example.

The *astral travel* power enables the wielder plus four companions to travel to the astral plane in physical form (including all of their possessions, specifically including the rod itself). No other functions of the rod may be used while the wielder and his companions are in astral form. The rod does allow them to leave the astral plane, naturally.

When found, the rod will have a number of charges equal to 51 minus 1d10. It can only be recharged by an *astral spell* cast by a mage of 20th level or greater. It is worth 5,000 x.p.

Rod of Resurrection

This spell allows the caster to bring back certain types of creatures from the dead much like the spell *resurrection*. However, even elves and creatures such as orcs, goblins, etc., can be restored to life by means of this spell, even though they possess a spirit, rather than a true soul; such is the power of the *rod of resurrection*. The person to be *resurrected* can have been dead for up to 120 years. The body of the deceased need not be present or whole. When found, the rod will have a number of charges equal to 51 minus 1d10. The number of charges used up when the rod is used depends on the class and race of the person being revived:

TABLE 188: ROD OF RESURRECTION (CHARGES USED BY CLASS)

Class	Charges Used
Cleric, mystic, paladin	1
Cavalier, druid, fighter, barbarian, ranger	2
Mage, illusionist, savant, thief, mountebank, bard, jester	3
Assassin (optional class)	4

TABLE 189: ROD OF RESURRECTION (CHARGES USED BY RACE)

Race	Charges Used
Human	1
Halfling, half-elf	2
Dwarf, gnome	3
Elf, half-orc, goblin, etc.	4

Add the number of charges used for class to those used for race to get the total number of charges used. Multi-classed characters should use the class that uses the most charges; they need not add charges for each class they possess. Only clerics can use it, and it is worth 10,000 x.p.

Rod of Rulership

This rod allows the wielder to compel the absolute obedience of 200-500 hit dice of creatures (those with 12 or more hit dice/levels and intelligence of greater than 14 are entitled to saving throw vs. magic). All creatures ruled must be within 120' of the wielder of the rod. If commanded to do something completely against their nature, the effect will be broken. Each charge lasts for 10 minutes. When found, the rod will have a number of charges equal to 51 minus 1d10. It cannot be recharged. It is worth 8,000 x.p.

Rod of Security

This rod will, upon touching some creature or creatures, transport them and the rod's possessor to a pocket plane where the following conditions apply:

- Contains 200 days' worth of food and water (if more than one person is present, divide accordingly, rounding down)
- Natural aging is suspended (magical aging from spell casting and other causes still could apply)
- Natural healing takes place at double the normal rate

Multiple creatures can be affected by the rod if they are all holding hands or otherwise touching when it is activated. When the supply of food and water runs out (rounding down, remember, so 110 people could stay there for a maximum of 1 day, for example), they will all simply re-appear at the point where they originally departed.

When found, the rod will have a number of charges equal to 51 minus 1d10. It can be recharged by a cleric casting a *restoration* spell in concert with a mage casting a *gate* spell (both spells must be cast in order for the charge to be restored). It is worth 8,000 x.p.

Rod of Smiting

This rod will function as a +3 enchanted weapon, doing 1d8+3 hit points of damage to most creatures it hits. Golems will receive 2d8+6 hit points of damage, and will be instantly destroyed on a natural "to hit" roll of 20. Any hit against a golem will drain 1 charge from the rod. Against creatures from the outer planes (such as demons, devas, etc.), a roll of a natural 20 "to hit" will inflict triple damage and drain one charge. When found, the rod will have a number of charges equal to 51 minus 1d10. It cannot be recharged. It can be used by clerics, cavaliers, and fighters, and is worth 4,000 x.p.

Rod of Splendor

This rod affords its possessor a charisma score of 18 (subject to racial maximums, and if the character already has a score of 18, no increase is made). The rod will also make the holder's clothing appear to be of the finest materials and make. When a charge is expended, the possessor of the rod will be decked out in real clothing of exquisite taste and expensive materials; 1,000 g.p. worth of rare material, 5,000 g.p. worth of expensive furs, and 1d4x1000 g.p. worth of gems and jewels sewn into the clothing. The garb may not be sold by the character or taken from him by force; if so, it will disappear instantly. It may, however, be given by the character as a gift to another.

By expending a charge, the possessor of the rod can also bring into existence a splendid pavilion stocked with food and drink for up to 100 persons. This pavilion will last for 24 hours, and may be sustained longer by the expenditure of another charge. Otherwise, the tent and all its trappings will disappear.

When found, the rod will have a number of charges equal to 51 minus 1d10, and it cannot be recharged. It is worth 2,500 x.p.

Rope of Climbing

This appears to be an ordinary coil of rope some 60' long, but will radiate magic if detected for. When the command word is spoken, the rope will move up to 10' per minute, tie itself around objects, untie itself, create knots in 1' intervals (to aid in climbing, but the effective length of the rope is reduced to 50'), etc. One end of the rope must be held by someone in order for it to function. It is worth 1,000 x.p.

Rope of Constriction

This appears to be an ordinary coil of rope some 60' long, but will radiate magic if detected for. If any sort of command word is attempted upon it, the rope will whip around both the user and 1d4 of his companions within a 10' radius who fail a saving throw vs. magic. Each person thus confined will suffer 2d6 h.p. of constriction damage until a *dispel magic* spell is cast upon the rope. Those entangled cannot cast spells or attack (including attacking the rope itself). The rope is AC -2 and will take 22 hit points of cutting damage before it is destroyed, but all that damage must be caused by the same creature (all aimed at the same point in the rope). Once severed, all magic will leave it. The rope is not worth any x.p.

Rope of Entanglement

This appears to be an ordinary coil of rope some 60' long, but will radiate magic if detected for. When the command word is spoken, the rope will spring forth up to 20' (10' if going straight up in the air) in but 6 seconds (1 segment); 6 seconds later it will have entangled its targets. Up to 8 humans can be thus trapped (basically, 48' in total height). Those entangled cannot cast spells or attack (including attacking the rope itself). The rope is AC -2 and will take 22 hit points of cutting damage before it is destroyed, but all that damage must be caused by the same creature (all aimed at the same point in the rope). Once severed, all magic will leave it, but if not severed will be whole again in 1 hour. It is worth 1,250 x.p.

Rug of Smothering

This will appear as an ordinary, if beautiful and well-made, carpet some 6'x9', and will radiate magic if detected for. If someone (up to 8' in height and relative mass) sits on the rug and utters a command word, it will immediately wrap itself about that person, smothering them to death in but 1d4+2 minutes. It is not possible to physically prevent the rug from smothering its victim; only one of the following spells will cause it to unwrap itself: *alter reality*, *animate object*, *hold plant*, or *wish*. It is not worth any x.p.

Rug of Welcome

This will appear as an ordinary, if beautiful and well-made, carpet some 6'x9', and will radiate magic if detected for. On command, it will function as either a *carpet of flying* or a *rug of smothering*. At a different command word, it can be caused to change shape into a plank up to 27' long (2' wide) that is as hard as steel, AC 0, and will take 100 h.p. of damage before being destroyed. Finally, with a third command word, it will shrink to but 6"x18", in which form it can be easily transported or stored. It can only be used by mages, and is worth 6,500 x.p.

Saw of Mighty Cutting

This appears to be a two-man saw with a blade some 12' long and 1' wide, which will radiate magic if detected for. The *saw of mighty cutting* requires one person of 18/00 strength, or two of minimum 17 strength each, to operate. It can be used to cut through the hardest of trees in but a short time; 1' diameter in 3 minutes, up to 4' thick in half an hour. After each hour of

cutting, the user(s) must rest for another hour before continuing. It can only be used by fighters, and is worth 1,750 x.p.

Scarab of Death

This appears to be a brooch or amulet in the shape of a stylized beetle, and will radiate magic if detected for. If it is within 1’ of a living creature for more than 1 minute, it will transform into an actual beetle, burrowing through leather, cloth, and flesh, reaching and shredding the heart in but a single minute, after which time the victim is quite dead. The scarab will then transform back to its metallic form. Metal, bone, ceramic, hard wood, etc. will foil the scarab, and if it is placed in a container made of such material, it will not activate. It is not worth any x.p.

Scarab of Enraging Enemies

This appears to be a brooch or amulet in the shape of a stylized beetle, and will radiate magic if detected for. When the command word is spoken, all of the users enemies within 40’ must make a saving throw vs. magic or become enraged. Those who are thus enraged will attack whatever the nearest creature is – friend or foe – with a bonus of +1 “to hit”, +2 to damage, and with a -3 penalty to their own armor class. The effect lasts for 1d6+6 minutes. The scarab can be used 1d6+18 times total before it shatters and becomes useless. It is worth 1,000 x.p.

Scarab of Golem Slaying

This appears to be a brooch or amulet in the shape of a stylized beetle, and will radiate magic if detected for. Once worn, it will allow the wearer to detect golems within 60’ by concentrating upon the task. Any sort of golem may be thus detected. The wearer is also able to hit a particular sort of golem, as well as any sort of golem with less than 40 hit points, regardless of whether or not he has an enchanted weapon. Roll for the type(s) of golem affected when the scarab is first discovered:

TABLE 190: SCARAB OF GOLEM SLAYING

Die Roll (d%)	Type(s) of Golem That can be Struck	X.P. Value
01-30	Flesh	400
31-55	Clay	500
56-75	Stone	600
76-85	Iron	800
86-95	Flesh, clay, stone	900
96-00	All types	1,250

Scarab of Insanity

This appears to be a brooch or amulet in the shape of a stylized beetle, and will radiate magic if detected for. When the command word is spoken, all creatures other than the user within 20’ must make a saving throw vs. spells with a -2 penalty (those who have magic resistance have a -10% penalty to that roll, as well) or be stricken insane for 1d4+8 minutes. Those so stricken cannot cast any spells, reason logically, etc. The exact effect is random, and should be rolled separately for each creature affected:

TABLE 191: SCARAB OF INSANITY

Roll	Action
01-10	Wander off in random direction for 10 minutes, then re-roll
11-60	Stand in dumb puzzlement for 1 minute, then re-roll
61-80	Attack nearest creature for 1 minute, then re-roll
81-00	Attack caster and/or his allies for 1 minute, then re-roll

It is worth 1,500 x.p.

Scarab of Protection

This appears to be a brooch or amulet in the shape of a stylized beetle, and will radiate magic if detected for. Once held for more than a minute, the possessor will be aware of its beneficial properties. The holder gains a +1 bonus to all saving throws, and in those circumstances where no saving throw is normally allowed (for example, against the spell *magic missile*), he gains a saving throw of 20 (if any other magical protections give bonuses to saving throws, they do apply). In addition, the *scarab of protection* will prevent a level drain (as by a vampire’s attack) up to 12 times (multiple level drains count as multiple attacks for this purpose). When 12 such attacks have been thwarted, the scarab will be destroyed. It is worth 2,500 x.p.

Scroll of Protection from Acid

This scroll protects the reader from acid of all sorts, to a maximum of 160 h.p. It will last a maximum of 1d4+8x10 (90-120) minutes. The scroll requires 30 seconds (5 segments) to read. It is worth 2,500 x.p.

Scroll of Protection from Angels

This scroll will create a circle of protection some 10’ in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the upper planes of lawful good alignment, such as angels, and will move with the reader. The circle, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 192: SCROLL OF PROTECTION FROM ANGELS

Protection Against...	Reading Time
All types (inc. princes, lords, etc.)	1 minute
Greater and lesser angels	42 seconds (7 segments)
Lesser angels	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Archons

This scroll will create a circle of protection some 10’ in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the upper planes of neutral good alignment, such as archons. The circle of protection will move with the reader. The circle of protection, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 193: SCROLL OF PROTECTION FROM ARCHONS

Protection Against...	Reading Time
Greater and lesser archons	42 seconds (7 segments)
Lesser archons	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Breath-Weapons (Dragon)

This scroll will cause the reader to become immune to all forms of dragon breath weapons, regardless of type. Any sort of breath weapon that is dragon-like, but does not originate in an actual dragon (such as that of a chimera), is not affected. The effect lasts for 2d4+4 minutes. The scroll takes 1 minute to read. It is worth 2,000 x.p.

Scroll of Protection from Breath Weapons (Non-Dragon)

This scroll will grant the reader complete immunity to any sort of breath weapon that is not caused by a dragon; thus those of gorgons, chimeras, etc., are protected against. The effect will last for 1d4+4 minutes. The scroll takes 6 seconds (1 segment) to read. It is worth 2,000 x.p.

Scroll of Protection from Cold

This scroll will create a circle of protection some 30' in radius from the reader. It will be proof against all forms of natural cold, and against magical cold it will afford a +6 bonus to all saving throws, and reduce damage to ¼ of normal if the saving throw is failed, and 1/8 of normal if the saving throw is made. It is worth 2,000 x.p.

Scroll of Protection from Daemons

This scroll will create a circle of protection some 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the lower planes of neutral evil alignment: daemons, night hags, nightmares, etc. The circle of protection will move with the reader. The circle of protection, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 194: SCROLL OF PROTECTION FROM DAEMONS

Protection Against...	Reading Time
All types (inc. princes, lords, etc.)	1 minute
Greater and lesser daemons, night hags, and nightmares	42 seconds (7 segments)
Lesser daemons and nightmares	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Demons

This scroll will create a circle of protection some 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the lower planes of chaotic evil alignment, especially demons. The circle of protection will move with the reader. The circle of protection, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 195: SCROLL OF PROTECTION FROM DEMONS

Protection Against...	Reading Time
All types (inc. princes, lords, etc.)	1 minute
Greater and lesser demons	42 seconds (7 segments)
Lesser demons	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Devas

This scroll will create a circle of protection some 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the upper planes of chaotic good alignment, such as devas. The circle of protection will move with the reader. The circle of protection, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 196: SCROLL OF PROTECTION FROM DEVAS

Protection Against...	Reading Time
Greater and lesser devas	42 seconds (7 segments)
Lesser devas	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Devils

This scroll will create a circle of protection some 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from any creatures of the lower planes of lawful evil alignment, such as devils. The circle of protection will move with the reader. The circle of protection, if pressed against a creature in a circumstance where it cannot retreat, will be broken. The protection will last for 5d4 minutes. The reading time depends on the level of protection desired:

TABLE 197: SCROLL OF PROTECTION FROM DEVILS

Protection Against...	Reading Time
All types (inc. princes, lords, etc.)	1 minute
Greater and lesser devils	42 seconds (7 segments)
Lesser devils	18 seconds (3 segments)

It is worth 2,500 x.p.

Scroll of Protection from Electricity

This scroll will create a circle of protection some 10' in radius around the reader. All those within the area of effect will be completely immune to lightning and other electrically-based attack, whether natural or magical in nature. The scroll takes 30 seconds (5 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Elementals

This scroll will create a circle of protection some 10' in radius from the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from up to 24 hit dice worth of the indicated type of elemental creature (16 hit dice if the scroll is effective against all sorts of elementals). The circle of protection will move with the reader. The circle of protection will be broken if pressed against an elemental in a circumstance where it cannot retreat. The protection will last for 5d6 minutes. The exact type of scroll is determined randomly:

TABLE 198: SCROLL OF PROTECTION FROM ELEMENTALS

Die Roll (d%)	Type of Elemental Affected
01-15	Air (inc. aerial servants, djinni, etc.)
16-30	Earth (inc. xorn, etc.)
31-45	Fire (inc. efreeti, salamanders, etc.)
46-60	Water (inc. tritons, etc.)
61-00	All (inc. jann)

The scroll takes 36 seconds (6 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Fire

This scroll creates a circle of protection 15' in radius around the reader. All those within the area of effect are completely immune from any sort of fire or heat, whether natural or magical in nature, even extending to red dragons' breath and the attacks of fire elementals. The effect lasts for 1d4+4x10 (50-80) minutes. The scroll takes 42 seconds (8 segments) to read. It is worth 2,000 x.p.

Scroll of Protection from Gas

This scroll creates a circle of protection 5' in radius around the reader. All those within the radius will be completely immune to any sort of gas or vapor, including (but not limited to) green dragons' breath, spells such as *cloudkill*, poison gas, etc. The effect will last for 1d4+4 minutes. The scroll takes 18 seconds (3 segments) to read. It is worth 2,000 x.p.

Scroll of Protection from Illusions

This spell will afford the reader the ability to see through any sort of illusion/phantasm spell or magical effect, including personal immunity to the effects of any such magical effects and spells. The effect will last for 5d6 minutes. The scroll takes 42 seconds (7 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Lycanthropes

This scroll will create a circle of protection some 10' in radius around the reader. The circle will prevent movement across its boundary, and provide complete protection against all attack, physical and magical, from up to 49 hit dice' worth of the indicated type of lycanthrope. The circle of protection will move with the reader. The circle of protection, if pressed against a lycanthrope in a circumstance where it cannot retreat, will be broken. The protection will last for 5d8 minutes. The exact type of scroll is determined randomly:

TABLE 199: SCROLL OF PROTECTION FROM LYCANTHROPES

Die Roll (d%)	Type of Lycanthrope Effected
01-02	Nanaues
03-07	Werebears
08-12	Wereboars
13-22	Wererats
23-24	Wereseals
25-29	Weretigers
30-44	Werewolves
45	Werewolves, marine
46-98	All lycanthropes
99-00	All shape-changers (jackalweres, swanmays, higher-level druids, those under <i>polymorph</i> spells, etc.)

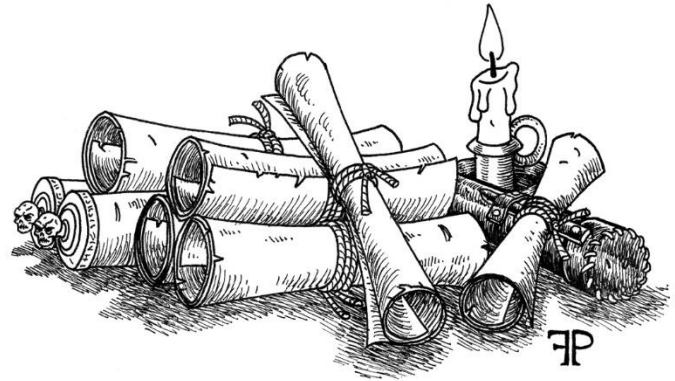
The scroll takes 24 seconds (4 segments) to read. Note that the form which protects against all shape-changers will not protect against deities. It is worth 1,000 x.p.

Scroll of Protection from Magic

This scroll creates a sphere 5' in radius around the reader, which moves with him, through which no magical spell or other effect can pass. Magic items touching this sphere have a 50% chance of having their magical energies permanently drained (if this does happen, it overwhelms and cancels out the anti-magic sphere). The sphere will last for 5d6 minutes. The scroll takes 48 seconds (8 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Paralyzation

This scroll will grant the reader complete immunity to any sort of paralysis, *holding*, etc. whether magical or physical (caused by gas, nerve pinch, etc.). The effect lasts for 1d4+1x10 (20-50) minutes. The scroll requires 1 minute to read. It is worth 1,500 x.p.



Scroll of Protection from Petrification

This scroll creates a 10' radius sphere around the reader, which moves as he does, within which all creatures are completely immune to any sort of petrification effects (being turned to stone by a medusa or cockatrice, etc.). The protection will last for 5d4 minutes. It is worth 2,000 x.p.

Scroll of Protection from Plants

This scroll will create a circle some 5' in radius around the reader. No form of plant life, extending to fungi, slimes, molds, etc., can enter that area. If the circle of protection encounters a plant that is capable of movement, it will move out of the way. If the circle encounters a large, rooted plant such as a tree, it will be uprooted if the reader of the scroll would normally be strong enough to do so; otherwise, he will be unable to advance further in that direction. The effect lasts for 1d4+4x10 (50-80) minutes. The scroll takes 1 minute to read. It is worth 1,000 x.p.

Scroll of Protection from Poison

This scroll grants the reader complete immunity to any sort of poison, no matter its form (gas, drink, injected, etc.). The effect will last for 1d10+2 minutes, but any poison ingested or otherwise in the body will not suddenly "activate" when the protection ends. If the character remains in a place where new poison will be encountered, such as a room full of poison gas, however, he will be affected normally when the protection runs out. The scroll takes 18 seconds (3 segments) to read. It is worth 1,000 x.p.

Scroll of Protection from Possession

This scroll will create a 10' radius sphere around the reader, which moves with him, and which provides complete protection against any sort of mind control, bodily possession, etc. Even dead bodies within the sphere are protected. Note that it is not proof against spells such as *charm person*; it only protects against direct control such as *magic jar*. The scroll takes 1 minute to read. The effect will normally last 10d6 minutes.

10% of these scrolls will actually last ten times longer than the normal version, but the protection afforded by the scroll will not move with the reader. It is worth 2,000 x.p.

Scroll of Protection from Traps (Mechanical)

This scroll will afford the reader a special aura that prevents the operation of mechanical traps, but this aura extends to him alone. Thus, he can step on a pressure plate without triggering it, open a trapped chest, pick a trapped lock, etc. However, if he is walking down a hall with someone else not so protected, they could very well set off the traps, which would affect him normally. Note that traps are not revealed by this scroll; they simply will not activate because

of the reader's actions. The effect will last 5d4 minutes. The scroll takes 24 seconds (4 segments) to read. It is worth 2,000 x.p.

Scroll of Protection from Traps (Magical)

This scroll will create a circle of protection 5' in radius around the reader that moves with him. All those within the area of effect will not trigger magical traps. However, if he enters a room with someone else outside the zone of protection, that other person could very well set off the traps, which would affect him normally. Note that traps are not revealed by this scroll; they simply will not activate because of the reader's actions. The effect will last 3d4 minutes. The scroll takes 48 seconds (8 segments) to read. It is worth 2,000 x.p.

Scroll of Protection from Traps (All)

This scroll creates a circle of protection 5' in radius. Within this area of effect, traps of any sort will simply not activate. Note that traps are not revealed by this scroll; they simply will not activate because of the actions of those in the area of effect. Of course, if someone outside the area of effect sets off a trap, those within the scroll's protective influence could still feel the trap's effects. The effect will last 2d4 minutes. The scroll takes 1 minute to read. It is worth 2,000 x.p.

Scroll of Protection from Undead

This scroll creates a 5' radius circle, through which no undead can move or make any physical attack. Magical attacks are not prevented by this circle. The circle will move with the reader. Up to 35 hit dice of undead will be protected against. The effect will remain for 10d8 minutes. The type of undead protected against is determined randomly:

TABLE 200: SCROLL OF PROTECTION FROM UNDEAD

Die Roll (d%)	Type of Undead Affected
01-02	Apparition
03-04	Banshee
05-06	Child spirit
07-08	Coffer corpse
09-10	Dragon, blood
11	Dragon, bone
12	Dragon, spectral
13	Dragon, tumulus
14	Dragon, wailing
15-17	Ghast
18-20	Ghost
21-23	Ghoul
24-25	Haunt
26	Huecuva
27-29	Mummy
30	Mummy lord
31-32	Poltergeist
33-35	Shadow
36-38	Skeleton
39	Son of chaos
40-42	Specter
43	Vampire
44-45	Wight
46-47	Wraith
48-50	Zombie
51-00	All undead

The scroll takes 1 minute to read. It is worth 1,500 x.p.

Scroll of Protection from Water

This scroll will create a sphere 5' in radius around the reader, which moves with him. All those within the area of effect are completely immune to any sort of water-based damage (including other forms of water such as sleet, ice, steam, etc.). Water in any form will not penetrate the sphere (thus the sphere will simply glide over ice and water). The effect lasts for 1d4+4x10 (50-80) minutes. The scroll takes 36 seconds (6 segments) to read. It is worth 1,500 x.p.

Scroll of Protection from Weapons (Blunt)

This scroll will create a sphere 5' in radius around the reader, which moves with him. All those within the area of effect are completely immune to any non-magical blunt weapon, such as a mace, staff, club, etc. All other sorts of weapons, as well as enchanted blunt weapons, will still do normal damage. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Edged)

This scroll will create a sphere 5' in radius around the reader, which moves with him. All those within the area of effect are completely immune to any non-magical edged weapon, such as a sword, scimitar, axe, etc. All other sorts of weapons, as well as enchanted edged weapons, will still do normal damage. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Magical Blunt)

This scroll will afford the reader complete immunity from any magical blunt weapon such as a mace, club, or staff. All other sorts of weapons, as well as non-magical weapons, will still do normal damage. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Magical Edged)

This scroll will afford the reader complete immunity from any magical edged weapon such as a sword, scimitar, or axe. All other sorts of weapons, as well as non-magical weapons, will still do normal damage. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Magical Missile)

This scroll will afford the reader complete immunity from any magical missile weapon such as a bolt, arrow, or sling bullet. All other sorts of weapons, as well as non-magical weapons, will still do normal damage, as will missiles hurled from siege engines or boulders thrown by giants. This scroll does not protect against the spell *magic missile*. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Magical Piercing)

This scroll will afford the reader complete immunity from any magical piercing weapon such as a spear, pike, etc. (but excluding missile weapons of all sorts). All other sorts of weapons, as well as non-magical weapons, will still do normal damage, as will missiles hurled from siege engines or boulders thrown by giants. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Missile)

This scroll will create a sphere 5' in radius around the reader, which moves with him. All those within the area of effect are completely immune to any non-magical missile weapon, such as a dart, arrow, sling bullet, etc. All other sorts of weapons, as well as enchanted weapons, will still do normal damage, as will missiles hurled from siege engines or boulders thrown by giants. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll of Protection from Weapons (Piercing)

This scroll will create a sphere 5' in radius around the reader, which moves with him. All those within the area of effect are completely immune to any non-magical piercing weapon, such as a spear, pike, etc. All other sorts of weapons, as well as enchanted weapons, will still do normal damage, as will missiles hurled from siege engines or boulders thrown by giants. The effect lasts for 1d4+4 minutes. It is worth 1,000 x.p.

Scroll, Cursed

Scrolls containing curses can either be created deliberately as booby traps for the unwary, or by a warping of a spell scroll by the passage of ages, rendering the once-beneficial magical power therein into something harmful, much as a fine wine can turn to vinegar if left to sit too long. Even the quickest attempt to read the cursed scroll (as in, attempting to determine its contents, glancing to see if it's a map or a scroll, checking to see if it's blank, etc.) will unleash the curse. There are an infinite number of such curses that could be made to befall the character reading such a scroll, but the following effects are given for the game master in a hurry. Feel free to be inventive and don't be afraid to sorely inconvenience (or even just kill outright) with such curses:

TABLE 201: SCROLL, CURSED

Die Roll (d%)	Curse Effect
01-08	Reader is polymorphed into a monster with hit dice equal to his level, which then attacks his companions relentlessly.
09-15	Reader immediately liquefies, running away in disgusting rivulets.
16-22	Reader and his companions are teleported 2d6x100 miles distant.
23-29	Reader and his companions are teleported to some other plane, alternate reality, distant alien world, etc.
30-36	Reader contracts a deadly wasting disease which will remove 1 point of strength or constitution every 10 minutes until 0 is reached, which will be fatal (<i>cure disease</i> will also help avoid this effect, but the statistic loss will be permanent until <i>remove curse</i> is applied).
37-46	One magic item possessed by the reader will be nullified and rendered permanently non-magical. <i>Remove curse</i> will not reverse this effect.
47-54	The reader is struck permanently blind.
55-62	The scroll explodes, causing 6d4 h.p. of damage to the reader (no save). Those within 10' are allowed a saving throw to only take half damage.
63-70	All memorized spells are immediately forgotten. One slot (determined randomly) is permanently lost until a <i>remove curse</i> can be cast.
71-78	The reader is instantly struck with lycanthropy. Determine type randomly.
79-86	The reader is made insane.
87-94	The reader is switched to the opposite gender.
94-00	A demon appears (of a type commensurate with the level of the reader) and will attack the reader (and any who aid in his defense).

Generally, only certain curses will actually be undone by the spell *remove curse*. Curses which generate their effect immediately (teleporting, turning to liquid, etc.) will not be reversible, while those that leave the victim in a cursed state for a period of time (polymorph, illness, etc.) will be reversed by the spell.

Scroll, Spell

Very often, magic scrolls containing spells will be discovered as part of treasure hoards. Such scrolls (as all scrolls) are usually protected by scroll cases

of leather, wood, or bone. The spell *read magic* must be used to determine what spells a particular scroll has written upon it, but once it is used initially by a mage, or other spell caster, it need not be used again.

At the game master's discretion, scrolls may have a chance up to 30% to fade if their nature is not immediately discerned upon their discovery.

Scrolls with spells will usually be of a single type, but will very rarely be mixed:

TABLE 202: SCROLL SPELL TYPE

Die Roll (d%)	Scroll Spell Type
01-16	Cleric
17-23	Druid
24-30	Mystic
31-85	Mage
86-92	Illusionist
93-99	Savant
00	Mixed (roll twice, ignoring further rolls of 00 and duplicates)

The number of spells on each scroll, as well as the possible level of each spell, is determined randomly:

TABLE 203: SCROLL SPELL LEVEL

Die Roll (d%)	# of Spells	Mage Spell	All Others Spell
		Level	Level
01-17	1	1d4	1d4
18-27	1	1d6	1d6
28-32	1	1d8+1	1d6+1
33-40	2	1d4	1d4
41-45	2	1d8	1d6
46-53	3	1d4	1d4
54-58	3	1d8+1	1d6+1
59-65	4	1d6	1d6
66-70	4	1d8	1d6
71-77	5	1d6	1d6
78-82	5	1d8	1d6
83-87	6	1d6	1d6
88-90	6	1d6+2	1d4+2
91-95	7	1d8	1d6
96-98	7	1d8+1	1d6+1
99-00	7	1d6+3	1d4+3

(If of mixed type, roll once for each type, re-rolling results over 90.) Once the number of spells has been determined, simply roll the appropriate die for each spell to determine level, then reference the spell lists in the **ADVENTURES DARK AND DEEP™** Players Manual to determine which spells are on the scroll. Roll separately for level for each spell on the scroll. Once cast from a scroll, the spell disappears forever.

It is possible for a spellcaster to cast a spell from a scroll that is of higher level than he would ordinarily be able to cast. There is, however, a risk that doing so will cause the spell to fail or, worse, backfire on the caster. Determine the difference in the minimum level needed to cast the spell and the experience level of the caster, and then roll to determine the result. If the spell is one that the caster could otherwise normally cast, success is automatic.

TABLE 204: SCROLL SPELL RESULT

Difference in Levels Needed to Cast	Spell Success	Spell Failure	Spell Backfire
1	01-95	96-99	00
2	01-90	91-99	00
3	01-85	86-99	00
4	01-80	81-97	98-00
5	01-75	76-96	97-00
6	01-70	71-95	96-00
7	01-65	66-91	92-00
8	01-60	61-90	91-00
9	01-55	56-89	90-00
10	01-50	51-82	83-00
11	01-45	46-81	82-00
12	01-40	41-79	80-00
13	01-35	36-67	68-00
14	01-30	31-65	66-00
15	01-25	26-62	63-00
16	01-20	21-44	45-00
17	01-15	16-40	41-00
18	01-10	11-37	38-00
19	01-05	06-33	34-00
20	-	01-30	31-00

Where applicable, each spell scroll should be assumed to have been written by a spell caster 1 level greater than the minimum he would need to be to cast the spell himself. Thus, the spell *fireball* cast from a scroll would function as if it were cast by a 6th level caster.

Scrolls with spells are worth a total number of experience points equal to their total spell levels times 100, but such should only be awarded to those characters actually able to use the spells.

Shadow Lantern

This appears to be a normal lantern, but will radiate both magic and evil if detected for. If oil made from the fat of human (or demi-human) corpses is used to fuel the lantern, 1d4+4 shadows will appear and serve the holder for one hour (at which point the fuel is exhausted). It is worth 750 x.p., but once its nature is known characters with any good alignment will lose that many x.p. if they do not take steps to destroy it immediately.

Sheet of Smallness

This appears to be a finely-wrought bed sheet of silk or linen with both sides clearly demarked (by pattern, color, etc.). If any magical item (other than an artifact or relic) is wrapped in the sheet with the proper side facing the object, the object will shrink to 1/12th normal size. While thus shrunk, the object cannot be used. The object may be returned to normal size and functioning by wrapping it in the sheet with the other side facing the object. The size change will take a full 2 minutes to complete, whether shrinking or growing. It is worth 1,250 x.p.

Shield, Enchanted

Enchanted shields weigh as much as their mundane counterparts, but will improve armor class by the indicated amount. Both the size of the shield and the qualities of the shield must be determined.

TABLE 205: SHIELD, ENCHANTED (SIZE)

Die Roll (d%)	Shield Size	X.P. Value
01-05	Buckler	25
06-15	Small	50
16-85	Medium	100
86-00	Large	125

TABLE 206: SHIELD, ENCHANTED (QUALITIES)

Die Roll (d%)	Qualities	X.P. Value
01-36	+1	150
37-56	+2	400
57-72	+3	700
73-80	+4	1,100
81-84	+5	1,650
85-88	Roll again, plus bonus vs. missiles	see below
89-00	Cursed	0

If a shield with a bonus vs. missiles is found, first roll again on the above table to determine the shield's regular bonus in combat (re-rolling rolls above 84), and then roll to determine its exact bonus on the following table.

TABLE 207: SHIELD, ENCHANTED (MISSILE BONUS)

Die Roll (d%)	Bonus vs. Missiles	X.P. Value
01-43	+1	50
44-67	+2	100
68-86	+3	150
87-96	+4	200
97-00	+5	250

If the bonus vs. missiles is less than the regular bonus of the shield, raise it to the regular bonus (but the x.p. bonus will only be 50). In addition, however, all shields with a bonus vs. missiles (even those where the bonus is the same as that vs. other attacks) will also have a 20% chance of deflecting *magic missiles* (as per the spell, wand, etc.) that are fired against the bearer from the front.

If a cursed shield is found, roll to determine the nature of the curse. The nature of such shields will not be revealed until they are actually used in combat; mock combat tests will not reveal their curse. Once revealed, the cursed item cannot be gotten rid of except by the casting of a *remove curse* spell.

TABLE 208: CURSED SHIELD

Die Roll (d%)	Curse Type
01-45	-1
46-70	-2
70-90	-3
91-00	Missile attractor (re-roll for other curse effects, re-rolling rolls above 90).

The *missile attractor shield* will attract missiles of all different sorts to the bearer. If the bearer is in a group where the target of a particular missile attack must be determined randomly, the chances that he will be struck are triple what they would normally be.

X.P. value is cumulative, except for cursed shields, which are never worth any experience points.

Shoes of Wandering

These appear to be low boots with thick soles, but will radiate magic if detected for, and will expand or contract to fit any wearer up to ogre size. The shoes will never wear out, and the wearer is able to walk without becoming fatigued, allowing up to 30 miles per day when traveling in open terrain. If the wearer is of neutral or neutral good alignment, he will gain the following powers while wearing the shoes:

- Immune to tripping, walking into a snare, falling into a pit, or the spell *entangle*
- Able to walk up or down inclines up to 45° as if they were flat terrain
- Able to walk on narrow or slippery paths and never falter or fall

They are worth 2,000 x.p.

Slippers of Kicking

These appear to be light footwear of ordinary sort, but will radiate magic if detected for, and will expand or contract to fit any wearer up to ogre size. Once worn, the slippers will allow the wearer to engage in a pummeling attack twice per round, doing 1d6 h.p. against man-sized or small creatures, and 1d4 h.p. against large creatures. (This is done instead of normal melee combat; see the rules for pummeling in the **ADVENTURES DARK AND DEEP™** Players Manual for details.) They are worth 750 x.p.

Slippers of Spider Climbing

These appear to be light footwear of ordinary sort, but will radiate magic if detected for, and will expand or contract to fit any wearer up to ogre size. Once worn, they allow the wearer to move at 60' per minute on walls and even ceilings, leaving his hands free for other purposes. Slippery surfaces, those coated with oil, or made of ice, cannot be thus climbed. They are worth 1,000 x.p.

Sovereign Glue

This thick and viscous gel can only be contained in a flask that is coated on the inside with *oil of slipperiness* (see p. 104 for details). If some of the *sovereign glue* is poured out of its container, more *oil of slipperiness* must be applied to the lip and inside of the container or the glue will then adhere to the container and be rendered completely useless. One dose is sufficient to coat 1 square foot, and after it has had 1 minute to set, nothing will be able to separate the two items thus joined save *oil of etherealness* or the *ultimate solution* (see p. 102 and 131 respectively). Each flask contains 10 applications. If the glue is not allowed the full minute to set, it will dry out and become useless. It is worth 1,000 x.p. per dose found.



Spade of Colossal Excavation

This appears as a large shovel, 8' long with a blade 2'x3', and will radiate magic if detected for. If used by someone with a strength of 18 or more, it can be used to dig a hole 1 cubic yard in size per minute. Hard clay-type soil, or loose sand and gravel, will take twice as long, while loose soil can be dug at double the normal rate. Once used for 10 minutes straight, the wielder must rest for 5 minutes. It can only be used by fighters, and is worth 1,000 x.p.

Spell Book

As game master, you may wish to keep the discovery of long-forgotten spell books to intentional placement. However, it is not outside the realm of possibility that such valuable works would be discovered in the treasure hordes of certain creatures. It should be noted that this is also an excellent way of introducing new spells, whether of the game master's devising or from some other source, into the campaign.

The type of book should be determined first, and then the size:

TABLE 209: SPELL BOOK TYPE

Die Roll (d%)	Book Type
01-20	Illusionist
21-79	Mage
80-98	Savant
99	Mixed (roll twice again, re-rolling duplicates and 99-00)
00	Fake

TABLE 210: SPELL BOOK SIZE

Die Roll (d12)	Book Size	Base X.P. Value
1-3	Traveling	500
4-11	Standard	1,000
12	Reference	1,500

Each spell book will contain 3d6+1 spells, up to the maximum capacity of its type (see the **ADVENTURES DARK AND DEEP™** Players Manual for details on how many spells a spell book can contain). Once the number of spells has been determined, roll for each spell level. Then roll randomly to determine which spell for that level is contained in the book. Keep rolling until the book is filled. For mixed books, roll 1d3 to determine which type of spell happens to be next in the book:

TABLE 211: SPELL BOOK SPELL LEVEL

Spell Level	Illusionist	Mage	Savant	X.P. Value
1	01-24	01-29	01-33	100
2	25-45	30-53	34-56	200
3	46-63	54-70	57-72	300
4	64-78	71-81	73-82	400
5	79-90	82-88	83-89	500
6	91-98	89-94	90-95	600
7	99-00	95-98	96-98	700
8	-	99	99	800
9	-	00	00	900

Finally, roll to see what sort of protection or trap, if any, the spell book has. Note that fake spell books always have at least one sort of protection, as they are designed to entice would-be thieves into opening them and thus bringing about their own doom; re-roll any roll under 61:

TABLE 212: SPELL BOOK PROTECTION/TRAP

Die Roll (d%)	Protection/Trap
01-50	None.
51-60	Lock (no key available).
61-70	Lock w/poison needle trap.
71-73	<i>Explosive runes</i> on first page.
74-78	Permanent <i>blank book</i> cantrip has been cast on the book.
79-81	2d4 bookworms hidden in binding.
82-84	Book is itself intelligent (treat as intelligent weapon in all respects).

Die Roll (d%)	Protection/Trap
85-88	Anyone other than the author who opens the book is <i>curse</i> d.
89-92	Pages are treated with contact poison. For every page flipped through, there is a 1% cumulative chance that enough poison will be absorbed through the fingertips to kill, unless precautions are taken (gloves, stylus used to flip pages, etc.).
93-94	When opened when the temperature is above 80° F, glue used in the binding gives off an invisible hallucinogenic gas; all within 10' must make a saving throw vs. poison, or else believe himself to be a 20th level Archmage and will become violent if anyone either contradicts him or attempts to take the book from him. The effect will last 2d12 hours, but could occur again the next time the book is opened in the proper temperature.
95-96	Blades spring out of the cover when the book is opened. Make a dexterity check or take 1d6 h.p. of damage. If the first check fails, make a second; if that fails, a finger has been sliced off.
97	Book is possessed by a demon. Prolonged contact with it will result in the owner of the book himself becoming possessed.
98-00	The first time the book is opened, a blinding flash of light will blind anyone looking at it within 10' unless they make a successful saving throw vs. paralyzation.

Full experience points for spell books should only be awarded to members of a class that can use the spells within. Others should only receive 10% of the full X.P. value.

Spell Component Case, Enchanted

This appears to be a small belt pouch, but will radiate magic if detected for. If worn by a mage, he can simply think of any desired spell component, reach into the pouch, and it will appear. If the component is not used to power a spell within 1 minute, it will disappear. If used in a spell, it will likewise disappear, even if the component in question would not normally do so. The case can be used only a set number of times per day, which should be determined randomly when it is first discovered:

TABLE 213: ENCHANTED SPELL COMPONENT CASE

Die Roll (d%)	Uses per Day	X.P. Value
01-15	2	200
16-30	3	300
31-50	4	400
51-70	5	500
71-95	6	600
96-00	7	700

It can only be used by mages or their sub-classes.

Sphere of Annihilation

This dreaded object appears to be a hole of utter blackness, but if carefully examined, it will be seen to be spherical; a globe of nothingness. In reality, it is a rift in the very fabric of the universe itself. Anything touching the sphere will be instantly and irrevocably annihilated; even a *wish* will be unable to reverse the effect of the sphere. Normally, the sphere is at rest; however, mages (or sub-classes) can attempt to control it by mental concentration, as long as it is within 40' (once controlled, the range becomes 10' per level of the mage). The chance for the mage to successfully control the movement of the sphere is a function of both experience level and intelligence:

TABLE 214: SPHERE OF ANNIHILATION

Experience Level	Base Control Chance	Max. Movement
1-5	15%	8' / min.
6-7	20%	9' / min.
8-9	30%	10' / min.
10-11	40%	11' / min.
12-13	50%	12' / min.
14-15	60%	13' / min.
16-17	70%	14' / min.
18-20	75%	15' / min.
21+	80%	16' / min.

TABLE 215: SPHERE OF ANNIHILATION CONTROL BONUS FOR INTELLIGENCE

Intelligence Score	Control Chance Bonus
13	+1%
14	+2%
15	+3%
16	+6%
17	+9%
18	+12%

The mage must roll each minute to determine whether he controls the sphere. Failure indicates that the sphere will move at maximum speed (based on his experience level, as indicated above) in a straight line right at him for 1d4 minutes, until the mage is more than 30' distant, or until control is established.

It is possible for two or more mages to attempt to control the same sphere. In such a situation, each has a -5% penalty to their chance to control the sphere. The mage with the highest chance is rolled for first; if he fails, roll for the next-highest, and so on. If none is successful, the sphere will move towards the most powerful attempter within 30', as noted above.

A *gate* spell will either destroy the sphere (50% chance), have no effect (35%), or cause a meta-dimensional rift that will toss everything within 180' into an alternate dimension or alternate plane (15%). A *rod of cancellation* will cause an explosion doing 3d4x10 h.p. of damage to each creature within 60'. The *sphere of annihilation* can only be used by mages, and is worth 3,750 x.p.

Spoon of Stirring

This appears to be a normal spoon, and will not radiate magic unless it is placed in a magic potion. If the spoon is put in a potion, it will instantly change its nature (determine the new potion type randomly). If the same potion type is indicated by the random roll, the potion will either be at double normal strength (50%) or half normal strength (50%), but the color/smell/viscosity will have changed, as if it were a new type. The user of the spoon will not know the new type; it must be determined through normal means. The same potion can be changed up to three times; any more applications of the spoon will cause the potion to become inert. It is worth 500 x.p.

Staff of Command

This staff has several separate functions, some of which can only be accessed by mages, and others that can only be accessed by clerics.

The first function allows the wielder to completely control the actions of up to 30 hit dice of non-magical mammals, as long as they have an intelligence of 4 or less (thus, creatures such as giant rats, dolphins, chimpanzees, etc. are immune). This control even allows the staff wielder to cause the controlled mammals to kill themselves in furtherance of his instructions, but to exercise such a level of control requires total concentration. Each use expends 1 charge. This function can be used only by mages.

The second will cause the wearer's charisma score to rise to 18 when figuring out reactions by non-player characters and other creatures. Once per day, the wearer can cast *suggestion* (as per the spell), and *charm person* (also as per the spell, affecting up to a maximum of 21 levels or hit dice worth of creatures). Each *suggestion* or *charm* will use 1 charge from the staff. This function can be used by either mages or clerics.

The third function allows the wielder to control the actions of a number of creatures (of any non-magical type: mammals, reptiles, birds, etc.) depending on their size:

TABLE 216: STAFF OF COMMAND

Size	Number Affected
Small	5d4
Medium (man-sized)	3d4
Large	1d4

Creatures with an intelligence score of 5 or higher are entitled to a saving throw vs. spells. The potion only affects natural animals; monsters, humans, humanoids, magical creatures, etc., are immune to its effects. The effect lasts 10 minutes and uses 1 charge. This function can be used only by clerics.

The fourth function allows the wielder to control the actions of any plants (including regular plants, intelligent plant creatures, molds and fungi, etc.) in a 10'x10' area, centered on a point up to 80' distant. Plants with an intelligence score of 5 or greater are entitled to a saving throw vs. spells. It will not affect slimes and puddings. Affected plants may be made to move, hold still (including being silent, such as when the staff is used on shriekers), wrap around objects or creatures, etc. Self-destructive commands given to intelligent plants will not be heeded. The effect does not imbue plants with abilities they do not already have: i.e., ordinary grass cannot be made to grab at things, as it cannot normally move. The effect will last for 10 minutes and uses 1 charge. It can be used only by clerics.

When found, the staff will have a number of charges equal to 26 minus 1d6. It can be recharged by the spells *charm person* or *charm monster*. It is worth 5,000 x.p.

Staff of Curing

This staff allows the wielder to employ any of the following powers up to two times per day: *cure disease*, *cure blindness*, *cure insanity*, or *cure* 3d6+3 hit points of damage. Each power uses up 1 charge. When found, the staff will have a number of charges equal to 26 minus 1d6. The staff can be recharged by the spells *cure disease*, *cure blindness*, or *cure critical wounds*. It can only be used by clerics, and is worth 6,000 x.p.

Staff of the Magi

This very powerful magical item has a variety of powers and effects. It can, at will, perform the following functions (as per the spell of the same name if applicable, unless otherwise specified; the number in parentheses is the number of charges used when the power is activated):

- *Conjure elemental* (2) – one of each type per day, each with 8 hit dice.
- *Detect magic* (0)
- *Dispel magic* (1)
- *Enlarge* (0)
- *Fireball* (1)
- *Hold portal* (0)
- *Ice storm* (1)
- *Invisibility* (1)
- *Knock* (1)
- *Light* (0)

- *Lightning bolt* (1)
- *Passwall* (1)
- *Plane shift* (2)
- *Protection from evil/good* (0)
- *Pyrotechnics* (1)
- *Telekinesis* (2) – up to 200 lbs.
- *Wall of fire* (1)
- *Web* (1)
- *Whirlwind* (2) – a funnel cone up to 70' high, 10' wide at the base and 30' at the top, that lasts 1 round, kills all non-aerial creatures under 2 hit dice and does 2d6 h.p. of damage to others.

The staff gives its wielder an automatic +2 bonus to all saving throws vs. magic. The staff can also act as a *rod of absorption*, but the wielder has no idea of how many spell levels are being cast, nor does he know how many charges are within the staff, making the process risky, as if the staff absorbs more spell levels than it is able, it will explode as per a *retributive strike* (see below). Each spell level thus absorbed adds one charge to the staff; if it exceeds the total number of charges the staff can possess, it will explode. Any sort of spell can be absorbed, not just those that can be cast through the staff.

The wielder of the staff can also break it, causing a *retributive strike*. The wielder deliberately breaks the staff in two, causing an enormous explosion (the *strike* can never be caused accidentally). All creatures within 10' will take 8 hit points of damage for every charge the staff possesses; those 10'-20' will take 6 h.p. per charge, and those 20-30" will take 4 h.p. per charge. All are entitled to a saving throw vs. magic; success indicates they take half damage. There is a 50% chance that the person breaking the staff will be hurled into some other plane of existence (determine randomly), but otherwise he will be utterly destroyed.

When found, the staff will have a number of charges equal to 26 minus 1d6. It can only be recharged by absorbing incoming spells, as noted above. It can only be used by mages, and is worth 15,000 x.p.

Staff of Power

This powerful magical item has a variety of powers and effects. It can, at will, perform the following functions (as per the spell of the same name if applicable, unless otherwise specified; the number in parentheses is the number of charges used when the power is activated):

- *Cone of cold* (50% have *fireball* instead) (1)
- *Continual light* (1)
- *Darkness, 5' radius* (1)
- *Globe of invulnerability* (2)
- *Levitation* (1)
- *Magic missile* (50% have *lightning bolt* instead) (1)
- *Paralyzation* (2) – a cone 40' long and 20' wide at the base
- *Ray of enfeeblement* (1)
- *Shield, 5' radius* (2)

The wielder also gets a bonus of +2 to armor class and all saving throws. The staff can also be used in melee as a *quarterstaff +2*. At the wielder's option, a successful hit can do double damage with the expenditure of 1 charge.

The wielder of the staff can also break it, causing a *retributive strike*. The wielder deliberately breaks the staff in two, causing an enormous explosion (the *strike* can never be caused accidentally). All creatures within 10' will take 8 hit points of damage for every charge the staff possesses; those 10'-20' will take 6 h.p. per charge, and those 20-30" will take 4 h.p. per charge. All are entitled to a saving throw vs. magic; success indicates they take half damage. There is a 50% chance that the person breaking the staff will be hurled into some other plane of existence (determine randomly), but otherwise he will be utterly destroyed.

When found, the staff will have a number of charges equal to 26 minus 1d6. It can be recharged by any spell whose effect the staff can create, plus *hold person* or *hold monster*. It can only be used by mages, and is worth 12,000 x.p.

Staff of the Serpent

There are two variations of this staff: the python and the adder. The python staff can be used as an ordinary *quarterstaff +2* in melee. The wielder can, at his command, throw the staff on the ground and cause it to transform into an actual python (49 h.p.; see the **ADVENTURES DARK AND DEEP™** Bestiary entry “Snake, constrictor” for complete details). If the snake is slain, the staff is rendered useless. It will return to the staff wielder upon command.

The adder can be used as an ordinary *quarterstaff +1*. Upon utterance of the command word, the top portion of the staff will transform into the head and neck of an adder, which can itself be struck (AC 5, 20 hit points). If the wielder hits with the staff while in this mode, the defender must make a saving throw vs. poison or die (a successful saving throw means they take 2-4 h.p. of damage). The adder staff will only be used by evil clerics.

Neither form of the staff requires charges. They can only be used by clerics, and are worth 7,000 x.p.

Staff of Striking

This staff is used as a *quarterstaff +3*. Every hit expends a charge. If 2 charges are expended, it will do +6 damage instead of +3. If 3 charges are expended, it will do +9 damage. (It will never gain additional bonuses “to hit” by expending charges.) When found, the staff will have a number of charges equal to 26 minus 1d6. It can only be used by clerics or mages, and is worth 6,000 x.p. It can be recharged by the spell *enchanted weapon*.

Staff of Swarming Insects

This staff allows the wielder to expend a charge and summon a swarm of biting, stinging, winged insects around a target individual for 1 minute. The swarm will appear at a distance up to 60’ plus 10’ per level of the wielder of the staff. The swarm itself will consist of 10 insects plus 10 per level of the user. The target creature will take 1 h.p. of damage per 10 insects present. Armor class is not taken into account, but the insects will not affect any large creature with a natural armor class of 5 or better. While afflicted by the swarm, the target cannot cast spells, attack, or do anything except attempt to strike at the insects. Creatures with some sort of force field, who are surrounded by flames, etc. cannot be the target of such a swarm. When found, the staff will have a number of charges equal to 51 minus 1d6, and cannot be recharged. The number of charges can be determined by counting the number of insects carved into the surface of the staff; as each charge is used, one such carving disappears. It can only be used by clerics, and is worth 6,000 x.p.

Staff of Thunder and Lightning

This staff is used as a *quarterstaff +2*. By the utterance of the proper command word and the expenditure of the appropriate number of charges, the wielder is able to produce the following effects:



TABLE 217: STAFF OF THUNDER AND LIGHTNING

Effect	Details	Charges
Thunder	Strike as <i>quarterstaff +3</i> , enemies struck must save vs. rods/staves/wands or be stunned for the rest of the round and automatically go last in the next round.	1
Lightning	In addition to normal damage, 2d6 h.p. of electrical damage are inflicted, electrical damage will hit metal armor as if it were AC 10.	1
Thunderclap	A cone of thunder 40’ long and 20’ wide at its base will cause those within the area to save vs. rods/staves/wands or be stunned (unable to attack) for 2 minutes and deaf for 2 minutes past that. Those who save are merely deafened for 4 minutes.	2
Lightning Stroke	A lightning bolt (similar to the spell, but originating at the staff and doing 8d6 h.p. of damage, treating all 1’s as 2’s). Both forked and normal lightning can be called forth.	2
Thunder and Lightning	Combination of thunderclap and forked lightning stroke (above), with the exception that the lightning stroke treats 1’s as 2’s and 2’s as 3’s, and targets are entitled to a saving throw vs. wands/staves/wands for half damage.	4

When used in melee, add the number of charges expended to the wielder’s initiative, as a penalty. When found, the staff will have a number of charges equal to 26 minus 1d6. It is worth 8,000 x.p.

Staff of Withering

This staff functions as a +1 enchanted weapon, doing 1d4+1 every time it hits (it is itself withered and small, and thus does less damage than a normal quarterstaff). Every hit expends a charge. If 2 charges are spent, the hit will also age the target creature by 10 years (which could impact ability scores, etc.). If 3 charges are spent, the staff will also cause one of the defender's limbs to wither and age almost instantaneously (roll randomly to determine which limb is hit). Creatures that are unaffected by age (undead, daemons, devas, etc.) are not affected by the latter two powers of the *staff*. When found, the staff will have a number of charges equal to 26 minus 1d6. It can only be used by clerics, and is worth 8,000 x.p.

Staff of the Woodlands

This staff allows the wielder, who must be a druid, to expend one charge and activate the following powers, each as per the appropriate spell:

- *Wall of thorns*
- *Animal friendship*
- *Animate tree*

In addition, the nature of the staff's melee bonus and other magical powers (if any) should be determined when it is discovered. Each magical power does not cost any charges, and can be activated but once per day.

TABLE 218: STAFF OF THE WOODLANDS

Die Roll (d%)	Melee Bonus	Powers
01-25	+4	n/a
26-50	+3	<i>Pass without trace</i>
51-75	+2	<i>Pass without trace, barkskin</i>
76-00	+1	<i>Pass without trace, barkskin, tree</i>

When found, the staff will have a number of charges equal to 26 minus 1d6. It is worth 8,000 x.p.

Staff-Mace

This appears to be an ordinary wooden staff, but will radiate magic if detected for. On command, it will assume one of the following forms:

- *Quarterstaff +3*
- *Footman's mace +1*
- *Horseman's mace +2*

The staff-mace does not use charges. It is worth 1,500 x.p.

Staff-Spear

This will appear to be an ordinary quarterstaff, but will radiate magic if detected for. When the proper command word is uttered, the end of the staff will sprout a metal blade, and the whole will then function as a spear or other spear-like weapon. When a second command word is spoken, the whole will lengthen to 12' from its original 6' in length. The exact sort of weapon should be determined when the staff is first discovered:

TABLE 219: STAFF-SPEAR

Die Roll (d%)	Functions as Weapon	X.P. Value
01-30	<i>Spear +1</i>	1,000
31-50	<i>Spear +2</i>	1,500
51-65	<i>Spear +3</i>	2,000
66-80	<i>Spear +4</i>	2,500
81-96	<i>Spear +5</i>	3,000
97-00	<i>Ranseur +3</i>	3,500

When found, the staff will have a number of charges equal to 26 minus 1d6. It is worth 1,000 - 3,500 x.p.

Stone of Controlling Earth Elementals

This appears to be a roughly polished stone, but will radiate magic if detected for. When the command word is spoken, an earth elemental will appear after 1d4 minutes. If 4 cubic yards of regular earth are available, the elemental will have 12 hit dice: if that volume of stone, sand, gravel, or mud is available, then it will have 8. If there is not a sufficient supply of material, the elemental cannot appear. Once the elemental has been summoned, the user must maintain concentration in order to control it; if he does not, there is a 75% chance that the elemental will turn upon him (otherwise it will instantly return to its home plane). The stone can be used but once per day, and is worth 1,500 x.p.

Stone of Good Luck

This item, also known as a "luckstone", appears to be a roughly polished stone, but will radiate magic if detected for. Whoever possesses the stone will get a +1 bonus on all saving throws (or +5%, as applicable), or in any other circumstance where luck is a factor in determining what happens to the character. It does not affect "to hit" or damage rolls, nor does it have an influence over the chance of spell failure (for clerics with a low wisdom, spell casters using scrolls, etc.). It is worth 3,000 x.p.

Stone Horse

This will appear to be a life-sized rough-hewn sculpture of a horse, made of hard stone, and will radiate magic if detected for. When the command word is spoken, the statue will come to life, able to carry 1,000 lbs. without the need to rest or take on food or water. Saving throws are as if it were "metal, hard." If it takes damage, it can be repaired by first casting the spell *stone to flesh* upon it and then allowing it to graze, healing at 1 h.p. per day. When it is back to full strength, the *stone horse* will revert back to its stone form. There are two types of *stone horse*; the exact type should be determined when it is first discovered (50% chance of either form):

TABLE 220: STONE HORSE

Type	Speed	Attacks	AC	Hit Points
Courser	240'/min.	1d6/1d6/1d3	3	18
Destrier	180'/min.	1d8/1d8/1d3	1	26

Regardless of type, the *stone horse* is worth 2,000 x.p.

Stone of Weight

This item, also known as a "loadstone", appears to be a roughly polished stone, and will radiate magic if detected for. In any situation where the holder is being pursued by or pursuing some adversary, or in melee or other combat situations, he will move and attack at half the normal speed. The *loadstone* is cursed, and only a *dispel evil* spell will allow the owner to finally be rid of it, by turning it to dust. It is worth no x.p.

Sustaining Spoon

This appears to be an ordinary spoon fashioned of horn, but will radiate magic if detected for. If placed in or on an empty food container (bowl, cup, plate, etc.) the container will become filled with a very nutritious, if extremely unappetizing, gruel. The spoon will function four times per day, with each activation providing sufficient nourishment for a single person for the full day. It is worth 750 x.p.

Sweet Water

This draught is added to other liquids in order to purify them. Up to 100,000 cubic feet of foul, polluted water can be transformed into fresh drinking water, which will remain pure forever if left alone, and which will resist re-contamination for 5d4 minutes. Even 1,000 cubic feet of pure acid can be turned into fresh water by means of this elixir. Poison and magic potions will be turned to ordinary water as well. It is worth 200 x.p.

Talisman of Pure Good

This appears to be a roughly polished stone, and will radiate both good and magic if detected for. When a command word is uttered, a flaming fissure will open up beneath the feet of an evil cleric within 77', swallowing him up and effectively destroying him utterly. The talisman can only be used by a cleric of good alignment (and if he is not of exceptional character himself, the intended victim will be entitled to a saving throw vs. magic). The talisman can only be used 7 times before it is turned to dust. If touched by a neutral cleric, he will take 7d4 h.p. of damage; evil clerics will take 12d4 h.p. Non-clerics are immune. It can only be used by clerics (not subclasses) of good alignment, and is worth 3,500 x.p.

Talisman of the Sphere

This appears to be a 4" metal ring with an attached handle, which will radiate magic if detected for. If any non-mage so much as touches it, they will take 5d6 h.p. of damage. If possessed by a mage, it will double his intelligence bonus when attempting to control a *sphere of annihilation* (see p. 127 for details). In addition, once controlled, the mage need only recheck for control every other minute, rather than every minute. However, if control is subsequently lost, the sphere will move towards the would-be controller at 16' per minute regardless of his experience level. A *wand of negation* will be effective against the *talisman of the sphere*, even though it has no effect on the sphere itself. It can only be used by mages, and is worth 100 x.p.

Talisman of Ultimate Evil

This appears to be a roughly polished stone, and will radiate both evil and magic if detected for. When a command word is uttered, a flaming fissure will open up beneath the feet of a good cleric within 66', swallowing him up and effectively destroying him utterly. The talisman can only be used by a cleric of evil alignment (and if he is not of the vilest character himself, the intended victim will be entitled to a saving throw vs. magic). The talisman can only be used 6 times before it is turned to dust. If touched by a neutral cleric, he will take 7d4 h.p. of damage; good clerics will take 12d4 h.p. Non-clerics are immune. It can only be used by clerics (not sub-classes) of evil alignment, and is worth 3,500 x.p.

Tome of Clear Thought

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of secret mental disciplines and exercises that will allow him to increase his intelligence score by 1 point after a month of implementation. The program must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Tome of Leadership and Influence

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will

radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of secret techniques of persuasion and oratory that will allow him to increase his charisma score by 1 point after a month of implementation. The program must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 7,000 x.p. when first discovered.

Tome of Understanding

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. If read intensely over the course of a week, it will give the reader the knowledge of intense willpower-building techniques and mystical exercises that will allow him to increase his wisdom score by 1 point after a month of implementation. The program must be completed within 3 months of reading, or the knowledge will be lost. Only one character can read from it at a time. After it has been read, the book will disappear into dust. The same character can never benefit from the same sort of book again. It is worth 8,000 x.p. when first discovered.

Trident of Fish Command

This appears to be an ordinary weapon, but will radiate magic if detected for. When a charge is expended, all fish within 60' must save vs. magic. Failure indicates they will be under the empathic command of the wielder, moving as directed and unable to attack either him or those whom he chooses within 10' of himself. Success indicates that the fish will not approach closer than 10'. Only fish are affected; mollusks, mammals, crustaceans, etc. are immune. It has 1d4+16 charges, and can be recharged with the spell *animal friendship*. It will also function as a *trident +1* in melee. It cannot be used by mages, and is worth 500 x.p.

Trident of Warning

This appears to be an ordinary weapon, but will radiate magic if detected for. When pointed in a specific direction, the trident of warning will tell its wielder of any hostile marine creatures (type, bearing, and number) within 240'. A full spherical region can be so scanned in but one minute. Activating this power uses up 1 charge; the trident will have 1d6+18 charges when found, and can be recharged with the spell *detect evil*. It will also function as a *trident +2* in melee. It cannot be used by mages, and is worth 1,000 x.p.

Trident of Yearning

This appears to be an ordinary weapon, but will radiate magic if detected for. When the trident is grasped, the wielder will immediately yearn to dive to the bottom of the deepest water available (certainly enough to completely immerse himself within), and nothing will dissuade him. The trident is cursed, and the person holding it can only let go by means of a *wish* or *alter reality* spell, or a *water breathing* spell if cast after he has entered the water. It does not enable the wielder to actually breathe water, of course. It will also function as a *cursed trident -2* in melee. It is not worth any x.p.

Ultimate Solution

This appears to be a magical oil of some sort. Each dose will cover a one-foot-square area, and will completely undo any glue (including *sovereign glue*), adhesive, cement, mortar, etc. There are 27 doses in each flask. The oil, by simmering it down to 1/3 of its normal volume, can be distilled into a concentrated form which will *disintegrate* any object with which it comes in contact (as per the spell). Each such dose will dissolve one cubic foot of material; magical items and living creatures are entitled to a saving throw vs. disintegrate, while mundane materials get none. For this reason, an *enchant*

an item spell must be cast upon the vessel in which the ultimate solution is being distilled and/or transported (and even then, it must make a successful saving throw). It is worth 1,000 x.p.

Vacuou Grimoire

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. If even the slightest portion is read, however, the reader must make two saving throws vs. magic. If the first is failed, the reader will permanently lose 1 point of intelligence. If the second is failed, the reader will permanently lose 2 points of wisdom. The book does not disappear once read, but the same person will not lose more points of intelligence or wisdom if another *vacuou grimoire* is read. It is not worth any x.p.

Wand of Conjurati

This wand allows the wielder to instantly recognize any conjuration/summoning type spell when it is cast, or when they see it written on a scroll, etc. In addition, the wielder can expend a charge to cast an *unseen servant* spell, and between 1 and 6 charges to cast the spells *monster summoning I - VI*. *Monster summoning* will take 30 seconds (5 segments), and can be cast in any combination that adds up to 6 (*m.s. II and IV; m.s. I, I, I and III*, etc.). It can be used once per round.

For a cost of two charges, the wand can also create a *curtain of blackness*, up to some 600 square feet in size that must stretch from ceiling to floor and wall to wall in such a way that it is bounded by some physical frame on all sides. It will block all light, but can be crossed, etc., without penalty.

In addition, the wand can be used to “build” a *prismatic sphere* or *prismatic wall* 1 color per minute, at the cost of 1 charge per color. The wall or sphere must be built starting with the color red and moving towards violet. See the spell description in the **ADVENTURES DARK AND DEEP™** Players Manual for details.

When found, the wand will have 1d20+100 charges. It can be recharged with the spells *prismatic sphere*, *monster summoning* (any), or *unseen servant*. It can only be used by mages, and is worth 7,000 x.p.

Wand of Defoliation

It should be noted that this wand will only be constructed of ivory, metal, or bone; never wood. It has the following three powers:

- All chlorophyll within a 30’ radius is destroyed; leaves will turn red/yellow/orange and drop, grass will become brown, etc. Requires 1 charge.
- All normal plants in a 30’ radius will die, shriveling to desiccated brush nearly instantly. Sentient and magical plants will suffer 1d6 h.p. of damage. Requires 2 charges.
- A cone of energy 30’ long and 10’ wide at the base forms in the direction the wand is pointed. All normal plants in the area will die, and magical or sentient plants take 6d6 h.p. of damage. Those on the edge of the effect must make a saving throw vs. rods/staves/wands. Success indicates they only take half damage.

When found, the wand will have 1d20+100 charges. It is worth 1,000 x.p.

Wand of Earth and Stone

These wands come in two different sorts. The first is worth 1,000 x.p. and grants the wielder the following powers (all as per the relevant spells):

- *Dig* (1/2 charge)
- *Passwall* (1 charge)
- *Move earth* (2 charges)

The second sort is worth 1,500 x.p. and, in addition to the powers listed above, can also perform the following feats.

- *Transmute mud to rock* (1 charge)
- *Transmute rock to mud* (1 charge)

When found, either sort of wand will have 1d20+100 charges.

Wand of Enemy Detection

This wand allows the wielder to know the location of any hostile entities within a 60’ radius sphere (the wand will function into the ethereal and astral planes, and will detect invisible creatures as well). One charge will allow the wand to function for 10 minutes. When found, the wand will have 1d20+100 charges. The wand can be recharged by the spells *detect evil/good*, *detect invisibility*, or *ESP*. It is worth 2,000 x.p.

Wand of Fear

This wand can be used once per minute to create an instant cone-shaped beam some 60’ long and 20’ wide at the base. Any creature in the zone of effect must make a saving throw vs. wands. Failure indicates the creature will immediately flee at maximum speed away from the wielder for 2d6 minutes. Each use will expend 1 charge. When found, the wand will have 1d20+100 charges. It can be recharged by the spell *cause fear* (the reverse of *remove fear*). It can only be used by clerics or mages, and is worth 3,000 x.p.

Wand of Fire

This wand has four different effects, each of which acts as the spell named, as if it were cast by a 6th level caster:

- *Burning hands*. Takes 6 seconds (1 segment) to activate, costs 1 charge.
- *Pyrotechnics*. Takes 12 seconds (2 segments) to activate, costs 1 charge.
- *Fireball*. Takes 12 seconds (2 segments) to activate, costs 2 charges. When calculating damage (6d6), count all 1’s rolled as 2’s.
- *Wall of fire*. Takes 18 seconds (3 segments) to activate, costs 2 charges.

When found, the wand will have 1d20+100 charges. It can be recharged by any of the spells mentioned above. It can only be used by mages, and is worth 4,500 x.p.

Wand of Fireballs

This wand allows the user to create a *fireball* as if he were a 6th level mage: thus the fireballs created each do 6d6 h.p. of damage (save for half damage) with a range of 160’. It creates a ball some 33,000 cubic feet in size, and the fire will expand to fill that entire space. Each fireball takes one charge. Use of the wand requires 12 seconds (2 segments). When found, the wand will have 1d20+100 charges, and can be recharged by the spell *fireball*. It is worth 2,000 x.p.

Wand of Flame Extinguishing

This wand has four basic functions, with a range of 60':

- Small to medium non-magical fires (such as a campfire, fireplace, etc.) are extinguished.
- Large non-magical fires (bonfires, a gallon or more of flaming oil, etc.) or small magical flames such as those produced by devils, flame tongue weapon, *burning hands*, etc. are extinguished if a charge is expended. Where applicable, magical fires will re-ignite after 6 minutes.
- Large magical fires, such as *fireball*, *flame strike*, *wall of fire*, etc. are extinguished if two charges are expended.
- Creatures made of living flame, such as elementals, will suffer 6d6 h.p. of damage if one charge is used.

When found, the wand will have 1d20+100 charges. It is worth 1,250 x.p.

Wand of Force

This wand has three basic functions, each activated by a different command word:

- A blade of energy will come out of the tip of the wand, equivalent to a bastard sword +5. Requires 1 charge for 10 minutes. Can be used by fighters.
- *Wall of force* (as per the spell) as if cast by a 10th level mage. Requires 1 charge, and can be done once per minute. Can be used by either fighters or mages.
- *Forceful hand* (as per the spell). Requires 1 charge for 2 minutes. Can be used only by a mage who has one of the following in his spell books: *clenched fist*, *crushing hand*, *forceful hand*, *grasping hand*, or *interposing hand*.

When found, the wand will have 1d20+100 charges. It can be recharged by any of the spells named above, or *mage's sword*. Note that if the wand touches the manifestation of those spells (possibly requiring a successful "to hit" roll) it will immediately destroy that manifestation and gain a charge. It can be used only by fighters and mages (as indicated above), and is worth 3,000 x.p.

Wand of Frost

This wand has three different effects, each of which acts as the spell named, as if it were cast by a 6th level caster:

- *Ice storm*. Takes 6 seconds (1 segment) to activate, costs 1 charge.
- *Wall of ice*. Takes 12 seconds (2 segments) to activate, costs 2 charges.
- *Cone of cold*. Takes 6 seconds (1 segment) to activate, costs 2 charges. When calculating damage (6d6), count all 1's rolled as 2's.

When found, the wand will have 1d20+100 charges. It can be recharged by any of the spells listed above. It can only be used by mages, and is worth 6,000 x.p.

Wand of Ice Storms

This wand allows the wielder to create an *ice storm* (as per the spell) as if he were a 7th level mage, with each storm using one charge. The effect takes 12 seconds (2 segments) to activate. The wand can be recharged by the spell *ice storm*. When found, the wand will have 1d20+100 charges. 2,500 x.p.

Wand of Illumination

This wand has four different effects, each of which acts as the spell named, as if it were cast by a 6th level caster:

- *Dancing lights*. Takes 6 seconds (1 segment) to activate, costs 1 charge.
- *Light*. Takes 12 seconds (2 segments) to activate, costs 1 charge.
- *Continual light*. Takes 12 seconds (2 segments) to activate, costs 2 charges.
- *Sunburst*. Takes 18 seconds (3 segments) to activate, costs 3 charges.

When found, the wand will have 1d20+100 charges. Any of the spells listed above will recharge it. It is worth 2,000 x.p.

Wand of Illusion

This wand allows the user to create either a visual or auditory illusion (or both). The illusion takes 18 seconds (3 segments) to activate, and each element (visual and auditory) costs 1 charge per minute to maintain. It requires concentration to maintain the illusion, but the wand wielder can move (no combat is possible, however). See the spells *phantasmal force* and *audible glamer* for details. When found, the wand will have 1d20+100 charges. It can be recharged by the following spells: *phantasmal force*, *improved phantasmal force*, *audible glamer*, *permanent illusion*, or *spectral force*. It can only be used by mages, and is worth 3,000 x.p.

Wand of Lightning

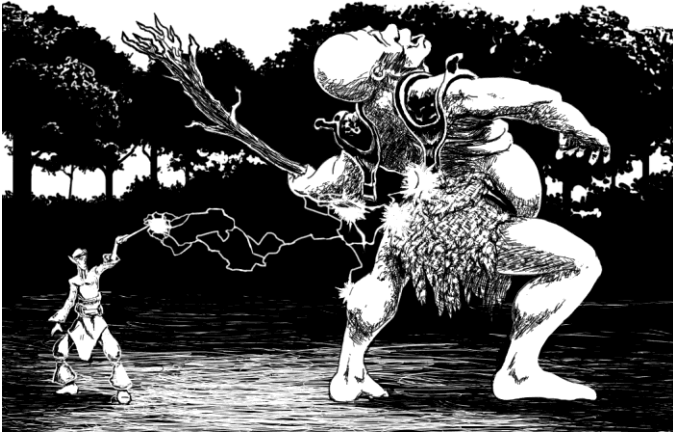
This wand has two functions:

- *Lightning bolt*. Takes 12 seconds (2 segments) to activate, costs 2 charges. When calculating damage (6d6), count all 1's rolled as 2's. It originates at the wand itself, but otherwise acts like the spell *lightning bolt*.
- *Shocker*. The wand can also be used in melee. If it hits, it will do 1d10 hit points of electrical damage (no saving throw). If the opponent is wearing metallic armor (plate, mail, etc.), he is treated as if he were AC 10. Otherwise (brigandine, etc.), use his actual armor class.

When found, the wand will have 1d20+100 charges. It can be recharged with the spells *shocking grasp* or *lightning bolt*. It can only be used by mages, and is worth 4,000 x.p.

Wand of Lightning Bolts

This wand allows the wielder to cast the spell *lightning bolt* as if he were a 6th level mage. The bolts thus cause 6d6 h.p. of damage. The effect takes 12 seconds (2 segments) to activate, and uses one charge. It can be recharged by the spell *lightning bolt*. When found, the wand will have 1d20+100 charges. It is worth 2,000 x.p.



When found, the wand will have 1d20+100 charges. It is worth 2,500 x.p.

Wand of Negation

This wand allows the wielder to negate certain types of magic within its 60' long beam. It will instantly and automatically disrupt any magic induced by a wand (it can, for instance, be used to intercept missiles from a *wand of magic missiles*, or to disrupt the effects of a *wand of polymorphing*). All other magical effects will be negated 75% of the time (regardless of the level of spell or the nature of the device that caused the magic in the first place). The wand takes 6 seconds (1 segment) to activate, but can only be used once per minute. Each use expends 1 charge. When found, the wand will have 1d20+100 charges. It is worth 3,500 x.p.

Wand of Paralyzation

This wand shoots forth a thin 60' long ray that will cause instant paralysis in any creature it touches that fails to save vs. wands. The paralyzation effect lasts for 5d4 minutes. The wand takes 18 seconds (3 segments) to activate, and the wand can be used against but one target per minute. Each use drains 1 charge. When found, the wand will have 1d20+100 charges. It can be recharged by the spells *hold person* or *hold monster*. It can only be used by mages, and is worth 3,500 x.p.

Wand of Polymorphing

This spell has two different, but related, functions. The first is a beam some 60' in length, which will cause the first creature it touches to be polymorphed into some other form chosen by the wand wielder. This effect is treated just like the spell *polymorph other*, in that the mind of the target creature will eventually match its form. The target is entitled to a saving throw vs. wands, but if hit, will need to make a successful system shock roll. The change is permanent unless dispelled or otherwise countered.

The other function requires that the wand actually touch the target (if it is unwilling, a successful "to hit" roll must be made, in addition to the normal saving throw). The wand wielder gets to pick the form the target will assume. This effect is otherwise treated like the spell *polymorph self*, no system shock roll is required, and the mentality of the target will remain unchanged. The effect will wear off after two hours.

Both effects take 18 seconds (3 segments) to activate and will use up 1 charge of the wand. When found, the wand will have 1d20+100 charges. It may be recharged by application of either the spells *polymorph any object*, *polymorph other*, or *polymorph self*. It can only be used by mages, and is worth 3,500 x.p.

Wand of Secret Door and Trap Detection

This wand allows the wielder to choose whether it will point to the location of any secret doors within a 15' radius, or any traps (both mechanical and magical) within a 30' radius. Either effect lasts for 1 minute and uses up 1 charge. When found, the wand will have 1d20+100 charges. It can be recharged by the spell *locate object*. It is worth 5,000 x.p.

Wand of Size Alteration

This wand allows the user to either shrink or enlarge a target by 50%. The target must be within 10' of the wand when it is activated, and unwilling targets are entitled to a saving throw vs. wands. If the target is shrunk, strength and damage will be reduced proportionally. If the target is enlarged, strength (and damage) will be as appropriate to the new size.

Wand of Magic Detection

This wand allows the wielder to detect any sort of magic within a sphere 30' in radius (including individuals upon whom spells have been cast), indicating which source within that area is the strongest. If the effect is continued for subsequent rounds, the next-strongest magical emanation will be detected, then the next, etc. If desired, an additional round can be spent ascertaining the type of magic involved (alteration, illusion/phantasm, etc.). If the wand is used for more than 1 consecutive minute, there is a 2% cumulative chance that a "false positive" reading will be indicated. Each minute of use expends 1 charge. When found, the wand will have 1d20+100 charges. It can be recharged with the spell *detect magic*. It is worth 2,500 x.p.

Wand of Magic Missiles

This wand allows the wielder to fire *magic missiles* (similar to the spell). The wand takes 18 seconds (3 segments) to activate. Each missile will do 1d4+1 hit points of damage, and will use up one charge. If wielded by a mage, hits with the missiles are automatic; if wielded by any other class, a "to hit" roll must be made. When found, the wand will have 1d20+100 charges. It can be recharged with the spell *magic missile*. It is worth 4,000 x.p.

Wand of Metal and Mineral Detection

This wand allows the user to detect the direction of the largest mass of metal within a 30' radius. If desired, the wielder can choose a specific type of metal or mineral (such as gold, ruby, etc.) and detect all quantities within the radius of effect. Each such detection will take one minute, but one charge spent will activate the wand for ten minutes. When found, the wand will have 1d20+100 charges. It can be recharged with the spell *locate object*. It is worth 1,500 x.p.

Wand of Metal Command

At first, this wand will function as a *wand of metal and mineral detection* (see p. 134 for details). When in the hands of either a dwarf or a gnome, the following additional powers are possible:

- Up to 6 lbs. of lead can be transmuted into gold, or vice versa, with a range of 30'. This takes one charge.
- *Heat metal* (as per the spell) with a range of 30', with a maximum 3' diameter or 60 lb. area of effect. This takes two charges.
- *Crystalbrittle* (as per the spell) as if cast by an 18th level mage. This takes three charges.
- *Glassee* (as per the spell) as if cast by an 18th level mage. This takes three charges.
- *Glassteel* (as per the spell) as if cast by an 18th level mage. This takes three charges.

TABLE 221: WAND OF SIZE ALTERATION

Size	Strength	Damage
10'	19	2d8
12'	20	3d6
14'	21	4d6
16'	22	5d6
18'	23	6d6
20'	24	7d6
22'	25	8d6

Each use takes up 1 charge. When found, the wand will have 1d20+100 charges. It is worth 3,000 x.p.

Wand of Steam and Vapor

This wand has two basic functions. Each uses one charge. Steam will cause a cloud of hot steam to jet forth from the wand in a cone 50' long and 30' wide at the base. Any creature within the area of effect will take 6d6 h.p. of damage during the first minute, 4d6 during the second, and 2d6 during the third, after which time the cloud fully dissipates (save vs. wands for half damage in each minute). Creatures immune to heat will not be affected, but remember that the effect is equal parts heat and water.

Vapor will cause a jet of warm (but not scalding) steam to form a cloud some 40' deep, 60' high, and 80' across. The vapor obscures all vision, including infravision, beyond 2', and will remain in place for 6 minutes (wind, etc., will move the cloud of vapor, of course). Creatures that have cold-based attacks, such as white dragons or arctic toads, will take 1 h.p. of damage per minute they remain in the cloud, while those who normally dwell in cold climes, such as frost giants, will take 2 h.p. of damage. If a creature meets both criteria, it will take 2 h.p.

When found, the wand will have 1d20+100 charges. It is usable only by clerics and mages, and is worth 4,500 x.p.

Wand of Wonder

This mischievous device is often the bane of those who treasure an ordered measure to life, as its effects are completely unpredictable. It takes but 6 seconds (1 segment) to activate, but once it is activated, the game master should roll on the following table to determine the exact effect (game masters are encouraged to come up with their own, similarly powered, lists to keep the players guessing). Note that jesters are able to have some influence over the result; they can move the result by 1% per level after it has been rolled, and will know what effect that would have on the outcome (if any).

TABLE 222: WAND OF WONDER

Die Roll (d%)	Effect
01-10	1 creature is slowed for 10 minutes
11-18	Wielder believes some other effect takes place (roll again), but in reality nothing happens
19-25	Double strength <i>gust of wind</i> spell
26-30	<i>Stinking cloud</i> appears 30' distant
31-33	Drenching rain in 60' radius of wielder for 1 minute
34-36	Rhinoceros (1-25%), elephant (26-50%), or mouse (51-00%) appears, as per <i>animal summoning</i> spells.
37-46	Lightning bolt as per <i>wand of lightning</i>
47-49	600 large butterflies swarm in 60' radius for 2 minutes; all are blinded, no spell casting possible
50-53	1 creature is <i>enlarged</i> (60' range)
54-58	<i>Darkness 15' radius</i> centered on a point 30' from wielder in direction he was pointing wand
59-62	Grass grows in an area 160' on a side in front of wielder (or grows to 10x size, if already there)
63-65	Inanimate object up to 1,000 lbs. and 30 cubic feet is sent to the ethereal plane
66-69	Wielder shrinks to 1/12th normal height
70-79	Fireball as per <i>wand of fireballs</i>
80-84	Wielder becomes <i>invisible</i>
85-87	1 target sprouts leaves (60' range)
88-90	10-40 1 g.p. gems shoot out, 5d4 will hit those within 30' of the wand, each does 1 h.p. of damage
91-97	All creatures in 30'x40' area directly in front of wand are blinded by shimmering rainbow of colors
98-00	1 target is affected by <i>flesh to stone</i> , or reverse if applicable (60' range)

When found, the wand will have 1d20+100 charges. It cannot be recharged. It is worth 6,000 x.p.

Weapon (melee), Enchanted

While the vast majority of enchanted weapons found will be swords, other types are certainly possible. The game master should adjust these percentages based on his campaign world (a campaign set in something approximating Earth's Neolithic period, for instance, would most likely have enchanted spears as the foremost type, rather than swords). It is also possible for a weapon to have more than one enchantment, and certain special types are also possible. First, determine the type of weapon discovered.

TABLE 223: WEAPON TYPE SUB-TABLE

Die Roll (d%)	Type of Weapon
01-05	Axe, hand
06-10	Battle axe
11-21	Dagger
22-25	Flail
26-29	Hammer
30-33	Knife
34	Lance
35-39	Mace
40-41	Morning star
42-43	Pole arm (see below)
44	Quarterstaff
45-49	Spear
50-99	Sword (see below)
00	Trident

TABLE 224: SWORD TYPE SUB-TABLE

Die Roll (d%)	Sword Type
01-10	Bastard sword
11-25	Broad sword
26-90	Long sword
91-93	Scimitar
94-98	Short sword
99-00	Two handed sword

TABLE 225: POLE ARM TYPE SUB-TABLE

Die Roll (d%)	Pole Arm Type
01-05	Awl pike
06-10	Bardiche
11-15	Bec de corbin
16-20	Bill
21-25	Bill Hook
26-30	Fauchard
31-34	Fauchard-fork
35-39	Glaive
40-42	Glaive-fork
43-46	Glaive-guisarme
47-51	Guisarme
52-56	Halberd
57-61	Lochaber axe
62-66	Lucern hammer
67-71	Military fork
72-76	Partisan
77-81	Pole Axe
82-86	Ranseur
87-91	Spetum
92-96	Voulge
97-00	Voulge-guisarme

Once the weapon type has been determined, roll to determine the primary qualities of the weapon:

TABLE 226: WEAPON PRIMARY QUALITY

Die Roll (d%)	Quality	X.P. Value
01-50	+1	400
51-73	+2	800
74-81	+3	1,400
82-87	+4	2,000
88-92	+5	3,000
93-00	Cursed	0

Quality refers to the bonus received in melee combat, both on the “to hit” and damage rolls when using the weapon. In addition, 33% of all randomly-discovered non-cursed weapons will have an additional quality, as determined below:

TABLE 227: WEAPON SECONDARY QUALITY

Die Roll (d%)	Secondary Quality	X.P. Value
01	Alertness	5,000
02	Dancing (+1 only)	4,000
03-04	Defender (+2 min.)	1,000
05-12	Detection	600
13-14	Disruption	1,350
15-17	Dragon Slayer	100
18-22	Flame Tongue	500
23-26	Frost Brand	200
27-31	Giant Slayer	100
32	Holy Avenger	1,000
33	Life Stealing	4,200
34	Luck	600 + 1,000 per wish
35-40	Lycanthrope Bane	300
41-47	Magic Scourge	200
48-49	Nine Lives Stealer	800
50	Planar	1,200
51-56	Quickness	200
57-64	Scalefoe	400
65	Sharpness (bladed only)	6,000
66-75	Short-mower	400
76	Solar	2,200
77	Speed	2,200
78-79	Submission	850
80-88	Tall-reaper	600
89	Thunderbolts	1,100
90-95	Trollslayer	400
96	Unholy destroyer	1,000
97-98	Venom (non-crushing only)	1,200
99	Vorpal (non-piercing only)	8,600
00	Wounding (non-crushing only)	4,400

Experience point values are cumulative. The descriptions of the various secondary qualities are as follows:

- Alertness:** The wielder has a +1 bonus to all surprise rolls, as well as a -1 bonus to his initiative. When the weapon is grasped and the holder concentrates, it will be able to *detect* any one of the following once per minute (each as per the appropriate spell, and not using up any charges): *alignment, evil, good, illusions, invisibility, lie, and magic*. If one charge is expended, and the weapon set into the ground, it will scan for any unfriendly creatures in a 120' radius. If any are detected, it will create *light* (as per the spell) in a 60' radius, send a mental alert to friendly creatures within 20', and create a zone of *prayer* (also as per the spell) within a 20' radius, affecting those creatures friendly to the possessor of the weapon. This will last for 6 hours or until the weapon is removed from its place in the ground. If an additional charge is used (and it must be used at the time the first is; it cannot be added later), and if enemies are detected as indicated above, up to 16 objects (branches, bushes, etc.) within a 60' radius will be animated (as per the spell *animate object*) to help in the defense of the weapon's owner and his compatriots. When found, the weapon will have a number of charges equal to 51 minus 1d10, and as long as a single charge remains, it can be recharged by the cleric spell *holy/unholy word*. If all the charges are gone, all of its magical effects will be lost.
- Dancing:** This quality can only apply to weapons with a +1 bonus; if other, re-roll for the secondary quality. On the first round of melee combat, it will have a bonus of +1. On the second, it will have a +2 bonus, and so forth. On the fifth round, however, the weapon drops back to +1 and the cycle begins again. However, on the 5th

melee round (or any other round when the bonus of the weapon is +1), the wielder can opt to let the weapon “dance”; that is, to float in the air, fighting against enemies without the need for the wielder to concentrate. Such fighting is done as if the weapon were being used by someone with the same level and class as the wielder. While the weapon is dancing, the wielder can pick up another weapon, cast spells, etc. The sword can never be more than 30’ from the wielder, and does not take damage itself (although it is susceptible to magic such as *dispel magic*, *fireball*, etc. If the weapon stops dancing for any reason (the combat is over or the owner moves more than 30’ away), it will begin the cycle again when it is picked up, having a bonus of +1, then +2, etc.

- **Defender:** The wielder of this weapon can split its bonus between a “to hit” bonus and a bonus to his own armor class. Note that if this quality is rolled for a weapon that only has a +1 bonus, the game master should re-roll for the secondary quality.
- **Detection:** This weapon will enable the wielder to detect one or more of the following, upon concentrating, as long as the weapon is held prominently. The feeling will be transmitted via a throbbing in the hilt or handle of the weapon:

TABLE 228: WEAPON OF DETECTION

Die Roll (d%)	Detect
01-10	Elevator/shifting rooms, moving walls, etc. within 10’
11-20	Sloping passages within 10’
21-30	Evil or good within 10’
31-50	Gems (including kind and number, but not size) within 5’
51-60	Precious metals (kind and amount) within 20’
61-70	Detect magic within 10’
71-80	Detect secret doors within 5’
81-90	Detect invisible objects and creatures within 10’
91-100	Roll twice, ignoring rolls above 90. If a duplicate is indicated, only one thing is detected by the weapon, but the range is doubled.

- **Disruption:** This weapon has an inherently neutral good alignment, and any character of evil alignment touching it will receive 5d4 hit points of damage, with no saving throw. If the weapon strikes an undead creature or creature from one of the lower planes (devil, daemon, demon, etc.), the creature must make a special saving throw:

TABLE 229: WEAPON OF DISRUPTION

Creature Type	Saving Throw
I-VII	Automatic failure
VIII	4
IX	7
X	10
XI	13
XII	16
XIII	19

If the creature rolls the indicated number or higher on 1d20, it merely takes double the normal damage it would otherwise take. If it fails the saving throw, it is instantly blasted into nothingness.

- **Dragon Slayer:** This weapon will have an additional bonus of +2 when used against any true dragon (including red, silver, faerie, shadow, etc. dragons but excluding dragonnoses, dragon turtles, and dragon-shaped deities). In addition, the weapon will do triple damage against a single type of dragon, determined randomly:

TABLE 230: WEAPON OF DRAGON SLAYING

Die Roll (d%)	Dragon Type
01-06	Black
07-12	Blue
13-18	Brass
19-24	Bronze
25-30	Cloud
31-36	Copper
37-41	Faerie
42-47	Fog
48-53	Gold
54-59	Green
60-65	Mist
66-71	Red
72-77	Silver
78-83	Steam
84-88	Shadow
89-94	Vapor
95-100	White



- **Flame Tongue:** When a command word is spoken (usually engraved somewhere on the weapon itself) by the wielder, a bright flame will ignite along the blade or haft of the weapon (as appropriate). It will not harm the wielder of the weapon, but will set fire to flammable objects such as oil, parchment, etc. When flaming, the weapon will give an additional +1 bonus when used against creatures that can regenerate (see “trollslayer”). It also yields an additional +2 when used against cold-based creatures such as arctic toads or white dragons, as well as birds and other avian creatures. Finally it gives an additional +3 bonus when used against the undead. Note that these bonuses are not cumulative; when used against a creature that falls under more than one category, use the highest bonus.
- **Frost Brand:** This weapon gives a total bonus of +5 vs. all fire-using creatures or those who dwell in or are made of flame, such as fire giants, red dragons, fire elementals, salamanders, etc. (if the sword is normally +5, then the total bonus is +6 against those creatures). It does not glow except when the ambient temperature is 0° or less. It also allows the wielder to function as if he were wearing a *ring of warmth* (see p. 115 for details). Finally, if thrust into a stationary fire, there is a 50% chance that it will be put out (with a 10’ radius of effect). *Fireballs* or *meteor swarms* would not be affected, as they are not stationary.
- **Giant Slayer:** When used against a giant, ettin, ogre mage, or titan, this weapon will do an additional +1 damage. When used against an actual giant (hill, stone, fire, etc.) the weapon will do double damage (but not double the bonus).

- **Holy Avenger:** This weapon will not display any special qualities until and unless it is in the hands of a paladin. At that point the weapon will have a (total) bonus of +5 (note that if the weapon ordinarily has a +5 bonus, it will be a +6 weapon when wielded by a paladin). It will also radiate a zone of H-strength magic resistance in a bubble 5' from the wielder (which functions as magic resistance does for monsters). This zone will also automatically dispel magic (as per the spell) as if cast by a mage of the same experience level as the paladin. Lastly, when used against enemies of chaotic evil alignment, the holy avenger will give a total of +10 damage.
- **Life Stealing:** This weapon will, on a natural roll of 20 "to hit", drain one experience level or hit die from the target creature, permanently. If the wielder of the weapon is already wounded, he will regain a number of hit points equal to those lost by the target, but can never exceed his normal number of hit points.
- **Luck:** The weapon affords the wielder a bonus of +1 on all saving throws, plus contains 1d4+1 *wishes* (as per the spell).
- **Lycanthrope Bane:** The weapon gains an additional +2 bonus against all lycanthropes and other creatures able to alter their form, such as doppelgängers, vampires, druids, etc. It is also applicable to creatures whose form has been changed by some spell or item, such as *polymorph other*.
- **Magic Scourge:** The weapon gains an additional +1 bonus against mages (and sub-classes), spell-using monsters of all sorts, and creatures that are *conjured, gated, or summoned*. It does not apply to creatures with magical powers granted by some magic item, or upon whom a spell has been cast by some third party.
- **Nine Lives Stealer:** The weapon will, on a natural roll of 20 "to hit" in melee combat, suck out the life force of the unfortunate target, if he fails a saving throw vs. magic. This function will only work a total of nine times; thereafter the weapon will lose its secondary quality forever.
- **Planar:** The weapon gains an additional +1 bonus when used on or against creatures native to one of the inner planes of existence (elemental, etc.). It gains an additional +2 when used on or against natives of the outer planes. It gains an additional +3 when used on or against creatures native to the ethereal or astral planes.
- **Quickness:** The weapon will automatically strike first in any round when its wielder is not surprised.
- **Scafeofe:** This weapon gives an additional bonus of +3 when used against reptiles, snakes, dinosaurs, dragons, etc.
- **Sharpness:** Only bladed weapons may have this quality; if a non-bladed weapon is indicated, re-roll the quality. This weapon is able to hit creatures normally only hit by +3 weapons or better, regardless of its actual bonus. The weapon, however, will sever a limb (arm, leg, pseudopod, tentacle, etc.) when a natural score is rolled on a "to hit" roll (that is, when the actual number is rolled on the die, without any modifiers). The roll required to sever depends on the nature of the target being attacked:

TABLE 231: WEAPON OF SHARPNESS

Target	"Natural" Roll to Sever
Man-sized or smaller	18+
Large	19+
Metal or stone (golems, etc.)	20

- **Shortmower:** This weapon gets an additional +1 bonus when used against creatures of small size.
- **Solar:** This weapon has 50% of the normal weapon speed (round up). When used against creatures of evil alignment, it has an additional +2 bonus. When used against creatures from the negative material plane or those with magical links to that plane (such as mummies), it will do double damage. The blade will yield a golden glow when unsheathed, and if swung in a circular motion

in the air will create a sphere of light equal to normal daylight in strength. The sphere of light will begin at a 10' radius around the wielder of the weapon and grow 5' per minute, to a maximum total radius of 60'. Once it reaches its maximum size, the orb of light will dim at a rate equal to that at which it grew. This power can only be used once per day.

- **Speed:** This weapon allows the wielder to always attack first in a given melee round. In addition, the wielder is able to strike more than once per round. If the wielder is normally able to only hit once per melee round, he will strike three times per two rounds. If he normally strikes three times every two rounds, he will strike twice per round. And so forth. This is cumulative with any other speed-affecting magic that may be applicable.
- **Submission:** Any creature struck by this weapon must make a saving throw vs. spells. Failure indicates the creature must make a morale check in the following melee round instead of its normal attack. If it fails that morale check, it will immediately surrender, overcome by *hopelessness* for 2d4 minutes. This function can be used a total of 1d4+16 times, after which the weapon loses its secondary quality (but not its primary quality).
- **Tall-reaper:** This weapon gets an additional +1 bonus when used against large-sized creatures.
- **Thunderbolts:** Regardless of the type of weapon, it will appear to be too large for its type, and of some subtle imbalance that makes it difficult if not impossible to wield properly in combat. However, once picked up by a character with at least 18/01 strength and a height of 6' or more, its full potential is realized. In such hands the weapon gains its magical bonus and will do double normal damage when it hits. If the wielder knows the true name of the weapon, is wearing a *girdle of giant strength* (any type) and *gauntlets of ogre power*, he gains an additional +2 bonus and can hurl the weapon (no matter what sort it is, even those not normally usable as missile weapons). If the weapon is hurled, the damage bonus for strength (and magical bonuses) still applies, and will automatically slay any giant it hits. If the weapon does hit (any type of creature, not just giants), a titanic thunderclap will be heard which stuns all creatures within 30' of the point of impact for 1 minute. The hurled weapon has a range of 10' plus 5' per point of damage bonus the wielder receives because of his girdle and gauntlets, combined. It can only be hurled every other minute, and if hurled five times in any given 20 minute period, the wielder must rest for 10 minutes.
- **Trollslayer:** The weapon gains an additional +2 bonus when used against any creature that can regenerate lost hit points while in combat, such as trolls or individuals wearing a *ring of regeneration*.
- **Unholy Destroyer:** This weapon will not display any special qualities until and unless it is in the hands of a chaotic evil fighter or cavalier. At that point the weapon will have a (total) bonus of +5 (note that if the weapon ordinarily has a +5 bonus, it will be a +6 weapon when wielded by a chaotic evil fighter/cavalier). It will also radiate a zone of H-strength magic resistance in a bubble 5' from the wielder (which functions as magic resistance does for monsters). This zone will also automatically *dispel magic* (as per the spell) as if cast by a mage of the same experience level as the paladin. Lastly, when used against enemies of lawful good alignment, the unholy destroyer will give a total of +10 damage.
- **Venom:** Crushing weapons (maces, flails, etc.) cannot have this attribute; re-roll if it is indicated for such weapons. The weapon contains a reservoir of poison; on a roll of a natural 20 in combat, the target must make a saving throw vs. poison or be instantly killed. The weapon holds 6 doses of such poison, and can be refilled. Note that conscious use of such a weapon is an inherently evil act, and should be adjudicated accordingly.
- **Vorpal:** Piercing weapons such as lances and spears may not have this quality; if such is indicated, re-roll the quality (items such as

maces and hammers, if possessed of this quality, will literally “knock the block off” the enemy). The weapon, however, will sever the head of an enemy when a natural 20 is rolled on a “to hit” roll (that is, when the actual number is rolled on the die, without any modifiers). The roll required to sever depends on the nature of the target being attacked:

TABLE 232: VORPAL WEAPON

Target	“Natural” Roll to Behead
Man-sized or smaller	17+
Large	18+
Metal or stone (golems, etc.)	19+

- **Wounding:** Crushing weapons (maces, flails, etc.) cannot have this attribute; re-roll if it is indicated for such weapons. Any damage caused by this weapon will not be healed by regeneration (such as that enjoyed by trolls, or that caused by a *ring of regeneration*). In addition, each wound inflicted with this weapon will bleed for 1 h.p. of additional damage per round for 10 rounds, unless the victim takes an entire minute to bind the wound. Magical healing (potions, spells, etc.) will not heal damage caused by a *weapon of wounding*.

All *cursed weapons* will appear as normal, beneficial types in any situation other than real combat; practice, mock battles, etc. will not force a *cursed weapon* to show its true colors. They can only be gotten rid of by the application of an *exorcise* spell (*remove curse* will not work!). Otherwise, they will return to the hand of the owner when battle is joined, no matter what steps are taken to get rid of them. The exact nature of the curse should be determined randomly:

TABLE 233: CURSED MELEE WEAPON SUB-TABLE

Die Roll (d%)	Curse Effect
01-45	+1
46-70	-1
71-90	-2
91-95	Berserking (re-roll for other curse effects, re-rolling rolls above 90).
96-00	Injury (re-roll for other curse effects, re-rolling rolls above 90)

- **Berserking:** The weapon causes the wielder to attack whomever is closest to him, whether that person be friend or foe, and to continue to do so until either he is slain or there is no one within 60'. When that happens, the berserker lust will fade, but will be re-kindled the next time he is in any combat situation.
- **Injury:** The weapon will always cause as much damage to any friendly character within range as it does to an enemy, on every round that the weapon does damage. This applies to friendly figures to the wielder’s sides and front flanks, but not to his rear.

See also: *hammer*, *dwarven thrower* (p. 93), *javelin of lightning* (p. 97), *javelin of piercing* (p. 97), *longtooth dagger* (p.98), *mattock of the titans* (p. 100), *maul of the titans* (p. 100), *staff-mace* (p. 130), *staff-spear* (p. 130), *trident of fish command* (p. 131), *trident of warning* (p. 131), and *trident of yearning* (p. 131).

Weapon (missile), Enchanted

Missile weapons fall into two broad categories; those which are hurled (such as spears and javelins) and those which are fired (bow and arrow, crossbow and bolt, etc.). Some weapons that can be hurled or used in melee are included in both lists, but the secondary qualities generated are different, and will thus indicate whether the weapon is intended to be used in hand-to-hand combat or hurled at an enemy.

Generally speaking, “ammunition” type weapons, such as arrows, bolts, and sling bullets, are single-use items. Once they hit, they are destroyed, and even if they miss, there is a 1/6 chance that they will still be destroyed. As with melee weapons, it is also possible for a missile weapon to have more than one enchantment, and certain special types are also possible. First, determine the type of weapon discovered:

TABLE 234: MISSILE WEAPON TYPE

Die Roll (d%)	Weapon Type
01-14	Arrow (doz.)
15-23	Axe (hand)
24-35	Bolt/quarrel (score)
36-37	Bow
38-48	Bullet (score)
49-50	Crossbow (90% lt., 10% hvy.)
51-71	Dagger
72-79	Dart (half-doz.)
80-87	Javelin
88	Sling
89-00	Spear

TABLE 235: BOW TYPE SUB-TABLE

Die Roll (d%)	Bow Type
01-15	Composite
16-85	Long
86-00	Short

Once the weapon type has been determined, roll to determine the primary qualities of the weapon:

TABLE 236: MISSILE WEAPON PRIMARY QUALITY

Die Roll (d%)	Quality	X.P. Value
01-49	+1	400
50-76	+2	600
77-96	+3	1,200
97-99	+4	1,800
00	Cursed	0

In addition, 15% of all non-cursed missile weapons will also have a secondary quality:

TABLE 237: MISSILE WEAPON SECONDARY QUALITY

Die Roll (d%)	Secondary Quality	X.P. Value
01-10	Accuracy	500
11-20	Distance	1,000
21-25	Fireburst	500
26-40	Homing	500
41-45	Hurling (no fired weapons or ammunition)	3,000
46-55	Impact	300
56-65	Seeking	100
66-70	Slaying	2,000
71-80	Snowsurge	500
81-90	Speed	1,100
91-00	Throwing (no fired weapons or ammunition)	300

- **Accuracy:** The weapon is always considered to be in short range, up to its maximum range (past which it cannot go).
- **Distance:** The weapon has double the normal range (thus short range is twice as long as it normally would be, followed by twice the medium range, etc.).
- **Fireburst:** This weapon will burst into flames upon impacting an enemy (if it misses its target, it will not ignite). This will do double

damage to any cold-using or cold-based creatures, such as white dragons or arctic toads. If this attribute is found on ammunition, the weapon will be destroyed as it hits.

- **Homings:** This weapon will, if it hits, automatically return to the wielder once it is hurled or fired (if the quality applies to a fired weapon, the ammunition thus fired will return to the owner). If it misses, it will not return, and the enchantment will be lost (loss of enchantment does not apply if this is a fired or hurled weapon, but it will still not return). In addition, ranges are doubled.
- **Hurling:** This quality cannot be applied to weapons which are fired (bows, crossbows, slings, etc.) or ammunition (arrows, bolts, bullets, etc.). If such is indicated, re-roll the secondary attribute. This weapon can be thrown twice the ordinary range, and will always return to the hand of the wielder, whether it hits or misses. In addition, the damage done is twice normal (apply any magical bonuses after the damage is doubled). The damage doubling does not apply if the weapon is not thrown.
- **Impact:** If this quality is applied to a hurled or fired weapon, it will only be able to be used 1d6+6 times. After that, the weapon will lose all of its enchanted properties. This quality allows the weapon to do additional damage, if the die roll "to hit" is higher than the actual number needed to hit. For each point of difference between the "to hit" die roll and the number needed to hit the target, the weapon will do an additional 2 points of damage. Example: A *bow of impact* is being fired at an enemy, and the wielder needs a 10 to hit. He rolls a 17. The arrow fired from the bow does its normal damage, plus whatever the magical bonus the bow itself provides, plus an additional 14 points of damage!
- **Seeking:** The weapon will function as an enchanted weapon both "to hit" and to damage, but cannot hit creatures capable of only being struck by magical weapons, such as gargoyles. Note that such a weapon is not cursed, and can be used or not used as the wielder desires.
- **Slaying:** If encountered as a group of objects (arrows, bullets, etc.), only one of the group will have this quality; it will stand out in some way to indicate its special nature. If this is the quality of a fired or hurled weapon, it will only be usable once; once it hits, all enchantment will leave the object entirely. If the weapon is used against the appropriate sort of creature, it will kill that creature instantly (no saving throw, but magic resistance does apply, if applicable). The type of creature against which the weapon of slaying is targeted should be determined randomly when it is first discovered (and the game master should feel free to alter the list to make it more appropriate to his own campaign).

TABLE 238: MISSILE WEAPON OF SLAYING

Die Roll (d%)	Creature Type
01-04	Angels
05-08	Arachnids
09-12	Archons
13-16	Avians
17-20	Bards
21-24	Clerics
25-28	Daemons
29-32	Demons
33-36	Devas
37-40	Devils
41-44	Dragons
45-48	Dwarves
49-52	Elementals
53-56	Elves
57-60	Fighters
61-64	Giants
65-68	Gnomes
69-72	Golems

Die Roll (d%)	Creature Type
73-76	Halflings
77-80	Humanoids
81-84	Mages
85-88	Mammals
89-92	Reptiles
93-96	Thieves
97-00	Undead

- **Snowsurge:** This weapon will create a super-cold flash of ice and snow upon impacting an enemy (if it misses its target, it will not activate). This will do double damage to any fire-using or flame-based creatures, such as salamanders or red dragons. If this attribute is found on ammunition, the weapon will be destroyed as it hits.
- **Speed:** This allows the wielder to fire at twice the normal rate. In addition, the wielder always fires first in a melee round. If surprised, the weapon gives a -2 bonus to the initiative penalty for the wielder only (not for his friends or allies).
- **Throwing:** This quality cannot be applied to weapons which are fired (bows, crossbows, slings, etc.) or ammunition (arrows, bolts, bullets, etc.). If such is indicated, re-roll the secondary attribute. It has double the normal range, and the strength bonus of the wielder is applied to both the "to hit" and damage rolls.

All cursed weapons can only be gotten rid of by the application of a *remove curse* spell in the case of ammunition (arrows, bolts, bullets, etc.), or an *exorcise* spell in the case of the weapon itself (bow, crossbow, sling, etc.). Otherwise, they will return to the hand of the owner when battle is joined no matter what steps are taken to get rid of them. Cursed ammunition will only do so once, however; once fired, that particular cursed item will have spent its effect. Of course, if you find a dozen cursed arrows, you'll have to shoot all of them in a real combat environment to be fully done with the curse...

TABLE 239: CURSED MISSILE WEAPON SUB-TABLE

Die Roll	Curse Effect
01-45	-1
46-70	-2
71-90	-3
91-00	Backbiter

- **Backbiter:** The weapon will initially appear to be a +1 weapon of normal aspect. However, once used in actual combat, it will wrap around and strike its own wielder in the back (with no dexterity or shield bonus for AC, of course). If a weapon which is normally hurled, such as a dagger or spear, is used hand-to-hand, it will function as a *cursed weapon -1*.

See also: *Dart of the Hornets' Nest* (p. 86).

Well of Many Worlds

This will either appear as a circular hole in a wall or floor some 6' in diameter, or as a small folded-up cloth of black, similar to a handkerchief. The hole (along with anything that has been placed within it) can be moved by simply folding up the cloth, and then opening it up again in some other location. It is, in reality, a magical cloth that opens up into some other plane of existence, determined randomly (see Table 89: Random Plane Determination on p. 61 to determine where). Anything placed in the "hole" will, in reality, be dumped in some random location in the destination plane, and it should be noted that inhabitants from that plane can come through the hole as well. Every time the well is moved, the destination plane should be determined anew. It is worth 6,000 x.p.

Wind Fan

This appears to be an ordinary looking-hand-held fan, but will radiate magic if detected for. Once per day, it can be used to create a *gust of wind* (as per the spell) as if it were cast by a 5th level mage. If the user attempts to create more than 1 such gust per day, there is a 20% cumulative chance per attempt that the fan will tear and become useless. It is worth 500 x.p.

Wings of Flying

This cloak appears to be an ordinary cloak of wool or leather, but will radiate magic if detected for. Once the cloak has been donned, the wearer can speak a command word and cause it to transform into a pair of draconic wings some 20' in width. A total of 500 lbs. can be carried by the wings, and they will travel 120' per minute for a total of 90 minutes (approximately two miles). After that, the wearer must rest for at least an hour before flying once more. The wings are of Average maneuverability. They are worth 750 x.p.



Workbook of Animated Statues

This will appear as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. The *workbook of animated statues* allows the reader to create an animated statue of a particular type, as long as he is able to labor uninterrupted and with the workbook by his side, and of course has the requisite materials ready. There are different types of *workbooks*, depending on the type of animated statue to be created; the type should be determined when the workbook is first discovered.

TABLE 240: WORKBOOK OF ANIMATED STATUES

Die Roll (d8)	Statue Type	Time to Create	Materials Cost
1-4	Marble	2 weeks	10,000 g.p.
5-7	Stone	4 weeks	20,000 g.p.
8	Bronze	6 weeks	40,000 g.p.

Only 1 character can read from it at a time. After it has been read, at the end of the construction process, the book will disappear into dust. If a character of less than 8th level attempts to create an animated statue using the manual, there is a 10% chance per level below 8th that the end product will be a failure: either (1-17) simply failing to animate or respond to commands, or (18-20) going berserk and turning on its creator.

Only mages or savants can read from a *workbook of animated statues*. If any other class reads even a single word, they will lose 1d4x10,000 x.p. If an illusionist reads any of it, he will also be blinded for 1d6 days. It is worth 1,600 x.p. when discovered.

Artifacts and Relics

Artifacts are one-of-a-kind, exceedingly rare, and exceptionally powerful magical items created in the distant past by either arch-mages with powers far exceeding those of modern man, or by the very gods themselves. Relics are associated with holy men, saints, prophets, and martyrs – sometimes constituting various body parts of the holy men themselves, and other times merely weapons or other items that were associated with them during their lives – but are no less powerful than artifacts. Both have, as a rule, a variety of effects both major and minor, as well as attendant malefic side effects. Destroying artifacts and relics is notoriously difficult, and their construction should be flatly beyond the means of any player character, no matter what his level. It is up to each game master to determine what artifacts and relics will be present in his campaign, as well as describing their powers and effects. They should never be discovered through some random process, but always placed with great care and deliberation by the game master.

Intelligent Magic Items

Some magical items are not mere tools, but are themselves possessed of an intelligence, will, and purpose. Many of these are the result of the spell *reincarnate*, which can in rare instances result in the soul of the person being reincarnated winding up in a magic item or weapon. If such is indicated when the spell is cast, simply list the suitable magic items within 60' of the body and roll randomly. If no such item is within 60', a random item should be found (or placed) within 1 mile. It is also whispered that some dark magics are actually able to place a soul within an item on purpose, either as a punishment or as a means to achieve a twisted sort of immortality of the personality. Details of such are left to the game master, if desired, but in most cases an intelligent magic item should be treated as an NPC.

1% of all permanent magic items found will be possessed of an intelligence (game masters may adjust this percentage to suit their individual campaigns, of course, and may assign different percentages to different types of items, for instance giving swords as high as a 25% chance to be intelligent). Single-use items such as potions, books, and scrolls, and items that use charges, such as wands, cannot be so possessed. If a given item is determined to be intelligent, roll to see the extent of its capabilities:

TABLE 241: INTELLIGENT MAGIC ITEM CAPABILITIES

Die Roll (d%)	INT	Ego	Capabilities
01-32	12	1	Signaling, 1 minor power
33-56	13	2	Empathy, 2 minor powers
57-76	14	2	Speech, 2 minor powers
77-88	15	3	Speech, 3 minor powers
89-96	16	4	Speech, <i>read languages</i> , 3 minor powers
97-00	17	8	Speech, <i>telepathy</i> , <i>read languages</i> , <i>read magic</i> , 3 minor powers, 1 major power

(Keep a running total of the ego points of the item throughout the various steps of determining its powers.) *Signaling* means the item can communicate through some non-verbal cue: vibration, warmth, tingling, etc. *Empathy* means the item can communicate emotions: pleasure, displeasure, fear, joy, etc. *Telepathy* is non-verbal communication directly with whoever possesses the item. *Speech* means verbal communication; the common tongue will usually be spoken. Other languages may be spoken as indicated below:

TABLE 242: INTELLIGENT MAGIC ITEM LANGUAGES

Die Roll	Languages	Ego
01-40	Common only	1
41-70	Common plus 1 additional	1
71-85	Common plus 2 additional	2
86-95	Common plus 3 additional	2
96-99	Common plus 5 additional	3
00	Common plus 6 additional	3

Once the languages of the item have been determined, the alignment of the item should be rolled. Note that some items, such as a *holy avenger* weapon, will have an obvious alignment and should not be rolled. Other items should be re-rolled as needed; a lawful good *dagger of venom* would be an oxymoron, for example:

TABLE 243: INTELLIGENT MAGIC ITEM ALIGNMENT

Die Roll (d20)	Alignment	Usable By
1	Lawful good	LN, LG, NG
2-3	Neutral good	LG, NG, CG
4	Chaotic good	CN, CG, NG
5-6	Chaotic neutral	CG, CN, CE
7	Chaotic evil	NE, CE, CN
8-9	Neutral evil	LE, NE, CE
10	Lawful evil	LN, LE, NE
11-12	Lawful neutral	LG, LN, LE
13-20	Neutral	Any

Once the alignment of the object has been established, roll to determine which minor power(s) it possesses:

TABLE 244: INTELLIGENT MAGIC ITEM MINOR POWER

Die Roll (d%)	Minor Power
01-07	<i>Bless</i> 3 times per day
08-14	<i>Cure light wounds</i> 3 times per day (on the possessor of the object only)
15-21	<i>Darkness</i> 3 times per day
22-28	<i>Detect coins</i> (including type and number), 60' radius
29-35	<i>Detect evil and good</i> , 30' radius
36-42	<i>Detect gems</i> (including type and number), 15' radius
43-49	<i>Detect invisible objects</i> , 10' radius
50-56	<i>Detect lie</i> 3 times per day
57-63	<i>Detect magic</i> , 10' radius
64-70	<i>Detect secret doors</i> , 5' radius
71-77	<i>Detect sloping passages</i> , 30' radius
78-84	<i>Faerie fire</i> 3 times per day
85-91	<i>Hold person</i> 3 times per day
92-98	<i>Locate object</i> , 120' radius
99	Roll twice, re-rolling anything above 98 (add 1 ego)
00	Roll on the major power table instead (add 1 ego)

Once the minor powers have been determined, roll to see what major power it possesses, if any:

TABLE 245: INTELLIGENT MAGIC ITEM MAJOR POWER

Die Roll (d%)	Major Power
01-05	<i>Charm person</i> , 3 times per day
06-10	<i>Clairaudience</i> (30' range), 3 times per day
11-15	<i>Clairvoyance</i> (30' range), 3 times per day
16-20	<i>Detect undead</i> (30' range) 3 times per day
21-25	<i>ESP</i> (30' range), 3 times per day
26-30	<i>Flying</i> (120'/min. – poor), 1 hour per day total
31-35	<i>Gust of wind</i> 3 times per day
36-40	<i>Haste</i> 3 times per day (on possessor only)
41-45	<i>Heal</i> once per day
46-50	<i>Illusion</i> (120' range), twice per day

Die Roll (d%)	Major Power
51-55	Know direction and depth, 2 times per day
56-60	<i>Levitation</i> (300 lbs. max.), 3 times per day, 10 minutes each time
61-65	Possessor's strength score is increased by 3 for 10 minutes, 3 times per day
66-70	<i>Protection from evil/good</i> (depending on alignment) 3 times per day
71-75	<i>Quench fire</i> 3 times per day
76-80	<i>Slow</i> 3 times per day
81-85	<i>Telekinesis</i> (250 lbs. max.), twice per day
86-90	<i>Telepathy</i> (60' range) twice per day
91-94	<i>Teleport</i> once per day
95-99	<i>X-ray vision</i> (40' range), twice per day, 10 minutes each time
00	Roll twice, re-rolling anything above 99 (add 2 ego)

Remember that all minor and major powers are in addition to whatever power the object actually has. If a duplicate power is indicated, re-roll.



Only 1% of all intelligent magic items with a major power have a special purpose as well. In such cases, roll to determine both what it is and what special power the item has that is used (only) in furtherance of that purpose. Items with a special purpose add 5 to their ego:

TABLE 246: INTELLIGENT MAGIC ITEM SPECIAL PURPOSE

Die Roll (d%)	Special Purpose
01-06	Defeat good (if evil) or evil (if neutral or good)
07-12	Defeat law (if chaotic) or chaos (if neutral or lawful)
13-28	Defeat opposite alignment (if neutral, preserve balance and prevent ascension of any particular alignment)
29-34	Kill all demi-humans
35-40	Kill anything except the possessor of the item (because everything else in the world is out to get him)
41-46	Kill bards (inc. sub-classes)
47-52	Kill cavaliers (inc. sub-classes)
53-58	Kill clerics (inc. sub-classes)
59-64	Kill fighters (inc. sub-classes)
65-70	Kill humanoids, trolls, ogres, and giants
71-76	Kill humans, elves, dwarves, halflings, gnomes, orcs, goblins, etc. (choose one specific race)
77-82	Kill mages (inc. sub-classes)
83-88	Kill non-humans
89-94	Kill non-spellcasters
95-00	Kill thieves (inc. sub-classes)

TABLE 247: INTELLIGENT MAGIC ITEM SPECIAL PURPOSE POWER

Die Roll (d%)	Special Purpose Power
01-09	Cause <i>blindness</i> for 2d6 rounds
10-18	Cause <i>confusion</i> for 2d6 rounds
19-27	Cause <i>fear</i> for 1d4 rounds
28-36	Cause <i>insanity</i> for 1d4 days
37-45	Cause <i>paralysis</i> for 1d4 rounds
46-54	<i>Dimension door</i>
55-63	<i>Disintegrate</i>
64-72	<i>Fireball</i> (10d6 damage)
73-81	<i>Ice storm</i>
82-90	<i>Lightning bolt</i> (10d6 damage)
91-00	Possessor gets +2 on all saving throws, -1 on all damage inflicted upon him

Once all that is determined, the ego of the item should be tallied up. Add the ego from the capabilities, languages, and powers; if the item is an enchanted weapon, each “plus” of the weapon also adds 1 to the total ego. That is the ego of the item. The ego is used in two ways: first, as a modifier to the experience point value of the item, and second, as a means to determine the extent to which it is able to influence or control the one who possesses it.

For every point of ego the item possesses, it adds 100 to the experience point value.

A character who tries to use an item of an incompatible alignment will find the item simply refuses to function on command, will argue with its possessor (to the extent that it can), etc., until it is transferred to the possession of one whose alignment is more to its liking. Even if a magic item is in the possession of one of compatible alignment, the item will act – and desire that its possessor act – in strict accordance with its alignment and special purpose (if any). If the character refuses to do so, the item will attempt to assert itself over the character.

When an item and a player character are in conflict, compare the following:

- Magic Item: Intelligence + Ego
- Character: Intelligence + Charisma + Experience Level - 1 for every average hit points per level damage that has been taken

For example a 10th level fighter with 50 h.p., an INT of 13, and a CHA of 12 would have a combined score of 35. If he took 10 points of damage, he would only have a score of 33. If he took 40 points of damage, he would have a score of 27. If at any time a character’s damage causes him to fall under the object’s score, the object will take control.

One it is in control, the item can force its possessor to attack, prevent him from attacking, compel surrender, and even use its powers against its owner or drop off him in order to be picked up by someone potentially more worthy.

Even if the character has a greater score than the item, the item can negotiate, wheedle, and complain if its desires are not met. In all circumstances, it can flat-out refuse to use its special power abilities if it does not deem them being used in a pure enough fashion in furtherance of its special goal. It may demand that henchmen or fellow party members of whom it does not approve be gotten rid of. It may require that embellishments (jewels, gold tracery, etc.) be added to it. If someone comes along the item deems more worthy than the player character, it may demand to be given up to that other person. In short, unless their demands are met in every particular, intelligent magic items will become more and more demanding, obnoxious, and overbearing.

Magic Item	Value (g.p.)
Armor, Enchanted, +4, Weightless	15,000
Armor, Enchanted, +5, Weightless	20,000
Armor, Enchanted, +5, Weightless, Etherealness	30,000
Armor, Enchanted, Brigandine Armor	1,500

Intelligent items will also become more and more insistent that they be treated as just another member of the party. They will demand input into decisions (particular as regards combat, especially for intelligent weapons) and will brook no rivals. Intelligent objects can sense others of their kind, and will do their utmost to misdirect the party into ignoring or (preferably) destroying a potential rival.

Selling Magic Items

The question of whether magic items are common enough to be bought and sold on the open market is one that the game master will need to decide for his own campaign. As a rule, it is something that is not encouraged, as it cheapens the wonder and mystery of the magic item itself, and when taken to extremes, sets up situations where the players finally ask themselves “why are we going into this monster-infested dungeon when we could just rob the wand shop?”, as well as situations where higher-level player characters spend most of their time cranking out scrolls and potions to earn money, rather than going out and performing heroic deeds and facing dangers.

In the latter situation, turning the PC into an NPC would not be unwarranted, in much the same way that a player who determined his character would not “realistically” go adventuring, but rather would stay home and raise goats, should not complain when his character was quietly retired in favor of one who will actually take on the role the game assumes for him.

Still, there are undoubtedly circumstances where a g.p. value for a magic item is needed. Some campaigns might make potions and scrolls available on a limited basis, for instance; or a suitable monetary reward might be needed for characters who successfully undertake a quest to retrieve some object. On the other hand, some game masters might decide that their campaign setting is such that such “magic stores” are appropriate, and thus a comprehensive price list is given below.

Note that in almost all cases, a buyer will require definitive proof of an item’s identity before parting with his hard-earned coin. Items that are *curse*d, or are otherwise unbeneficial, will not be worth much money on the open market, and those who seek to sell such items to the unwary will be regarded as pariahs, while those who seek to purchase them will be regarded with great suspicion as to their motives.

Whenever applicable, values are cumulative; thus a suit of *mail* +3 would be worth 12,500 g.p. (2,500 for enchanted mail, plus 10,000 for a +3 enchantment equals 12,500 total).

TABLE 248: MAGIC ITEM SALE PRICES

Magic Item	Value (g.p.)
Alchemy Jug	12,000
Amulet of Inescapable Location	1,000
Amulet of Life Protection	20,000
Amulet of the Planes	30,000
Amulet of Proof against Detection and Location	15,000
Amulet of Undead Command	1,000 per level
Amulet of Undead Turning	1,000 per level
Apparatus of the Crab	35,000
Armor, Enchanted, +1, Weightless	1,000
Armor, Enchanted, +2, Weightless	5,000
Armor, Enchanted, +3, Weightless	10,000

Magic Item	Value (g.p.)
Armor, Enchanted, Cuirass (leather)	2,000
Armor, Enchanted, Cuirass (steel)	2,000
Armor, Enchanted, Furs	1,000
Armor, Enchanted, Gambeson	1,250

Magic Item	Value (g.p.)
Armor, Enchanted, Jousting Plate	30,000
Armor, Enchanted, Lamellar (leather)	1,000
Armor, Enchanted, Lamellar Armor (steel)	1,500
Armor, Enchanted, Mail	2,500
Armor, Enchanted, Plate Armor	14,000
Armor, Enchanted, Plated Mail	4,000
Armor, Enchanted, Ring Armor	1,500
Armor, Enchanted, Scale Armor (leather)	1,500
Armor, Enchanted, Scale Armor (steel)	2,000
Armor, Enchanted, Weightless	500
Arrow of Direction	17,500
Bag of Devouring	1,500
Bag of Holding	25,000
Bag of Transmuting	500
Bag of Tricks	15,000
Beads of Force	1,000 each
Beaker of Plentiful Potions	12,500
Blessed Book	35,000
Boat, Folding	25,000
Book of Holy Benisons	40,000
Book of Infinite Spells	50,000
Book of Unholy Damnation	40,000
Boots of Dancing	5,000
Boots of Elvenkind	5,000
Boots of Levitation	15,000
Boots of the North	7,500
Boots of Speed	20,000
Boots of Striding and Springing	20,000
Boots of Varied Tracks	7,500
Boots, Winged	20,000
Bowl of Water Elemental Command	25,000
Bowl of Watery Death	1,000
Bracers of Archery	10,000
Bracers of Brachiation	10,000
Bracers of Defense	3,000 per AC bonus
Bracers of Defenselessness	2,000
Brazier of Fire Elemental Command	25,000
Brazier of Sleep Smoke	1,000
Brooch of Shielding	10,000
Broom of Animated Attack	3,000
Broom of Flying	10,000
Buckler Wand	5,000
Candle of Invocation	5,000
Carpet of Flying	25,000
Censer of Air Elemental Command	25,000
Censer of Summoning Hostile Air Elementals	1,000
Chime of Hunger	0
Chime of Interruption	20,000
Chime of Opening	20,000
Circlet of Domination	25,000
Cloak of Arachnidia	25,000
Cloak of the Bat	15,000
Cloak of Displacement	17,500
Cloak of Elvenkind	6,000
Cloak of the Manta Ray	12,500
Cloak of Poisonousness	2,500
Cloak of Protection	10,000 per AC bonus
Codex of Making Friends and Influencing People	40,000
Cornamuse of the Woodlands	5,000
Crystal Ball	5,000 per feature
Crystal Hypnosis Ball	3,000
Cube of Force	20,000
Cube of Frost Resistance	14,000

Magic Item	Value (g.p.)
Cubic Gate	17,500
Cyclone Spitzhut	15,000
Dart of the Hornets' Nest	7,500
Decanter of Endless Water	3,000
Deck of Illusions	15,000
Deck of Many Things	10,000
Doleful and Bright Candelabra	25,000
Drum of Deafening	500
Drum of Panic	35,000
Dulcimer of Defense	25,000
Dust of Appearance	4,000
Dust of Disappearance	8,000
Dust of Dryness	8,000
Dust of Illusion	100 per pinch
Dust of Sneezing and Choking	1,000
Dust of Tracelessness	200 per pinch
Efficient Quiver	10,000
Efreeti Bottle	45,000
Egg of Desire	0
Egg of Reason	2,500
Egg of Shattering	500
Ever-full Purse	x.p. value x 10
Ever-smoking Bottle	2,500
Eyes of the Basilisk	50,000
Eyes of Charming	24,000
Eyes of the Eagle	18,000
Eyes of Minute Seeing	12,500
Eyes of Petrification	0
Feather Token	2,000; 7,000
Figurine of Wondrous Power	1,000 per hit die
Flask of Curses	1,000
Flowing Flagon	3,500
Flute of Wonder	40,000
Gauntlets of Ogre Power	15,000
Gem of Brightness	17,500
Gem of Insight	3,000
Gem of Seeing	25,000
Girdle of Dwarvenkind	20,000
Girdle of Femininity/Masculinity	1,000
Girdle of Giant Strength	2,500
Girdle of Many Pouches	10,000
Gloves of Dexterity	10,000
Gloves of Fumbling	1,000
Gloves of Missile Snaring	10,000
Gloves of Swimming and Climbing	10,000
Gloves of Thievery	5,000
Hammer, Dwarven Thrower	15,000
Handy Haversack	30,000
Hat of Difference	8,000
Hat of Disguise	7,500
Hat of Stupidity	1,000
Healing Ointment	10,000
Helm of Brilliance	60,000
Helm of Comprehension	12,500
Helm of Opposite Alignment	1,000
Helm of Telepathy	35,000
Helm of Teleportation	30,000
Helm of Underwater Action	10,000
Horn of Blasting	55,000
Horn of Bubbles	0
Horn of Collapsing	25,000
Horn of Fog	4,000
Horn of Goodness/Evil	3,250
Horn of the Tritons	17,500

Magic Item	Value (g.p.)
Horn of Valhalla, silver or brass	15,000
Horn of Valhalla, bronze	30,000
Horn of Valhalla, gold	45,000
Hornblade	1,500 - 9,000
Horseshoes of Speed	10,000
Horseshoes of a Zephyr	7,500
Incense of Meditation	7,500
Incense of Obsession	500
Instant Fortress	27,500
Iron Bands of Binding	5,000
Iron Flask	0
Javelin of Lightning	3,000
Javelin of Piercing	3,000
Jewel of Attacks	1,000
Lens of Detection	1,500
Lens of Ultravision	5,000
Libram of Gainful Conjuraton	40,000
Libram of Ineffable Damnation	40,000
Libram of Silver Magic	40,000
Longtooth Dagger	2,500
Love Potion	300
Lyre of Building	30,000
Lyre of the Elements	70,000
Mail, Elfin	5,000
Mandolin of Might	55,000
Mantle of Starry Wandering	15,000
Manual of Bodily Health	50,000
Manual of Gainful Exercise	50,000
Manual of Golems	30,000
Manual of Puissant Skill at Arms	40,000
Manual of Quickness of Action	50,000
Manual of Stealthy Pilfering	40,000
Marvelous Pigments	3,000 per pot
Mattock of the Titans	12,000
Maul of the Titans	12,000
Medallion of ESP	10,000 - 30,000
Medallion of Thought Projection	1,000
Mirror of Life Trapping	25,000
Mirror of Mental Prowess	50,000
Mirror of Opposition	2,000
Necklace of Adaptation	10,000
Necklace of Missiles	200 per missile 3,000 per special
Necklace of Prayer Beads	bead
Necklace of Strangulation	1,000
Necrophidius Handbook	20,000
Net of Entrapment	7,500
Net of Snaring	6,000
Oil of Acid Resistance	5,000
Oil of Disenchantment	3,500
Oil of Elemental Invulnerability	5,000
Oil of Etherealness	1,500
Oil of Fiery Burning	4,000
Oil of Fumbling	0
Oil of Impact	5,000
Oil of Sharpness	1,000 per dose
Oil of Slipperiness	750
Oil of Timelessness	2,000
Pearl of Folly	0
Pearl of Loss	0
Pearl of Power	2,000 per spell level
Pearl of the Sirens	4,500
Pearl of Wisdom	5,000

Magic Item	Value (g.p.)
Periapt of Foul Rotting	1,000
Periapt of Health	10,000
Periapt of Proof Against Poison	12,500
Periapt of Wound Closure	10,000
Phylactery of Faithfulness	7,500
Phylactery of Long Years	25,000
Phylactery of Monstrous Attention	2,000
Phylactery of Shortened Years	0
Pipes of the Sewers	8,500
Portable Hole	50,000
Potion of Animal Control	400
Potion of Beauty	1,500
Potion of Clairaudience	400
Potion of Clairvoyance	500
Potion of Climbing	500
Potion of Delusion	0
Potion of Diminution	500
Potion of Dragon Control	5,000 - 9,000
Potion of ESP	850
Potion of Extra Healing	800
Potion of Fire Breath	4,000
Potion of Fire Resistance	400
Potion of Flying	750
Potion of Gaseous Form	400
Potion of Giant Control	1,000 - 6,000
Potion of Giant Strength	900 - 1,400
Potion of Glibness	2,500
Potion of Growth	300
Potion of Healing	400
Potion of Health	2,000
Potion of Heroism	500
Potion of Human Control	900
Potion of Invisibility	500
Potion of Invulnerability	500
Potion of Levitation	400
Potion of Life	2,500
Potion of Liquid Form	400
Potion of Longevity	1,000
Potion of Madness	0
Potion of Persuasiveness	850
Potion of Plant Control	300
Potion of Poison	0
Potion of Polymorph Self	350
Potion of Rainbow Hues	800
Potion of Speed	450
Potion of Stammering and Stuttering	0
Potion of Super-Heroism	750
Potion of Treasure Finding	2,000
Potion of Undead Control	2,500
Potion of Ventriloquism	1,250
Potion of Vitality	2,500
Potion of Water Breathing	900
Potion of Youth	10,000
Pouch of Accessibility	12,500
Prison of the Magus	25,000
Ring of Animal Friendship	5,000
Ring of Berserk Strength	1,000
Ring of Blinking	5,000
Ring of Chameleon Power	5,000
Ring of Clumsiness	3,000
Ring of Contrariness	1,000
Ring of Delusion	2,000
Ring of Djinni Summoning	20,000
Ring of Elemental Command	25,000

Magic Item	Value (g.p.)
Ring of Elvenkind	7,500
Ring of Feather Falling	5,000
Ring of Fire Resistance	5,000
Ring of Free Action	5,000
Ring of Influence	10,000
Ring of Invisibility	7,500
Ring of Jumping	5,000
Ring of the Magus	2,500
Ring of Mammal Control	5,000
Ring of Mind Shielding	5,000
Ring of Protection	10,000 - 20,000
Ring of the Ram	7,500
Ring of Regeneration	40,000
Ring of Shocking Grasp	5,000
Ring of Shooting Stars	15,000
Ring of Spell Storing	22,500
Ring of Spell Turning	17,500
Ring of Sustenance	3,500
Ring of Swimming	5,000
Ring of Telekinesis	10,000
Ring of Truth	5,000
Ring of Warmth	5,000
Ring of Water Walking	5,000
Ring of Weakness	1,000
Ring of Wishes	20,000 (approx.)
Ring of Wizardry	50,000
Ring of X-ray Vision	35,000
Robe of the Archmagi	65,000
Robe of Blending	35,000
Robe of Eyes	50,000
Robe of Powerlessness	1,000
Robe of Scintillating Colors	25,000
Robe of Stars	12,000
Robe of Useful Items	15,000
Robe of Vermin	1,000
Rod of Absorption	40,000
Rod of Beguiling	30,000
Rod of Cancellation	15,000
Rod of Flailing	20,000
Rod of Lordly might	20,000
Rod of Passage	50,000
Rod of Resurrection	35,000
Rod of Rulership	35,000
Rod of Security	30,000
Rod of Smiting	15,000
Rod of Splendor	25,000
Rope of Climbing	10,000
Rope of Constriction	1,000
Rope of Entanglement	12,000
Rug of Smothering	1,500
Rug of Welcome	45,000
Saw of Mighty Cutting	12,500
Scarab of Death	2,500
Scarab of Enraging Enemies	8,000
Scarab of Golem Slaying	3,200 - 12,500
Scarab of Insanity	11,000
Scarab of Protection	25,000
Scroll of Protection from Acid	2,500
Scroll of Protection from Angels	2,500
Scroll of Protection from Archons	2,500
Scroll of Protection from Breath weapons (dragon)	2,000
Scroll of Protection from Breath weapons (non-dragon)	2,000

Magic Item	Value (g.p.)
Scroll of Protection from Cold	2,000
Scroll of Protection from Daemons	2,500
Scroll of Protection from Demons	2,500
Scroll of Protection from Devas	2,500
Scroll of Protection from Devils	2,500
Scroll of Protection from Electricity	1,500
Scroll of Protection from Elementals	1,500
Scroll of Protection from Fire	2,000
Scroll of Protection from Gas	2,000
Scroll of Protection from Illusions	1,500
Scroll of Protection from Lycanthropes	1,000
Scroll of Protection from Magic	1,500
Scroll of Protection from Paralyzation	1,500
Scroll of Protection from Petrification	2,000
Scroll of Protection from Plants	1,000
Scroll of Protection from Poison	1,000
Scroll of Protection from Possession	2,000
Scroll of Protection from Traps (Mechanical)	2,000
Scroll of Protection from Traps (Magical)	2,000
Scroll of Protection from Traps (All)	3,000
Scroll of Protection from Undead	1,500
Scroll of Protection from Water	1,500
Scroll of Protection from Weapons (blunt)	1,000
Scroll of Protection from Weapons (edged)	1,000
Scroll of Protection from Weapons (magical blunt)	1,000
Scroll of Protection from Weapons (magical edged)	1,000
Scroll of Protection from Weapons (magical missile)	1,000
Scroll of Protection from Weapons (magical piercing)	1,000
Scroll of Protection from Weapons (missile)	1,000
Scroll of Protection from Weapons (piercing)	1,000
Scroll, Cursed	0
Scroll, Spell	500/spell level
Shadow Lantern	6,000
Sheet of Smallness	12,500
Shield, Enchanted, +1	2,500
Shield, Enchanted, +1 vs. missiles	1,000
Shield, Enchanted, +2	5,000
Shield, Enchanted, +2 vs. missiles	2,000
Shield, Enchanted, +3	8,000
Shield, Enchanted, +3 vs. missiles	3,000
Shield, Enchanted, +4	12,000
Shield, Enchanted, +4 vs. missiles	4,000
Shield, Enchanted, +5	17,500
Shield, Enchanted, +5 vs. missiles	5,000
Shoes of Wandering	20,000
Slippers of Kicking	6,000
Slippers of Spider Climbing	10,000
Sovereign Glue	750 per ounce
Spade of Colossal Excavation	6,500
Spell Book	x.p. value x 5
Spell Component Case, Enchanted	1,000 per use
Sphere of Annihilation	30,000
Spoon of Stirring	5,000
Staff of Command	25,000
Staff of Curing	25,000
Staff of Magi	75,000
Staff of Power	60,000
Staff of the Serpent	35,000
Staff of Striking	15,000
Staff of Swarming Insects	500 per charge
Staff of Thunder and Lightning	20,000
Staff of Withering	35,000
Staff of the Woodlands	40,000
Staff-mace	12,500

Magic Item	Value (g.p.)
Staff-spear	5,000 - 25,000
Stone of Controlling Earth Elementals	12,500
Stone of Good Luck	25,000
Stone Horse	12,000
Stone of Weight	1,000
Sustaining Spoon	4,000
Sweet Water	250
Talisman of Pure Good	27,500
Talisman of the Sphere	10,000
Talisman of Ultimate Evil	32,500
Tome of Clear Thought	48,000
Tome of Leadership and Influence	40,000
Tome of Understanding	43,500
Trident of Fish Command	4,000
Trident of Warning	10,000
Trident of Yearning	1,000
Ultimate Solution	7,000
Vacuous Grimoire	1,000
Wand of Conjunction	35,000
Wand of Defoliation	6,000
Wand of Earth and Stone	10,000 - 15,000
Wand of Enemy Detection	10,000
Wand of Fear	15,000
Wand of Fire	25,000
Wand of Fireballs	16,000
Wand of Flame Extinguishing	10,000
Wand of Force	30,000
Wand of Frost	50,000
Wand of Ice Storms	20,000
Wand of Illumination	10,000
Wand of Illusion	20,000
Wand of Lightning	30,000
Wand of Lightning Bolts	16,000
Wand of Magic Detection	25,000
Wand of Magic Missiles	35,000
Wand of Metal and Mineral Detection	7,500
Wand of Metal Command	10,000
Wand of Negation	15,000
Wand of Paralyzation	25,000
Wand of Polymorphing	25,000
Wand of Secret Door and Trap Detection	40,000
Wand of Size Alteration	20,000
Wand of Steam and Vapor	25,000
Wand of Wonder	10,000
Weapon, Enchanted, +1	2,000
Weapon, Enchanted, +2	4,000
Weapon, Enchanted, +3	7,000
Weapon, Enchanted, +4	10,000
Weapon, Enchanted, +5	15,000
Weapon, Enchanted, Alertness	30,000
Weapon, Enchanted, Dancing	15,000
Weapon, Enchanted, Defender	5,000
Weapon, Enchanted, Detection	5,000
Weapon, Enchanted, Disruption	10,000

Magic Item	Value (g.p.)
Weapon, Enchanted, Dragon Slayer	500
Weapon, Enchanted, Flame Tongue	2,500
Weapon, Enchanted, Frost Brand	1,000
Weapon, Enchanted, Giant Slayer	500
Weapon, Enchanted, Holy Avenger	10,000
Weapon, Enchanted, Intelligent	Varies
Weapon, Enchanted, Life Stealing	20,000
Weapon, Enchanted, Luck	3,000
Weapon, Enchanted, Lycanthrope Bane	1,500
Weapon, Enchanted, Magic Scourge	1,000
Weapon, Enchanted, Nine Lives Stealer	4,000
Weapon, Enchanted, Planar	8,000
Weapon, Enchanted, Quickness	4,000
Weapon, Enchanted, Scalefoe	2,000
Weapon, Enchanted, Sharpness	28,000
Weapon, Enchanted, Short-mower	500
Weapon, Enchanted, Solar	12,000
Weapon, Enchanted, Speed	8,000
Weapon, Enchanted, Submission	10,000
Weapon, Enchanted, Tall-reaper	1,500
Weapon, Enchanted, Thunderbolts	17,000
Weapon, Enchanted, Trollslayer	2,000
Weapon, Enchanted, Unholy Destroyer	10,000
Weapon, Enchanted, Venom	2,500
Weapon, Enchanted, Vorpals	42,000
Weapon, Enchanted, Wounding	15,000
Weapon, Missile, Enchanted, +1 (non-ammunition, non-hurled)	3,000
Weapon, Missile, Enchanted, +2 (non-ammunition, non-hurled)	5,000
Weapon, Missile, Enchanted, +3 (non-ammunition, non-hurled)	8,000
Weapon, Missile, Enchanted, +4 (non-ammunition, non-hurled)	13,000
Weapon, Missile, Enchanted, Accuracy	4,000
Weapon, Missile, Enchanted, Arrow (dozen)	100
Weapon, Missile, Enchanted, Bolt/quarrel (score)	100
Weapon, Missile, Enchanted, Bullet (score)	100
Weapon, Missile, Enchanted, Dart (half-dozen)	200
Weapon, Missile, Enchanted, Distance	4,500
Weapon, Missile, Enchanted, Fireburst	500
Weapon, Missile, Enchanted, Homing	750
Weapon, Missile, Enchanted, Hurling	10,000
Weapon, Missile, Enchanted, Impact	500
Weapon, Missile, Enchanted, Seeking	2,000
Weapon, Missile, Enchanted, Slaying	2,500
Weapon, Missile, Enchanted, Snowsurge	500
Weapon, Missile, Enchanted, Speed	4,500
Weapon, Missile, Enchanted, Throwing	750
Well of Many Worlds	12,000
Wind Fan	2,500
Wings of Flying	7,500
Workbook of Animated Statues	12,000

Appendix: Random Tables

Game masters are encouraged to use these tables in whatever way they see fit to either inspire their own creativity or to get answers to common questions in a pinch. These tables should not be seen as the be-all and end-all of such things, of course; they are only a barest beginning of the sort of tables that can be constructed for a wide variety of eventualities.

Don't feel constrained by the necessity of throwing dice and using the result that comes up. It is entirely appropriate for the game master to simply look down the list of a table and select a result that he feels would either be more interesting or appropriate. However, there is something liberating about letting the dice decide, and then coming up with (or allowing your players to come up with) a justification or interesting backstory for why a particular roll came up, even if it might not make sense on its face.

These tables are simply tools to help encourage your own creativity. While sometimes the most fun can be derived by tossing the dice and just going with whatever comes up (half the fun being trying to explain a particularly anomalous result), sometimes you'll want to pick and choose. Either way, you're the game master, and the choice is yours. In addition, don't be afraid to roll multiple times on the same table, as appropriate (maybe more than one thing happened in that tavern last night!).

Finally, be aware that some of the results should not simply be blurted out to the players; they may be best kept to the game master to allow him to know something which the players will then have to work out for themselves (this is especially true when determining motives for NPCs).

All of these tables are designed to use percentile dice to determine results.

Die Roll	What Are Those Soldiers Doing Here?
01-05	Building a bridge, road, etc.
06-10	Building a fortification or other defensive position
11	Defecting to the enemy
12-13	Deserting from their post
14-18	Foraging for food and water
19-23	Going to volunteer with the army
24-29	Investigating a disturbing report
30-34	Off duty and relaxing
35-36	On a secret mission
37-46	On patrol
47-52	On their way to rendezvous with another group of soldiers
53-59	Pursuing bandits
60-64	Pursuing enemy soldiers
65-70	Pursuing raiding humanoids or monsters
71-74	Returning home—they've been released from service
75-84	Returning to their base camp or barracks
85-88	Searching for a fugitive
89-90	Searching for something stolen from their camp
91-95	Setting up an ambush
96-00	Walking into an ambush

Die Roll	What Color Is It?
01-03	Aqua
04-06	Azure
07-10	Black
11-13	Blue
14-16	Brown
17-19	Burgundy
20-22	Cornflower
23-25	Cyan
26-28	Emerald

Die Roll	What Color Is It?
29-31	Fuchsia
32-34	Gold
35-37	Green
38-39	Grey
40-41	Indigo
42-43	Lavender
44-46	Magenta
47-49	Mauve
50-52	Orange
53-55	Peach
56-58	Persimmon
59-60	Phlox
61-63	Pink
64-66	Plum
67-69	Purple
70-71	Red
72-73	Ruby
74-78	Silver
79-80	Taupe
81-83	Turquoise
84-86	Umber
87-89	Vanilla
90-91	Violet
92-93	Viridian
94-97	White
98-00	Yellow

Die Roll	What Do I Find in the Wilderness?
01-02	Boundary marker
03-05	Broken-down wagon
06-07	Cobblestone path extends for 40', then disappears
08-10	Collapsed viaduct segment extends some 100' on the ground
11-12	Collapsed wooden building, 30'x40'
13-15	Corner of stone building, walls extend 10' in either direction
16-17	Cracked and broken fountain
18-20	Eight rotting ropes dangle from a tree-limb, some have knots, some don't
21-22	Face is carved into an old tree, some 15' off the ground
23-25	Foot of an enormous statue
26-27	Fresco floor, partially covered by earth and debris, shows scenes of underwater animals and plants
28-30	Gravestone, 100+ years old
31-32	Gravestone, illegible
33-35	Head of a statue (human)
36-37	Iron post, 4' high, with rusted hoop on top
38-40	Long-disused well
41-42	Memorial stone which reads, "In memory of John Williamson, who died in the East"
43-45	Mostly-collapsed grain silo
46-47	One arch of a viaduct extends 30' into the air. No sign of other segments
48-50	One side of a small ravine has a bridge footing. No footing on other side
51-52	Pedestal, marble
53-55	Rusty plough half-submerged in a small pond
56-57	Small (3' high by 6' long) stone cairn. If searched, a skeleton is beneath
58-60	Small brook has bridge footings on either side. No sign of the bridge
61-62	Small spring has brickwork around entrance
63-65	Small wooden shrine nailed to tree. Looks long disused
66-67	Split-rail fence 30' long

Die Roll	What Do I Find in the Wilderness?
68-70	Stag horns mounted on a tree trunk
71-72	Statue on ground, headless, armless
73-75	Stone bench, in fair shape
76-77	Stone building foundation, 20'x30'
78-80	Stone fireplace and chimney
81-82	Stone on the side of a brook is covered with scores of burned-out candles
83-85	Stone wall with doorway
86-87	Stone wall, 3-4' high, 7' long
88-89	Three concentric circles of stones on the ground, the largest is 15' in diameter
90-91	Tree has sixteen badger skulls nailed to its limbs
92-95	Tree is carved with a heart, in which are the initials "K.L. + J.B."
96-97	Wooden bird house on a 7' pole
98-00	Wooden building, 30'x40', no roof but otherwise intact

Die Roll	What Do I Hear?
01-02	Air whistling
03-04	Baby crying
05-06	Banging
07-08	Barking
09-10	Bell
11-12	Birdsong
13-14	Chanting
15-16	Chimes
17-18	Chittering
19-20	Crackling
21-22	Crunching
23-24	Door closing
25-26	Dripping
27-28	Drums
29-30	Explosion
31-32	Flapping
33-34	Footsteps
35-36	Groaning
37-38	Growling
39-40	Gurgling
41-42	Hammer banging
43-44	Hissing
45-46	Hooves clomping
47-48	Humming
49-50	Laughter
51-52	Leather moving
53-54	Leaves rustling
55-56	Machinery
57-58	Marching
59-60	Moaning
61-62	Mosquito
63-64	Music
65-66	Popping
67-68	Purring
69-70	Rain
71-72	Scraping
73-74	Scuttling
75-76	Singing
77-78	Sneeze
79-80	Snoring
81-82	Something heavy being dragged
83-84	Squeal
85-86	Step-thunk-step-thunk-step-thunk
87-88	Tinkling
89-90	Trumpets
91-92	Voices

Die Roll	What Do I Hear?
93-94	Water flowing
95-96	Whistling
97-98	Wind
99-00	Wood being chopped

Die Roll	What Does it Feel Like?
01-05	Cold
06-10	Cool
11-15	Crinkly
16-20	Gritty
21-25	Hard
26-30	Hot
31-35	Leathery
36-40	Metal
41-45	Mushy
46-50	Papery
51-55	Pebbled
56-60	Prickly
61-65	Rough
66-70	Rubbery
71-75	Sharp
76-80	Smooth
81-85	Soft
86-90	Sticky
91-95	Warm
96-00	Wrinkly

Die Roll	What Does it Smell Like?
01-04	Acrid
05-08	Alcohol
09-12	Ammonia
13-16	Beer
17-20	Feces
21-24	Flowers
25-28	Fresh mown grass
29-32	Gasoline
33-36	Honeysuckle
37-40	Leather
41-44	Lilac
45-48	Olives
49-53	Peat
54-58	Petroleum
59-63	Roses
64-65	Steak
66-67	Sulfurous
68-71	That new car smell
72-80	The sea
81-85	Urine
86-90	Vinegar
91-95	Wet dog
96-00	Wine

Die Roll	What Does it Taste Like?
01-05	Bitter
06-10	Cloying
11-15	Earthy
16-20	Fishy
21-25	Fresh as harvest day
26-30	Frogsbreath
31-35	Grass
36-40	Greasy
41-45	Hot/Spicy
46-50	Like chicken
51-55	Like honey

Die Roll	What Does it Taste Like?
56-60	Metallic
61-65	Minty
66-70	Oily
71-75	Old leather
76-80	Salty
81-85	Smoky
86-90	Sour
91-95	Sweet
96-00	Umami

Note that the following tables are excellent for determining the results of random attempts to pick pockets in marketplaces, in busy streets, etc., as well as fleshing out the spoils when looting dead bodies. If desired, roll 1d4 to determine how many such items are on a given person, but when picking pockets, only a single thing may be picked per attempt. It is left to the game master to determine whether there is any special significance to these objects beyond what they present at face value.

Die Roll	What Does the Acrobat Have?
01-04	Alcohol, flask (see below for type)
05-09	Bar of soap
10-13	Cedar shim
14-15	Empty potion vial
16-19	Key
20-22	Leather gloves
23-29	Lockpick
30-34	Packet of herbs
35-37	Ring in the shape of a snake eating its own tail
38-63	Roll on the “what does the commoner have?” table
64-88	Roll on the “what does the thief have?” table
89-93	Roll on the appropriate table for his race
94-97	Small net
98-00	Three juggling balls

Die Roll	What Does the Barbarian Have?
01-03	Animal tooth
04-05	Bone
06-08	Candy
09-10	Colorful glass beads
11-12	Comb
13-14	Drinking horn
15	Exotic vegetable
16-18	Fishing line and hooks
19-20	Fleas
21-23	Meat jerky
24-48	Roll on the “what does the commoner have?” table
49-63	Roll on the appropriate table for his race
64-68	Scissors
69-73	Small mummified animal
74-77	Sticks with fortune-telling glyphs
78-88	String
89-92	Tribal totem
93-00	Whetstone

Die Roll	What Does the Bard Have?
01-03	Dice
04-06	Dice, loaded
07-09	Glass atomizer with water
10-12	Locket with a lover’s miniature
13-15	Makeup
16-18	Map
19-22	Piece of resin
23-26	Pitch pipe
27-30	Playing cards

Die Roll	What Does the Bard Have?
31-32	Playing cards, marked
33-57	Roll on the “what does the commoner have?” table
58-83	Roll on the appropriate table for his race
84-87	Scroll with (non-magical) song
88-91	Songbook
92-96	Spare reed (for instrument)
97-00	Tuning fork

Die Roll	What Does the Cavalier Have?
01-03	Armor-tightening wrench
04-05	Comb
06-08	Dried flower
09-11	Garter
12-14	Invitation to the ball
15-17	Lady’s slipper
18-20	Locket with a cameo of his lady’s hair
21-22	Locket with his lady’s hair
23-26	Oil (for coating weapons)
27-29	Receipt for a suit of jousting plate armor
30-54	Roll on the “what does the nobleman have?” table
55-79	Roll on the appropriate table for his race
80-84	Royal warrant
85-88	Silk handkerchief
89-91	Single silk glove
92-94	Small gem
95-97	Spurs
98-00	Whetstone

Die Roll	What Does the Cleric Have?
01-03	Anointing oil
04-06	Brass bell
07-10	Candles
11-13	Holy symbol, silver
14-16	Holy symbol, wooden
17-20	Holy water
21-23	Icon
24-26	Incense
27-29	Locket with a lock of hair from a saint
30-32	Prayer beads
33-57	Roll on the “what does the commoner have?” table
58-72	Roll on the “what does the nobleman have?” table
73-88	Roll on the appropriate table for his race
89-92	Sandal laces
93-95	Scroll with theological treatise
96-97	Small bust of his god
98-98	Small prayer book
00	Vial of sand from a sacred spot

Die Roll	What Does the Commoner Have?
01-02	Apple
03-04	Bread
05-06	Candle
07-08	Chicken leg (cooked)
09	Coins (1d4 p.p.)
10-11	Coins (1d6 e.p.)
12-13	Coins (1d6 g.p.)
14-16	Coins (1d6 s.p.)
17-19	Coins (1d8 c.p.)
20	Cow bell
21-22	Dice
23	Eyeglasses
24-25	Fan, collapsible
26-27	Fork
28	Gems (1d3, all small)

Die Roll	What Does the Commoner Have?
29-30	Handkerchief
31-32	Holy symbol, wooden
33-34	Key, single
35-36	Keys (1d3) on ring
37-38	Knife
39-40	Legal document (contract, lease, summons, warrant, etc.)
41-42	Length of string/twine
43-44	Locket with broken clasp
45-46	Lucky charm (rabbit's foot, etc.)
47-48	Meat pie
49-50	Mug or cup
51-52	Onion
53	Packet of medicinal herbs
54-73	Roll on another "what does he have?" table (determine randomly)
74-83	Roll on the appropriate table for his race
84-85	Sachet of aromatic spices
86-87	Sausage
88-89	Sea shell
90	Small book
91	Small doll
92-93	Small jug of alcohol
94-95	Spoon
96	Tinderbox
97	Tool
98-99	Wedge of hard cheese
00	Wooden toy

Die Roll	What Does the Druid Have?
01-02	Bird's nest
03-04	Dog whistle
05-06	Dried dung
07-08	Dried meat
09-10	Fresh flower
11-12	Honeycomb
13-14	Knotted rope
15-17	Mistletoe
18-19	Oak leaves
20-21	Onion pie
22-23	Owl pellet
24	Packet of insect wings
25-26	Parchment with note to do something later today
27-28	Piece of petrified wood
29-30	Pine cone
31-32	Rawhide thong
33-34	Robin's egg
35-59	Roll on the "what does the commoner have?" table
60-74	Roll on the appropriate table for his race
75-79	Sea shell
80-85	Several small bones
86-89	Small rock
90-93	Small sickle
94-97	Spider egg case
98-00	Squirrel

Die Roll	What Does the Dwarf Have?
01	10' rope ladder
02-03	50' rope
04-05	Beard and mustache wax
06	Beard-braiding beads
07-08	Block and tackle
09-10	Bucking iron
11-12	Cad
13-14	Cameo with family portrait

Die Roll	What Does the Dwarf Have?
15	Carving tool set
16	Charger and scraper
17-18	Chisel
19	Claim to a gold mine
20-21	Cobbing hammer
22-24	Collapsible shovel
25-26	Crowbar
27-28	Drill bit sets
29-30	Hammer
31-32	Hand drill
33	Hand-cranked pump
34-35	Helmet-attachable lantern
36-37	Iron ingot
38-39	Knife sharpener
40-41	Lead ingot
42-43	Level
44-45	Mallet
46-47	Necklace of orc teeth
48-49	Pewter mug
50-51	Pickaxe
52-53	Portable balance and weights
54-55	Pouch of marbles
56-57	Pulley
58-59	Quartz crystal
60-61	Ring with clan crest
62-76	Roll on the "what does the commoner have?" table
77-91	Roll on the appropriate table for his class
92	Shooting needle
93-94	Spike
95	Square
96	Steel borer
97	Sunstone
98	Tamping bar
99	Teakettle
00	Whetstone

Die Roll	What Does the Elf (or Half-elf) Have?
01-03	Archery tab
04-06	Arrowheads
07-09	Book of poetry
10-12	Bow string
13-15	Circlet
16-18	Fishing line for arrow
19-21	Leaf-shaped pin
22-24	Lodestone
25-28	Nocking set tool
29-32	Packet of dried corn
33-35	Porcelain doll
36-39	Pressed leaves
40-64	Roll on the "what does the commoner have?" table
65-89	Roll on the appropriate table for his class
90-95	Salt
96-98	Way-bread
99-00	Wood shaft taper tool

Die Roll	What Does the Fighter Have?
01-03	Bandages
04-05	Bear claw necklace
06-08	Diagram of local fortifications
09-10	Dried fruit
11-12	Flute
13-14	Glass eye
15-17	Keys (2d4) on ring
18-20	Knife

Die Roll	What Does the Fighter Have?
21-24	Knucklebones
25-26	Locket containing a picture of a child
27-28	Locket containing a picture of a woman
29-34	Mess kit
35-38	Mug
39-41	Oil (for armor and weapons)
42-43	Parchment with single word on it (today's password to get through the sentries)
44-45	Pornographic picture on parchment
46-65	Roll on the "what does the commoner have?" table
66-85	Roll on the appropriate table for his race
86-91	Spare arrowheads
92-94	Two-day pass
95-98	Whetstone
99-00	Wineskin

Die Roll	What Does the Gnome Have?
01-02	Bag of mushrooms
03-04	Block of wax
05-07	Brass gauge
08-09	Chasing hammer
10-11	Clear goggles
12-14	Divider
15-16	Embossing hammer
17-19	Finger gauges set on steel hoop
20-22	Hand drill
23-24	Jeweler's loop
25-27	Knife blade
28-29	Mandrel
30-31	Needle-nose pliers
32-33	Pin vise
34-36	Pot of glue
37-38	Rock tumbler (handcranked)
39-63	Roll on the "what does the commoner have?" table
64-88	Roll on the appropriate table for his class
89-92	Sandpaper
93-94	Set of files
95-96	Small bag filled with sand
97-98	Tiny anvil
99-00	Velvet gloves

Die Roll	What Does the Halfling Have?
01-02	Apple
03-04	Baby chick
05-06	Bag of ashes
07-08	Bowl
09-10	Box of nails
11-12	Dried fruit
13-14	Extra cloak
15-16	Figurine of human
17-18	Flask with alcohol
19-20	Grocery list
21	Invitation to a birthday party
22-23	Keys (1d4) on ring
24-25	Lease for farmhouse/building
26-27	Lucifers
28-29	Meat pie
30-31	Packet of nuts
32-33	Packet of spices
34-35	Packet of tea
36-37	Penknife
38-39	Pipe
40	Plain ring
41-42	Pocket cookbook

Die Roll	What Does the Halfling Have?
43-44	Pot of honey
45-46	Pots and pans
47-48	Rabbit skin
49-50	Razor
51-65	Roll on the "what does the commoner have?" table
66-80	Roll on the appropriate table for his class
81-82	Sandwich
83-84	Sausage
85-86	Sketch of a wife and several children
87-88	Small pillow
89-90	Soap
91	Tankard
92-94	Tinderbox
95-96	Tobacco pouch
97-98	Utensil set
99-00	Waistcoat chain

Die Roll	What Does the Human Have?
01	Bill from a tavern
02	Candle
03	Chalk
04	Comb
05-06	Crude map of the surrounding area
07	Cup-and-ball
08	Dice
09-10	Handkerchief
11-12	Holy symbol, wooden
13	IOU from a gambling buddy
14-15	Key
16-17	Leather gloves
18	Love letter
19-20	Meat pie
21-22	Piece of glass (not sharp)
23-24	Playing cards
25-45	Roll on the "what does the commoner have?" table
46-70	Roll on the "what does the nobleman have?" table
71-89	Roll on the appropriate table for his class
90	Scissors
91-92	Small bottle of alcohol
93	Sweepstakes ticket
94-95	Three steel balls
96-97	Tinderbox
98-99	Twine
00	Whistle

Die Roll	What Does the Humanoid (Half-orc, goblin, orc, etc.) Have?
01-03	Animal-shaped figurine
04-05	Bone (gnawed-on)
06-08	Bracelet of human/demi-human teeth
09-10	Crude map of the surrounding area
11-13	Empty flask
14-15	Fresh fruit
16-18	Horn
19-20	Hunk of raw meat
21-23	Knucklebones
24-25	Moldy cheese
26-28	Mummified mouse
29-30	Necklace of human/demi-human ears
31-33	Petrified heart
34-58	Roll on the "what does the commoner have?" table
59-83	Roll on the appropriate table for his class (if applicable)
84-86	Small animal skull
87-88	Small rocks

Die Roll	What Does the Humanoid (Half-orc, goblin, orc, etc.) Have?
89-91	Something brown and sticky—best not to ask
92-94	Tribal fetish
95-97	Unidentifiable meat (and probably just as well)
98-00	Whetstone

Die Roll	What Does the Illusionist Have?
01-02	Bottle brush
03-04	Dead wand with no more charges
05-06	Flash powder
07-08	Gold piece on a chain
09-10	Ink
11-12	Key
13-14	Magnifying glass
15-16	Monocle
17-18	Oil flask
19-20	Packet of flour
21-22	Parchment with diagram of intersecting dimensions
23-24	Prism
25-49	Roll on the “what does the commoner have?” table
50-74	Roll on the “what does the mage have?” table
75-92	Roll on the appropriate table for his race
93-94	Set of thin metal rods of varying lengths
96-96	Silken handkerchief
97-00	Small mirror

Die Roll	What Does the Jester Have?
01-02	Banana peel
03-04	Bell
05-06	Carved wooden insect
07-09	Cut glass made to look like a ruby
10-11	Dice
12-13	Dice, loaded
14-15	Fabric chicken (rubber if appropriate to the campaign)
16-17	Hand puppet
18-19	Jacks and ball
20-21	Joke book
22-23	Large nugget of fool’s gold
24-25	Map
26-27	Marotte
28-29	Playing cards
30-31	Playing cards, marked
32-34	Pot of chicken grease
35-36	Pot of paint and brush
37-61	Roll on the “what does the commoner have?” table
62-86	Roll on the appropriate table for his race
87-88	Skin coloring
89-91	Slapstick
92-93	Small cream pie
94-95	Sneezing powder
96-98	Squirting flower
99-00	Whoopee cushion

Die Roll	What Does the Mage Have?
01-02	Astrological chart
03-04	Crucible
05-07	Dead wand with no more charges
08-09	Empty potion bottle
10-11	Empty scroll case
12-13	Hourglass
14-15	Ink
16-17	Jeweler’s loop
18-19	Jewelry with astrological symbol

Die Roll	What Does the Mage Have?
20-21	List of 1d10+10 nonsense words (command words? magic charms?)
22-23	Map showing ley lines in the vicinity
24-25	Membership documentation for local mage’s guild
26-27	Parchment covered with mathematical formulae
28-29	Parchment with unknown glyphs and sigils
30-54	Roll on the “what does the commoner have?” table
55-64	Roll on the “what does the nobleman have?” table
65-83	Roll on the appropriate table for his race
84-85	Scroll case
86-87	Sealing wax
89-90	Small booklet with magical alphabet translated
91-92	Small cage
93-94	Small specimen bottles with corks
95-96	Stylus and wax tablet
97-99	Tweezers
00	University diploma

Die Roll	What Does the Mountebank Have?
01-02	1d6 fake g.p. (copper plated with gold)
03-04	An embarrassingly frank love letter from one prominent citizen to another (neither is the mountebank himself)
05-06	Code book
07-08	Deed to a bridge
09-10	Deed to one of the largest buildings in town
11-12	Dice
13-14	Gold coin on a near-invisible wire
15-16	IOU from a prominent citizen
17-18	List of names with several of them crossed off
19-20	Loaded dice
21-22	Makeup putty
23-24	Marked cards
25-26	Playing cards
27-28	Ring with empty secret compartment
29-48	Roll on the “what does the commoner have?” table
49-68	Roll on the “what does the nobleman have?” table
69-88	Roll on the appropriate table for his race
89-90	Skin coloring
91-92	Three cups and two rubber balls
93	Token from a gambling house
94	University diploma (fake)
95-96	Vial of colored sand
97	Vial of colored water
98-99	Vial of vinegar
00	Wig

Die Roll	What Does the Mystic Have?
01-02	Anointing oil
03-07	Battered tin cup
08-09	Candle
10	Holy symbol, silver
11-12	Holy symbol, wooden
13	Holy water
14-63	Nothing
64-65	Packet of herbs (for tea)
66	Prayer rug
67-81	Roll on the “what does the commoner have?” table
82-96	Roll on the appropriate table for his race
97	Tinderbox
98-00	Wooden bowl

Die Roll	What Does the Nobleman Have?
01-02	Appointment book
03-04	Aromatic satchel

Die Roll	What Does the Nobleman Have?
05-06	Bell
07-08	Cloved lemon
09-10	Falconer's glove
11-12	Flowers
13-14	Hairpin
15-16	Invitation to a ball
17-18	Lady's slipper
19-20	List of names, some of which have been crossed off
21-22	Love note from a lady other than his wife
23-24	Love note to a lady other than his wife
25-26	Opera glasses
27-28	Perfume
29-30	Riding crop
31-32	Risqué picture of a noble lady
33-55	Roll on the "what does the commoner have?" table
56-83	Roll on the appropriate table for his race
84-85	Sealing wax
86-87	Signet ring
88-89	Silken handkerchief
90-91	Slip of parchment with cryptic phrase written on it ("The rooster crows at midnight", etc.)
92-93	Small mirror
94-95	Walking stick
96-97	Whistle
98-99	Writ of favor from the king (or other high authority)

Die Roll	What Does the Paladin Have?
01	Bar of soap
02-03	Cameo with the silhouette of a lady
04	Glass vial with a tooth from a saint inside
05-06	Holy symbol, silver
07	Holy symbol, wooden
08-09	Holy water
10	Icon of his god
11-12	Oil (for armor and weapons)
13-14	Perfume
15	Razor
16-40	Roll on the "what does the cavalier have?" table
41-65	Roll on the "what does the cleric have?" table
66-80	Roll on the "what does the nobleman have?" table
81-92	Roll on the appropriate table for his race
93-94	Single silk glove
96-96	Spurs
97-98	Whetstone
99-00	Writ of marque from his temple/church

Die Roll	What Does the Ranger Have?
01-03	Amulet with local lord's crest on it
04-06	Bar of soap
07-09	Bedroll
10-12	Compass
13-15	Ditty sack
16-18	Dried fruit and nuts
19-21	Dried meat
22-24	Druidical holy symbol
25-27	Fishing line and lure
28-30	Good map of the surrounding area
31-33	Mess kit
34-36	Packet of herbs
37-39	Penknife
40-43	Razor
44-58	Roll on the "what does the commoner have?" table
59-71	Roll on the "what does the fighter have?" table
72-85	Roll on the appropriate table for his race

Die Roll	What Does the Ranger Have?
86-88	Rope
89-91	Short chain
92-94	String
95-97	Tinderbox
98-00	Whetstone

Die Roll	What Does the Savant Have?
01-03	Astrolabe (small)
04-06	Biretta
07-09	Blank sheets of parchment
10-12	Chalk
13-15	Cope
16-18	Dentures (not his)
19-21	Diagram of the lower planes, with applicable pentacles
22-24	Dictionary
25-27	Diploma
28-30	Divinatory objects (runestones, dragon bones, etc.)
31-33	Eyeglasses
34-36	Ink
37-39	Mortarboard
40-43	Pass to a large library (allows for borrowing books)
44-46	Pass to a large library (entry only)
47-49	Quill
50-70	Roll on the "what does the commoner have?" table
71-91	Roll on the appropriate table for his race
92-94	Small book
95-97	Stylus and wax tablet
98-00	Tam

Die Roll	What Does the Thief Have?
01-03	Black kerchief
04-05	Cedar shim
06-08	Crowbar
09-10	Hand drill
11-13	Hand saw
14-15	Heavy file
16-18	Jar of chicken grease
19-21	Knife
22-23	Leather gloves
24-26	Lock picks
27-28	Love letter
29-32	Mallet
33-34	Mask
35-37	Packet of flour
38-39	Parchment with an address written on it
40-41	Parchment with several times (in hours and minutes) written on it
42-44	Rib bone with meat on it
45-69	Roll on the "what does the commoner have?" table
70-90	Roll on the appropriate table for his race
91-92	Skeleton key
93-94	Sneezing powder
95-96	Spyglass
97-98	Wax
99-00	Written pass allowing passage through a city gate

Die Roll	What Happened in the Tavern Last Night?
01-05	A band of adventurers came in, spent a lot of money, and boasted of their success
06-10	A bard played exceptionally beautifully
11-15	A halfling disappeared into thin air in front of everyone
16-20	A mysterious stranger was looking for someone
21-25	A rabble-raising preacher came in and started castigating the customers about their sinful ways

Die Roll	What Happened in the Tavern Last Night?
26-30	A round of gambling somehow accumulated stakes that were a hundred times what they normally are
31-35	A troupe of actors gave an impromptu show
36-40	A wealthy patron bought a round of drinks for the house
41-45	All of the shutters, windows, and doors suddenly slammed shut
46-50	All the ale was green, but tasted just fine
51-55	Hunters brought in a whole stag for dinner for everyone
56-60	One of the customers turned bright green in front of the crowd
61-65	One of the waitresses did an impromptu dance with a live snake
66-70	Someone was killed; nobody saw how it happened
71-75	The city watch was called in to calm the place down; it was a near-riot
76-80	The mutton was tainted; everyone who had it got sick
81-85	The turkey was fresh and delicious
86-90	There was a bar fight involving everyone in the place
91-95	There was a small fight
96-00	They ran out of ale

Die Roll	What Happened to Me in the Tavern Last Night?
01-20	Roll on the “What Happened in the Tavern Last Night?” table
21-24	The serving wench gave you a big kiss after you tipped exceptionally well
25-28	You don’t remember, but everyone is looking at you funny
29-32	You ended up sleeping in the stables
33-36	You found a lucky copper piece on the floor
38-40	You got a tattoo
41-44	You got caught cheating at cards/dice/etc. and were thrown out
45-48	You got drunk
49-52	You got into a fight; lose 1d4 h.p.
53-56	You got sick
57-60	You got very drunk
61-64	You heard an interesting rumor
65-68	You lost 3d10 g.p. gambling
69-72	You made a pass at the innkeepers daughter and got thrown out
73-76	You met a beautiful mysterious woman
77-80	You met an old flame
81-84	You ordered a round for the house; lose 5d4 g.p.
85-88	You took off all your clothes and started singing
89-92	You were arrested
93-96	You won 4d4 g.p. gambling
97-00	Your pocket was picked

Die Roll	What Happened to My Henchman/Hireling?
01-05	He disappeared under mysterious circumstances
06-10	He found out where a nearby monster’s lair can be found
11-15	He found religion
16-20	He got a better offer and left your service
21-26	He heard a rumor about a nearby treasure
27-31	He was arrested; pay 2d10 g.p. bail
32-36	He was kidnapped by one of your enemies
37-42	He was <i>polymorphed</i> into a monster
43-49	He was robbed
50-57	He was slain by person(s) unknown
58-65	He was slain in a bar fight
66-68	He won big gambling and quit
69-71	His brother is in town and wants to know if you’ll hire him
72-96	Nothing at all—here he is now
97-00	Nothing at all—here he is now (he has secretly been replaced by a doppelganger)

Die Roll	What Has My Familiar Been Up To?
01-05	Drinking your blood (just a little each night)
06-10	Engaged in deep philosophical discussions with one other member of the party
11-15	Falling in love with someone else in the party (but still serving you, as it must)
16-20	Fighting off evil spirits bent on destroying you (but keeping it a secret so you don’t worry)
21-25	Fighting other familiars of opposite alignment
26-30	Gambling with one of the other members of the party
31-35	Giggling to itself, then suddenly stopping
36-40	In a revel with other familiars of similar type in the area
41-45	Mocking your actions, movements, gestures, etc. behind your back
46-50	Off on a mission for its superiors while you sleep, but always comes back before you awaken in the morning
51-55	Reading
56-60	Reporting to its superiors about your behavior (particularly your lapses)
61-65	Secretly adding something to everyone’s food when nobody is looking
66-70	Sneaking sips from your wineskin
71-75	Sniffing the ground as if searching for something, when it thinks no one is looking
76-80	Staring at you while you sleep
81-85	Staring intently at one of the other party members
86-90	Stealing milk from a farmer
91-95	Talking to itself
96-00	Watching the birds with great suspicion

Die Roll	What is it a Painting Of?
01-03	Abstract
04-06	Bodegón
07-09	Figure, animal
10-12	Figure, combat
13-15	Figure, group at play
16-18	Figure, group at work
19-21	Figure, lovers
22-24	Figure, monster
25-27	Figure, mythological/divine
28-30	Figure, nude
31-33	Geometric figures
34-36	Landscape, nightmarish
37-39	Landscape, pastoral
40-42	Landscape, urban
43-45	Memento mori
46-48	Naturalistic figures
49-51	Panorama
52-54	Portrait, clergyman
55-57	Portrait, king
58-60	Portrait, mage
61-63	Portrait, man
64-67	Portrait, nobleman
68-70	Portrait, noblewoman
71-74	Portrait, queen
75-78	Portrait, woman
79-82	Seascape
83-85	Seascape (with ship)
86-92	Still life, man-made objects (books, weapons, etc.)
93-97	Still life, natural objects (seashells, flowers, fruit, etc.)
98-00	Veduta

Die Roll	What is it a Sculpture Of?
01-04	Abstract
05-08	Animal
09-11	Animal head
12-15	Bas relief, group at play
16-19	Bas relief, group at work
20-22	Bas relief, historical scene
23-26	Bas relief, mythological scene
27-30	Bas relief, religious procession
31-33	Building (palace, castle, etc.)
34-37	Bust, deity
38-41	Bust, hero
42-45	Bust, leader
46-49	Bust, merchant
50-53	Bust, ordinary person
54-57	Death mask
58-71	Deity
72-75	Full body sculpture, hero
76-78	Full body sculpture, leader
79-81	Full body sculpture, merchant
82-83	Full body sculpture, ordinary person
84	Imaginary figure (half-animal, half-person, etc.)
85-86	Memento mori
87-88	Monster
89	Monster head
90-91	Palette, group at play
92-93	Palette, group at work
94-95	Palette, historical scene
96-97	Palette, mythological scene
98-00	Vehicle (wagon, chariot, etc.)

Die Roll	What is the City Watch Doing Here?
01-05	Acting as a color guard for another guardsman's funeral
06-10	Acting on a tip that a crime is about to be committed here
11-15	Breaking up a fight
16-20	Fighting a fire
21-25	Fire inspection
26-30	Getting duped by a fast-talking criminal
31-35	Guarding an important personage
36-40	In hot pursuit of a criminal
41-45	Investigating a complaint
46-50	Investigating a crime that took place here yesterday
51-55	On regular rounds
56-60	Quelling a riot
61-65	Questioning a suspect
66-70	Staking out the building across the street
71-75	Taking a prisoner to be executed
76-80	Taking a prisoner to jail
81-85	They're off duty, heading home after their shift
86-90	They're off duty, heading to the watch station to begin their shift
91-95	Tracking a fugitive
96-00	Walking into an ambush

Die Roll	What is the Villain's Motivation?
01-03	Acceptance
04-06	Believes that something is a threat to himself
07-09	Believes that something is a threat to society
10-12	Bored and looking for excitement
13-15	Conquer a realm/holding for himself
16-18	Despises a particular individual and does everything he can to harm him
19-21	Enjoys corrupting people and exploiting their weaknesses
22-24	Fame
25-27	Fulfilling his destiny

Die Roll	What is the Villain's Motivation?
28-30	Just following orders
31-33	Just wants to watch the world burn (metaphorically or literally)
34-36	Knows his own destiny and wants to escape it
37-39	Power for its own sake
40-42	Romance; he is in love with an unattainable person
43-46	Secretly (unbeknownst even to himself) trying to commit suicide
47-49	To escape an enemy trying to harm/capture/kill him
50-53	To help the world despite itself
54-56	To improve himself
57-60	To regain something that was stolen from him
61-63	To right a perceived injustice
64-66	To rule the world
67-69	To satisfy his curiosity
70-72	To spread hate/fear/despair
73-75	Trapped by circumstances and can't back out now
76-78	Vengeance; someone or something has wronged him in the past (real or perceived)
79-81	Wants nothing more than to be left alone
82-85	Wants to improve humanity/society/the world
86-90	Wants to keep his family/group together
91-95	Wealth
96-00	Working the will of his deity

Die Roll	What Kind of Building is It?
01-02	Animal-driven mill
03	Apiary
04-05	Art gallery
06	Aviary
07-10	Bakery
11-12	Bank
13-14	Barn
15-16	Barracks
17-18	Bathhouse
19-20	Bawdy house, average
21-22	Boarding house
23	Boathouse
24-25	Bordello, classy
26-27	Brewery
28-29	Brothel, cheap
30-31	Church
32-33	Citadel
34-35	City guard post
36-37	Convent
38-39	Courthouse
40-41	Distillery
42	Drydock
43-44	Factory
45-46	Fighting arena
47-51	Granary
52-53	Greenhouse
54-55	Grocery
56-57	Guild hall
58-59	Gymnasium
60-61	Hotel
62-63	House
64-65	Inn
66	Laboratory
67	Meadery
68	Mithraeum
69	Museum
70	Observatory
71	Palace

Die Roll	What Kind of Building is It?
72-73	Restaurant
74-75	School
76-77	Shop
78-79	Shrine
80-81	Smithy
82-83	Stables
84	Tannery
85-86	Tavern
87-88	Temple
89-90	Tenement
91	Theater
92-93	Townhouse
94	Villa
95-96	Warehouse
97	Water mill
98	Windmill
99	Winery
00	Workshop

Die Roll	What Kind of Government do They have?
01-03	Anarchy (no rulers)
04-07	Aristocracy (rule by hereditary group)
08-10	Bureaucracy (rule by bureaucrats)
11-13	Democracy (rule by popular vote)
14-15	Dictatorship (rule by single person)
16-20	Feudalism (rule by lords who owe fealty to another higher up)
21	Geniocracy (rule by the intelligent)
22-23	Gerocracy (rule by elderly)
24-25	Gynarchy (rule by women)
26-27	Kratocracy (rule by the strong)
28	Kritarchy (rule by judges)
29-30	Magocracy (rule by mages)
31-33	Meritocracy (rule according to merit)
34-59	Monarchy, absolute (rule by king without limit)
60-72	Monarchy, constitutional (rule by king with limits)
73-74	Patriarchy (rule by men)
75	Pedocracy (rule by scholars)
76-81	Plutocracy (rule by wealthy)
82-90	Republic (rule by elected representatives)
91-92	Stratocracy (rule by military/veterans)
93-94	Technocracy (rule by experts)
95-99	Theocracy (rule by priests)
00	Timocracy (rule by the honorable)

Die Roll	What Kind of Room is it?
01-02	Antechamber
03	Apotheca
04	Archives
05-06	Armory
07	Audience chamber
08	Aviary
09-10	Banquet hall
11-12	Barracks
13	Bath
14-15	Bedroom
16	Bestiary
17-18	Bottlery
19-20	Buttery
21	Chapel
22	Classroom
23-24	Closet
25	Conjuring room
26	Courtroom
27-28	Crypt

Die Roll	What Kind of Room is it?
29-30	Dining room
31-32	Dormitory
33-34	Dressing room
35-36	Entry room
37-38	Foyer
39-40	Gallery
41	Game room
42-43	Great hall
44-45	Guard room
46	Harem
47	kennel
48-49	Kitchen
50	Laboratory
51-52	Library
53-54	Lounge
55	Mews
56	Mud room
57	Museum
58-59	Office
60	Oratory
61-62	Pantry
63-64	Prison cell
65-66	Privy (garderobe)
67	Refectory
68	Safe room
69-70	Salon
71-72	Sewing room
73-74	Shrine
75-76	Sitting room
77-78	Smithy
79	Solar
80-81	Stable
82	Staviary (place where flying mounts are kept)
83-84	Store room
85-86	Strongroom
87-88	Study
89	Sun room
90	Throne room
91	Torture chamber
92-93	Training room
94-95	Trophy room
96	Undercroft
97	Wardrobe
98	Workroom
99-00	Workshop

Note that the following tables can also be used to generate starting languages for PCs and NPCs, if desired; re-roll anything above an 87 on table B. You can figure it out one of two ways. If you just want relatively common languages, use this table:

Die Roll	What (Commonplace) Language is That?
01-50	Common
51-55	Dwarvish
56-60	Elvish
61-65	Gnoll
66-70	Gnomish
71-75	Goblin
76-80	Halfling
81-85	Hobgoblin
86-90	Kobold
91-95	Orcish
96-00	Zvert

Otherwise, if you want to include all sorts of odd languages (even ones that are found on other planes), first, roll on this table, and then either A or B, as indicated:

Die Roll	What Language is That (Including Uncommon Languages)?
01-50	Common
51-75	See table A
76-00	See table B

Die Roll	All Languages Table A
01	Aboleth
02	Aerian
03	Angelic
04	Ape, Carnivorous
05	Archonic
06	Atomie
07	Azer
08	Babbler
09	Banderlog
10-11	Barghest
12	Bogwump
13	Breezy Speech
14-15	Brownie
16	Bugbear
17-18	Celestial Tongue
19	Centaur
20	Crabman
21	Cro-Magnon
22	Crystal Craver
23	Cithonoid
24	Cyclops
25	Daemonic
26	Darkling
27	Demodand
28	Demonic
29-30	Derro
31	Dire Corby
32	Dolphin
33	Dragon
34	Dragon Turtle
35-36	Drow
37	Dryad
38	Duergar
39-43	Dwarvish
44	Eagle, Giant
45	Earthen Speech
46	Eblis
47-51	Elvish
52	Elvish, Wild
53	Ettercap
54	Fiery Speech
55	Fish Man
56	Gallu
57	Gargoyle
58	Genie
59	Giant, Cliff
60	Giant, Cloud
61	Giant, Fomorian
62	Giant, Firbolg
63	Giant, Fire
64	Giant, Frost
65	Giant, Hill
66	Giant, Mist
67	Giant, Storm

Die Roll	All Languages Table A
68-73	Gnoll
74-80	Gnomish
81	Gnomish, Deep (Svirfneblin)
82-84	Goblin
85	Granite man
86	Grig
87	Grippli
88	Hag
89-93	Halfing
94	Harpy
95	Hippocampus
96-00	Hobgoblin

Die Roll	All Languages Table B
01	Giant, Stone
02	Infernal
03	Jinx-midge
04	Kech
05	Kenleon
06	Ki-rin
07-11	Kobold
12	Kraken
13	Kullen
14	Lamia
15	Lammasu
16	Leprechaun
17	Lexon
18	Lizard Man
19	Locathah
20	Lynx, Ghost
21	Manticore
22	Mantodean
23	Merman
24	Meta-elemental, Ice
25	Meta-elemental, Magma
26	Meta-elemental, Ooze
27	Meta-elemental, Smoke
28	Naga
29	Neanderthal
30	Nixie
31	Numblin
32	Nymph
33-34	Ogre
35	Ogre Mage
36	Ogre, Merrow
37	Ophidian
38-42	Orcish
43	Otyugh
44	Owl, Giant
45	Peryton
46-47	Pixie
48	Psi-ape
49	Quasi-elemental, Ash
50	Quasi-elemental, Dust
51	Quasi-elemental, Lightning
52	Quasi-elemental, Mineral
53	Quasi-elemental, Radiance
54	Quasi-elemental, Salt
55	Quasi-elemental, Steam
56	Quasi-elemental, Vacuum
57	Quickling
58	Ranian
59	Sahuagin
60-61	Salaman

Die Roll	All Languages Table B
62	Satyr
63	Selkie
64	Serpent Man
65	Shedu
66	Sidhe
67	Sphere of Many Eyes
68	Sphinx, Andro/gynosphinx
69	Sphinx, Criosphinx
70	Sphinx, Hieracosphinx
71	Sprite
72	Sylph
73	Tabaxi
74	Titan
75	Tree Man
76	Triton
77	Troglodyte
78	Troll
79-80	Undercommon
81	Unicorn
82	Vampire Ray
83	Vegepygmy
84	Vilstrak
85	Watery Tongue
86	Weevil-Man
87	Whale
88	Xorn
89	Zvert
90-93	Ancient or dead language
94-00	No known language

Die Roll	What Sort of Alcohol Is That?
01	Absinthe
02-19	Ale
20-29	Beer
30-31	Brandy
32-37	Cider
38	Grog
39	Kumis
40-45	Mead
46	Metaxa
47	Mezcal
48-49	Palm wine
50-53	Rum
54-55	Sake
56-60	Sangria
61-62	Tequila
63	Tonto
64	Vodka
65-67	Whisky
68-00	Wine

Die Roll	What Sort of Book is That?
01-02	Accountant's ledger
03-04	Alchemy
05-07	Astrology
08-09	Bestiary
10-11	Biography
12-14	Blank book
15-16	Book of puzzles and riddles
17-18	Children's story book (but the stories are based in fact)
19-21	Collection of humorous essays
22-23	Combat techniques
24-25	Cookbook
26-28	Culture and history of local humanoid tribes

Die Roll	What Sort of Book is That?
29-30	Demonology
31-32	Engineering treatise
33-35	Erotica
36-37	Esoteric lore
38-39	Folklore
40-42	Foreign language dictionary
43-45	Genealogy
46-48	Geography/atlas
49-51	History
52-54	Love letters
55-57	Military strategy and tactics
58-60	Music book
61-63	Personal diary of an adventurer from a hundred years ago
64-66	Philosophy
67-69	Poetry
70-72	Political discourse
73-75	Reference book of different animals and birds
76-78	Reference book of different gems and stones
79-81	Reference book of different herbs
82-84	Roll again, that sort of book, but in verse
85-87	Science, optics
88-90	Science, physics
91-92	Song book
93-96	Travelogue
97-98	Treatise on torture methods
99-00	Who's who of famous wizards

Die Roll	What Sort of Door is It?
01-02	Bifold door, opens left
03-04	Bifold door, opens right
05-06	Bypass doors
07-16	Double doors, open in
17-26	Double doors, open out
27-30	Dutch door, opens in
31-33	Dutch door, opens out
34-58	Hinged, opens in
59-83	Hinged, opens out
84-85	Louvered door
86	Overhead door
87	Rotates, clockwise
88	Rotates, counter-clockwise
89-90	Sliding, down
91-92	Sliding, left
93-94	Sliding, right
95-96	Sliding, up
97-98	Wicket door, opens in
99-00	Wicket door, opens out

Die Roll	What Sort of Merchant is He?
01-03	Ale seller
04-05	Armor-seller
06-08	Arms merchant
09-11	Cheesemonger
12-14	Cloth merchant
15-17	Cotton merchant
18-19	Dye merchant (indigo, etc.)
20-22	Fur trader
23-25	Gem merchant
26-28	Glass seller
29-32	Grocer
33-34	Horse trader
35-36	Ivory merchant
37-40	Linen merchant
41-44	Metals dealer (iron, lead, copper, tin, etc.)

Die Roll	What Sort of Merchant is He?
45-48	Oil merchant
49-52	Paper merchant
53-56	Perfumer
57-60	Rag seller
61-64	Salt merchant
65-68	Scrap metal dealer
69-72	Seller of tapestries
73-76	Silk trader
77-80	Slave trader
81-84	Spice merchant
85-88	Wax seller
89-92	Wine merchant
93-96	Wood trader
97-00	Wool trader

Die Roll	What Sort of Pet Does He Own?
01-02	Bat
03-04	Beetle
05-13	Bird
14-33	Cat
34-53	Dog
54-56	Ferret
57-60	Fish
61-62	Guinea Pig
63-64	Hamster
65-66	Hedgehog
67-68	Imaginary
69-71	Lizard
72-75	Mouse
76-80	Parrot
81-83	Pig
84-87	Rabbit
88-90	Rat
91-92	Scorpion
93-94	Snake
95-96	Spider
97-98	Stirge
99-00	Sugar glider

Die Roll	What Sort of Prostitute is That?
01-05	Classy escort
06-10	Desperate nympho
11-15	Dumb bimbo
16-20	Easy make
21-25	Exotic houri
26-30	Expensive courtesan
31-35	Homely trull
36-40	Innocent-looking doxy
41-45	Nice piece of tail
46-50	Poor tramp
51-55	Professional streetwalker
56-60	Saucy wench
61-65	Sexy broad
66-70	Slumming lady
71-75	Streetwise hooker
76-80	Striking tart
81-85	Studly gigolo
86-90	Tired whore
91-95	Tough moll
96-00	Wily pimp

Die Roll	What's in that Chest?
01-04	Art supplies (paint, brushes, palette, etc.)
05-08	Bedding
09-12	Board games (chess, 9 Man's Morris, etc.)
13-16	Cake pans and cookie sheets
17-20	Candles
21-24	Clothing
25-28	Gardening tools and flower pots
29-32	Gnawed-through food sacks (empty)
33-36	Iron kettle and frying pan
37-40	Kitchen utensils
41-44	Meat grinder and bowls
45-48	Mice
49-52	Personal memorabilia (pictures, mementos, souvenirs, etc.)
53-56	Pillows
57-60	Plates, bowls, cups
61-64	Pottery jars
65-68	Rags, sponges, and a bucket
69-72	Shoes
73-75	Spices in jars
76-78	Stuffed animals
79-81	Tea set (pewter)
82-85	Towels
86-89	Toys
90-93	Weapon maintenance supplies (oil, scouring pads, fine cloths, wire brushes, wire snips, hammer, etc.)
94-96	Wig collection
97-00	Woodworking tools

Die Roll	What's in that Coffin?
01-03	Blood (fresh)
04-06	Bones
07-09	Complete skeleton
10-12	Corpse of someone who died trying to claw his way out of the coffin (there are nail marks on the lid)
13-15	Dust
16-18	Empty
19-21	Empty set of clothing
22-24	Five-foot long pale worm
25-27	Grave dirt
28-30	Greasy black stain
31-33	Hundreds of squealing rats
34-36	Long-dead fish
37-39	Mannequin
40-42	Monster
43-45	Mummified remains (not undead)
46-49	Note that reads "Be right back"
50-53	Note that reads "Gone fishing"
54-57	Note that reads "Wish you were here"
58-61	Noxious stench
62-65	Rocks
66-69	Rotting corpse
70-74	Skeleton of an animal (jackal, wolf, dog, etc.)
75-79	Skull whose teeth chatter for ten seconds, then stop
80-84	Suit of armor
85-89	Thousands of squirming worms
90-93	Treasure
94-96	Two child skeletons
97-00	Weapons

Die Roll	What's in that Dungeon Corridor?
01	"Tripped" tripwire (only detectible by a thief)
02	½" puddle of water 20' wide/long
03	1 copper piece of unknown mintage

Die Roll	What's in that Dungeon Corridor?
04	12" length of rusty chain
05	3' wide puddle
06	4 burned out candle stubs
07	4" long tooth
08	6' diameter circle on the floor is painted bright yellow
09	6' pentacle drawn in chalk on the floor with a small gap in the outer circle: in blood is written "You missed a spot" with an arrow pointing to it.
10	Arrow chalked on floor (50%) or wall (50%)
11	Battered tin cup
12	Bent and broken military fork
13	Bent and rusty dagger
14	Bent iron spike
15	Bent spear head
16	Bones laid out on the floor spelling "DOOMED"
17	Broken axe handle
18	Broken crate with rotting straw
19	Broken magical wand (no powers)
20	Broken padlock and 6" of rusty chain
21	Broken pottery
22	Burned out torch stub
23	Chalk mark (red arrow, yellow square, etc.)
24	Chiming sound off in the distance, like a clock
25	Chittering in the distance (which stops when the party tries to listen intently)
26	Crushed and dented hip flask
27	Dagger with a broken blade
28	Dead pigeon
29	Dented brass lantern
30	Desiccated apple core
31	Discarded grave shroud
32	Dozen empty snail shells
33	Dragon scale (color will be determined by closest dragon lair)
34	Empty leather scroll case
35	Empty potion bottle
36	Evidence of a recent battle (broken arrows, rent shield, broken dagger, but no bodies)
37	Faint scent of roses
38	Floor has many cracks, like it's been bashed with a heavy object
39	Fresh pomegranate
40	Gibbering off in the distance, lasting 10 seconds
41	Graffiti reading "Beware the drums!"
42	Graffiti: "Ask the tree!"
43	Gust of warm air lasts 10 seconds, then stops
44	Half a coconut shell
45	Hammer with broken handle
46	Human (or humanoid) leg bone bearing teeth marks along its length
47	Human skull with horns, missing the jawbone
48	Humanoid leg-bones (one leg)
49	Iron spike with loop hammered into wall
50	Large red "X" painted crudely on the floor
51	Leather dog collar
52	Loud "ping" sound (like sonar on a submarine)
53	Marked on the wall in yellow chalk: "A.S. →"
54	Moist niter on wall
55	Niter on the walls
56	One (left) boot
57	One (right) boot
58	One PC (choose randomly) hears a woman whisper "be careful!" right next to his ear
59	One wall has a large damp spot

Die Roll	What's in that Dungeon Corridor?
60	Ordinary mushroom cluster
61	Page of text torn from a personal diary: the only entry on the page reads "Why did we even try to come this way?"
62	Paper wrapping for iron rations
63	Pile of rotting rags
64	Pipes overhead bang for 1d4 segments, then stop
65	Pipes run along ceiling for 15', then disappear into the stone: they are cool to the touch
66	Pipes run along ceiling for 20' or so, then disappear into stonework. They are warm to the touch.
67	Pipes run along ceiling for 20', then disappear into the stone: they are neither cool nor hot
68	Pipes run along the ceiling, dripping water at a joint before disappearing into the stone
69	Pressure plate on floor makes an audible "click" when stepped on (there is no other effect)
70	Red X on the floor (5' across)
71	Rent and ruined jerkin of chainmail
72	Rope noose lying on the floor
73	Rusted and twisted piece of iron gate
74	Scorch marks in 9' radius
75	Scorch marks on the walls and floor
76	Scream off in the distance (roll direction randomly)
77	Six empty wine bottles
78	Slight (barely detectible) vibration in the floor and walls in a 10' section
79	Small bucket of sand with a tiny shovel
80	Small crock of butter, still fresh
81	Small pile of stones
82	Small round hat with a white feather in the brim
83	Sound of a flute being played off in the distance
84	Sound of a hammer on metal in the distance.
85	Sound of shouting from far behind the PCs
86	Sound of voices in the distance
87	Sounds of wings flapping
88	Squeal as of a rusty wheel, off in the distance
89	Strong gust of wind (will put out candles)
90	Strong smell of urine
91	Sudden feeling of great humidity in the air
92	The scent of lilacs, which disappears after 1 round
93	The smell of roses
94	The sound of organ music off in a random direction, lasting for 10-60 seconds
95	Three black candle stubs arranged in a 2' triangle
96	Three burned-out torches
97	Torn large sack
98	Torn paper fan
99	Visible mist (dissipates in 1 round)
00	White-flowered dandelion growing through a crack in the floor

Die Roll	What's in that Trash Heap?
01-10	Animal bone
11-12	Apple core
13-14	Axe head with no handle
15	Banana peel
16-18	Bent fork
19-21	Bent spear tip
22-24	Broken boot lace
25-27	Broken bottle
28-30	Broken doll
31-34	Broken plate
35-37	Broken pottery shard
38-40	Burned cork

Die Roll	What's in that Trash Heap?
41-43	Chipped rock
44-46	Corn cob
47-49	Crab shell
50-52	Egg shells
53-55	Excrement
56-58	Fish bone
59-61	Flies
62-64	Fruit rind
65-67	Gnats
68-70	Grain husks
71-73	Knife with tip broken off
74-76	Maggots
77-79	Moldy bread
80-82	Moldy cheese
83-85	Odd button
86-88	One shoe, torn
89-91	Ripped sack
92-94	Sea shell
95-96	Soiled paper
97-98	Torn tunic
99-00	Wood shavings

Die Roll	What's in that Wardrobe?
01-05	Boots (pair)
06-10	Cloak, clean and new
11-15	Cloak, fine
16-20	Cloak, threadbare
21-25	Full-length mirror on one door
26-30	Hat
31-35	Linens, clean and nice
36-40	Linens, soiled and patched
41-45	Musical instrument
46-50	Robe, clean and new
51-55	Robe, fine
56-60	Robe, threadbare
61-65	Sandals (pair)
66-70	Shoes (pair)
71-75	Skeleton (inanimate)
76-80	Tunic, clean and new
81-85	Tunic, fine
86-90	Tunic, threadbare
91-95	Walking stick
96-00	Weapon

Die Roll	What's on that Evil Altar?
01-05	Altar cloth
06-10	Animal bones
11-15	Animal skull
16-20	Animal statue
21-25	Bell
26-30	Black candles
31-34	Blood
35-39	Bowl
40-44	Bowl of salt
45-48	Brazier
49-53	Ceremonial dagger
54-58	Ceremonial wand
59-62	Dried dung
63-67	Gong
68-71	Idol
72-76	Incense
77-80	Mask
81-85	Skull
86-90	Unholy symbol, gold

Die Roll	What's on that Evil Altar?
91-95	Unholy symbol, iron
96-00	Unholy symbol, silver

Die Roll	What's on that Good Altar?
01-04	Altar cloth
05-08	Athame
09-12	Bell
13-16	Brazier
17-20	Candelabra
21-24	Censor
25-28	Chalice
29-32	Ciborium
33-36	Dicerion
37-40	Greenery
41-44	Holy symbol, gold
45-48	Holy symbol, silver
49-52	Holy symbol, wood
53-56	Hymnal
57-60	Idol
61-64	Incense
65-68	Lamp
69-72	Mask
73-76	Monstrance
77-80	Offering bowl
81-84	Paten
85-88	Prayer book
89-92	Statuette
93-96	Tabernacle
97-00	White candles

Die Roll	What's on that Tapestry?
01-03	Afterlife scene
04-06	Animal(s)
07-09	Animals fighting
10-11	Astronomical skyscape
12-14	Battle
15-17	Castle
18-19	Castle under siege
20-21	Constructing a building
22-24	Deity looking down on worshippers
25-27	Falconry
28-30	Feasting
31-33	Geometric patterns
34-36	Group of people at play
37-39	Group of people at work
40-41	Heraldry
42-43	Historical scene (depicts single event)
44-46	Historical tableau (depicts several related events)
47-49	Hunting
50-52	Knight
53-55	Lovers
56-58	Magic spell being cast
59-60	Map
61-63	Memento mori
64-66	Menagerie
67-69	Monsters lurking
70-72	Musicians
73-75	Mythological scene
76-78	Natural panorama
79	Optical illusion
80-81	Other plane
82-84	Religious ceremony
85-87	Religious procession
89-90	Religious symbolism

Die Roll	What's on that Tapestry?
91-92	Royal court
93-94	Royalty
95-97	Tournament
98-00	Town seen from above

Die Roll	What's that Acrobat Doing Here?
01-06	Avoiding the city watch
07-12	Has just been thrown out of the local thieves' guild
13-18	Has just joined the local thieves' guild
19-25	Just hanging around (literally)
26-31	Observing
32-37	Performing
38-43	Practicing his knife-throwing and juggling
44-50	Practicing his tumbling
51-57	Roll on the "What's that Thief doing here?" table
58-64	Scoping out the local rooftops
65-71	Showing off his skills to a young woman
72-78	Trying to blend into the crowd
79-91	Waiting to meet with another acrobat
92-00	Waiting to meet with his adventuring party

Die Roll	What's that Barbarian Doing Here?
01-05	Constructing an animal trap
06-10	Contemplating attacking the mage
11-16	Engaging in a test of strength with someone else (arm-wrestling, etc.)
17-22	Getting drunk
23-28	Heaping scorn on some fop
29-34	Mistaking someone for a friend from his homeland
35-40	Observing an omen
41-46	Pondering the impenetrability of "civilized" ways
47-52	Praying to his gods
53-58	Reciting poetry
59-64	Roll on the "What's that Fighter doing here?" table
65-71	Sharpening his weapons
72-77	Shuddering after observing a particularly upsetting magical effect
78-83	Singing a rude song from his homeland featuring a "wench with a duck"
84-89	Squandering a treasure on wine, women, and song
90-93	Trying to calm down before he goes into a berserker rage
94-97	Waiting to meet with shady comrades
98-00	Worshipping his ancestors

Die Roll	What's that Bard doing here?
01-04	Brooding
05-08	Buying a new hat
09-12	Collecting stories and songs from the locals
13-16	Composing a new song
17-20	Dancing
21-24	Gambling (and losing)
25-28	Gambling (and winning)
29-32	Looking for a map to a nearby treasure
33-36	Looking for inspiration for a new song
37-40	Playing his instrument
41-44	Reading a treatise on dramatic gesturing
45-48	Reciting a poem about a nearby ruin
49-52	Recounting his most recent adventure... in verse
53-56	Repairing his instrument
57-60	Singing a bawdy tune featuring "A most comely lass"
61-64	Singing of the virtues of Courtly Love
65-68	Singing of the virtues of martial prowess
69-72	Singing of the virtues of religious devotion
73-76	Studying his lines for a recital

Die Roll	What's that Bard doing here?
77-80	Studying up on a bit of lore
81-83	Talking to a fan
84-87	Tuning his instrument
88-90	Using his charms on a comely lass
91-93	Watching someone else perform
94-96	Whatever he's doing, he's doing it with panache
97-98	Writing a play
99-00	Writing a poem

Die Roll	What's that Cavalier Doing Here?
01-05	Challenging those who pass by to a <i>pas d'armes</i>
06-11	Contemplating a favor from the lady that inspires him
12-16	Discussing a delicate political situation
17-21	Escorting a high-profile dignitary
22-26	Healing after a terrible battle
27-31	Hiring a poet to compose a ballad about him
32-36	Hunting
37-41	Instructing his page on proper etiquette
42-46	Instructing his squire on proper fighting techniques
47-51	Looking for hardy souls willing to go on a quest with him
52-56	Looking for a new squire or page
57-62	Meeting a foreign official on behalf of his lord
63-66	On a secret mission for his lord
67-70	Planning a strategy for an upcoming battle
71-74	Practicing for the upcoming tournament
75-78	Recounting an old war story
79-82	Scheming to advance his status in court
83-86	Searching for a kidnapped member of the court
87-90	Sharpening his weapons
91-95	Thinking of a way to become famous
96-00	Trying on new clothes

Die Roll	What's that Cleric Doing Here?
01-04	Aiding one of his flock in prayer
05-08	Attempting to convert someone
09-12	Bemoaning the lack of proper morals in today's youth
13-16	Collecting for charity
17-20	Conducting a funeral
21-24	Counting the collections
25-28	Crusading against the unbeliever
29-32	Discussing something in hushed tones with another person
33-36	Discussing theology with someone else
37-40	Healing someone
41-44	Hearing a confession
45-48	Hunting for a member of a rival cult
49-52	Making an offering to his deity
53-56	Meeting with one of his fellow priests
57-60	Praying
61-64	Preaching
65-68	Providing guidance to one of his flock
69-72	Reading a book on theology
73-76	Reading a scroll on how to turn demons or undead
77-80	Relaxing
81-84	Scolding one of the faithful for his sinful ways
85-88	Seeking the guidance of his deity
89-92	Telling a religious parable
94-96	Tracking down a heretic
97-00	Writing a monograph on theology

Die Roll	What's that Commoner Doing Here?
01-03	Avoiding someone to whom he owes money
04-06	Begging
07-09	Bemoaning his poor harvest
10-12	Borrowing something from a neighbor

Die Roll	What's that Commoner Doing Here?
13-15	Celebrating a wedding
16-18	Celebrating an unexpected turn of luck
19-20	Gambling (and losing)
21-23	Gambling (and winning)
24-26	Gathering firewood
27-30	Getting a tool repaired/sharpened
31-33	Getting scolded by his shrewish wife
34-36	Looking for a lost goat (lamb, cow, horse, etc.)
37-39	Looking for an inn
40-42	Mourning a loved one
43-45	On his way to a relative's house
46-48	On his way to court
49-51	On his way to the temple
52-54	Out shopping
55-58	Pining for a beautiful girl
59-61	Running from a monster/bandit/etc.
62-64	Searching for his lost brother
65-67	Selling his wares
68-70	Showing off his new clothes
71-75	Sobbing
76-80	Trying to catch his wife <i>in flagrante delicto</i>
81-85	Trying to get his son released from jail
86-90	Trying to predict the weather
91-95	Using a charm
96-00	Working

Die Roll	What's that Druid Doing Here?
01-05	Celebrating with a bracing cup of herbal tea
06-10	Collecting differences between the wilderness and the city
11-15	Discussing natural philosophy with someone
16-19	Figuring out the cause of a blight afflicting a local grove
20-24	Helping a faerie, pixie, dryad, etc.
25-29	Initiating a new member of the faith
30-33	Listening to Nature
34-38	Looking for the source of an evil feeling in the forest
39-42	Meditating
43-44	Negotiating with a local woodsman to set a fair limit on felling trees
45-49	On his way to meet someone in the Druid hierarchy
50-54	Plotting to expand the forest at the expense of civilization
55-58	Relaxing
59-63	Searching for oak leaves and mistletoe
64-68	Studying the weather
69-72	Talking with an animal
73-77	Talking with the trees
78-83	Tracking down someone who damaged his forest
84-88	Tracking down someone who hurt an animal
89-95	Trying to convert someone
96-00	Trying to heal a sick flower in a pot

Die Roll	What's that Fighter Doing Here?
01-04	Comparing battle scars
05-08	Counting his pay
09-12	Discussing battle strategy
13-16	Fighting
17-20	Gambling (and losing)
21-24	Gambling (and winning)
25-28	Getting angry
29-32	Getting drunk
33-36	Gripping and grumbling with his fellow grognards
37-40	Looking for loot
41-44	Looking for others interested in joining his squad/war band/mercenary company/etc.
45-48	Looking for work

Die Roll	What's that Fighter Doing Here?
49-52	Mending his armor
53-56	Mourning the loss of a comrade
57-60	Oiling his armor
61-64	On a mission for his employer
65-68	Planning logistics
69-72	Practicing his fighting skills
73-76	Sharpening his weapons
77-80	Telling a story about his latest battle
81-84	Testing his strength against someone else (arm wrestling, etc.)
85-88	Thinking of a way to become famous
89-92	Watering the lily
93-96	Whispering a rude joke about an officer to his companion
97-00	Whittling

Die Roll	What's that Illusionist Doing Here?
01-07	Instructing an apprentice
08-14	Looking for a magic artifact
15-21	Looking for spell components
22-28	Manipulating events for his own amusement
29-35	Meeting with a fellow spellcaster to compare notes
36-42	Practicing hypnosis
43-49	Researching a new spell
50-65	Roll on the "What's that mage doing here?" table
66-72	Searching for a spell
73-79	Showing off a new spell
80-86	Studying some ordinary object very intently
87-94	Tapping on things to see if they're real or not
96-00	What illusionist? I don't see anything...

Die Roll	What's that Jester Doing Here?
01-07	Amusing himself with a pair of hand puppets (they're actually subtly mocking two people nearby)
08-14	Creating a distraction for someone else
15-21	Gambling (and cheating)
22-28	Gambling (and losing)
29-35	Gambling (and winning)
36-42	Getting boozed
43-49	Looking innocent
50-65	Observing people
66-72	Practicing his juggling
73-79	Singing a bawdy tune
80-86	Whistling cheerfully
87-94	Working the crowd
96-00	Writing jokes

Die Roll	What's that Mage Doing Here?
01-07	Casting a horoscope
08-14	Checking the omens
15-21	Instructing an apprentice
22-28	Investigating a new magic item he found
29-35	Looking for potion-making ingredients
36-42	Looking for spell components
43-49	Meditating
50-65	Planning to recover a powerful magical artifact
66-72	Searching for a spell
73-79	Showing off a new spell
80-86	Taking notes with a long fluffy quill
87-94	Trying to identify a potion
96-00	Using a fancy device to study the intersection of planes

Die Roll	What's that Mountebank Doing Here?
01-07	Acting as a lookout
08-14	Gambling (and cheating)

Die Roll	What's that Mountebank Doing Here?
15-21	Gambling (and losing)
22-28	Gambling (and winning)
29-35	Looking for potion-making ingredients
36-42	Roll on the "What's that Thief doing here?" table
43-49	Selling a magic ring to be able to get medicine for his sick aunt
50-56	Selling a treasure map
57-63	Selling someone a title of nobility
64-70	Selling someone the deed to a building
71-77	Smuggling contraband
78-84	Spiking someone's drink
85-91	Using his charms on a young lady
92-00	Waiting to meet a smuggler

Die Roll	What's that Mystic Doing Here?
01-08	Asking for alms for the poor
09-16	Demonstrating the folly of error to the unbeliever
17-24	Experiencing a vision
25-32	Exuding a holy glow of contentment and peace
33-38	Following a bird
39-50	Indulging his natural curiosity
51-58	Living with the poor and downtrodden
59-66	Meditating
67-74	On a mission for a good spirit
75-82	Roll on the "What's that Cleric Doing Here?" table
83-90	Teaching to his disciples
91-00	Tracking down an evil spirit

Die Roll	What's that Paladin Doing Here?
01-07	Comparing battle scars
08-14	Composing a love poem to the Lady that inspires him
15-21	Giving a stirring inspirational speech
22-28	Instructing his squire on proper fighting techniques
29-35	Judging someone with his eyes
36-42	Mourning the loss of a retainer
43-49	On a quest to recover a holy relic
50-56	Praying
57-63	Roll on the "What's that cavalier doing here?" table
64-70	Roll on the "What's that cleric doing here?" table
71-77	Roll on the "What's that fighter doing here?" table
78-84	Scourging himself
85-91	Sharpening his weapons
92-00	Telling an old war story

Die Roll	What's that Ranger Doing Here?
01-10	Convening with another ranger
11-20	Cooking dinner
21-30	Guarding someone
31-40	Hunting
41-50	Looking at an otherwise-obscure detail
51-60	Observing those around him
61-70	Rendezvousing with someone
71-80	Roll on the "What's that fighter doing here?" table
91-90	Sharpening his weapons
91-00	Tracking a group of humanoids/giants/etc.

Die Roll	What's that Savant Doing Here?
01-08	Calculating the optimal division of treasure
09-16	Casting a horoscope
17-24	Instructing an apprentice
25-32	Investigating a missing scroll from a private library
33-38	Investigating a peculiar alignment of elements
39-50	Piecing together the location of an ancient ruin from various old sources

Die Roll	What's that Savant Doing Here?
51-58	Practicing writing in an ancient tongue
59-66	Reading a book
67-74	Roll on the "What's that Mage Doing Here?" table
75-82	Searching for a spell
83-90	Tracking down a subtle spirit from the outer planes
91-00	Trying to identify a potion

Die Roll	What's that Thief Doing Here?
01-05	Acting as a lookout
06-10	Avoiding the city watch
11-15	Carrying a secret message
16-19	Casing his next job
20-24	Celebrating a particularly spectacular score
25-29	Counting his ill-gotten gains
30-33	Crying with regret
34-38	Gambling (and losing)
39-42	Gambling (and winning)
43-44	Gambling away his take
45-49	Handing off stolen loot to a fellow thief
50-54	Hiding from a crime boss and/or his gang
55-58	Hiding from a victim
59-62	Meeting with a secret patron
63-67	On his way to meet a friend in jail
68-71	Relaxing after a caper
72-75	Smuggling contraband
76-79	Studying a map for an upcoming burglary
80-83	Tailing a victim
84-87	Waiting to meet a fence
88-91	Waiting to meet some comrades
92-96	Waiting to rendezvous with a fellow thief
97-00	Working up the courage to pull off his next heist

Die Roll	What's that Wall Made of?
01-08	Brick
09-17	Concrete
18-25	Daub and wattle
26-34	Glass
35-42	Iron
43-51	Living plants
52-59	Marble
60-68	Plaster (roll again to see what's behind the plaster)
69-77	Steel
78-87	Stone
88-90	Teeth and Bone
91-00	Wood

Die Roll	What's that Weird Rain Made of?
01-03	Bits of flesh
04-06	Blobs of jelly
07-10	Blood
11-13	Colored water
14-16	Dead birds
17-20	Feathers
21-23	Fish
24-26	Flowers
27-30	Frogs
31-34	Grain
35-38	Hermit crabs
39-42	Hot water
43-46	Insects
47-50	Kernels of grain
51-54	Men (Hallelujah!)
55-60	Mushrooms
61-65	Pebbles

Die Roll	What's that Weird Rain Made of?
66-70	Pennies
71-74	Perfectly spherical beads of glass
75-78	Red fungal spores
79-83	Seawater
84-90	Tears
91-95	Tiny bits of parchment, each with a single letter on it
96-00	Weak acid

Die Roll	Who's in the Common Room of the Inn?
01-03	Adventurer type (mage, cleric, fighter, etc.)
04-06	Boatman
07-10	Bounty hunter
11-13	Drover
14-16	Farmer
17-20	Gentleman
21-23	Huntsman
24-26	Lamplighter
27-30	Merchant
31-34	Merchant
35-38	Messenger
39-42	Minor official (tax collector, magistrate, etc.)
43-46	Musician
47-50	Off-duty guardsman
51-54	Overseer from local manor
55-60	Pilgrim
61-65	Prostitute
66-70	Sage
71-74	Serf
75-78	Sherriff
79-83	Soldier on leave
84-90	Tinker
91-95	Tradesman (smith, tailor, etc.)
96-00	Vagabond

Die Roll	Why Are Those Humanoids Raiding the Village?
01-05	A new generation of adolescents is looking to prove themselves and gain coup
06-11	At the behest of a powerful sorcerer, who is looking to distract from his own plans
12-16	Being pushed out of their traditional home by another monster or tribe of more powerful humanoids
17-21	Chief got bored

Die Roll	Why Are Those Humanoids Raiding the Village?
22-24	Chief wants a new (human/demi-human) wife
25-29	Civil war in the humanoid tribe; one faction is raiding to gain power and resources
30-34	Famine in the humanoid lair
35-39	It's the will of their bloodstained gods
40-45	Minor demon/devil has taken over the chief and commanded the raids to stir strife
46-50	New chief wants to prove his mettle
51-55	Revenge for villagers' raid on them
56-60	The stars and omens require it
61-66	They didn't, but someone is making it look as if they did
67-72	They heard there is a barely-guarded treasure in the village
73-78	They're after the villagers' new recipe for ale
79-84	To avenge the death of one of their scouting/foraging parties
85-92	To kidnap someone important and hold them for ransom
93-00	To wear down its defenses in order to conquer it

Die Roll	Why Does That Undead Creature Not Rest Easy?
01-05	Aborted baby
06-10	After death, body was taken out through the front door of the house
11-15	Bride or groom who died on their wedding night
16-20	Buried next to or with someone they couldn't stand in life
21-25	Buried without the customary coin in the mouth/on the eyes
26-30	Child who died before being baptized, etc.
31-35	Died a violent death
36-40	Died while under the effect of a curse
41-45	Died with unfinished business
46-50	Died without proper funerary rites/blessings
51-55	Drowning victim
56-60	Fiancé who died right before their wedding night
61-65	Had a premonition of their own death
66-70	Hanged (criminal 75%, innocent 25%)
71-75	Something stolen from their grave/tomb
76-80	Stillborn baby
81-85	Suicide
86-90	Too ornery to accept death
91-95	Woman who died in childbirth
96-00	Woman who died soon after her baby was born

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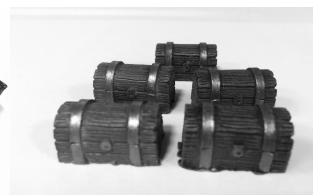
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