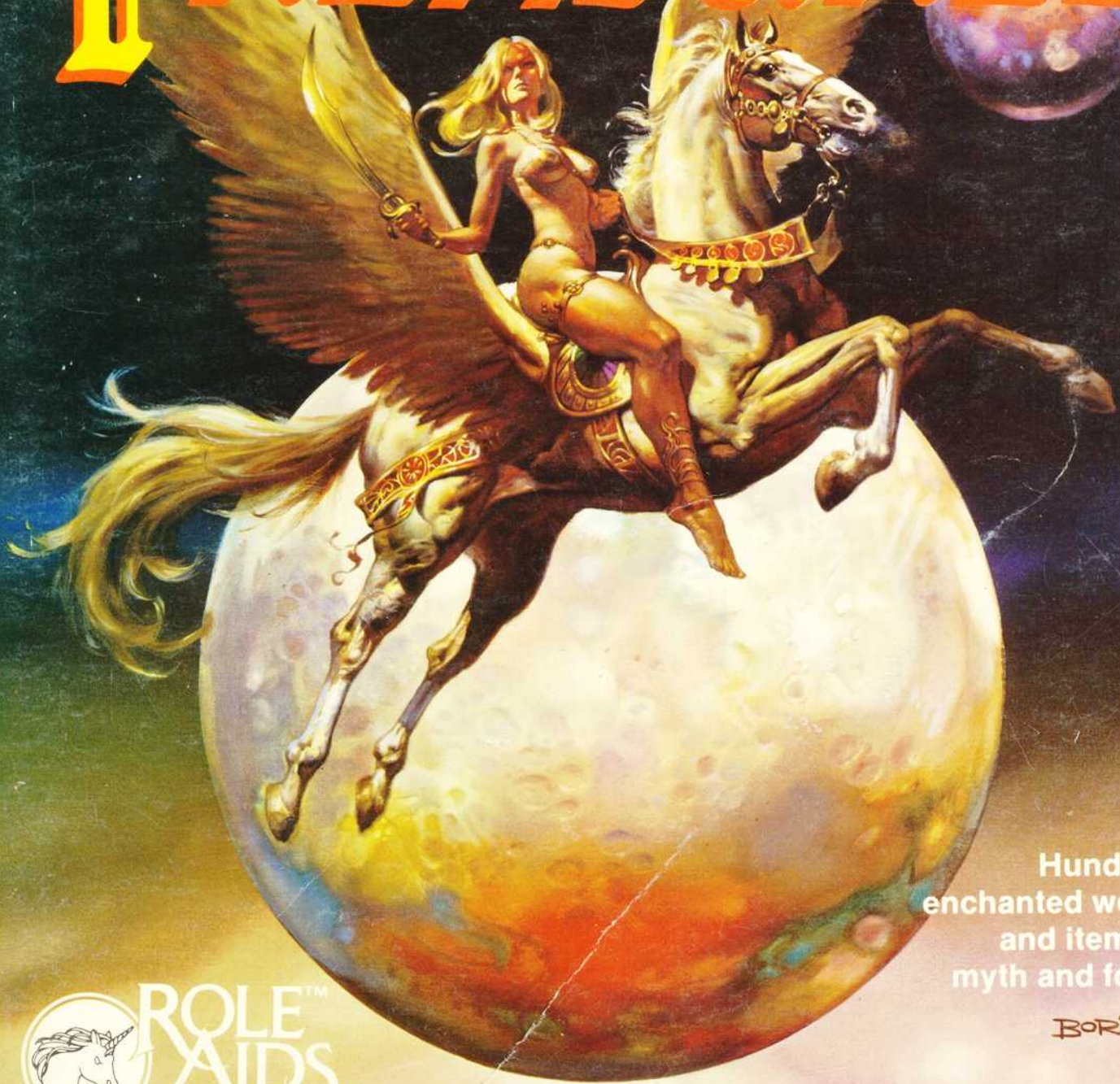


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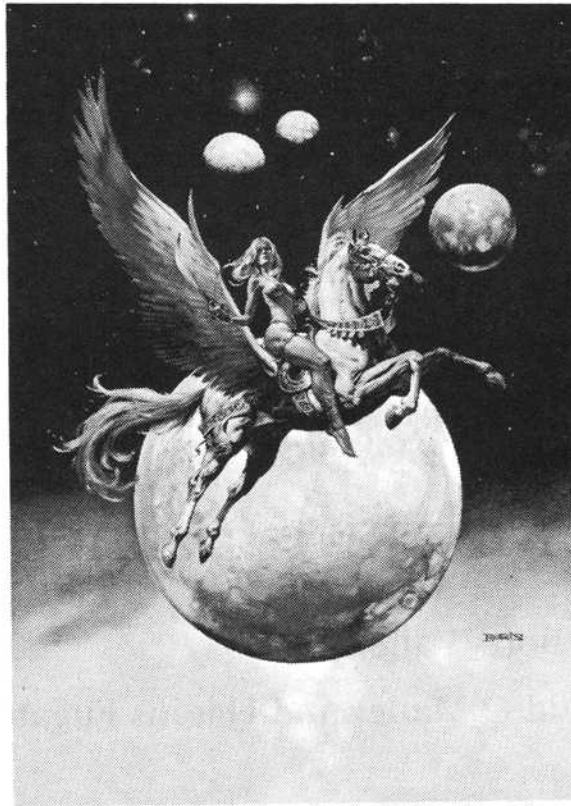
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BORIS

FANTASTIC TREASURES



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FANTASTIC TREASURES

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DEDICATION

This work is happily dedicated to the true Fantastic Treasures of my life, my friends and relatives. I value each of you more than I would all the gems of the earth and all of the treasures in this book.

Special thanks go to Harley Anton, who got me started in this bizarre but fun hobby so long ago.

Special thanks to the librarians at Emmet O'Neal Library in Mountain Brook, for their substantial help.

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INTRODUCTION

There were giants in the earth in those days... —Genesis 6:4

...at a place called Shu, where the gold lies in the rock like suet in mutton. —Rudyard Kipling

A sharp spear needs no polish. —Kukuana folk saying

Religion, fiction, and folklore are the categories into which most people would place the statements given above. I contend that they all could also fall into the category of mythology.

History can become an interwoven thread of this complex tapestry as well. For example, King Arthur undoubtedly had some historical basis.

Folklore embellished his deeds and incorporated existing tales. Merlin seems to have come from Irish and Welsh stories.

Religion modified the stories to wean out the Brythonic religions and to enhance Christian morals. The first mention of the Holy Grail or of the romance of Guinevere and Lancelot seems to have come about three hundred years after the tales were first collected.

Finally, Arthur became a figure of mythology, with magical weapons and a promise to return again when his country has need of him—a motif found all over the world.

The point is that the areas of history, mythology, folklore, and religion overlap and are inextricably entwined. One man's religion is another man's mythology, and every story that is now found in the library under "Mythology" was once (or still is) accepted as literal truth by a large number of people.

Therefore, these volumes will not attempt to accept some myths as true and to deny others; all treasures, items, characters, beings, and monsters in this book will be considered mythological in the broadest possible sense of the word.

The reader must make the ultimate decision as to which entries will be considered factual and which fanciful, at least in the individual game universe that he or she controls—and that is exactly how it should be.

In an article on the search for El Dorado, the writer said that though the city never existed, so many people searched and suffered for it and so many people believed in it, that it became real.

Good luck in your search.

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HOW TO USE THIS BOOK

Fantastic Treasures is organized alphabetically, like an encyclopedia. It deals mainly with magical items and treasures found in actual mythology and folklore, expressed in game terms that are adaptable to any type of fantasy, medieval, or ancient role playing or miniatures game.

In some instances a treasure or item is so closely associated with a monster or other being that the beast's statistics must be included. These are given at the end of the entry.

ENTRIES are listed under the first letter of the first key word, although many configurations of the name may be possible (Aladdin's Flying Carpet, Carpet of Aladdin, Flying Carpet of Aladdin).

In general, references are found under the name of the person, deity, or being associated with the item.

Secondarily, they may be listed under the name of the item itself if it is well-known.

CONVENTIONS include the 'D' abbreviations for 'die' or 'dice': 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (read as 100); 3D6 means roll three 6-sided dice and add the results to get a sum.

VALUE assumes with a medieval level of civilization that the value of one gold piece is about \$20 in 1984 U.S. dollars. An income of 20 gold pieces would be a very good day for a merchant, but 5-10 gold pieces are more likely for a day's effort.

ARMOR CLASS works on a scale where lower (or more negative) is better. No armor is AC 10. A shield adds one step to make it armor class (AC) 9; chain mail would be AC 5; plate mail and shield would be AC 2.

THACO is a handy statistic meaning "To Hit Armor Class 0." When you know someone's THACO and you'll have the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Achilles' THACO is 14, and the target is wearing chain mail with no shield (AC 5), Achilles needs to roll a 9 on a D20 ($14 - 5 = 9$), or a 45 or less on D% ($9 \times 5\% = 45\%$).

CHARACTERISTICS (or Attributes or Ability Scores) are considered to be derived from 3D6, with 3 being the lowest score possible and with 18 being the normal maximum score. Rough conversions are made for use in game systems where percentage scores are used as a base (100 the normal human maximum).

GENDER—Please read "he or she" and "his or her" respectively for "he" and "his" throughout this work, except where there is an obviously masculine antecedent. For the sake of brevity (and my syntactical sanity) the shorter masculine form is used.

Some of the items described herein are extremely powerful, and each GM must decide whether or not to allow them, or whether to keep their powers as printed or to alter, or weaken, them.

The assumption is that the majority of player characters are between approximately third to seventh skill level, although many items are considerably higher or lower in power than that range.

Some items are non-combative, but the more realistic campaigns will recognize that something that can feed an army is probably worth more than something that can slay that army.

A special note concerning magical items that belong to a deity or to a famous character—he isn't going to be very happy when he finds out his personal magical "thingamabob" is missing, and he might come looking for the character who took it....The GM should decide upon possible consequences before he allows such an item to be discovered.

ABBREVIATIONS

AC:	Armor Class
HTK:	Hits To Kill
M:	Movement in feet/yards per melee round
Align:	Alignment
Att:	Attacks per melee round
Dm:	Damage per attack
THACO:	To Hit Armor Class 0
Special:	Special Abilities
Int:	Intellect
IT:	Intellect
IN:	Insight
ST:	Strength
D:	Dexterity
SM:	Stamina
A:	Appeal
gp	gold pieces
sp	Silver pieces
q.v.	Also listed in <i>Fantastic Treasures</i>

Aaron's Rod
 Aarvak's Shoe
 Abracadabra Amulet
 Achilles' Shield
 Achilles' Spear
 Aconite
 Adam Bell's Bow
 Aegir's Charm
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 Ailric's Longbow
 Aine's Magical Peas
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 Allison Gross's Wand
 Alraun's Good Luck Charm
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Arrow of Whistling
Arrow without Bow
 Asklepios' Staff
 Atlanta's Sandals
 Autolykus' Boots of Silence
 Avalon
 Avenger's Sword
 Awl Boy's Corn
 Ax of Paul Bunyan
 Ayar Magic Items
Ayar-Cachi's Ring of Superhuman Strength
Ayar-mancho's Rod of Fortress Construction



Aaron's Rod

- +3 staff
- Bears fruit once daily (enough food for 10 people for 1 day)
- Becomes a large snake once daily.

Aaron's Rod is from the Biblical tradition. The rod can become a large snake, which cannot be defeated by normal serpents or by sorcery. It can also blossom and bear fruit, specifically almonds, enough to feed 10 people for a day. Each of these two functions can be performed once per day. The rod can also be used as a +3 staff, causing 1D6 + 3 points of damage, plus any strength bonuses.

However, if the rod is used for evil or selfish ends, there is a 10% chance that Jehovah will take action against the wielder which cumulatively increases every time used. (Feeding a group frequently from the rod should not be considered selfish in this context.)

Snake

AC: 5, HTK: 3D8, M: 6"
 Align: Lawful/Evil, Int.: Average
 Att: 1, Dm: 1D10, THACO: 16
 Special: Cannot be harmed by other snakes.
 Magic Resistance: 100%

Appearance: The solid sapphire rod is inscribed with unfathomable holy symbols.

Value: The sapphire value alone is worth 50,000 gold pieces; its additional properties make it worth at least 100,000 gold pieces.

Aarvak's Shoe

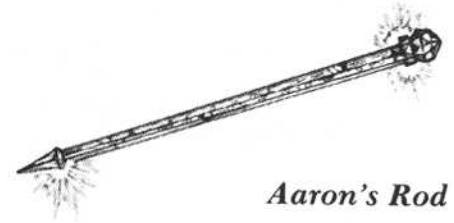
Glows dimly after one melee round of polishing. After 10 turns of polishing, it dispels magical darkness.
 Duration: 30 minutes.

Aarvak's Shoe looks like a normal horse-shoe, but when rubbed vigorously with a soft cloth it will begin to shine with a continual light. Aarvak, in Norse mythology, is one of the horses of the sun.

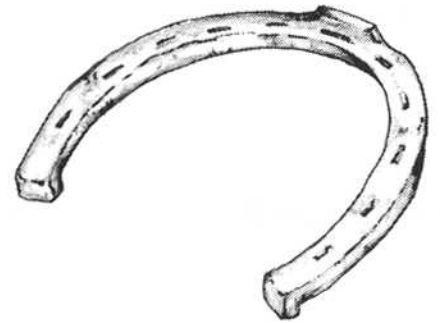
If a mortal finds one of the shoes Aarvak occasionally throws, it can be polished to shine to any intensity, ranging from a dim glow to the brightness of the sun itself. It takes one minute to rub the shoe to get a light, and then the light will shine for 30 minutes. The brightest intensity will illuminate any darkness (including magical) in a 300-foot radius.

Appearance: This dull steel horseshoe has traces of rust or tarnish on it.

Value: 5,000 gold pieces.



Aaron's Rod

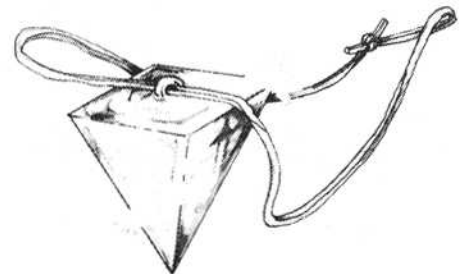


Aarvak's Shoe

Abracadabra Amulet

One use alters any die roll by 5% (wearer's benefit). Maximum uses: 100.

Abracadabra Amulet can confer good luck upon the wearer. Anyone possessing such an amulet may alter his luck by saying the word "abracadabra." Any die roll may be altered by 5% (or by one on a D20) each time the word is spoken, and multiple utterances are permitted for a cumulative effect on one roll.



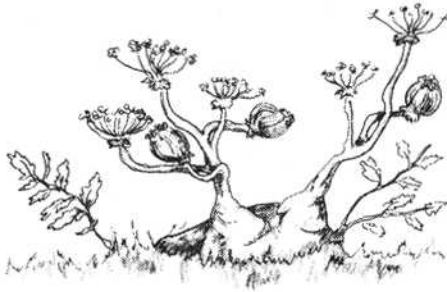
Abracadabra Amulet



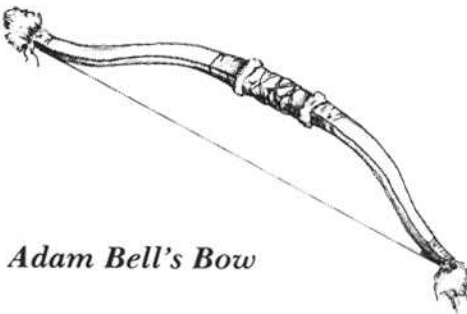
Achilles' Shield



Achilles' Spear



Aconite



Adam Bell's Bow



Aegir's Charm

Each amulet is good for 100 uses, although most found have been partially used up and there is no way to determine the extent to which it has been used. When the amulet is exhausted, the wearer will know that no change to his luck has been made. The amulet cannot be recharged.

Appearance: The amulet is shaped like an inverted pyramid, bearing a gradually vanishing inscription. It is best when made of gold, but can also be made of lesser metals.

Value: 40,000 gold pieces if unused, but this is impossible to determine.

Achilles' Shield

- +3 shield
- Once daily, shield can shine light in a 60° arc in front—save vs. magic or be blinded for 5 melee rounds.

Achilles' Shield was forged by Hephaestus and the Cyclops and is truly an object of wonder and awe, even among the gods. Once per day the bearer of this +3 shield can command it to shine. One round later, all beings within a 60 degree arc from the front of the shield (stretching to the horizon unless blocked by terrain) must save vs. magic spells or be blinded for five minutes.

Appearance: This shield seems to be made of gold, but it is very light and more durable than steel.

Value: 200,000 gold pieces.

Achilles' Spear

- +2 spear
- Wounds from this spear can only be healed by gods or an ointment containing rust from the spear.

Achilles' Spear is a +2 spear which can create wounds which cannot be healed by normal medical or magical means. However, an ointment made with a bit of rust from the spear will heal any wound the spear itself has made. This will not, however, heal wounds made by any other weapon.

Gods of healing, especially Apollo, can heal wounds made by the spear; other deities may have difficulties. Telephus, king of Mysia, was the first to discover and to use successfully the secret of the spear.

Appearance: The spear looks more "normal" than most magical weapons, because there are obvious traces of rust on it. But the rust is special; it won't weaken or eat into the weapon. New rust appears one day after the old rust is removed.

The spear may be a bit larger than usual, since a few accounts translate the word for the weapon as *lance*. It is most definitely not, however, the long horseman's lance described in most role-playing games.

Value: 20,000 gold pieces.

Aconite

- Can be made into a powerful poison (save vs. poison or die instantly).
- Diluted 10,000 parts water to 1 part aconite, it acts as a pain reliever.

Aconite is any of a group of plants which are the source of a powerful poison; monkshood is one species. The deadly Nepal aconite can be used on arrowheads to stop a tiger, a human, or even a whale. But like many poisons, aconite can be used in dilute doses as a pain-reliever.

Dosage: One dose is equal to about one tablespoonful of syrupy liquid, which is enough to coat one weapon. The poison stays on the weapon until a successful strike is made, until it is wiped off deliberately, or until it evaporates (24 hours).

Appearance: A nature-oriented character will have no trouble identifying this plant, if the GM decides there are some in the area. In other cases, a nature-wise non-player character will have to identify and prepare the plant, charging 10 to 20 percent over the cost indicated.

Value: If the plant grows nearby, 20 gold pieces per dose. If the plant is not readily available, the cost is at least 10 times that amount, and may be higher at the GM's option.

Adam Bell's Bow

- +3 longbow

Adam Bell's Bow is mentioned in an English ballad. Bell and his friends Clim of the Clough and William of Clouesly are all famous outlaws and excellent archers. Bell's weapon is a +3 longbow. With this bow, Bell is supposed to have been able to split a hazelrod at 160 feet.

Value: 7,000 gold pieces.

Aegir's Charm

- Still any storm within a 10-kilometer radius.

Aegir's Charm is a small cauldron which, when the proper words are said over it (see below), will still any storm within a 10-kilometer radius as long as the cauldron is at sea or its bearer is within sight of the sea. Aegir, a *jotunn* of Norse mythology, is associated with calm seas, and is not to be blamed for the storms wrought by his wife, Ran.

To operate, it must be filled with water from Aegir's palace under the ocean. Walls of gold that shine like fire illuminate the palace, which accounts for the value placed on this water by people (especially sea captains) lucky enough to own one of these

charms. The words "Naga rithbar Samu," which must be spoken to activate the magic of the cauldron, appear on the cauldron's bottom.

Appearance: The cauldron is quart-sized, and silver chased with gold. Designs on the cauldron picture Aegir and his palace.

Value: 8,000 gold pieces. (Value of Aegir's water: 100 gold pieces per quart.)

Aegis

- +10 armor (protects entire body).
- Shaking the Aegis causes all enemies to flee (-5 save vs. fear). May be shaken twice daily.
- Those looking on the Aegis with Medusa's head on it turn to stone (save vs. magic).

Aegis is a magical item belonging to Athena (and sometimes Zeus), and today is commonly misrepresented as being a shield or breastplate. Herodotus describes Athena's aegis as a goat skin, which some writers have attributed to the great she-goat, Amalthea, which nursed Zeus.

It functions as +10 armor, protecting with a +10 bonus the entire wearer's body from any sort of attack, including psionic.

Twice per day the aegis can be shaken. This will cause all known or unknown enemies within 20 kilometers on any plane of existence, whether they are looking at the aegis or not, to flee until they are too exhausted to continue. If any enemy makes a successful saving throw vs. fear at -5 to the success chance, he does not have to flee.

Note: At some point Athena added the head of Medusa to her aegis. The GM must decide if this has happened yet. If it has, anyone looking at the aegis must also make a saving throw vs. turning to stone, at normal chances.

Appearance: Although descriptions vary, it has been said to look like a large goat's fleece. *The Iliad* describes it as having golden tassels, but other accounts picture the cloak as fringed with serpents. Athena wears it draped over her left arm.

Value: 1,000,000 gold pieces with Medusa's head; 500,000 gold pieces without the head.

Aeolus' Bag of the Winds

- When opened slightly, the wind will blow in the desired direction for one week.
- If opened completely, see the chart below for the effects.

Aeolus' Bag of the Winds can be either a boon or a hindrance to mariners. Early Greek mythology says that Aeolus was king of the floating island of Aeolia and was guardian of all the winds of the world.

When Odysseus landed there, Aeolus gave him a bag with all of the winds tied up in it—except the one favorable to his course. Near the end of Odysseus' journey, his sailors' curiosities provoked them to open the bag. All the winds rushed out and the ship was blown back to Aeolia, where Aeolus refused to capture the winds again because of the men's stupidity.

It is said that if Aeolia can be found, and if Aeolus is flattered and given great gifts, he sometimes gives a Bag of the Winds to lucky travelers.

There are 16 winds inside, each corresponding to a point on the compass. To use this item, the name of the desired wind (i.e., the direction from which the wind should blow, such as East Northeast) is spoken nine times near the top of the bag and then the bag's bindings are loosened.

The wind will continue to prevail from the desired direction for one week, or until another wind is let from the bag. Note that each wind can only be used once, and that under normal conditions (not using a bag), there is a 30% chance that random winds may also help or hinder.

If the Bag is opened too wide, all of the winds will escape with calamitous effects. The Bag is treated as a normal bag, with no pluses for the saving throws, and the same disaster can occur if the bag is cut or punctured. When the winds are released, use the chart below to determine the effect (roll 1D20):

- 1-10 Winds blow people and belongings 1D100 miles in any random direction. All victims must save vs. dexterity or receive 3D10 HTK of damage when they land.
- 11-15 Winds create a 30' x 30' x 60' tornado that gives anything within its path 3D8 HTK of damage. The tornado will move in any one random direction for 1D100 turns, then will peter out.
- 16-19 There is a huge explosion (actually implosion) that causes anyone within 60 ft. of the bag to receive 6D10 HTK (save for half damage).
- 20 The bag will suck in anyone within 120 feet. A save vs. magic negates the effect, but a save must be made each round the bag is opened.

Note: The winds affect the holder of the bag.

Appearance: This appears to be a large leather sack or bag, tied tightly with rope at the opening. There is constant movement inside the bag, so it looks like there are live animals struggling to get out.

Value: 16,000 gold pieces; the price drops 1,000 gold pieces per wind that has already been used.

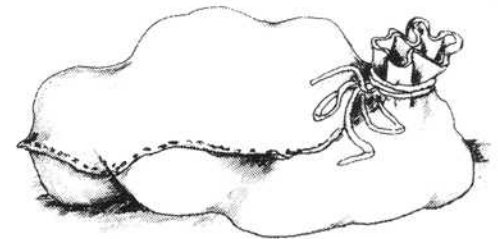
Agaric

- Ignites fires in 1 melee round.

Agaric is a poisonous mushroom, but one



Aegis



Aeolus' Bag of the Winds



Agaric



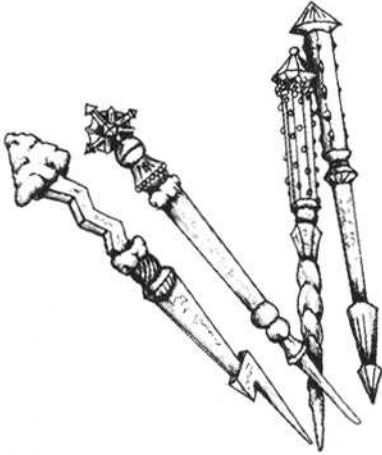
Agni's Javelin of Flame

variety which grows on birch trees is prized. Called touchwood, this fungus ignites with very little effort and flares so brightly that it seems to be magic.

Using agaric, a fire can be started in less than one minute (10 minutes or more is common with flint and steel), and it will even ignite wet wood (although less readily).

Appearance: Purchasers buy it in bags of white and tan shavings. Only a nature-oriented character can locate and identify it in the wild.

Value: 10 gold pieces per gram where available. One gram is enough to kindle 10 fires. The substance is highly prized by temples and other organizations with many ceremonial functions, so the price can get quite high in areas where it is not native.



Ahayuta achis' Staves

Agni's Javelin of Flame

- +1 javelin
- Bursts into flame when thrown, causing 3D10 HTK fire damage the 1st round, 2D10 HTK the 2nd round, and 1D10 the 3rd round.

Agni's Javelin of Flame is from Hinduism. Agni is the god of fire, lightning, and the sun. As the altar fire he is the mediator between gods and men.

His Javelin of Flame functions as a +1 javelin, but upon release from the caster it bursts into flame. If the javelin hits its target, that object or person must save vs. magical fire (or vs. spells, whichever is appropriate) or he/she/it will burst into flame, suffering 3D10 HTK damage that round, 2D10 HTK the second round, and 1D10 HTK the third round. The fire may be smothered or otherwise extinguished normally before then.

Appearance: The javelin is normal length, but it glows in various hues of heated metal: red, orange, etc. It is hot to the touch. However, as long as the bearer holds the javelin in the grip area, he feels no discomfort from the heat.

Value: 25,000 gold pieces.

Each staff controls only one of the four elemental forces—snow, hail, frost, or lightning. One staff will affect 1 hectacre (10,000 square meters) of area per skill level of the user, can be used only once per day, and changes the weather in the affected area for 10 minutes per skill level of the user. The affected area can be any configuration, but the entire area must be within the user's line of sight.

A 6D10 lightning bolt can be called once every three melee rounds (so a first skill level user would get three strikes in his 10-minute duration storm). An animate or well-insulated target gets a saving throw. The staves are +2 for saving throws vs. damage.

Appearance: Each staff is very hard wood, with carvings and decorations indicating its particular area of control.

Value: 50,000 gold pieces each.

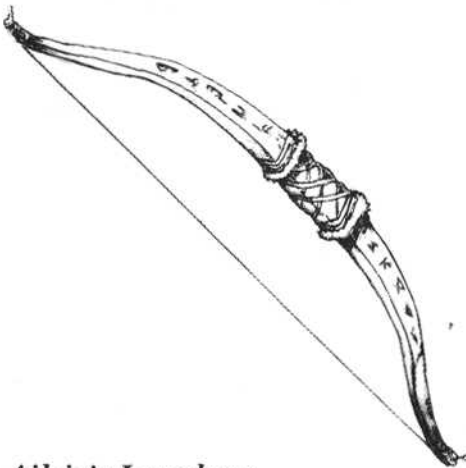
Ailric's Longbow

- +5 longbow
- Can cast one 1st level Druid spell daily as a Skill 14 Druid.

Ailric is the outlaw woodsman who taught archery to a young Robin Hood, who regarded Ailric as a foster father. Ailric was killed in a Norman ambush at one of the Giants' Dance monolithic circles, possibly Stonehenge. His +5 longbow is enchanted with spells from ancient forest deities, notably Herne. It may cast one 1st level Druid spell once per day as a 14th skill level Druid.

Appearance: The bow is yew, inlaid with ancient druidic runes of power, including forest and nature signs.

Value: 30,000 gold pieces.



Ailric's Longbow

Aine's Magical Peas

- If planted at night, will grow to maturity by noon, bearing enough food for weeks.

Aine is a woman in Irish mythology, related to both Manannan and the druids. She gives magical peas to those who befriend her or otherwise take her fancy.

A small pouch of these peas will always contain enough peas to plant whatever area is necessary (GM's judgment), even if the ground is poor. This must be done in one night's time, because the pouch will be empty in the morning. By noon the peas will have grown to maturity, ready for a bountiful harvest.

Because Aine was ravished by a king, she was given powerful death magic and will not hesitate to use it against those who would harm her or take her possessions by force. Reportedly, Aine can change her shape. She is attractive and frequently wears clothes befitting a tiller of the soil.

Ahayuta achis' Staves

- Staves of weather control: Snow, Hail, Frost, Lightning
- Affects 1 hectare (per user level) once daily for 10 minutes (per user level).
- 6D10 lightning bolt may be cast every 3rd melee round.

Ahayuta achi are the twin war gods of Zuni mythology, although similar counterparts are noted throughout the pueblo peoples. Among the Twins' many adventures is one in which they stole the four magic staves of weather control from the Direction Chiefs while the chiefs were sleeping.



Aine's Magical Peas

Aine, Skill 14 Druid

AC: 2, HTK: 150, M: 18"

Align.: Neutral, Int.: High

Att: 1, Dm: As per spell

Special: Death spell, 30-foot radius, affects enemies only, save vs. death magic at -4 (-20%) or die. The Death spell is automatic: it cannot be interrupted by melee

Magic Resistance: 100%

Appearance: The peas appear perfectly normal, though perhaps are a richer shade of emerald green than usual.

Value: The peas are worth several weeks of labor to a farmer, and the price should be based on local rates. To an area suffering famine, however, the peas are priceless.

Airi's Hidden Treasure Map

The map shows the way to a treasure worth 6D10 x 1,000 gold pieces.

Airi is a horrible spirit of Indian folklore, the ghost of a man killed while hunting. Meeting the Airi and his pack of spectral hounds frequently means death, for his saliva wounds anyone upon whom it falls. Anyone seeing the Airi must also save vs. death magic or die; however, anyone that survives this fright is shown the way (or given a map) to hidden treasure worth 6D10 x 1,000 gold pieces.

Appearance: It is a spectral figure of a dark man with a bow and spear. As the body decomposes, the ghostly form reflects that state, so an old one may be nothing more than a skeleton.

Airi

AC: 2, HTK: 4D8, MOVE: 12"

Align.: Lawful Evil, Int.: Low

Att: 1 + gaze, Dm: 1D10 (saliva)

THACO: 15

Special: Death gaze; +1 or better weapon to hit

Magic Resistance: 80%

Aitvaras

- Spirit brings 1D10 gold pieces worth of stolen goods each night
- Can only be harmed at night in the light of a blessed candle.

Aitvaras is a Lithuanian spirit or demon. He brings to his master stolen goods, particularly household items such as food and milk. He will steal 1D10 g.p. worth of items a night, with a 10% chance of stealing a 1D100 g.p. item. Once in a house, it is difficult to drive him away. However, if Aitvaras is caught at night, he can be killed by the light of a blessed candle.

Aitvaras

AC: 7, HTK: 2D8, M: 5"/15"

Align: Neutral Evil, Int: Low

Att: 1, Dm: 1, THACO: 16

Special: Can only be harmed at night in the light of a sacred candle.

Magic Resistance: 0

Appearance: He looks like a normal rooster on the ground, but has a flaming tail while swiftly flying.

Value: Cannot be sold because each one is associated with a particular dwelling; however, Satan will grant one for the price of one's soul.

Akonda

Charm that increases strength by 3 points for 8 hours once a week.

Akonda is a charm from Dahomey folklore. When worn it increases the strength of the wearer by three points (or about 17%) for a period of eight hours. It can be used only once per week.

Appearance: It is a circlet of woven raffia palm, to which are attached hairs from the neck of a ram (a good fighter). As the akonda is fastened around the upper left arm the strength and fortitude of the ram are invoked with ritual sayings.

Value: 5,000 gold pieces. If cut or damaged, it loses all power.

Akpóu

- +5 charm vs. undead when containing 1 qt. of strong drink.
- +10 charm vs. undead when containing 1 qt. of brandy or rare vintage wine.
- Duration of charms: 1 hour/qt.
- Always protects against ghosts.

Akpóu is a Dahomey gbo or charm used to ward off spirits. The magic is activated when strong drink is poured into it: wine or ale makes it a +5 charm vs. undead (or spirit-type creatures); brandy or similar liquor strengthens it to a +10 charm. This applies to any saving throws or defensive rolls, but does not help in any offensive action except turning undead. One quart of liquid activates the akpotu for one hour.

Note that it protects only the wearer, not any nearby companions. Also note that this charm is particularly effective against ghosts, and the bearer will always be protected (i.e., always make saving throws) against them.

Appearance: A thin iron rod is the axis of an inverted cone, marked with black and white stripes. The cup thus formed holds the activating drink, and this must be presented toward the spirit to be effective.

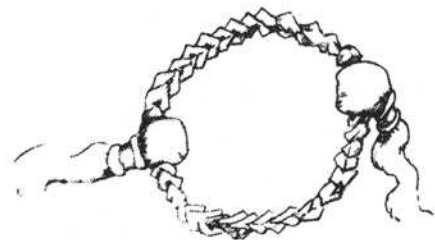
Value: 10,000 gold pieces.



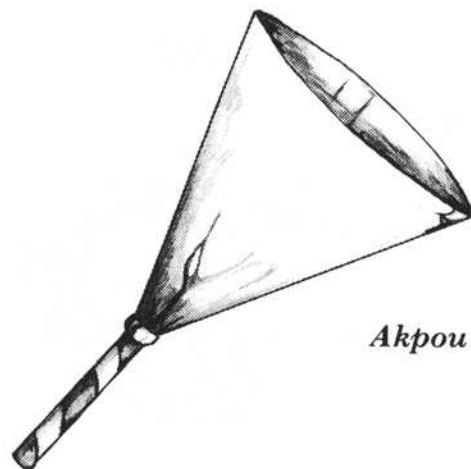
Airi



Aitvaras



Akonda



Akpou



Al's Scissors of Blinding

Al's Scissors of Blinding

- +1 scissors (1D4+1 HTK)
- 30% chance to hit eyes—subtract 2% per opponent's skill level.

Al is an Armenian demon which carries a pair of +1 scissors of blinding. These cruel weapons inflict damage like a dagger (1D4+1). But any time a hit is indicated, there is a 30% chance that the scissors will magically hit the target's eyes, no matter how well protected they are. Subtract 2% for every skill level of opponents.

Al

AC: 0, *HTK:* 5D8, *M:* 12"

Align: Chaotic Evil, *Int:* Low

Att: 3 (scissors, claw, bite), *Dm:* 1D4+1/-

1D4/1D8, *THACO:* 15 (14 w/scissors)

Special: Scissors may blind

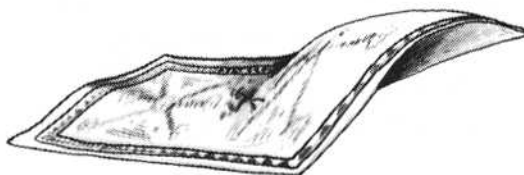
Magic Resistance: 40%

Appearance: The scissors are cold, black iron. The *al* has hair of snakes, eyes of fire, brass fingernails, and iron teeth. These shaggy beings are otherwise humanoid and can be either male or female. They live in watery or damp places, or sometimes in stables under the straw near wet corners.

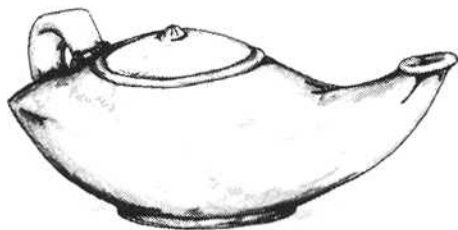
Value: 10,000 gold pieces for the scissors.



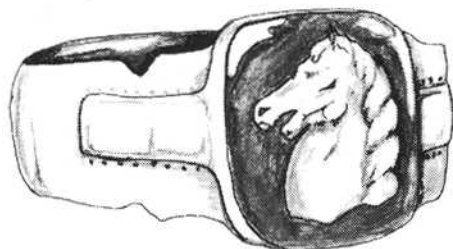
Aladdin's Jewel Trees



Aladdin's Flying Carpet



Aladdin's Lamp



Aladdin's Ring

Aladdin's Treasures

Flying Carpet

Will carry up to 4 people, at any altitude, up to 30" per minute.

Jewel Trees

Bear 1D10 jewels each month worth 10 g.p. to 5,000 g.p.

Lamp

An obedient Djinni will appear within 1 minute of rubbing vigorously.

Ring

An obedient Djinni will appear within one minute of rubbing vigorously.

Aladdin is the Chinese hero of one of the Arabian Nights stories, and his story is known worldwide. There are so many treasures and wonders associated with Aladdin that each will be given its own section.

Aladdin's Flying Carpet can carry up to four people (or the equivalent weight) at any altitude at a speed of up to 30 scale inches per minute. Passengers and cargo are held in place by the magic of the carpet and need not fear falling off. The carpet is a +3 item for saving throws, but once damaged, will not function and cannot be repaired.

The carpet will obey the commands of anyone who knows its command word, so the owners usually whisper it to the carpet. It can respond anywhere within voice range. Each Carpet has its own command word.

Appearance: The carpet is an elegant, beautiful Middle Eastern pattern weave.

Value: 30,000 gold pieces.

Aladdin's Jewel Trees were discovered when Aladdin was first sent into the cave by the evil magician. Each tree bears 1D10 jewels each month, worth from 10 to 5,000 gold pieces each, randomly determined by the GM. It is suggested that 5,000 gold piece jewels occur 1% of the time, 1,000 gold piece stones 10% of the time, 500 gold piece stones 20% of the time, etc.

Appearance: The leaves of this 10-foot high tree are a moonsilvery color, which is not surprising since they grow only in caves where a particular phosphorescent lichen thrives.

Value: 25,000 gold pieces.

Aladdin's Lamp is the main focus of the story. When rubbed vigorously, this lamp will release a djinni within one minute to obey one command from the person who rubbed the lamp. However, if the lamp is ever rubbed three times in one 24-hour period, the djinni is freed from the lamp forever. If the servant djinni is ever killed, the lamp becomes worthless. The lamp is a +2 magic item for all other purposes.

Appearance: The brass lamp is very rusty and old-looking.

Value: 30,000 gold pieces.

Aladdin's Ring is the prototype for all djinni-summoning rings. All rules described under the lamp above apply to the ring as well.

Appearance: It is a gold signet ring with a black onyx carving of a horse's head, like a chesspiece.

Value: 40,000 gold pieces.

Djinni

AC: 4, *HTK:* 7D8+3, *M:* 9"/24"

Att: 1, *Dm:* 2-16, *THACO:* 13

Special: Create food, Create water or wine, create soft goods, create an illusion, become invisible, assume gaseous form, wind walk, form a whirlwind.

Alberich's Magic Items

Belt of Strength

Gives wearer a frost giant's strength of 21 (+4 to hit, +9 to damage)

Sword of Invincibility

- +4 sword
- Increases wielder's armor class by 4.
- Wielder immune from non-magical attacks.

Tarnkappe Cloak of Invisibility

Wearer becomes invisible when hood is pulled over the head.

Alberich is the king of the dwarfs in Teutonic legends. His magnificent underground palace is covered with gold and gems. No uninvited guest has yet escaped alive.

Alberich also owns a *belt of strength*, which gives him a strength equal to the frost giants, or approximately 21 (+4 to hit, +9 to damage); a *+4 sword of invincibility*, which increases the wielder's armor class by four and makes him immune to non-magical attacks; and the *Tarnkappe*, a cloak of invisibility. The Tarnkappe and its wearer are visible until the hood of the cloak is pulled over the head. Alberich is also rumored to be the guardian of the Nibelung gold.

Appearance: All of the items are stone-gray in color.

Value: Belt 25,000 gold pieces
Sword 50,000 gold pieces
Cloak 15,000 gold pieces

Alexander's Cup

Made from a diamond and worth 1,000,000 gold pieces.

Alexander's Cup is made from one solid diamond, about 6 inches high and 5 inches in diameter. In legend, it was captured from the treasure city of Shu, in Kafiristan.

Value: 1,000,000 gold pieces.

Ali Baba's Charm

Creates an impenetrable wall of rock which won't open until secret command words are spoken.

Ali Baba's Charm is familiar as the magical hidden door to the cave in the side of the mountain. The magical command words are "Open (or Close), O Simsim!"

This effect is achieved through the use of an Ali Baba charm. This charm is placed inside a cave mouth and programmed with a secret command word. An impenetrable wall of rock then covers the opening and will not open until the correct words are spoken.

Appearance: The charm looks like a 6-inch stone cube.

Value: 40,000 gold pieces.

Alicanto

Bird that finds veins of precious metal.

Alicanto is a strange creature found in Central and South America. It is a nocturnal bird that eats gold and silver. Because of its meals, it is usually flightless. The silvery glow it emits is seen, more often than the bird itself.

It can be boon or bane to mankind. Anyone that follows it stealthily may be led to a rich vein of precious metal. However, if the alicanto becomes aware that it is being followed, it will try to lead its pursuers to a chasm or other doom, dimming its glow at a crucial moment.

Alicanto

AC: 5, *HTK:* 4D8, *M:* 9"/18"

Align: Neutral, *Int:* Animal

Att: 1, *Dm:* 1D12, *THACO:* 15

Special: May lure into dangerous areas

Magic Resistance: Standard

Appearance: Alicanto looks like a large eagle with a distended belly.

Alimagba Charm

+2 charm

Alimagba is a Dahomey gbo or charm which insures safety on a journey. It functions as a +2 charm, adding that protection to armor class, saving throws, and the like.

Appearance: It is a small carved man-like figure. Its power, which lasts up to five days, is activated by pouring the blood of a freshly killed animal over it.

Value: 4,000 gold pieces.

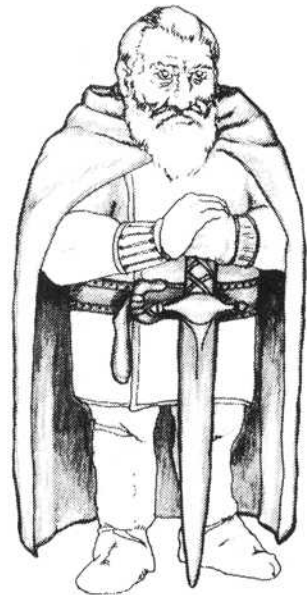
Allheal

Herb poultice that heals serious wounds, 2D8+1 per application.

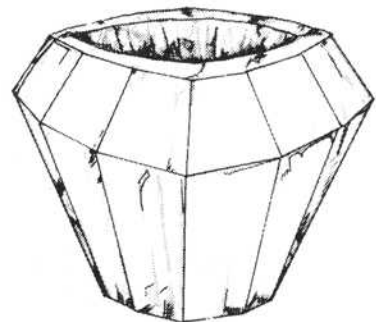
Allheal is a mixture of herbs and acts as a poultice to heal serious wounds, 2D8+1 points per application.

Appearance: It is identifiable only by nature-oriented characters.

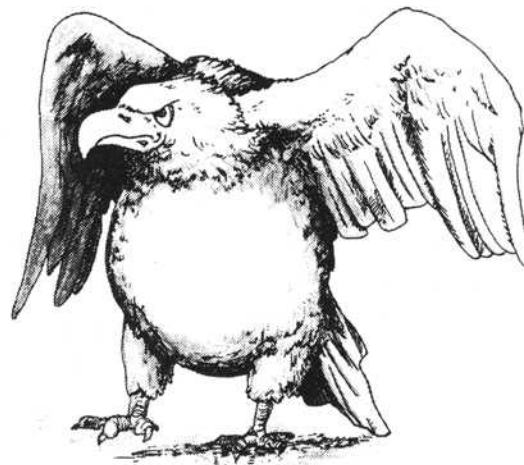
Value: 50 gold pieces per application (300 grams).



Alberich's Magic Items



Alexander's Cup



Alicanto



Allheal
15



Alligator Teeth

Alligator Teeth

- Provide protection against witches.
- Are effective only in a group.

Alligator teeth are generally effective and powerful only in groups (as on a necklace). Sea Island people create necklaces as protective charms against witches.

Witches must count all the alligator teeth they come upon before they can proceed with their evil business. A necklace worn at night will delay a witch until morning, when she must leave. The necklace must be prepared correctly to be effective.

Value: 40 gold pieces per necklace of two dozen teeth in areas near alligators; 100 gold pieces and more for more distant areas.



Alraun's Good Luck Charm

Allison Gross's Wand

- Polymorphs once daily—unwilling targets save at -4.

Allison Gross's Wand looks like a gnarled hickory switch. In Scottish legend, Allison Gross is the ugliest witch in the country. When a young man refused her seduction, she used her wand to change him into a worm.

Polymorphs performed by this wand are reversible only by the magic of the queen or king of the fairies. The +3 wand is only usable once per day. Unwilling targets are allowed saving throws at -4 (20%).

Value: 40,000 gold pieces.



Ama-tsu-mara's Mirror

Alraun's Good Luck Charm

- Gives wearer +1 bonus.
- Summons a goblin who brings the luck.

Alraun is a good-luck charm carved from mandrake or bryony root. In Teutonic belief, the name also applies to the foot-high goblin that the charm summons. A biscuit and a cup of milk summoned by the charm must be left each day for the goblin, or the good luck he brings will disappear.

The goblin is invisible, silent, and good-natured but a bit clumsy. The charm's wearer gets a +1 (+5%) bonus for every die roll he has to make.

Goblin
AC: 6, *HTK:* 1-7, *M:* 6"
Int: Average, *Align:* Lawful Evil
Att: 1, *Dm:* 1-6
Special: Invisible

Value: 15,000 gold pieces.

Ama-tsu-mara's Mirror

- User has 10% chance per skill level to make the sun appear.
- Unusable at night, when inside, or underground.

Ama-tsu-mara's Mirror is a parabolic mirror about the size of a large shield. Ama-tsu-mara, the cyclopean blacksmith of Shintoism, designed the mirror to entice the sun goddess Amaterasu Omikami out of hiding in a cave. Anyone using the device has a chance equal to 10% per skill level of the user to make the sun appear for the rest of the day, no matter how stormy or cloudy the weather. The +3 mirror cannot function at night, inside, or underground.

Value: 20,000 gold pieces.

Ambrosia

- An apple that prevents aging and sickness for one month, and thickens blood (which slows bleeding).

Ambrosia, the food of the gods, bestows immortality upon those who consume it regularly; thus, the gods guard it jealously. The Greeks claim its appearance varies, but the Norse say that ambrosia looks like golden apples.

Any character that eats one of these apples will not age or catch any disease for a one-month period. He also will not bleed readily, for his blood is thickened into ichor. But he can be injured or killed by accident or attack. The gods remain immortal by consuming ambrosia every day.

Value: 5,000 gold pieces per apple (or per meal).

Amethyst

Amethyst

- Wearer can drink any amount of spirits without becoming intoxicated.

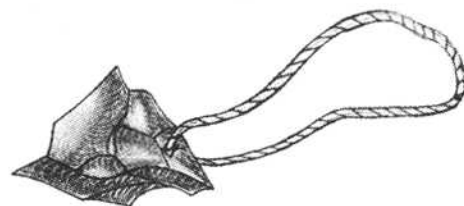
Amethyst is a violet gem sacred to Bacchus, who gives the stone its color by pouring wine over it. Anyone wearing a specially cut and polished amethyst can drink any amount of spirits without becoming intoxicated.

Value: Depends upon size and cut; base value around 100 to 500 gold pieces.

Anapel

Anapel

- A divining stone indicating whether a named person has been reborn, has used a magic jar, has possessed another's body, or has been possessed in any way.



Anapel is a divining stone used by the Koryak people. Suspended by a string, it slowly swings in a tight circle. The user can call out names, and if he calls out one who has been reborn, has used a magic jar, or has possessed the body of another, the stone will also swing towards the body of one who has been possessed in any way; thus, it is a useful indicator of sorcery.

Appearance: It is a polished, black triangular stone, rare except in the northernmost reaches of tundra.

Value: 500 gold pieces. (Temples prize them.)

Ankh

- Raises persons dead for less than 3 days with minimum HTK and stamina.
- Regenerates lost limbs in 12 hours.
- Use only once per week.

Ankh is an Egyptian symbol of the power of life. When a cleric holds a true ankh to the nostrils of a victim, the victim is raised from the dead, although he will be quite weak and will have minimum Hits to Kill and stamina.

The ankh also has the power to regenerate, so even if just the victim's head is used, his full body will regenerate in 12 hours, restoring him to life. The ankh can be used only once per week and can raise only those that have died within the last three days. It can heal injuries from years past.

Appearance: It is keylike: a tau cross with a looped top 6 to 8 inches long and made of pure gold with lapis lazuli inlay.

Value: 50,000 gold pieces.

Annwfn's Treasures

Inexhaustible Cauldron

Constantly provides food.

Well of Sweet Water

One quart will render drinkable up to 1,000 gallons of the most poisoned or polluted liquid.

Annwfn is the Otherworld of Celtic mythology, variously construed as a revolving castle (Caer Sidi), the Land Under Wave, a group of fortified islands, etc. Mortals can live here without fear of disease or death, but some adventurers find paradise too dull for their liking.

Among the treasures found here are the **inexhaustible cauldron**, a +1 item which will constantly provide cooked food, yet will not even boil water for a coward and the **Well of Sweet Water**, one quart of which will render drinkable up to 1,000

gallons of the most poisoned or polluted liquid.

Annwfn is also the home of an astounding variety of fabulous animals, living in peace with men because no evil is allowed to stay here.

Appearance: The cauldrons are truesilver, mined and forged in the light of a full moon. Each has Old Gaelic inscriptions, and pictures of men and women enjoying themselves at a harmonious feast.

Value: The cauldrons are worth 30,000 gold pieces, although the island inhabitants have been known to discount the price or even give them away to good and noble travelers.

One quart of Sweet Water is the limit given to each visitor, and it is worth 5,000 gold pieces to temples or city governments.

Note: The journey to Annwfn must be extremely dangerous and difficult.

Antaeus' Boots of Wrestling

Wearer is unconquerable in hand-to-hand combat as long as boots are touching the ground.

Antaeus is a giant who lives in Libya, according to Greek myth. His boots of wrestling make him unconquerable in hand-to-hand combat as long as the boots are touching the earth.

Herakles discovered that the way to defeat Antaeus was to pick him up and hold him away from the ground.

These +1 boots will magically adjust to the foot size of the wearer.

Appearance: The weatherbeaten leather boots are the color of wet clay.

Value: 20,000 gold pieces.

Antero Vipunen's Gift

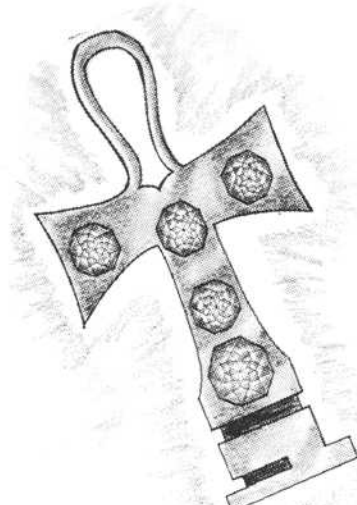
He will either raise Intellect or Insight by 3 points, raise the level of experience by 1, or teach any number of spells for which they are eligible.

Antero Vipunen is a giant in Finnish folklore and the wisest being in the world. He is asleep in a deep cave. To those who awaken him and defeat him in fair combat or outwit him, he awards the option of having their intelligence or insight raised by three points (17%); immediately raising them one level of experience; or teaching them any number of spells for which they are eligible but failed to learn.

He attacks to subdue unless attacks to kill are made on him. Those that do not defeat him can never fight him again (if they live through the first encounter).

Antero Vipunen, 25th skill level Bard, 29th skill level Cleric, 14th skill level Druid, 20th skill level Magic-User

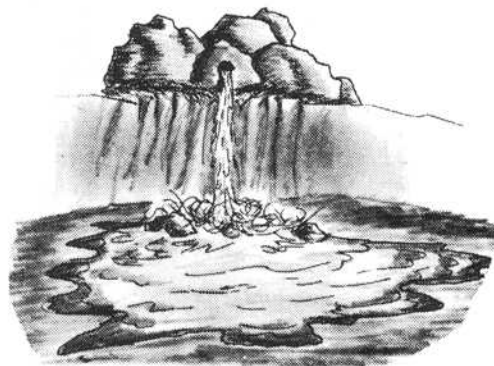
AC: -4, HTK: 300, M: 20"



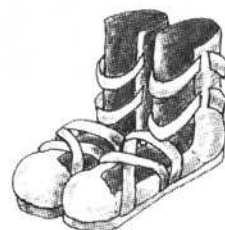
Ankh



Inexhaustible Cauldron



Well of Sweet Water



Antaeus' Boots of Wrestling

Align: Lawful Good, *Int:* Godlike
Att: 2 spells or hand attacks, *Dm:* Per spell or 1D10+12, *THACO:* -1
Magic Resistance: 100%
Strength: 24 (+6 chance to hit, +12 damage).



Aphrodite's Girdle

Aphrodite's Girdle

- Charms any being of the opposite sex and same body size.
- Targets save vs. charm spell at -5 or fall under charm for 6 hours.

Aphrodite's Girdle (or belt) is made of gold and is said to be an infallible aphrodisiac. The wearer may attempt to charm any being of the opposite sex he chooses, as long as the target is roughly the same body size (a human couldn't charm a dragon, for example). The target must save vs. charm spell at a penalty of -5 (25%), or fall completely under the influence of the wearer for six hours.

The wearer may charm many targets within the same time period, but this often leads to jealousy and violence. Targets get saving throws every six hours, or every minute if the girdle is removed.

Appearance: It is a wide gold belt with Aphrodite and Eros on the buckle, yet when worn it feels as light as a silk belt.

Value: 35,000 gold pieces.



Aqhat's Bow

Apples

Apples of Ate

- Charm characters to desire them and to risk anything to possess them.
- Apples are self-replenishing and delude possessor into thinking they are beneficial magic apples.

Apple of Conle

- Provides food and drink for a month.
- 1% chance (cumulative per usage) that character will want to travel to where the apples were picked.

Apples of Hesperides

- Gives immortality
- Guarded by 100-head dragon

Apples of Prince Ahmed

- Cure any disease or disorder, and heal any wound
- Only 1 tree bears this fruit and only once a month.

Apples of Ate. The Greek goddess of mischief, Ate, created these apples which are indistinguishable from any of the other golden or magical apples of myth, but lead to inevitable discord. Anyone seeing or hearing of them begins to desire them and

will risk anything to possess them (even changing alignment).

Upon first seeing the apples, characters must save vs. charm magic or fall under their spell. Each day that the character is near the apples, another saving throw must be made at a -1 (-5%) chance per day, cumulatively increasing each day.

The apples are self-replenishing and have the power to delude the possessor into thinking the apples are beneficial magic apples (he thinks he's well-fed while starving to death, etc.).

Value: None

Apple of Conle was given to that hero by a mysterious woman. It provides food and drink for a month, and does not diminish until the end of that time. However, each time the apple is used there is a 1% chance, which increases cumulatively, that the eater will be under a compulsion or geas to travel to the land that bore the fruit, a great and hazardous journey.

Appearance: It is a golden apple that regenerates areas that are eaten.

Value: 500 gold pieces.

Apples of the Hesperides are, according to the Greeks, one form of the immortality-giving ambrosia (q.v.) and are guarded by a 100-headed dragon, the offspring of Typhon and Echidne.

Dragon of the Hesperides

AC: 0, *HTK:* 21D8 (168 body), *M:* 6"/24"

Align: Lawful Neutral, *Int:* Average

Att: 100, *Dm:* 2D8, *THACO:* 7

Special: 1 head per round can breathe; type of breath weapon selected randomly from all forms. Each head takes 16 points before falling off. Each missing head will be regenerated in 24 hours.

Magic Resistance: Standard

Appearance: They are golden apples.

Value: Priceless

Apple of Prince Ahmed, as described in the *Arabian Nights*, has the power to cure any disease, to heal any wound, and to cure any other disorder. The one tree in the world that bears this marvelous fruit produces only one per month, and the tree is, of course, well-guarded.

Appearance: They are golden apples.

Value: Each apple is worth 10,000 gold pieces.

Aqhat's Bow

- +2 composite longbow of distance, which doubles all ranges.

Aqhat's Bow is a marvelous item described in Canaanite myths. Aqhat, the son of Daniel, is given a bow made by the gods' blacksmith. The bow is so well-made that the war-goddess Anath covets it and wants to buy it.

APPLES

The +2 composite longbow of distance effectively doubles all the range categories, as well as increasing the chance to hit and the damage.

Appearance: The bow is polished white horn and never breaks its string or needs waxing.

Value: 20,000 gold pieces.

Arachne's Tapestry

Will reveal a story or event from the past, present or future once weekly. 5% cumulative chance that the story will be about the viewer—50% chance the story is in the future.

Arachne's Tapestry is a fabulous item made by the most skilled of all weavers in the time of the ancient Greeks. Anyone who stares and concentrates on one of the small dioramas woven into this tapestry may (2% x intellect) see the drawing begin to move.

If concentration from this point is uninterrupted for 10 minutes, the viewer will see and hear a story or event—past, present, or future. This viewing can be attempted only once per week.

Each time the same character views another story, there is a 5% cumulative chance that the story will be about him (50% chance of past, 50% chance of future).

If the story is in the future, those events will come to pass no matter what the character tries to do to avoid them. (The visions sometimes deal with the character's death.) However, the tapestry may not have shown the entire story, but rather some misleading scene out of context.

Appearance: A 10 foot by 20 foot tapestry of silk and other fine fibers, depicting dozens of intricate dioramas in exceedingly life-like colors.

Value: 20,000 gold pieces.

Argus's Figureheads

Warn helmsmen of shoals and other dangers, even in severe weather.

Argus's Figureheads are gifted with voice and far-seeing. Attached to the front of a ship, they can warn helmsmen of shoals and other dangers, even in thick fog or storms.

Their vision extends as far as the horizon, but is restricted to the 180 degrees fore of the ship.

They are +1 for saving throws.

Appearance: The figures are beautiful females, often mermaids, and are made of lignum vitae (wood of life), a very hard and beautiful wood with swirling dark and light bands.

Value: 10,000 gold pieces each.

Arjuna's Treasures

Magic Bow

+5 bow.

Magic Tome

- Instantly raises fighter class or subclass character 1 skill level.
- Enables non-fighter class character to be competent with any weapon.

Arjuna is a great hero of Hindu mythology. He is the greatest of the five Pandava princes and a son of Indra. He made a difficult journey to the Himalayas to win favor from the gods and to obtain divine weapons from them.

In recognition of his skill as an archer, he was given a +5 *magic bow*. The bow, combined with his previous skill as an archer, make him a deadly opponent.

Later Arjuna traveled to the capital city of Indra's heaven, Amaravati, where he obtained greater proficiency in all types of arms.

Reading the *magical tome* of Arjuna will instantly raise a fighter class or subclass character one level in experience.

For all non-fighter classes, reading this book imparts enough knowledge so that the character cannot be considered unskilled in any type of weapon use. They don't become masters of the weapons as do fighters, but they are adequately skilled and can use any weapon without penalties.

Appearance: The bow appears to be silver, but it is as flexible as wood. Sanskrit writings extolling the virtues of goodness and faith run the bow's length. The tome appears to be similar to all other types of magical books, i.e., aged, musty leather with brass strips to reinforce the bindings.

Value: Bow 30,000 gold pieces
Tome 60,000 gold pieces

Ark of the Covenant

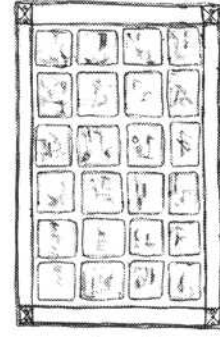
- Destroys any snake or scorpion within 100 yards.
- Destroys anyone attempting to use it for evil.

Ark of the Covenant is the large chest into which the stone tablets containing the Ten Commandments were placed. Rabbinical literature credits it with amazing powers, including the ability to level mountains.

Any snake or scorpion within 100 yards of the ark is destroyed by sparks from the carved cherubim.

Misfortune comes to enemies who steal it, until they return it. The ark will destroy anyone attempting to use it for evil.

Appearance: The shittim-wood chest with gold overlay inside and out has dimensions



Arachne's Tapestry



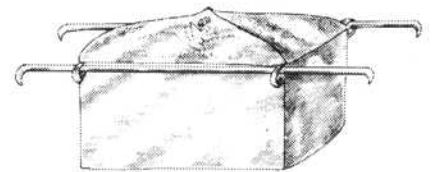
Argus's Figureheads



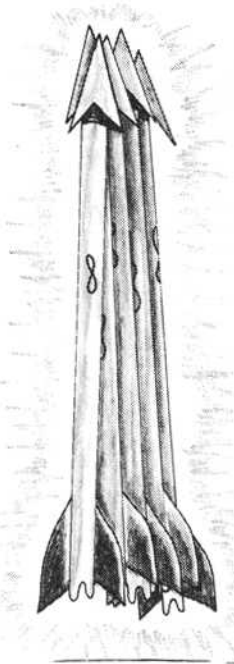
Arjuna's Magic Bow



Arjuna's Magic Tome



Ark of the Covenant



Arrows of Artemis and Apollo



Arrow of Earthquake Creation



Arrow of Flying



Arrow of Island Creation



Arrow Ladder
20

of 2½ x 1½ x 1½ cubits. It has a golden ring at each corner through which gold-covered shittim staves are passed in order to carry it. There are four carved cherubim on top.

Value: priceless.

Arrows

Arrows of Artemis & Apollo

- +1 arrows of slaying—save vs. death magic or die.
- May be used only once.

Arrow of Earthquake Creation

- +2 arrow causes earthquake of 10D10 damage when shot into ground, affecting area of 10 sq. yd. x damage.

Arrow of Flying

- +1 arrow with thread attached to end which can carry up to 400 lbs. to its maximum flight.

Arrow of Island Creation

- +3 arrow forms 1D100 hectare island within 1 minute if shot into water. 50% chance of breakage if shot into animals or land.

Arrow Ladder

- Quiver of arrows allowing a ladder to be shot, reaching as far as Heaven, lasting 1 day or until damaged or willed by creator to dissolve.

Arrow of Loha Penu

- +3 to hit (not to damage) for arrows shot while this arrow is in quiver.
- Gives +3 bonus to AC against arrows or other missiles.

Arrow of Passage Detection

- +1 arrow tells if possessor is within 20 ft. of a secret door, passage, or other hiding place.

Arrow of Ten Geris

- +3 arrow slays evil spirits, including undead—dissolves after being shot.

Arrow of Whistling

- +1 arrow—50% chance of breakage per use.
- Targets within hearing must save vs. fear magic or lose initiative.

Arrow Without Bow

- +3 arrow leaps out of quiver toward target. Range is user's line of sight.
- Won't return, but has 70% chance of reuse if found.

Arrows of Artemis and Apollo are +1 arrows of slaying: any living target they hit must save vs. death magic or die.

Each is useable only once.

Appearance: The arrows and even the feathers are golden, but they are as light as wood. Each of these arrows has the symbol for infinity (sideways figure-8) etched into it.

Value: 10,000 gold pieces.

Arrow of Earthquake Creation is from Chinese myth which tells of the archer whose arrow shook heaven.

No mortal today can reach heaven with a bowshot, but if this +2 arrow is shot into the ground (or into the wall of a building within 5 feet of the ground), an earthquake of 10D10 points damage occurs.

The affected area has a radius of 10 yards x the number of damage points the earthquake has. Damage to characters is rolled individually and is expressed in terms of debris striking them, cracks in the earth swallowing them, etc.: a successful saving throw vs. magic means no damage to the character.

The arrow can only be used once.

Appearance: Chinese calligraphic characters representing earth-destruction are painted on the feathers.

Value: 20,000 gold pieces.

Arrow of Flying comes from Arabian folklore. This +1 arrow has a slender, magic thread attached to it. Whatever is attached to the loose end of the thread (up to 400 pounds) will be carried by the arrow to its maximum flight distance as if the weight weren't there.

The arrow's owner frequently ties the thread to his belt to provide rapid transportation (albeit by short hops) across difficult terrain. The arrow's burden is never harmed by its descent, and the arrow may be used until it is damaged.

Appearance: The arrow can be many colors, but the feathers are blue, and the attached thread is silver.

Value: 10,000 gold pieces.

Arrow of Island Creation is from Greek legends. This +3 arrow, if shot into a body of water, will form an island of 1D100 (D%) hectares around it within one minute.

Note that if the island is larger than the body of water, earthquakes and tsunamis can result.

The island will have plant and animal life suitable to its size. The arrow is consumed in this process. If shot into land or into a living creature, it is a +3 arrow but has no island creation effect and has a 50% chance of being broken.

Appearance: The word *Gaia* (earth) is inscribed in Greek on this arrow.

Value: 10,000 gold pieces.

Arrow Ladder is a device that appears in tales of many tribes of North and South American Indians, as well as Pacific island

peoples. This quiver of special arrows can only be used once.

The quiver allows the character to fire arrows into the sky so fast that they become a ladder of chain, reaching as far as heaven. The character (and anyone else) can climb the chain safely.

It will last for 24 hours or until the one who created it wills it to dissolve or until it is cut apart at the bottom (treat as +1 magic item). It can be used to climb mountains as well as ascend to higher planes.

Appearance: This quiver has primitive paintings upon it depicting a brave warrior forming the arrow chain and then climbing it, followed by ideograms for treasure and happiness.

Value: 50,000 gold pieces.

Arrow of Loha Penu, the Madras god of iron, is not used as a weapon by itself, but when kept in a quiver, it will add +3 to hit to any arrows shot by the wearer. It does not add to damage.

It also gives a +3 bonus to armor class, but only against arrows or other missile weapons.

Appearance: It is a short, thick arrow of black iron.

Value: 20,000 gold pieces.

Arrow of Passage Detection is based on Hawaiian legends about an arrow that speaks to reveal its hiding place.

This +1 arrow will tell the person holding it whenever he passes within 20 feet of a secret door, passage, or other hiding place.

Appearance: This arrow has a mouth drawn onto the feathers. Other feathers are decorated with ideograms or hieroglyphs representing hidden or secret things.

Value: 5,000 gold pieces.

Arrow of Ten Geris, the Buriat thunder god, slays evil spirits if a successful hit is made. Its victims can include undead as well as any evil being of an ectoplasmic or ethereal nature.

The arrow glows cold red, but bursts into flame when shot. It also gives a +3 bonus to hit and for damage.

It is consumed after one shot, successful or not.

Appearance: A representation of Ten Geris is drawn onto the shaft.

Value: 3,000 gold pieces.

Arrow of Whistling is used by the Japanese god Susano-wo, but is also used in ancient China to make birds rise and to frighten enemies.

Creatures hearing this +1 arrow must make a saving throw vs. spells (or fear magic), or they will make a loud noise of surprise and will automatically lose initiative on this attack round.

The arrow, which uses an attachment near the feathers, can be reused until it is broken (50% chance each use).

Appearance: This arrow is easily recog-

nized by the short tubular attachments near the feathers.

Value: 1,000 gold pieces.

Arrow Without Bow is described in both Koryak and Alaskan tales. These divine creations have eyes painted onto the feathers. When the owner points to a target, this +3 arrow will leap out of the quiver and fly toward the target without being shot from a bow.

The arrow cannot return, but if found, it is reusable until broken (30% chance each use). The arrow's range is the user's line of sight.

Value: 15,000 gold pieces.

Asklepios' Staff

- Heals all damage up to character's maximum (1 charge used).
- Cures infirmities (including poison—3 charges used).
- Restores life levels or regenerates limbs (5 charges used per restoration or regeneration).
- Resurrects dead not more than 7 days after death (7 charges used).
- 10 charges maximum—2 restored each day.

Asklepios' Staff has the ability to heal wounds, to restore drained life levels, to regenerate limbs, to cure infirmities and diseases, and even to resurrect the dead.

Asklepios (better known by the Latinization of his name—Aesculapius) was tutored by Chiron the centaur, and at one point, was raising so many dead souls back to life that Pluto complained to Zeus about Hades being depopulated.

Characters that abuse the powers of the staff may likewise find themselves drawing unwanted attention from one or more gods in charge of the dead.

Because no mortal today can equal the skill of Asklepios, the staff has a limited number of uses per time period. The staff contains up to 10 "healing points" at any one time, and recharges two points per day up to the maximum of 10.

One point is used up each time the staff is used to heal, which replaces all the hit points or heals all damage up to the character's maximum level. Three points are used up each time the staff is used to cure a character's disease. Five points are used up each time the staff is used to restore lowered attributes or characteristics, lost life levels or energy levels, or lost appendages (such as an arm or hand).

Each restoration works on one appendage or characteristic only and that one recovers fully. Multiple characteristic losses will require multiple restorations.

One restoration will restore multiple life-level losses, unless the character was killed.



Arrow of Loha Penu



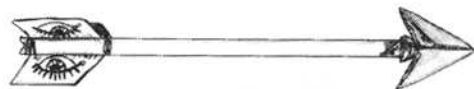
Arrow of Passage Detection



Arrow of Ten Geris



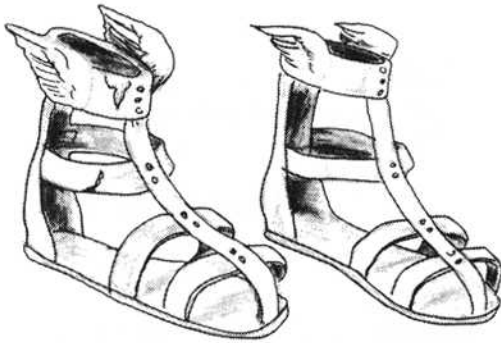
Arrow of Whistling



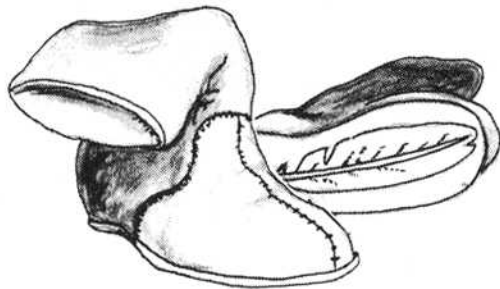
Arrow without Bow



Asklepios' Staff



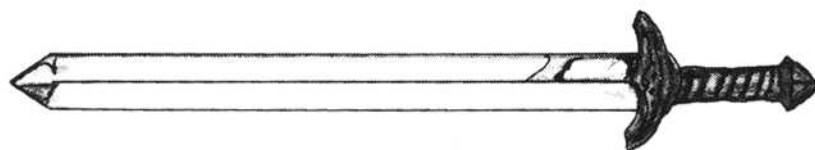
Atalanta's Sandals



Autolycus's Boots of Silence



Avalon



Avenger's Sword

Each time the staff is used to resurrect someone, seven points are used up by the staff. A character thus resurrected is at full strength. Beings cannot be resurrected more than seven days after their deaths.

Note that the staff may also use more than its number of points only once. If the staff has five points left and a critically important character has died, the wielder of the staff can make one final resurrection; however, when the staff goes to negative points it becomes inert and useless forever after.

Appearance: It looks like an ordinary wooden staff. Contrary to belief, it does not have a snake entwined around it. The non-magical caduceus is a later symbol of Asclepius. The staff has a simple carving of a star-symbol made of four lines at 45 degree angles (*), which is the symbol of birth.

Value: 200,000 gold pieces.

Atalanta's Sandals

Allow wearer to move at speed of 24".

Atalanta's Sandals enable her to run faster than any human being, but not all animals.

These sandals allow the wearer to move at a speed of 24" (about as fast as a light horse) as if he were running normally; therefore, when fatigue sets in, a much greater distance will have been covered. They will magically adjust to fit any wearer's feet.

Appearance: These appear to be normal sandals, but those with vision into the ethereal plane will be able to discern a pair of wings on each sandal.

Value: 10,000 gold pieces.

Autolycus's Boots of Silence

Allow wearer to move silently, even in metal armor.

Autolycus is a great thief of Greek mythology, the son of *Hermes*. His leather boots of silence will allow any character to move absolutely silently, even in metal armor. The boots will fit any human-sized wearer (5 to 7 feet tall).

Appearance: Engraved into each of these boots' soles is a small feather, representing the amount of noise they make.

Value: 7,000 gold pieces.

Avalon

- Island where wounds are healed and those who died on the voyage are resurrected.
- 5% x character's charisma of being taught to fly.
- Characters save vs. magic or are charmed into remaining there forever.

Avalon is, in Arthurian legend, the island where the sword *Excalibur* was forged, where Arthur was taken to have his mortal wounds healed after his battle with *Mordred*, and where *Morgan le Fay* and her eight sisters dwell.

Should this island ever be found by mortals (a difficult and dangerous journey), all wounds will be healed and even those that died on the voyage will be brought back to life.

In addition, if the adventurer catches the fancy of *Morgan* or her sisters (the chance is 5% x the character's charisma), the lucky person may be taught to fly as if he were using a spell or be given one of the wonderful swords made there (at least +2 with one special power).

Those taught to fly may do so three times per day, remaining aloft up to one hour at a time while moving at 24" per melee round.

However, anyone who comes to *Avalon* must save vs. magic spells or be charmed into remaining there forever. A character so charmed will resist to the best of his ability any attempt to force him to return. He will even fight his former comrades if necessary.

Avenger's Sword

- +2 sword which fights by itself—10% chance of attacking owner when doing so.
- 10% chance that it will leap from its scabbard during any confrontation.

Avenger's Sword is a grim weapon mentioned in Danish folklore. This +2 sword "dances" or fights of its own accord.

There is a 10% chance during any confrontation that the sword will leap from its scabbard into its owner's hand, regardless of the owner's wishes or attempts to bind or restrain it.

After two rounds of fighting, the sword will fight by itself until the battle is over or until the owner is slain. The sword fights at the level of the owner.

But, every time that the sword dances, there is a 10% chance (rolled secretly by the GM) that the sword will attack the owner after slaying one opponent, crying, "Now I lust for thine own heart's blood!"

If the owner moves more than 30 feet away from the sword while it is fighting for him, the chance it will fly to attack him is increased to 80%.

Appearance: Though the blade looks like normal steel, the hilt is solid jet black. The blade has one rune on it, a symbol representing awesome power.

Value: 15,000 gold pieces.

Awl Boy's Corn

When thrown through the doors of a house, these seeds cause the house's food larders to fill with fresh corn.

Awl Boy's Corn is a miraculous pouch of seeds that, when thrown through the open doors of a house, cause the food larders of the house to instantly fill with fresh, ripe corn.

A Tewa Indian tale mentions Awl Boy saving a village in this manner.

Value: 100 gold pieces per pouch (enough for one house); more in areas of famine.

Ax of Paul Bunyan

- +3 ax needing 18 strength to wield.
- 75% chance of felling a tree (3 ft. diameter or less) with 1 blow.

Ax of Paul Bunyan actually exists, though undoubtedly the tales of this American northwoods lumberjack have been exaggerated a bit.

The ax is +3 in battle, although it is obviously not designed for that purpose.

The ax requires a strength of at least 18 to wield and both hands must be used, for the handle to blade span is 7 feet.

For those who can use it, there is a 75% chance that it will fell, with one blow, any tree of diameter 3 feet or less.

Value: 14,000 gold pieces.

Ayar Magic Items

Ayar-Cachi's Ring of Strength

Gives wearer strength of 19 (+3 to hit, +7 to damage).

Ayar-manco's Rod of Fortress Construction

When driven into ground, a fortress with area of 5D10 x 1,000 sq. meters appears—used only once.

Ayar is the name of four brothers of Inca mythology, who are reputed to be the ancestors of the Incas. Only two are of importance here: Ayar-Cachi and Ayar-manco.

Ayar-Cachi has a *ring of superhuman strength*, which gives the wearer an effective strength of 19 (107%, +3 to hit, +7 to damage).

Ayar-manco, who founded the capital of the Cuzcos, owns a *gold rod of fortress construction* which can be used only once.

If this rod is driven firmly into the earth, a walled fortress or castle will magically be built from the ground. It will logically fit the surrounding terrain (walls won't extend over cliff edges, etc.).

The perimeter of the fortress will enclose an area of 5D10 x 1,000 square meters, attempting to center itself on the rod.

The new construction will destroy and raze any existing construction. The new construction will not directly harm life forms.

Appearance: The ring tends to be found in caverns, since according to legend, that is where Ayar-Cachi is buried or imprisoned.

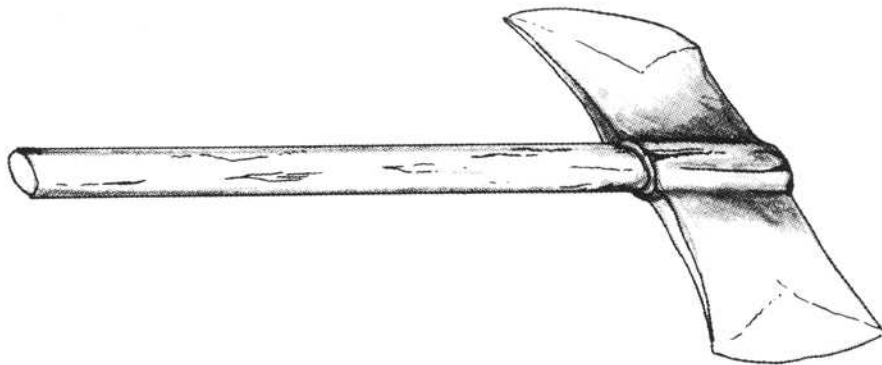
The rod is solid gold, with a hieroglyph indicating that the rod should be driven into the earth.

Value: Ring 4,000 gold pieces
Rod 100,000 gold pieces

This rod is highly prized by kings who see it as an economical way to construct a new castle in a strategic area. If the rod is not identified, it would appear to be worth 5,000 gold pieces from its gold and art value alone.



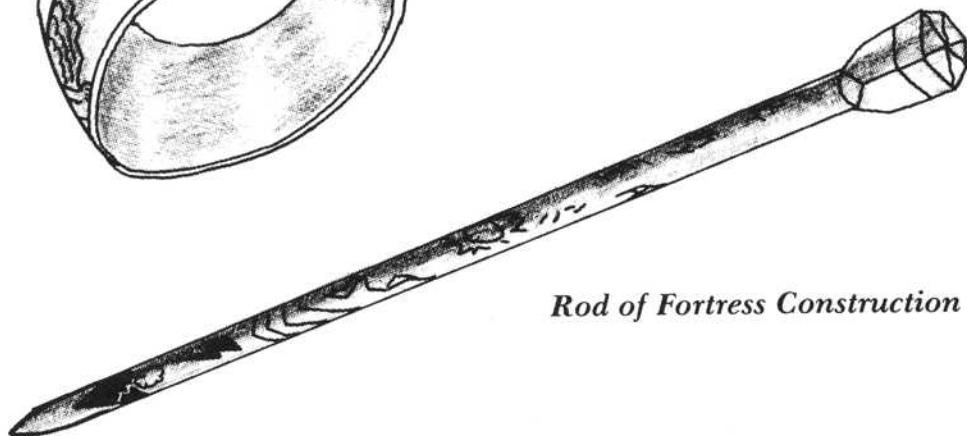
Awl Boy's Corn



Ax of Paul Bunyan



Ring of Superhuman Strength



Rod of Fortress Construction

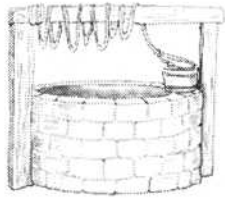
B

Baba Yaga's Items

Hut
Well of Life
Iron Kettle
 Bags of Crushing
 Bagpipes of Charming
 Bagpipes of Time Distortion
 Balmung
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 Barashnum
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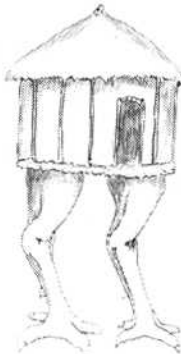


Baba Yaga's Well of Life

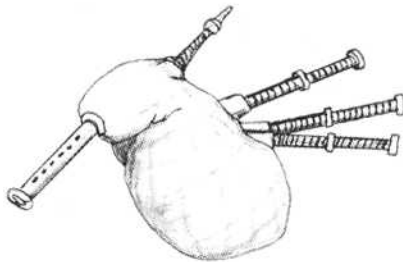
Baba Yaga's Iron Kettle



Baba Yaga's Hut



Bags of Crushing



Bagpipes of Charming

Baba Yaga's Items

Hut

Rotates on giant bird legs, taking 30-foot strides.

Well of Life

1 draught confers immunity from disease and aging for 1 year.

Iron Kettle

- Flies at speeds up to 45".
- Causes 6D10 m.p.h. windstorms.

Baba Yaga is a supernatural, cannibalistic ogress of Russian and German folklore.

Her *hut* rotates on giant bird legs which take 30 foot strides. It is usually found in a forest clearing, surrounded by a picket fence topped with human skulls.

Baba Yaga guards the *well of life*, from which one draught will confer immunity from diseases and aging for a one-year period.

The *Baba Yaga* also rides through the air in her *iron kettle* at a speed of up to 45", causing windstorms of 6D10 miles per in her hour wake. This wake extends 30 degrees to either side of her line of travel, and the force of the wind diminishes by 10 m.p.h. for each 5" distance from the centerline.

It is rumored that there are actually three *Baba Yagas* and that they are identical sisters. They stand 14 feet high, so they must lie down inside their huts. Although they lie down, their 10-foot noses touch the roof.

Note that any character killed by *Baba Yaga* cannot be raised from the dead, because she eats their souls as they die.

Baba Yaga, 25th skill level Magic-User

AC: 0, HTK: 19, M: 15" (30" in hut)

Align: Chaotic Evil, Int: High

Att: 2 + spell, Dm: 1D10

Special: Kettle wind; +1 or better weapon to hit.

Magic Resistance: 90%

Appearance: The kettle is black iron, 15 feet in diameter. Its enchantments allow it to hold any number of passengers or any amount of cargo.

Value: Hut 80,000 gold pieces
 Kettle 200,000 gold pieces
 Water 5,000 g.p. per drink

Bags of Crushing

- Crush anything that fits into them.
- Magic items and characters save vs. crush or vs. spells.

Bags of Crushing are used by *Evnyssyen*, half-brother of the famous *Bran* of Brythonic mythology. The violence and strife-loving *Evnyssyen* once used the bags to entrap and crush some unfortunate mercenaries.

The bags will crush anything that can fit into them, even stone and steel. Magic items and characters get a saving throw vs. crush or vs. spells. The crushed object is turned into an equivalent mass (though not necessarily volume) of powder or pulp.

Appearance: They are leather bags the size of large sacks, with drawstrings at the top.

Value: 15,000 gold pieces.

Bagpipes of Charming

- When played for 1 minute, all creatures must save vs. magic or obey the piper until he quits playing. Maximum playing time is piper's stamina x 5 minutes.
- If a Bard is playing them, save at a -4 penalty.

Bagpipes of Charming have been mentioned in European legends for hundreds of years. The *Pied Piper* of Hamelin actually used bagpipes (or perhaps just the chanter), not the recorder or flute as often depicted.

When these +1 pipes are played for at least one minute without interruption, all creatures within earshot must make a saving throw vs. charm (spell magic) or stop what they are doing and obey any command of the piper.

If a bard is playing the pipes the save is at a penalty of -4 (-20%).

Once charmed, all creatures remain under the piper's influence until the piper quits; the maximum time is found by multiply-

ing the piper's endurance (or constitution or stamina) x five minutes; so a player with a maximum constitution of 18 can play the bagpipes 40 minutes if he doesn't run or otherwise exert himself.

Appearance: They look like bagpipes.

Value: 8,000 gold pieces.

Bagpipes of Time Distortion

Either hasten (3 times faster) creatures within a 10-ft. radius or hasten time outside the radius, making 1 day pass in 1 hour's time.

Bagpipes of Time Distortion are found in Celtic stories.

These pipes can either hasten those within a 10-foot radius or hasten time outside the radius (which is not the same thing).

The first action will enable any being within the circle to perform all actions three times as fast: for example, attacking three times per round or moving three times as fast (as long as the piper keeps the tone up).

Note that if enemies penetrate to within 10 feet, they will be affected also.

The second effect makes one day pass in the space of one hour, an excellent way to conserve supplies or sit out a storm. This spell can be broken instantly should danger approach.

The piper cannot do anything more than walk slowly (6") while playing the pipes for either effect.

Appearance: These bagpipes appear normal, but when the piper first plays them, anyone around will notice that the rhythm of the music sounds a bit fast.

Value: 20,000 gold pieces.

Balmung

- +2 bastard sword, +7 vs. dragons
- Rolling a natural 19 or 20 against a dragon causes it to save vs. death magic at -4 or be slain.
- If the save is made, the dragon still suffers the greater of half of its remaining HTK or the full damage of the sword.
- Can locate dragons within a 10-mile radius.

Siegfried was a hero of the *Nibelungenlied*, and is called Sigurd in the somewhat different version of the classic story presented in the *Volsunga Saga*. The prince Siegfried engaged in a fearsome struggle with the dragon Fafnir, but with the aid of the sword Balmung, Siegfried emerged victorious.

By bathing in Fafnir's blood, Siegfried became invulnerable, except for the one spot on his shoulder that had been covered by a leaf during the bath.

Siegfried's sword, **Balmung**, was a gift from the king of the dwarfs, Alberich (q.v.). It is normally a +2 bastard sword, but is +7 vs. dragons. The applicable bonus is added to both the chance to hit and to damage.

If a natural 19 or 20 is rolled on the chance to hit a dragon, the dragon must make an immediate saving throw versus death magic at a penalty of -4 (-20%) or be slain instantly. Even if the saving throw is successful, the dragon loses half its remaining hits to kill or suffers the full damage of the sword, whichever is greater.

Note—the death magic of the sword is used only when fighting dragons; that is the purpose for which this sword was forged.

An additional ability of Balmung is the power to locate dragons within a 10-mile radius. If there are any dragons within that area, the blade will start to glow with a faint rosy light, intensifying when the sword is pointed in the direction of the dragon (or the nearest dragon, if more than one are within the radius).

Within 100 yards of the dragon, the sword will be glowing bright red, so much so that it might alert enemies to the wielder's presence if not sheathed.

Appearance: The sword Balmung seems to be a cross between a bastard sword and a hand and a half sword. The hilt is of jewelled truesilver, with the blade of a 1 alloy between truesilver and red gold, giving it a pale pink color when seen in the right light. This light rose color intensifies and becomes a glow when dragons are nearby, as described above.

Value: 12,000 gold pieces.

Balor's Eye

Any creature it looks at must save vs. death magic or die.

Balor's Eye kills whatever it looks upon, but luckily Balor Balbeimnech keeps his eye closed except in battle.

Balor is a king of the giant Fomorians and grandfather of the great Lugh. As a child, his eye was poisoned when he looked into a kettle where druids were brewing charms. No living thing can withstand its glance.

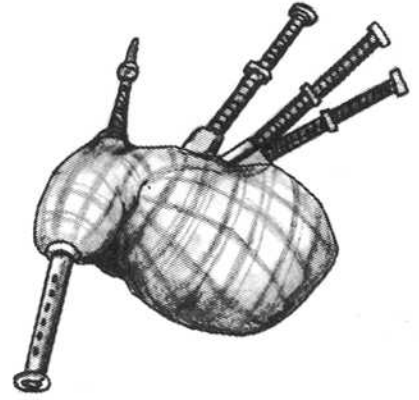
The eye was knocked out of Balor's head by a stone slung from Lugh at the battle of Mag Tuired.

Balor's Eye must be carried in a cart like a cannon and the lid requires four men of above average strength to lift, using a pole as a handle.

Anything living in a 45-degree arc to each side and in front of the eye must save vs. death magic or die. Invisible creatures, those that are completely behind cover, or other-planar creatures are not affected by the Eye. The Eye can sweep one 90-degree area each round.

It is coveted by kings for city defenses.

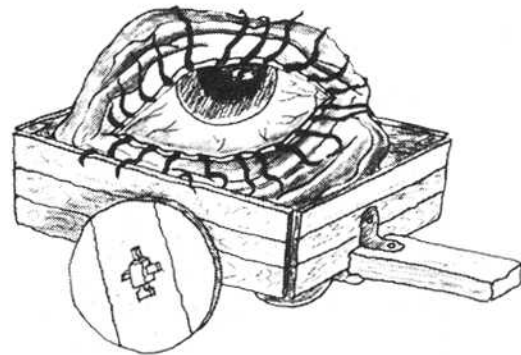
Value: 400,000 gold pieces.



Bagpipes of Time Distortion



Balmung



Balor's Eye



Basil



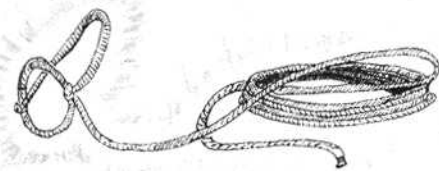
Beans of Magic



Bear's Ears



Bells of Driving



Bellerophon's Bridle

Barashnum

- Cleanses any disease or affliction resulting from contact with the dead or undead.
- Cures victims of lycanthropy.

Barashnum is a Zoroastrian ritual, the "Purification of the Nine Nights." This ceremony can cleanse any disease or affliction which has resulted from contact with the dead or undead, such as mummy rot.

The ceremony can also cure victims of lycanthropy or were-creatures. Barashnum cannot restore lost energy or life levels.

Value: 1,001 gold pieces per person. It can be performed only by Zoroastrian priests.

Basil

- Herb cures both the petrification and poison of the basilisk.

Basil is a family of mint-like herbs, not uncommon as a spice. Prepared in a special manner, it is a cure for both the petrification and the poison of the basilisk (hence the plant's name). The dose will keep without spoiling for up to one year.

Appearance: Any nature-oriented character can identify it growing wild, but only an herbalist will be able to prepare it.

Value: 1,000 gold pieces per properly prepared dose; higher in areas of known basilisk activity.

Beans of Magic

- When 3 beans are planted, a vine of 1D100 x 100 ft. will grow 1D100 minutes later with a base diameter of 2 ft. per 100 ft. of height.
- Provides food.

Beans of Magic are familiar in many European stories, the best-known being Jack and the Beanstalk.

These beans cannot be bought, but must be traded for some valuable item. The trader is generally of magical origin, though unscrupulous mortals have been known to pass off ordinary beans to unwary fortune-seekers.

When three of these beans are planted and watered, a beanstalk will start to grow to a height of 1D100 x 100 feet, with a base diameter of 2 feet per 100 feet of height within 1D100 minutes. Its size can cause unfortunate consequences if the beans are planted too close to a building.

The stalk should be treated as a tree of equal size for damage or cutting.

Note that in addition to being useful as a ladder, the stalk also provides a multitude of rather large beans for food.

Appearance: They look like normal brown beans, perhaps a little larger than the normal.

Value: One useful magical item per three beans.

Bear's Ears

- Gives wearer strength of 19 (+3 to hit, +7 to damage).

Bear's Ears, according to Caucasus folklore, can transfer superhuman strength to its wearer. In this case, wearing the ears will give the character an effective strength of 19 (+3 to hit, +7 to damage) compared to the normal human maximum of 18.

The first problem, however, is getting the ears off the bear. The only kind of ears that will do are those from a giant polar bear.

Wearing the bear's ears can also lead to trouble later, because the "Great Bear" (as they are called) is sacred to many people.

Giant Polar Bear

AC: 5, **HTK:** 10D8, **M:** 12"

Align: Neutral, **Int:** Semi-

Att: 3, **Dm:** 1-8/1-8/1-12, **THACO:** 7

Special: If both arms score on one victim, additional hug for 2-16 damage

Value: 10,000 gold pieces.

Bells of Driving

- When rung, any dwarf, troll, giant, witch, ghost, or demon within earshot must save vs. magic or flee and stay away for at least 1 week.

Bells of Driving are particularly useful items which are known world wide. These enchanted +1 bells are primarily used against trolls, giants, witches, ghosts, and demons; but affect dwarfs as well.

Any of these creatures within earshot of one of these magic bells must save vs. spell magic or flee as far as possible and stay away for at least one week.

Appearance: The correct mixture of bell-metal has long been in dispute, and no magic bell has been successfully analyzed. Only a few of the sagest smiths know this secret today.

Holy symbols may be etched into the body of the bell. If the bell is small enough to be held in the hand, the striker should be of silver (or truesilver-alloy).

Value: 5,000 gold pieces.

Bellerophon's Bridle

- Tames creature or wins its friendship and respect.
- Lassoing a creature requires a successful to hit roll at -4. If successful, roll a 1D100 on the table below.

Bellerophon's Bridle is actually a mystical rope. In Greek legend, Bellerophon used this rope, a gift of the gods, to tame Pega-

sus. He later formed it into a bridle for convenience.

A character who drops the loop of this bridle around another creature has a chance to tame it or to win its friendship or respect.

Lassoing an unrestrained creature requires a successful roll to hit at -4 (-20%). If that occurs, roll 1D100 and consult the table below:

Base Chance of Success: 50%

Target's Intellect Higher	-10% per point
Target's Intellect Lower	+5% per point
Same Alignment	+30%
Different Alignment (1 part)*	-5%
Different Alignment (both)**	-20%
Opposite Alignment***	-50%

- * Such as Chaotic Good vs. Neutral Good
- ** Such as Chaotic Good vs. Lawful Neutral
- *** Such as Chaotic Good vs. Lawful Evil

Willpower can replace intellect in games where that attribute is used. The rope is a +4 item for saving throws and defense, but this bonus is not added to rolls to hit.

Appearance: This slender, golden rope is immensely strong but weighs less than normal hemp.

Value: 15,000 gold pieces.

Beltane Cakes

If flung over shoulder while saying, "This I give thee, O [name of creature]," the creature must save vs. magic or be forced to eat the cake, leave, and not return for at least a week.

Beltane Cakes are made of oatmeal or barley and specially prepared for the Beltane Festival. In Scotland, each cake has a raised pattern or design and can be dedicated to some predator.

In game terms, a piece of cake is flung backwards over the shoulder, with the person saying, "This I give to thee, O wolf" (or whatever creature may be threatening).

Each creature must make a saving throw vs. spell magic; if it fails, it must eat the cake, go away satisfied, and stay away from that area for at least one week.

Value: 500 gold pieces per cake (enough for 10 creatures).

Beowulf's Sword

- +3 sword requiring strength of 15 to wield.
- +5 vs. trolls and other regenerating creatures.

Beowulf is the epic hero of an Old English poem. He is a great warrior who crosses the straits to Denmark to help his kinsman Hrothgar.

Beowulf killed the troll-like Grendel by pulling his arm off, but then had to contend with a fiercer monster, Grendel's mother. He defeated her in a cave under the

sea, with the aid of a claymore two-handed magic sword.

This sword is +3, +5 vs. trolls and other regenerating creatures. It is so large, however, that it requires a strength of at least 15 to use.

Value: 18,000 gold pieces.

Berries of Stamina

Self-replenishing fruit provides food and moisture.

Berries of Stamina, according to legends of the Tlingit Indians, sprout as needed from a cut bush of Regimite. A branch of this bush was carried by many heroes on their epic journeys, for its self-replenishing fruit provided both food and moisture.

Appearance: Only medicine chiefs of the Tlingit can find this bush in the wild. They look like raspberries or blackberries.

Value: 5,000 gold pieces.

Bhumiya's Ring

When ring is placed on finger, the wearer changes sex. Ring may be removed with loss of finger.

Bhumiya's Ring is used by the trickster god/goddess to cause dismay at a wedding, according to Indian belief. Bhumiya replaces one of the rings the bride or groom will wear, and when the magic ring is placed on, the wearer changes sex.

The ring cannot be removed except by loss of the finger, but this will not reverse the process. Another ring of Bhumiya must be found if the wearer's original sex is to be restored.

Appearance: The ring is plain gold, with no markings. It will magically take on the size and appearance of the nearest ring to it, regardless of its nature or how far away it is.

Value: 2,000 gold pieces.

Biersal

Gremlin who cleans all jugs and bottles in cellar as long as he gets his own jug of beer daily.

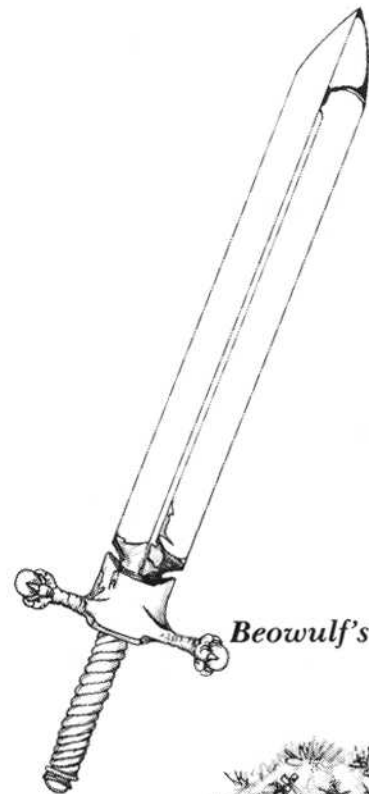
Biersal is a kobold-gremlin mentioned in Saxony folklore. He lives in the cellar and will clean all the jugs and bottles there, as long as he gets his own jug of beer daily.

Those that do not give him the beer find that he may turn into a troublesome poltergeist, breaking crockery and overturning bottles. Biersals are sought by those with large estates and palaces, because their help can be very expensive.

Very similar to the biersal is the boggart, which lives in Lancashire or Yorkshire, England. The boggart is more mischievous, but will do more chores.



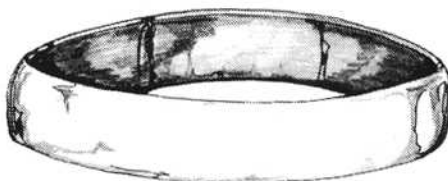
Beltane Cakes



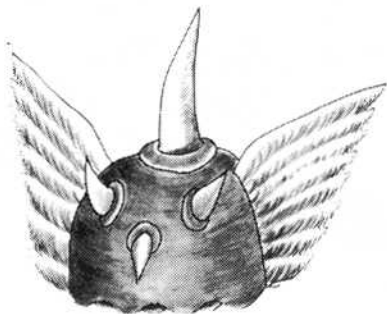
Beowulf's Sword



Berries of Stamina



Bhumiya's Ring

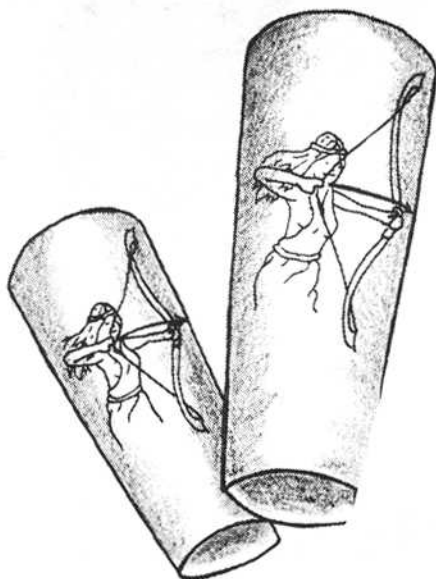


Bifrost Helm



Bodn

Boxing Gloves of Polydeuces



Bracers of Defense

Biersal

AC: 7, HTK: 1-6, M: 9'
Align: Lawful Good, Int: Very
Att: 1, Dm: 1-6, THACO: 20
Special: Invisible

Appearance: They are invisible.
Value: 1,000 gold pieces; boggart 2,000 gold pieces.

Bifrost Helm

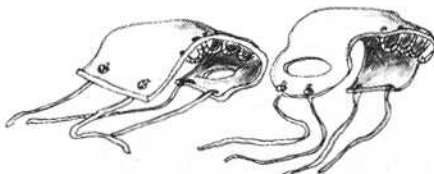
- +1 protection.
- Allows wearer and anyone within 5 ft. to see and travel on the rainbow bridge Bifrost.

Bifrost Helm (or Cap) is forged by the gods to allow certain mortals to enter and leave Asgard on errands. These items give +1 protection to a wearer: a bonus of +1 to armor class and to saving throws.

More importantly, however, they allow mortals to see and to travel on the rainbow bridge Bifrost, whenever a rainbow is seen on earth. The helm's wearer and anyone within a 5-foot radius are the only mortals able to see or use Bifrost.

Appearance: This Scandinavian designed helm or cap is most frequently silver or gold with wings or horns attached.

Value: 15,000 gold pieces.



Bodn

Drinker becomes gifted with poetry and his insight increases by 3 points.

Bodn is, in Norse mythology, one of the jars or vessels containing the Mead of Poetry and Wisdom. (The other two jars are called *Odrorir* and *Son*.)

The mead is made from honey and the blood of Kvasir, the most knowledgeable being ever to walk earth or heaven.

Kvasir was murdered by the dwarfs Fjalar and Galar, who made the mead. They put it into the jars and gave it to the female giant Gunnlod to guard under the mountain Hnitbjorg. Odin seduced her and won back the mead. He occasionally gives a draught or two to mortals.

Anyone drinking this mead becomes gifted with poetry, and their insight increases by three points (20%). Subsequent drinks will not further increase any characteristics or abilities.

Appearance: Bodn and the others are gallon-size crockery jars with removable tops. Each jar has its name kiln-fired onto it.

Value: 20,000 gold pieces per draught.

Borneo Magic Spells

Cure Animal Bites

Heals damage and neutralizes venom upon touch; 3rd level Clerical spell or 2nd level Druidical spell.

Clot Blood

- Stops bleeding upon touch; 2nd level Clerical spell.
- Used to attack humanoid creatures; on a successful roll to hit, victims must save vs. magic spells or fall unconscious for 1D100 minutes.

Borneo Magic Spells are known by Kiau Dusun tribal magicians who were taught them by a magic orangutan.

The spells include how to cure snake and insect bites, how to reduce fever, and how to clot the blood to stop wounds from flowing.

In game terms, these can be described as *cure animal* bites, a clerical spell of third level and druidical spell of second level, which both neutralizes animal venoms and heals damage from those bites; and *clot blood*, a second level clerical spell which makes even the worst cut stop bleeding and acts in place of binding the wound.

Both require touch to be effective.

Clot blood can also be used as an attack, but only on humanoid creatures (goblins, elves, etc.). It requires a roll to hit to successfully touch, and both hands must be used (i.e. caster cannot be carrying a weapon or shield). If the touch is successful, the victim gets a saving throw vs. magical spells; if he fails, the victim falls unconscious from an internal blood clot for 1D100 minutes.

These spells require no physical material components.

Boxing Gloves of Polydeuces

+1 for unarmed or hand-to-hand combat.

Boxing Gloves of Polydeuces, according to Greek legend, are heavy oxhide thongs without padding.

When these +1 items are worn they add a +30% bonus to the wearer's chance of success in unarmed or hand-to-hand combat.

Value: 2,000 gold pieces.

Bracers of Defense

- Wearer's dexterity x 5% chance of deflecting projectile weapons.
- +1 bonus to saving throws.

Bracers of Defense are made of a mysterious, very hard metal called adamant. The

bracers give a +1 bonus to any saving throw, and any projectile weapon that would normally score a hit (a successful die roll) has a chance of being harmlessly deflected by the bracer. That chance is equal to the wearer's dexterity times 5%, so a character with a dexterity of 18 would have a 90% chance to deflect any projectile attack.

Appearance: Adamant resembles steel, but has a lighter white-gray color. A statuesque woman in a loose tunic hunting with a bow is etched on the bracer.

Value: 15,000 gold pieces.

Bragi's Harp of Life

- If played for 10 minutes, returns to life anything dead within 50' radius with chance of 10% x player's skill level.
- For Bards, chance is 15% x player's skill level, up to maximum chance of 95%.
- Each dead life force gets 1 chance for resurrection.

Bragi's Harp of Life was presented to the Norse god of poetry and music at the time of his birth in a cavern deep underground. Bragi, the wordsmith, took the harp when he came out to the world. When he played it, flowers bloomed, grass grew, and trees budded.

When a character plays this golden harp, there is a chance that any dead thing within a 50 foot radius will come back to life, although it will have only one hit point and will be quite weak.

The chance of success is 10% times the skill level of the players. For Bards, the chance increases to 15% times the skill level of the harp-playing Bard. The maximum chance of success is 95%, no matter how high the player's skill level.

Each dead thing (this includes characters, monsters, plants, animals, etc.) gets only one chance to be raised by the harp, although spells and other methods may be attempted if the harp fails.

The harp may be played as often as desired, but must be played uninterrupted for 10 minutes to have effect.

Appearance: The harp itself seems to be gold. Carvings and filigree show the passing of the seasons, and emphasize spring and its flowering and rebirth. The strings are truesilver.

Value: 700,000 gold pieces.

Bran's Magic Items

Boots of Water Walking

Allow wearer to walk across sea.

Cauldron of Regeneration

When person's body is placed in it over night, he will be brought back to life, but will be permanently mute.

Silver Staff

20' long staff.



Bragi's Harp of Life

Bran is a giant of Brythonian mythology so large that he waded across the sea from Britain to Ireland.

Any smaller being who wears his *boots of water walking* (which magically adjust to the wearer's foot size) will be able to stroll across any sea as if it were land.

Bran's *cauldron of regeneration* is big enough for a person to fit into. When a person's body is placed inside it overnight, he will automatically be brought back to life the next morning, although he will be permanently mute.

Bran also has a *silver staff* which, although not magical, is as tall as he is—20 feet. This staff was given to a human in payment of a great debt.

Appearance: The cauldron is silver, 7 feet in diameter, and has no markings. The staff is solid silver, inlaid with pictures telling the sagas of Bran's adventures. Both tips of the staff are shod with steel so they won't wear down.

The boots are made of a smooth, slick leather that looks like sealskin and is water repellent. Characters with other-planar senses may note that the boots extend into water's elemental plane.

Value: Cauldron . . . 400,000 gold pieces.
Boots 50,000 gold pieces.
Staff 30,000 gold pieces.



Bran's Magic Items

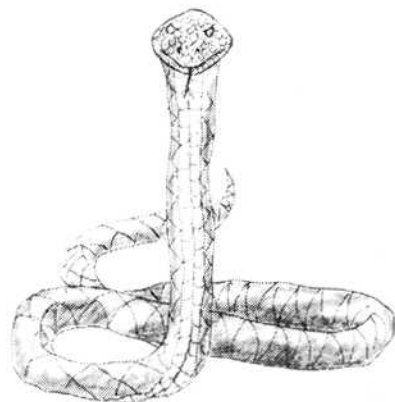
Brazen Serpent

When statue is cast into air, all those bitten by snakes or serpents or injured from fire will be healed if they look at it and think of Jehovah.

Brazen Serpent is a bronze statue of a large snake, erected by Moses at the command of Jehovah. When this 4 foot tall, hollow image is cast into the air, it will remain floating of its own power.

While this is happening, all people who have been bitten by snakes or serpents, or injured from any sort of fire may look upon the image, and if they think about Jehovah they will be healed.

Value: 100,000 gold pieces.



Brazen Serpent



Brisingamen

Brisingamen

- Necklace whose viewer must save vs. spell magic or greatly desire the necklace and do anything to get it. (Throws rolled secretly.)
- +1 bonus per 3 insight points above the base for saves.
- +3 to appeal.

Brisingamen is Freyja's fabulous necklace (or possibly belt) in Norse mythology. Freyja saw the necklace in a dwarven forge and desired it greatly. The price was set high: Freyja would have to spend one night with each of the four dwarf smiths. The necklace's beauty had her under its spell, so she compromised herself and agreed to the bargain.

Upon seeing this necklace, all characters must make a saving throw vs. spell magic, but there is a +1 bonus per every three points of insight above the base three, i.e., insights of 6-8 get +1, 9-11 get +2, etc. Any who fail this saving throw will greatly desire the necklace and will do anything to get it, including breaking alignment and killing their comrades.

These saving throws are rolled secretly with only the GM watching, and all characters must announce that they have saved successfully.

The desire for this necklace is a terrible temptation even to gods and goddesses, so it can wreak havoc and discord among mortal parties.

The *Brisingamen* necklace adds +3 (+20%) to the wearer's appeal. Every time one who has failed the saving roll sees the necklace, he will make some sort of attempt to get it.

Once someone has saved successfully, he will be immune to its effects and will never succumb to its spell.



Bucephalus

Appearance: The *Brisingamen* is truesilver, with gold inlay etchings. The jewels are diamonds, pearls, fire opals, and jacinths, each of which is worth a small fortune because of its matchless clarity, cut, and color.

Value: 2,000,000 gold pieces.

Bucephalus

- +2 horse for normal war-horse attacks.
- Communicates mentally with rider.
- Moves 1½ times faster than normal.

Bucephalus is the magnificent war-horse of Alexander the Great. Alexander was the only man who could tame him and he proved a worthy steed once mastered.

Possessing a limited telepathy, *Bucephalus* can communicate mentally with his rider, thus allowing the rider both hands free to shoot a bow or fight.

Standing 18 hands high and coal-black, *Bucephalus* adds +2 to hit and for damage to normal war-horse attacks. He also moves 1½ times the normal rate.

Other statistics are the same as a paladin's horse. Without magical coercion, *Bucephalus* will try to unseat or bite any rider except Alexander.

Bucephalus

AC: 7, *HTK:* 3D8+3, *M:* 22"

Align: Neutral, *Int:* High

Att: 3, *Dm:* 1-8/1-8/1-3, *THACO:* 20

Special: Communicates mentally with rider.

Value: 5,000 gold pieces.

al-Buraq

- Winged mule-like creature plane travels at rate of 1 per day.
- Only lawful good characters can ride him.

al-Buraq, "the bright one," is the white animal upon which Mohammed rode during his mi'raj journey to the seven heavens. Mohammed described this creature as between a horse and an ass, so it is frequently pictured as a winged mule or griffin-like creature.

The creature will allow only lawful good creatures to ride him. *al-Buraq* does not stay on this plane but comes to his rider when called.

Plane travel is possible for *al-Buraq*, although he must go to the seven heavens first and thence to other planes at a rate of one per day.

al-Buraq

AC: 7, *HTK:* 3, *M:* 14"

Align: Neutral, *Int:* High

Att: 2, *Dm:* 1-2/1-6, *THACO:* 20

Special: Plane travels.

Value: 500,000 gold pieces.



al-Buraq

Caduceus	Chang Kuo Lao's Items	Cormac's Cup
Caeneus's Spear	White Donkey	Cornucopia
Cap of Invisibility	Peach of Immortality	Cuchulain's Spears and Horse
Cap o' Rushes	Charm of Death	+1 Spear
Carbuncle of Power	Chang Tao-ling's Spell Book	+2 Spear
Cardea's Charm	Long Arm	+3 Spear - Gae Bulg
Cassandra's Crown	Safe Jump	Gray of Macha
Castle of Floating Granite	Plane Travel	Cu Roi's Robe of Disguise
Caswallan's Sword	Clim of the Clough's Longbow	
Catseye of Power	Cloak of Darkness	
Cephalus' Perfect Spear	Clover Charm	



Caduceus

- Anyone attacking bearer of wand is subject to execution.
- As Rod of Treasure and Magic Detection, it tugs in direction of nearest or strongest magic item or treasure within 300 ft.
- For Dream Design, targets get save vs. rod magic (at -6 if unaware) or have 10-minute dream that night. Used once per week.

Caduceus is the magic wand carried by ambassadors and heralds. Legend says that Hermes discovered two serpents fighting and thrust his staff between them, thus creating the symbol for the settling of quarrels. A rod entwined by two snakes is the most common form, although the earliest version is a forked rod with the prongs twisted to form a loop.

Anyone attacking the bearer of a caduceus is subject to execution, even by his own troops.

Some of the caducei have been further enchanted, and these +1 items serve as *rods of treasure and magic detection*, gently tugging in the direction of the nearest (50%) or strongest (50%) magic item or treasure within 300 feet.

Note that in most cases this will mean the caduceus will point to the bearer or his party, unless they take all their magic equipment 300 feet away to let the caduceus function.

The caduceus can also be used once per week for *dream design*. The rod must be within 50 feet of the target, who is given a saving throw vs. rod magic, at -6 (-30%) if the target is unaware. If the save fails, the bearer of the caduceus can script a 10 minute dream which will come to the target sometime that night.

Value: 40,000 gold pieces.

Caeneus's Spear

- +4 spear changes anyone who grasps it to the opposite sex until death and makes him immune to normal attacks.

Caeneus is, in Greek mythology, a Lapith woman originally called Caenis, who was assaulted by Poseidon. To prevent further attacks, she asked to be changed into a man, which was granted.

He/She changed her name and was given a spear that made him invulnerable. He began to worship the spear as his only god and this angered Zeus. In the battle between the Lapithae and the Centaurs, Zeus caused the Centaurs to drive Caeneus into the earth and bury him with fir trees.

Any mortal who today grasps this +4 spear will change to the opposite sex until death, but will also be impervious to normal attacks (but not to magical attacks such as enchanted weapons, spells, etc.).

Value: 40,000 gold pieces.

Cap of Invisibility

- Makes wearer and possessions invisible, even when attacking.
- Counterattacks are -4 to hit.

Cap of Invisibility was forged by Cyclops for Hades, according to Greek mythology.

Anyone who puts on this cap becomes invisible, as do all his possessions and clothing. One may attack while wearing the cap and remain invisible. Counterattacks are at -4 to hit.

Value: 9,000 gold pieces.

Cap o' Rushes

- Wearer is unrecognized (50% chance).

Cap o' Rushes is a magical item from a widely-known European folktale. A maiden using this device in England managed to disguise herself so thoroughly that her own father didn't recognize her.

This cap subtly alters light so that anyone using it has a 50% better chance to go unrecognized than that person's normal chance.

Appearance: This peasant's cap is woven using rushes (reeds) as straw.

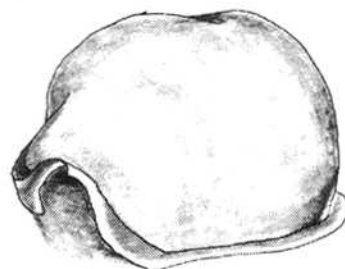
Value: 5,000 gold pieces.



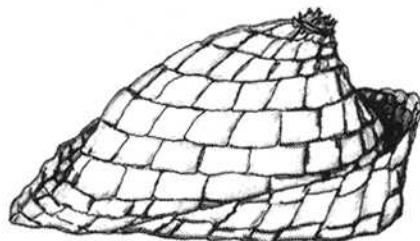
Caduceus



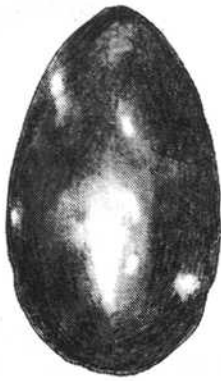
Caeneus's Spear



Cap of Invisibility



Cap o' Rushes



Carbuncle of Power

Carbuncle of Power

- Gem-form casts continual light in 60-ft. area.
- Forecasts impending disaster.
- Amulet gives wearer +2 protection.

Carbuncle of Power and its various attributes are mentioned in the Bible and the Koran and it is known from Spain to Arabia.

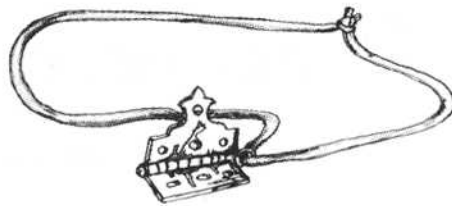
The powers of this ruby or garnet form include the ability to make continual light whenever required (enough to illumine an area of 60 feet in radius), and to forecast impending disaster or misfortune. Forecasting is indicated when it loses its luster and doesn't shine.

When made into an amulet, it gives a +2 field of protection to its wearer, which improves armor class and adds to all saving throws. It is particularly effective against certain pitfalls, and hence adds +4 to saves vs. poison, disease, bad dreams, will attacks, drowning, and melancholy.

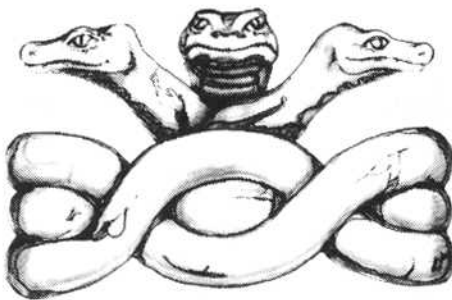
The carbuncle of power is rare, because it is found inside a dragon's brain. It will not harden into the gem of power unless the dragon's head is cut from its body while the dragon is still alive.

Appearance: The gem's cut is usually convex, but without facets.

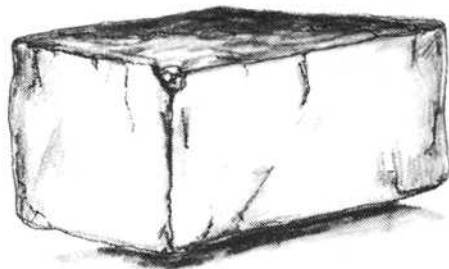
Value: 40,000 gold pieces plus value of gem.



Cardea's Charm



Cassandra's Crown



Castle of Floating Granite



Caswallan's Sword

Cardea's Charm

- Protects wearer against vampires and witches.

Cardea's Charm offers complete personal protection against the attacks of vampires and witches.

Cardea is the Roman goddess of the door hinges. She obtained this minor office from Janus in return for her favors.

Appearance: A small silver hinge, worn around the neck.

Value: 1,000 gold pieces.

Cassandra's Crown

- Wearer divines once per week by asking GM 'yes' or 'no' question; GM can replace question with a vision.
- Wearer can speak with animals.

Cassandra, also known as *Alexandra*, is the beautiful seeress of Troy, who, for refusing Apollo's advances, was doomed to never have her prophecies believed. She identified Paris as a shepherd and recognized the Trojan Horse for what it was. Yet, the people of Troy thought she was demented.

Anyone who wears her crown, a gold circlet of entwined snakes, shall have a limited power of divination.

Once per game week, the character can ask the GM one 'yes' or 'no' question, and the GM must give his best guess at the answer, though this may sometimes be "probably" or "I don't know."

The GM may also replace the question with a past, present, or future vision concerning some facet of the campaign.

In addition, the wearer of the crown will have the power to speak with animals. Although this does not necessarily mean they will cooperate with the wearer.

Value: 20,000 gold pieces.

Castle of Floating Granite

- Once freed from normal stone, this stone will float in air.

Castle of Floating Granite appears in many mythologies. Building a floating castle is usually regarded as an impossible task, but Achikar, the magician to King Sennacherib of Assyria, found this miraculous stone and succeeded. The stone floats above the ground, once freed from surrounding normal stone.

This stone will not fly or move as its owner wishes, but once set in the air with a special cement, it will remain in that spot as firmly as if it were anchored into the ground. It weighs little, yet still retains the mass of normal stone.

Appearance: The stone is special granite, but is indistinguishable from the normal variety until it is picked up and found to be feather-light.

Value: 50 gold pieces per cubic foot.

Caswallan's Sword

- +2 sword casts veil of illusion so sword is seen and wielder is not, until sword is sheathed or wielder wills self visible.
- Attacks on wielder are at -2.

Caswallan is a son of Beli, in Brythonic mythology. While Bran was in Ireland struggling with Branwen, Caswallan wreaked havoc in Britain.

His +2 sword has the ability to cast a veil of illusion, so that the sword can be seen but its wielder is invisible. The wielder can will himself visible at any time, or he can sheath the sword to end the spell.

Attacks on the sword's user while invisible are at -2 (-10%), because the sword's position gives a clue to where its wielder is.

Appearance: This broadsword looks like ordinary steel. Only the most observant character will notice a rune of power woven into the pattern of the fine wire chain wound about the hilt.

Value: 6,000 gold pieces.

Catseye of Power

- Gem, in ring form, makes wearer invisible.
- Protects against spells or attacks by eye contact.
- +2 bonus against all other magic spell attacks.
- Produces 100 g.p. if owner penniless.

Catseye of Power is a gem (chrysoberyl or quartz) described in Assyrian and Ceylonese folklore. When this catseye is cut correctly, placed in a ring, and the ring is worn, the wearer becomes invisible.

In addition, the wearer has absolute protection against spells or attacks that involve eye contact, and has a +2 bonus against all other magical spell attacks.

The catseye will also protect its owner financially: should he ever have no money at all (GM's discretion), the gem will produce 100 gold pieces in his purse.

Value: 12,000 gold pieces.

Cephalus' Perfect Spear

- +1 spear for damage.
- Never misses its target, if thrown.

Cephalus is the son of Hermes and Herse in Greek mythology. He obtained from his wife, Procris, (and she from Minos) the perfect spear: although it gives only +1 for damage, this spear, if thrown, will never miss its target.

Appearance: The symbol that gives this spear its power is an etched, curving line near the point. If the spear is viewed point-on and the two edges are exposed towards the viewer to make a flat plane, the odd-looking curves will join to make a perfect circle—a bulls-eye. This symbol is nearly impossible to render in three dimensions, hence the uniqueness of this spear.

Value: 70,000 gold pieces.

Chang Kuo Lao's Items

- White Donkey travels 1,000 miles a day and nothing can catch up to it.
- Peach of Immortality makes mortals immune to aging for 10 years.

Chang Kuo Lao is one of the Eight Immortals of the Taoist religion. It is said he was born an old man, straight out of primeval chaos.

His *white donkey* can travel 1,000 miles per day, and, although it never seems to be running, nothing can catch up with it unless the donkey wants it to. When not riding the donkey, Chang folds it up like paper and puts it in his sleeve.

This traveler often carries a *peach of immortality* which he will share. One of

these peaches will make a mortal immune to aging for 10 years.

Chang is a magic-user and illusionist of the highest skill levels, is proof against any poison, and is a master of invisibility. Journeyman magic-users who find and please him may be taught new spells.

Value: Donkey 100,000 gold pieces.
Peach 10,000 gold pieces.

Charm of Death

When sung, this 9th level spell summons an apparition to move in a spiral from a designated point within a mile away and cause the 1st 100 males it sees to save vs. death magic or die.

Charm of Death is known by only the Shipaya Indians of South America. This incantation can be performed by only a magic-user, shaman, or the like. This ninth skill level spell may rarely be found or bought on scrolls.

When this charm is sung, a noxious red mist exudes from the ground and swirls until it congeals into the form of a robed and hooded human. This apparition will then go to the precise spot the spell-caster desires (up to one mile away) and from that point will rapidly travel in an expanding spiral. The first 100 males the apparition comes upon, including male casters, must make a saving throw vs. death magic or die.

Appearance: The scrolls are occasionally bordered in crimson. A few have been known to be booby-trapped so that upon first reading the scroll, the reader must save or become a victim of this hideous death. All scrolls have universal symbols and ideograms of caution and warning on their outsides (or on their cases, if any).

Value: Scroll is worth 300,000 gold pieces.

Chang Tao-ling's Spell Book

- Long Arm extends 1 or both arms up to 3 ft. more per skill level. Unlimited use.
- Safe Jump allows unlimited jumps up to 6 ft. per skill level; up, down or horizontally.
- Plane Travel allows travel once per week at rate of 1 plane per hour.

Chang Tao-ling, a Taoist Master, was once seen to extend his arm 30 feet to help a disciple climb a cliff. A venerable man, Master Chang was later seen to jump down to a ledge unharmed. Joined by two of his disciples, Chang said something to them in a low voice and they all disappeared, never to be seen again, presumably having moved on to a higher plane of existence.

A character of any class that finds and studies the Book of Chang Tao-ling for an uninterrupted week will be able to use some of his magic spells.



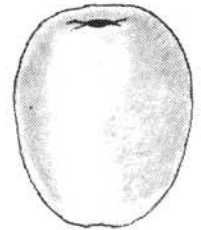
Catseye of Power



Cephalus' Perfect Spear



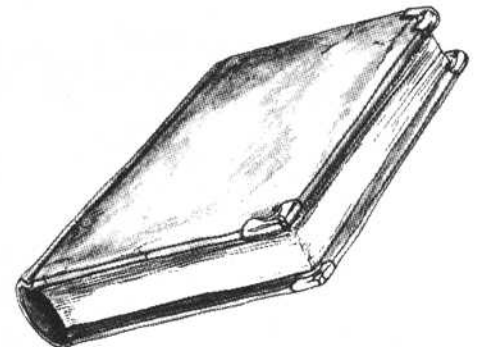
White Donkey



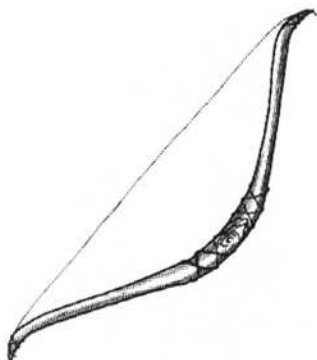
Peach of Immortality



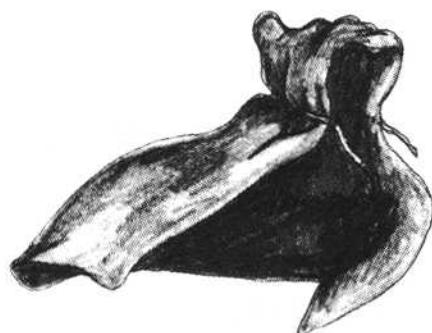
Charm of Death



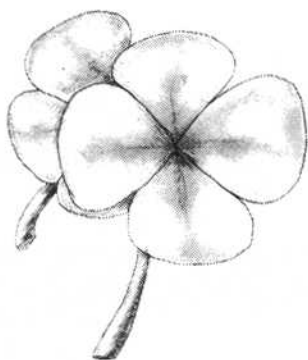
Chang Tao-ling's Spell Book



Clim of the Clough's Longbow



Cloak of Darkness



Clover Charm



Cormac's Cup

The *long arm* allows a character to extend one or both arms beyond their normal length, up to 3 feet extra per skill level of the character.

The *safe jump* allows a character to jump down, up, or horizontally, without injury, up to 6 feet more per level.

Plane travel allows the character to travel among the planes at the rate of one plane per hour. The character must remain in the next plane for at least an hour; he cannot return to his home plane before that time is up.

The first two powers can be used any number of times, but a character can only depart from his home plane (using the plane travel power) once per week.

After the last page in the Book is turned, it will teleport in a random direction 10D100 miles. This will also happen if the Book is studied by more than one person at a time.

Appearance: This book looks similar to all other magical-type books, tomes, and librams: aged-looking leather that smells of must and age, yet seems to be in good condition.

The book's title is written in Chinese characters on the first page, but the rest of the work will be comprehensible to anyone, due to the wonderful teaching skill of Master Chang.

Value: 60,000 gold pieces.

Clim of the Clough's Longbow

+2 longbow

Clim of the Clough is a famous English folk hero/outlaw. He and his friends Adam Bell (q.v.) and William of Cloudesly (q.v.) were reputed to be the best archers in Europe. In addition to his natural skill, Clim possessed a +2 longbow which enhanced his reputation.

Appearance: Clim's adopted mark is burned into the wood just above the grip of this yew bow: a "C" within a larger "C" within a cleft in a hilt.

Value: 5,000 gold pieces.

Cloak of Darkness

Once per week, 3 objects can be changed into non-magical objects no more than 20 times larger, for 6 hours.

Cloak of Darkness is a misnomer, but that is the way Irish fairy tales name it. This item belonged to a henwife. When she swirled it around herself and then opened it, wonderful items were created from commonplace objects (as in Cinderella).

The items to be created can be no more than 20 times larger than the objects to be transmuted, and the created object can have no other magical powers (i.e. one could create a sword, but not a +5 sword).

The power can be used only once per week, but at that one time, up to three objects can be transmuted. The objects will retain their transmuted form for exactly six hours, at which time they will instantly revert.

Appearance: The smallish cloak is made from strange black fabric that seems to absorb all light. People who stare at the fabric sometimes get the frightening feeling that they are peering over the edge of a high cliff into an abyss, or that they are falling into a bottomless pit.

Value: 20,000 gold pieces.

Clover Charm

- Charm gives protection against evil.
- True Sight once per day.

Clover is a small, common plant long held to be lucky or a charm against various things.

When prepared properly by a druid, a clover charm gives protection from evil to the wearer and also allows True Sight. By concentrating, the wearer will be able to see invisible, hidden, or camouflaged things once per day.

The clover is especially good at penetrating the artifices of elves, fairies, and related folk.

Value: 5,000 gold pieces per properly prepared charm; 1,000 gold pieces to player character Druids.

Cormac's Cup

Detects lies: If 3 lies are spoken over it, it will break; with 3 truths, it becomes whole again.

Cormac's Cup, in Brythonic folklore, was given to the wise Irish king Cormac Mac Airt by Manannan Mac Lir as a lie detector to aid him in his capacity as judge.

If three lies were spoken over the golden cup, it would break into three pieces; but if three truths were spoken over it, it would become whole again.

Appearance: This gold cup has silver and platinum filigree depicting famous Celtic chieftains renowned for honor and honesty.

Value: 5,000 gold pieces.

Cornucopia

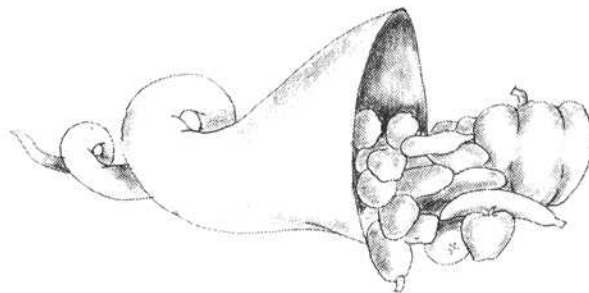
Upon command, it provides enough food to feed 50 people once per day.

Cornucopia, also known as the Horn of Plenty, is a legend in many mythologies. One Greek version says that the cornucopia horn broke off the great goat Amalthea.

Upon the command, "Bring forth!" the cornucopia provides enough food to feed 50 people, which can be done once per day.

Appearance: The large, spiralling horn is about 3 feet long and has an opening about 2 feet in diameter from which pours the great food variety. The gray-white horn seems impervious to harm.

Value: 5,000 gold pieces.



Cornucopia

Cuchulain's Spears & Horse

- 3 spears, one each of +1, +2, and +3. The +3 spear radiates enough heat to ignite wood in a melee round.
- Gray of Macha, a heavy warhorse with +2 hoof attacks.

Cuchulain, half supernatural by birth, is the hero of Old Irish legends. He had three magic spears, one each of +1, +2, and +3. The +3 spear's name is Gae Bulg and it has the power to radiate enough heat from its tip to ignite wood in one melee round.

Cuchulain's horse is the fiercely loyal Gray of Macha, a heavy war horse with +2 hoof attacks.

Cuchulain died when he was tricked out of his spears. He asked to be tied to a post so that he would die standing up. His craven enemies would not approach him until they saw a raven light upon his shoulder, thus proving he was dead.

Value: +1 Spear 3,000 gold pieces.
 +2 Spear 8,000 gold pieces.
 +3 Spear 17,000 gold pieces.
 Gray of Macha 3,000 g.p.



+1 Spear

+3 Spear - Gae Bulg

+2 Spear



Gray of Macha

Cu Roi's Robe of Disguise

- Wearer has 95% chance to go unrecognized.
- Against magical methods of detection, 70% chance to go undetected.
- Once daily, wearer can order it to make him look like someone else for 1 day or until the cloak is removed, with a chance of 5% + 5% per opponent's level of his being recognized.

Cu Roi is, according to legend, the greatest wizard of ancient Ireland. He is a master of many spells and possesses a robe of disguise that is matchless.

Anyone wearing the robe has a 95% chance of not being recognized, if he activates its power. Even against magical scrying and detection means, the robe still gives the wearer a 70% chance to go undetected. The robe does not blend its wearer with his surroundings; it merely projects an unremarkable, unknown, average-looking physical appearance.

Once per day, the wearer can command it to look like someone else. In this case there is a 5% chance + 5% per skill level of opponent that the opponent will recognize the cloak's wearer.

The form is changed for one day, or until the cloak's wearer removes the cloak.

Appearance: The robe is dark gray, voluminous and yet light in weight and bulk.

Value: 30,000 gold pieces.



Cu Roi's Robe of Disguise

D

Daedalus' Magic Items

Endless Ball of String
Wings of Flying

Dagda Mor's Magic Items

Everfull Cauldron
Two Magic Pigs
Fruit Trees of Plenty
Harp
Club

Daikoku-ten's Wooden Mallet

David's Magic Items

Cuirass
Shield

Helm of Understanding
Sling of Slaying

Devil's Club

Diamond Kings' Items

Sword of Speed
Parasol of Power
Guitar
White Rat

Diancecht's Spring

Didi Charm

Discus of Perseus

Doc Cu'o'c's Items

Battle Axe

Charm

Doctor Li's Talisman

Dor-je

Dracaena

Dragon's Teeth

Draupnir

Dvalin's Smithy Tools

Dvergar's Cap & Cloak

Dwarven Magic

Stones of Trapping

Iron Rod of Opening

Leaves of Satiation

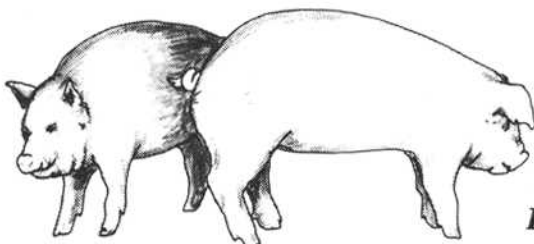
Dagda Mor's Harp



Dagda Mor's Club



Dagda Mor's Cauldron



Dagda Mor's Magic Pigs

Daedalus' Magic Items

- **Endless Ball of String.**
- **Wings of Flying** travel at rate of 15" at base altitude, plus 3" per each altitude higher and may be used for number of rounds equal to character's strength + stamina, then must rest for an equal number of rounds. Has chance of failure (see below).

Daedalus is a master craftsman of Greek mythology. Among the treasure attributed to him are the *endless ball of string* (which he loaned to Theseus to help him escape the Labyrinth of Minos) and the *wings of flying*, with which he and Icarus escaped imprisonment.

Note, as Icarus should have, that a character flying with the wings must not fly more than 100 feet off the ground or there is a chance the wax will melt and the wings will fail (roll once per every 100 feet):

Altitude from Ground Level	Chance of Failure
0-100 feet	0%
100-199 feet	10%
200-299 feet	20%
etc.	

The wings allow travel at a rate of 15" at base altitude, plus 3" per each altitude level higher. There is some incentive to take a chance. For example, flying at 250, feet a character would be able to move 21" (15 + 3 + 3), but would have a one-time risk—a 20% chance that the wings would fall apart.

The wings may be used for a number of rounds equal to the character's strength plus stamina (or constitution or willpower), after which he must rest an equal number of rounds. Any interruption in rest reduces the number of rounds the wings can be used again.

The wings can support whatever mass the character can carry on the ground in normal travel.

Value: String 100 gold pieces.
Wings 10,000 g.p. per pair.

Dagda Mor's Magic Items

Everfull Cauldron

Provides unlimited food.

Two Magic Pigs

1 is always alive while the other is being cooked and eaten.

Fruit Trees of Plenty

Always laden with fruit.

Harp

- **Summons the seasons.**
- **+2 weapon** flies to owner on command and kills anyone in its path. Save vs. death magic incapacitates for 10 minutes.

Club

- **+3 club** doing 4D10 damage.
- **Victims hit with the striking end** must save vs. death magic or die.
- **Resurrects by touch of handle** anyone dead less than 24 hours.

Dagda (the Dagda Mor) is a chief god of Celtic mythology, the leader of the Tuatha De Danann, and father of Brigit. His treasures include an *everfull cauldron*, able to provide food for any number of people; the *two magic pigs*, one of which is always alive while the other is being cooked and eaten; and *fruit trees of plenty*, which are always laden with fruit.

He also owns a *harp*, which can summon the seasons (e.g., instantly convert winter to spring) and which can fly to him upon command (acting as a +2 weapon which will kill anyone in its path that it strikes; saving throw vs. death magic will reduce the effect to incapacitation for 10 minutes).

The *club* is a +3 weapon that requires anyone hit by one end of it to save vs. death magic or die (in addition to 4D10 normal damage). The club's other end can resurrect anyone dead less than 24 hours.

Value: Cauldron 500,000 g.p.
 Magic Pigs 80,000 g.p.
 Fruit Trees 10,000 g.p. each.
 Harp 200,000 g.p.
 Club 400,000 g.p.

Daikoku-ten's Wooden Mallet

Turns anything it hits to gold (no save).

Daikoku-ten is a Japanese Buddhist god of happiness and wealth. Early texts describe him as a god of war as strong as Siva the Destroyer.

One of *Daikoku-ten*'s artifacts is the mystic wooden mallet he holds, which can turn anything it hits into gold.

Appearance: The mallet appears normal, and it has Japanese characters representing plenty, wealth, and happiness burned into the handle.

Value: Priceless.

David's Magic Items

- +1 cuirass.
- +1 shield.
- Helm of Understanding; wearer can speak and understand any language.
- +5 Sling of Slaying; targets must save vs. death magic or die instantly.

David is a Biblical king of Israel. Some of his weapons are reputed to be magical: he had a +1 cuirass (same as +1 plate armor); a +1 shield; a helm of understanding, which enabled him to speak and understand any language of man or beast; and the famous +5 sling of slaying which adds +5 (+25%) to the chance to hit and to damage. If a hit is scored, the target must save vs. death magic or die instantly.

Value: Cuirass 5,000 g.p.
 Shield 3,000 g.p.
 Helm 11,000 g.p.
 Sling 40,000 g.p.

Devil's Club

When this bush's branch is dropped, a wall of thorns springs up with area equal to skill level x every 10" of branch to a 20' maximum height.

Devil's Club is a branch from a rare bush, known only to Tlingit Indian shamans.

When this branch is dropped, a great, thorny rose bush thicket will instantly spring up into a Wall of Thorns (see GM guide). The area equals the character's skill level x every 10 inches of branch.

Only one branch can be grown and prepared per month, so only one branch is sold per month. The longer branches are correspondingly more difficult to find.

Note that the area can be configured any way the branch's holder wishes, as long as he states the configuration before he casts the branch. The thicket has a maximum height of 20 feet. If no area is specified, the thicket will be 20 feet high and will form a square with the leftover area.

Value: 1,000 cubic feet 1,000 g.p.
 2,000 cubic feet 3,000 g.p.
 4,000 cubic feet 6,000 g.p.
 8,000 cubic feet 12,000 g.p.

Diamond Kings' Items

Sword of Speed

+1 sword triples wielder's normal number of attacks.

Parasol of Power

• When opened upside-down, an earthquake of 10D10 points damage within a 1D100 x 100 yard radius occurs; successful save vs. rod magic means no damage.

• If opened rightside-up, a sphere of darkness covers a 1D100 x 100 yard area; it can be illuminated only by magical means.

• Can be used only once per day.

Guitar

• Sets everything on fire within 100 yards of a designated point up to 1 kilometer away; structures must save vs. rod magic or burst into flames.

• May be used once per day.

White Rat

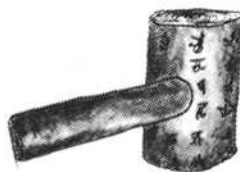
Once a day, when released from purse, becomes a winged, man-eating white elephant for 30 minutes.

Diamond Kings are four godlike beings in Chinese mythology, who replaced Li-Ching. The first has a +1 *sword of speed* called Blue Cloud. The wielder gets triple his normal number of attacks.

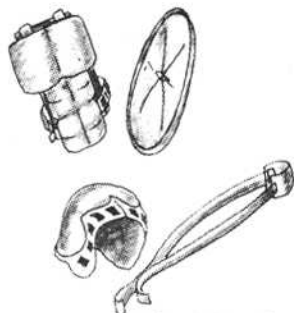
The second king has a *parasol of power* which, when opened upside-down, causes an earthquake of 10D10 points of damage within a radius of 1D100 x 100 yards. A successful saving throw vs. rod magic means no damage. The holder of the parasol is guaranteed no damage.

When the parasol is opened rightside-up, a globe of darkness covers a 1D100 x 100 yard area which can only be illuminated by magical means.

The third *Diamond King* has a *guitar* which will set enemy camps and even cities on fire. Every structure within a 100 yard radius of the point designated by the player (up to 1 kilometer away) must make a saving throw vs. rod magic, or burst into flame.



Daikoku-ten's Wooden Mallet



David's Magic Items



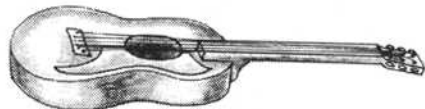
Devil's Club



Sword of Speed



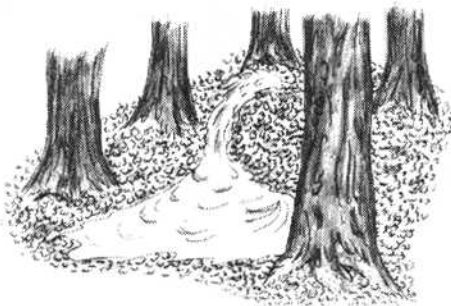
Parasol of Power



Diamond King's Guitar



Diamond King's White Rat



Spring of Resurrection

The fourth Diamond King has a *white rat* that he keeps in a panther-skin purse. When it is released, it becomes a winged, man-eating white elephant for 30 minutes.

The parasol, the guitar, and the white rat can be used only once per day.

White Elephant (from white rat)

AC: 0, HTK: 12D8, M: 15"/20"

Align: Neutral, Int: Low

Att: 5, Dm: 2D8, 2D8, 2D6, 2D6, 2D6

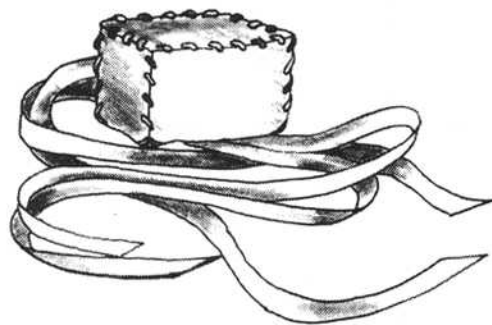
THACO: 9

Special: Flying impact 3D10, +3 or better weapon needed to hit

Magic Resistance: 95%

Appearance: Blue Cloud is lighter blue than a sword's usual steel blue. A lightning bolt is etched into both sides of the blade. The pink and blue parasol has pictographic Chinese runes on it.

Value: Blue Cloud 7,000 g.p.
Parasol 100,000 g.p.
Guitar 100,000 g.p.
White Rat 400,000 g.p.



Didi Charm

Diancecht's Spring

- Spring of Resurrection: Brings dead being back to life as long as the head is attached to the body.
- Heals all wounds and cures any diseases of a living being.

Diancecht is the Tuatha De Danann's healer in Irish mythology. He is the guardian of a spring of resurrection that can bring any dead being back to life, as long as the body's head is not cut off.

Small amounts of water from this spring have found their way into the hands of mortals, but when taken away from the spring, the water loses its power at some unpredictable time during the next year. Drinking the spring's water will heal all wounds and cure any diseases of the living.

Appearance: The spring appears or is hidden at *Diancecht*'s will, but a circle of mighty oaks always surrounds the clearing that holds the spring. A carpet of clover leads down into the spring, which holds only one person at a time.

Value: 10,000 gold pieces per draught; although if the spring itself is found, *Diancecht* will charge nothing.

Didi Charm

- Protects against lions and gives strength of 18 to a magically unaided wearer for 6 hours.
- Can be worn only once per 3 days.

Didi is a charm (gbo) of the peoples of Dahomey, named for the *Didi* tree's seed. This charm is commonly used to give a hunter protection against lions, and to impart the strength of a lion to him.

The didi can be worn once per three days and is effective for six hours. During this time period, the wearer has the maximum normal strength for a magically unaided character (18 or 100%).

Appearance: The didi is worn around the fighting-arm like a phylactery, except wrapped in a pocket of cloth rather than wood. The pocket contains a piece of lion skin, which is crucial to the charm's effectiveness.

Value: 3,000 gold pieces.

Discus of Perseus

- +3 discus returns to thrower's hand.
- Can only be thrown at 1 target per round for 1D6 damage; a natural roll of 20 removes limb, head, or appendage (25%).
- Range: 1-6"

Discus of Perseus is an enchanted item that is used more for battle than for sport. This +3 discus returns to the hand of the thrower.

If the thrower chooses not to or cannot catch it, the discus will pass about 1 foot away between belt and shoulder height, and will land 5 feet behind the thrower. It is possible to maneuver an attacker into a position so that he will be struck by the returning discus (return-trip strikes get no strength bonus).

One-fourth of the edge of the discus is honed to razor sharpness, so unskilled users will be taking a chance when attempting to catch it.

Once the discus is caught—even by an enemy—the discus regards the catcher as its new owner, and will attempt to return to him.

Statistics: The discus can be thrown in the traditional sidearm manner or backhanded (to short and medium ranges only). Back-hand requires only half the normal space to use (2½ feet compared to 5 feet). *Weight:* 20 gold pieces. *Damage* (add +3 for its enchantment plus strength bonuses for damage): 1D6; a natural roll of 20 on D20 indicates a random limb, head, or appendage removal (25%) or broken/incapacitated (75%). *Range:* Short 0-2"; Medium 2.1-4"; Long 4.1-6".

The discus can be thrown at only one target per round, but as previously described may hit someone on its return (possibly a nearby companion). It does both impact and cutting damage to targets that it hits.

For very difficult "called shots," like using the discus to slice a rope suspending a bridge, the GM may require a further D100 roll to see if the sharp section of the discus made contact (25% chance).

Appearance: The discus is a bronze-colored metal, with its edge curved down on ¼ of the perimeter to provide a better grip. The remaining arc of metal is as sharp as a



Discus of Perseus

butcher's cleaver. Etched into the top of the discus is a stylized drawing of Medusa's head (the symbol of Perseus).

Value: 20,000 gold pieces.

Doc Cu'o'c's Items

Battle axe

+5 battle axe.

Charm

- Cures diseases in one person.
- Protects against spirits, allows wearer to turn undead like a cleric of equal skill level. Clerics add 5 skill levels.
- Dispels bad weather in a 5 kilometer radius for 6 hours.
- Bearer can use each function once per day.

Doc Cu'o'c is, according to Cochin and Annam (Mongolia), a good deity or spirit who has only one leg and one arm. He brandishes his +5 *battle axe* with his one arm.

When the proper ritual is performed over a *charm* to him, the charm's bearer can perform each of its three functions once per day.

The first is to cure diseases in one person, including common ailments like toothache.

The second is protection from spirits, with which the bearer gets to turn undead as if he were a cleric of the character's skill level. If the character is a cleric, he gets to add five skill levels to this turn attempt.

The third use is the most invoked; the bearer can dispel bad weather in a 5 kilometer radius for at least six hours.

Appearance: The charm is in *Doc Cu'o'c*'s likeness and is made of paper, straw, or wood.

Value: 20,000 gold pieces.

Doctor Li's Talisman

- Wearer can magic jar into it or another human.
- Allows astral travel for wearer and 5 other people.

Doctor Li's Talisman gives this figure from Chinese mythology great spiritual powers.

Characters who wear the talisman may magic jar into it in cases of extreme peril. The character's body then falls over, apparently dead.

If the unoccupied physical body is not reduced to zero hit points, the character may will his life force back into that body. If the former body is reduced to zero, the life force in the talisman cannot return to it and a new body must be found.

The life force must dispossess someone of his body. This is a will force attack; the target must be within 5 feet of the talisman.

The chance for the target to successfully resist the takeover is the target's intelligence + wisdom x 3%. A target that successfully resists is aware of what has happened, though he does not necessarily know that the attempt came from the talisman.

If the target quickly moves out of range, another attempt cannot be made. If the resistance fails, the two life forces swap places; however, the new owner of the body must make a system shock roll with the new body's chance of success. If this fails, the body dies, and the user cannot magic jar back to the talisman because it is occupied by the life force he just displaced. The user's life force dissipates.

A less sinister use of the talisman is for astral travel.

The corporeal body is left inert, as if in a trance, while the wearer of the talisman and up to five companions travel the astral planes.

The corporeal bodies are extremely vulnerable during this time. If the talisman ever becomes lost or its wearer is separated from his companions, those without magical recourse will remain stuck on their current plane of existence.

Note also that long journeys will require an earthbound assistant to nourish the body(s) while the spirit is gone.

Appearance: The talisman is in the form of a medallion worn around the neck. The chain is silver. The gold body of the medallion forms a circle around the central focus: a yin and yang circle of pearl and jet.

This stone is the spirit's repository if used as a magic jar; and if so used, a slight glow can sometimes be seen when looking into the gems. Symbols of mysticism and alchemy are etched into the gold surrounding the gems.

Value: 50,000 gold pieces.

Dor-Je

- Symbol protects against evil.
- Cleric-types can exorcise evil spirits, demons, and ghosts once per day.

Dor-je is a bronze symbol representing the thunderbolt. In Tibet, it is regularly worn by monks. The original *dor-je* is said to have fallen from Indra's heaven to a place near Lhasa Apso.

Wearing this symbol confers a protection from evil upon the wearer, and also gives cleric-type characters the ability to exorcise evil spirits, demons, ghosts, etc. as the spell once per day.

Appearance: The bronze *dor-je* is shaped like a jagged lightning bolt.

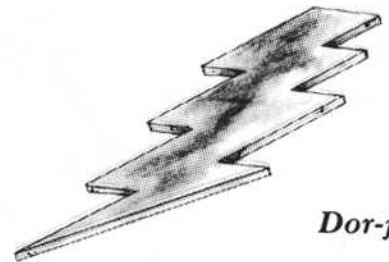
Value: 1,000 gold pieces.



Doc Cu'o'c's Charm



Doctor Li's Talisman



Dor-je



Dracaena

Dracaena

Shrub predicts weather within a 30 kilometer radius with 95% effectiveness for up to 6 hours in advance.

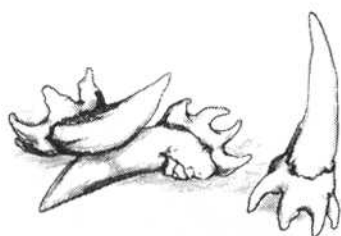
Dracaena is a shrub long held to have magical powers by people in many parts of the world. The leaves can be used to predict weather for a 30 kilometer radius with 95% effectiveness for up to six hours in advance. This is a great help to seafaring and farming communities.

When burned on an altar or in an offering, it will add +1 (+5%) to any invocation of a deity, and it is regularly used in routine blessings and divinations.

The thick red gum of the dracaena (called "Dragon's Blood" because of its red color) is burned by females, while incantations are chanted, to restore estranged lovers. This adds +10% to the efficacy of any love-related charm.

Appearance: The dracaena is a shrub (or tree) related to the lily family. Only a nature-oriented character can identify and prepare the substance properly.

Value: 100 gold pieces per amount sufficient for one use (1 kilogram).



Dragon's Teeth

Dragon's Teeth

Fully grown, armed warriors spring up from the soil 1 round after planted. They fight on the 2nd round and 80% of the time obey planter's commands for 1 hour.

Dragon's Teeth are rather rare and difficult to obtain, but the Greek legend of Cadmus, founder of Thebes, indicates that they are worthwhile.

When dragon's teeth are planted in the soil, a fully grown, armed warrior springs from each tooth. The warriors spring up one round after the tooth is sown, and on the second round they are able to fight.

Most (80%) of the time, the warriors will obey the commands of the one who sowed the teeth, for one hour. Then they will leave. The other 20% of the time the warriors will immediately attack the sower and any of his comrades (this happened to Cadmus).

Warriors

AC: 6, HTK: 1D8, M: 9"
Align: Lawful Neutral, Int: Ave.
Att: 2, Dm: 1-8, THACO: 20
Special: Carry swords

Appearance: It is difficult to differentiate the teeth of dragons from those of other large creatures, so fraud abounds. Dragons tend to have more pointed, cutting teeth than those with grinding surfaces (as compared with man and other animals).

One good test is that genuine dragon teeth dimly radiate magic, something rarely

(5% chance) found in teeth of even supernatural or magical creatures.

Value: 100 gold pieces per tooth.

Draupnir

Arm-ring produces 8 gold rings every 9th night.

Draupnir, Odin's gold arm-ring, was forged by the dwarves. Its chief virtue is that it will produce eight gold rings of equal size and weight every ninth night.

Each ring is worth 50 gold pieces in metal and labor, but each character wearing a ring formed by *Draupnir* will add 10% to the chance of Odin noticing him upon invocation.

Appearance: A small, runic "D" is indelibly engraved into each ring, including the original *Draupnir*.

Value: *Draupnir* . . . 30,000 gold pieces.
Other arm-rings . . . 200 g.p. each.

Dvalin's Smithy Tools

Work time and cost lessened 50% on normal items. 25% greater chance of success on enchanted items.

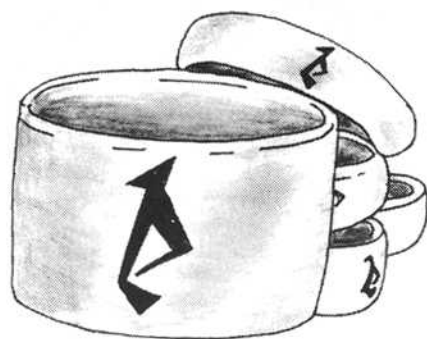
Dvalin, in Norse mythology, is a very intelligent dwarf (he knew or invented most runes). A smith of the highest order, he crafted Sif's wig, Odin's spear Gungnir, and Frey's folding ship *Skidbladnir* (q.v.) among others.

Anyone who uses *Dvalin's* smithy tools will find work time and costs reduced by 50% on normal items, and 25% greater chance of success in the fabrication of enchanted items.

Appearance: Only a character skilled in smithing will be able to notice that the bellows work better, the hammers shape metal more quickly, etc.

Note that the entire smithy works must be used as a complete set, including transporting the large anvil.

Value: 80,000 gold pieces

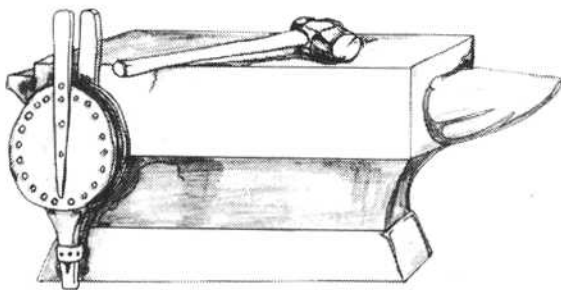


Draupnir

Dvergar's Cap & Cloak

- Cap and Cloak of Invisibility: Wearer can will invisibility.
- Either works alone.
- If sunlight touches items, they must save vs. magic or be turned to stone.

Dvergar is the general name for the dwarves of Scandinavian folklore. They are said to be midway between gods and men in power and intelligence. They have short, stocky bodies, long beards, deeply tanned skin, and green eyes.



Dvalin's Smithy Tools

Each possessed both a cap and a cloak of invisibility that the wearer can will into effect; either item alone can perform the magic.

If touched by sunlight, Dvergar's cap and cloak must save vs. magic or be turned to stone. When captured by men, Dwarves will often pay great sums of money as ransom for these items.

Appearance: The gray or green cap tapers to a long point. The cloak is also gray or green. Both are fine garments; women dvergar are known to excel in spinning and weaving.

Value: Cap 15,000 gold pieces.
 Cloak 15,000 gold pieces.
 Ransom 1,000 g.p. x 1D20.

Incidentally, a loaf of satiation will also favorably impress any human to whom it is served, and the person who gave him the bread will get to add a favorable +10% to any reaction roll required during that hour.

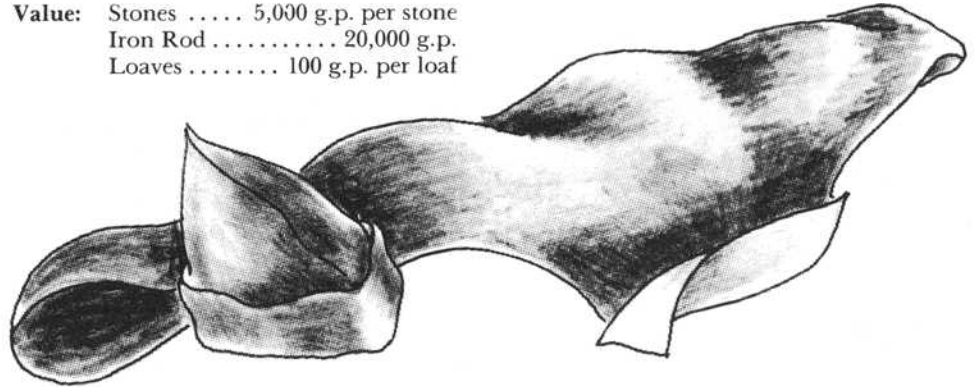
Appearance: The stones are marble-sized, perfectly round, gray granite stones.

The black iron rod is about 4 feet long and less than 2 inches in diameter.

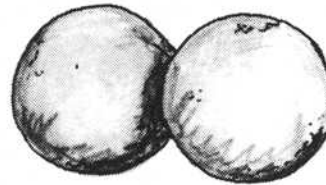
The loaves look like normal bread, and give forth a delicious aroma that might increase the chance of catching a wandering monster's attention, unless special precautions are taken.

Value: Stones 5,000 g.p. per stone
 Iron Rod 20,000 g.p.
 Loaves 100 g.p. per loaf

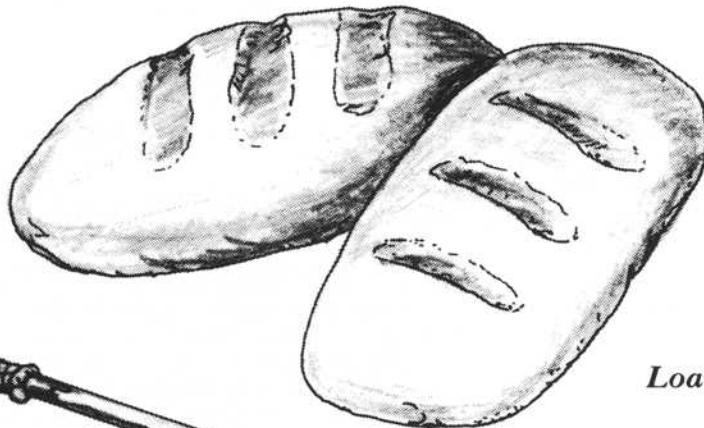
Dwarven Magic
Stones of Trapping
When thrown on ground, they expand to boulders 30 ft. in diameter within 30 seconds.
Iron Rod of Opening
When knocked 3 times on locked door, lock opens.
Loaves of Satiation
Placed in front of creature, will cause it to stop, eat loaf, and not take offensive action for 1 hour.



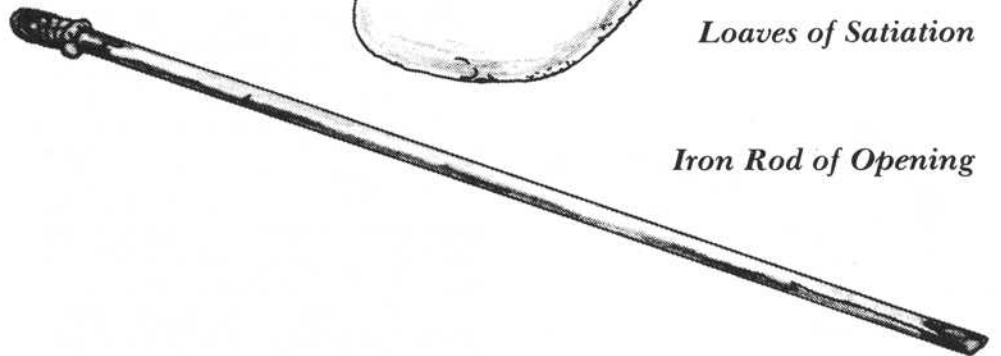
Dvergar's Cap and Cloak



Stones of Trapping



Loaves of Satiation



Iron Rod of Opening

Dwarven Magic is mentioned in a popular European folktale, in which a mysterious, magic-using dwarf possessed several magical items.

First among these items are the *stones of trapping*; one of these thrown on the ground will expand within 30 seconds to become a boulder 30 feet in diameter. Everything will yield to its expansion, including masonry and steel.

A pair of these stones (which is the way that they are usually found) can very effectively trap a group of people or animals in a mountain pass. They can also start avalanches or landslides.

The second item is an *iron rod of opening*. When this rod is knocked three times against a locked door or other surface (even a secret door), the lock will disengage and the door will open. If the lock is magically held or reinforced, the chance of the door opening is reduced by whatever amount the GM feels is appropriate (but never less than 50%).

The third items are *loaves of satiation*, which function somewhat like Beltane cakes (q.v.). Placing one of these magical loaves of bread near the path of any oncoming creature will cause that creature to pause, eat the loaf, and fail take any offensive action for one hour. The creature will fight in its own defense.

E

Eira's Amulet

Everfull Bottle

El Dorado

Everfull Horn of Freyja

Eros' Weapons

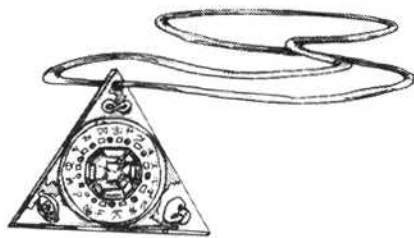
Everlasting Loaf

Arrows of Desire

Excalibur

Whip

Axe



Eira's Amulet

Eira's Amulet

Heals 1D6 damage once per day per character. Only female characters can use.

Eira is a later Teutonic goddess of healing, sometimes replacing Thor and Odin as healers. As Frigga's attendant, she taught healing to women.

Female characters possessing a charm of *Eira* are able to heal 1D6 points of damage once per day per character. Only female characters can use this charm, but they may use it to heal males. See below to operate.

Appearance: *Eira's* metal amulet, usually of silver or iron, is an equilateral triangle circumscribing a circle with mystic runes and symbols engraved on it. The points of the triangle represent body, mind, and heart (spirit).

Each point must be touched to the affected area while the proper words are chanted. This operation takes an entire round.

Neither healer nor patient can take any other action during that round, or the effect is lost until the entire procedure can be repeated.

Value: 10,000 gold pieces.



Eros' Arrow of Desire

Obviously *El Dorado* is not easily accessible, or it would have been found and exploited long ago.

If someone has found this city, either he has shown superhuman restraint in keeping the secret and in restricting the amount of gold allowed onto the open market, or he has simply not returned alive.

Appearance: Variable (GM's discretion).

Value: Variable (GM's discretion). This particular item must be carefully introduced into a campaign so as not to unbalance the campaign.

Eros' Weapons

- +3 Arrows of Desire to hit.
- +3 whip to hit.
- +3 axe to hit.
- Anyone hit will fall in love or lust after the next being he sees for 1 week. No save, except for same sex.

Eros is, in Greek mythology, the god of love, abstract desire, and lust.

According to some legends, he is not the son of Aphrodite, as many sources claim, but was born when *Ge* (the Earth) gave birth to the Sky, before the Olympian gods and even before the Titans.

Theologians of the time felt that without the existence of desire, the later conjugations among the gods, Titans, and other beings would not have occurred.

Also, *Eros* is not always pictured as a winged cherub, which is more properly a description of the Roman Cupid. *Eros* is often a very handsome youth or young adult.

In addition to his famous *arrows of desire*, he has a *whip* and an *axe* which can produce the same result. All of these items are treated as a +3 to hit (but not for damage). They all, however, do real damage and can even be fatal (dying of a "broken heart").

The major effect, though, is that anyone successfully hit by one of these items will fall in love or will lust after the next being that he or she sees. There is no saving throw, and this effect is applicable even to gods. The desire lasts for at least one week; it may be continued without magic after that. It may or may not be reciprocated.



Eros' Axe

El Dorado

"City of Gold" in New World.

El Dorado is the mythical "City of Gold," located somewhere in the New World, that so many explorers died trying to find.

The stories about *El Dorado* vary, but the one story that seems closest to fact says that while performing religious ceremonies, the king or high priest of the Indian tribe (generally thought to be Incas or Mayans) coats himself with rosin and is then dusted with pure gold.

Lake Guatavita in Colombia was supposedly one site for this ceremony, during which the priest would make a sacrifice in the middle of the lake to a snake god. From this relatively typical base exaggerated stories circulated. These ranged from rich surface gold veins to a city with pure gold buildings.



Eros' Whip

The effects of love are similar to a charm spell, but specifics must be determined by the GM because of the infinite possibilities love presents. These enchanted weapons are meant to enhance relationships between the opposite sexes. Therefore, if the first being the target sees is of the same sex, he gets a saving throw vs. magic.

Appearance: Each weapon is gold. The arrows vanish after being shot whether they hit or not, and if the axe is ever thrown, it, too, will vanish.

Value: Arrow 2,000 g.p. per arrow.
Axe 8,000 g.p.
Whip 7,000 g.p.

Everfull Bottle
Provides endless amount of water until broken.

Everfull bottle is from the Irish fairy tale about the well of D'yerree-in-Dowan.

The magical bottle is one of three items obtained by the steadfast Prince Cart.

Some say it is the water and not the bottle that is magical, but the effect is the same: when the 1-quart bottle is emptied to half-full, it miraculously becomes full again. This bottle will provide an endless amount of water until broken, but will never pour with a volume or velocity exceeding that of a normal bottle. It is +1 for saving throws and breakage chances.

Appearance: The dark brown, translucent glass, Florentine bottle has a woven straw 'jacket' covering its flat bottom and rounded bottom half. Written in white letters on the bottle are the Gaelic words saying "Water for the World."

Value: 3,000 gold pieces (more in areas of perennial drought).

Everfull Horn of Freyja
Provides endless amount of any beverage, except water.

Everfull horn of Freyja can contain any drinkable liquid, except water. The horn tends toward alcoholic beverages, and its most frequent offerings are strong ale and mead.

If the horn is emptied in one quaff, a new type of liquid will appear when the horn is turned upright. If the horn is not emptied, it simply refills with whatever beverage is already inside.

The beverage is chosen according to the GM's wishes, although suggestions by the horn's owner should be given some weight.

Appearance: This drinking horn is curled like a ram's horn to provide a flat, stable bottom. It will not tip over when set on a table. The horn holds 24 fluid ounces.

Value: 5,000 gold pieces.

Everlasting Loaf

Provides endless amount of bread.

Everlasting loaf is another of the three items that Prince Cart obtained on his adventure at the well of D'yerree-in-Dowan. When this loaf of bread is cut, it instantly replaces the portion that is taken and thus can provide an endless amount of bread.

Appearance: It looks like a normal split-top loaf of whole bran bread, but cut into the its top are the Gaelic words for "Bread of the World."

Value: 4,000 gold pieces.

Excalibur

- +5 sword of sharpness; roll to determine if limb is severed.
- +5 appeal, 25% on morale rolls.
- Any character class has chance to become paladin when grasping it for 1st time.
- Scabbard prevents wearer from being slain while Excalibur is drawn by keeping wearer at 1 HTK.
- Other functions same as +5 paladin's holy avenger sword (see below).

Excalibur is King Arthur's famous sword. The sword is sometimes called Caliburnus, which possibly derived from the Irish sword Caladbolg belonging to Fergus.

One tradition says that Excalibur is the sword plunged into the stone (or anvil) by Uther Pendragon upon his death, and that only Arthur could draw it out.

The tale's earliest version says that the sword in the stone was not Excalibur, but that Excalibur was given to Arthur some time later by Vivian (or by the Lady of the Lake). In any case, the sword Excalibur is clearly of supernatural origin, probably forged in the land of Faerie, or on the Isle of Avalon.

Excalibur is a magical sword that functions only when wielded by a paladin. When used by anyone else, it displays no bonuses to hit or for damage, although it functions at its full +5 potential for its own saving throws.

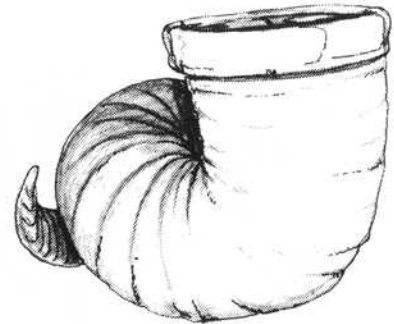
Anyone grasping this sword will be instantly aware of its identity, as the sword allows the holder to instantaneously assimilate its glorious past.

The sword will let the holder know what it would be capable of doing, if that character were a paladin. Then the sword will offer the character a chance to miraculously become a paladin.

No matter what the character's class or alignment, no matter how evil his past, all sins will be forgiven and the character will be transformed into a paladin equivalent to the character's skill level. The character's alignment is changed to Lawful Good.



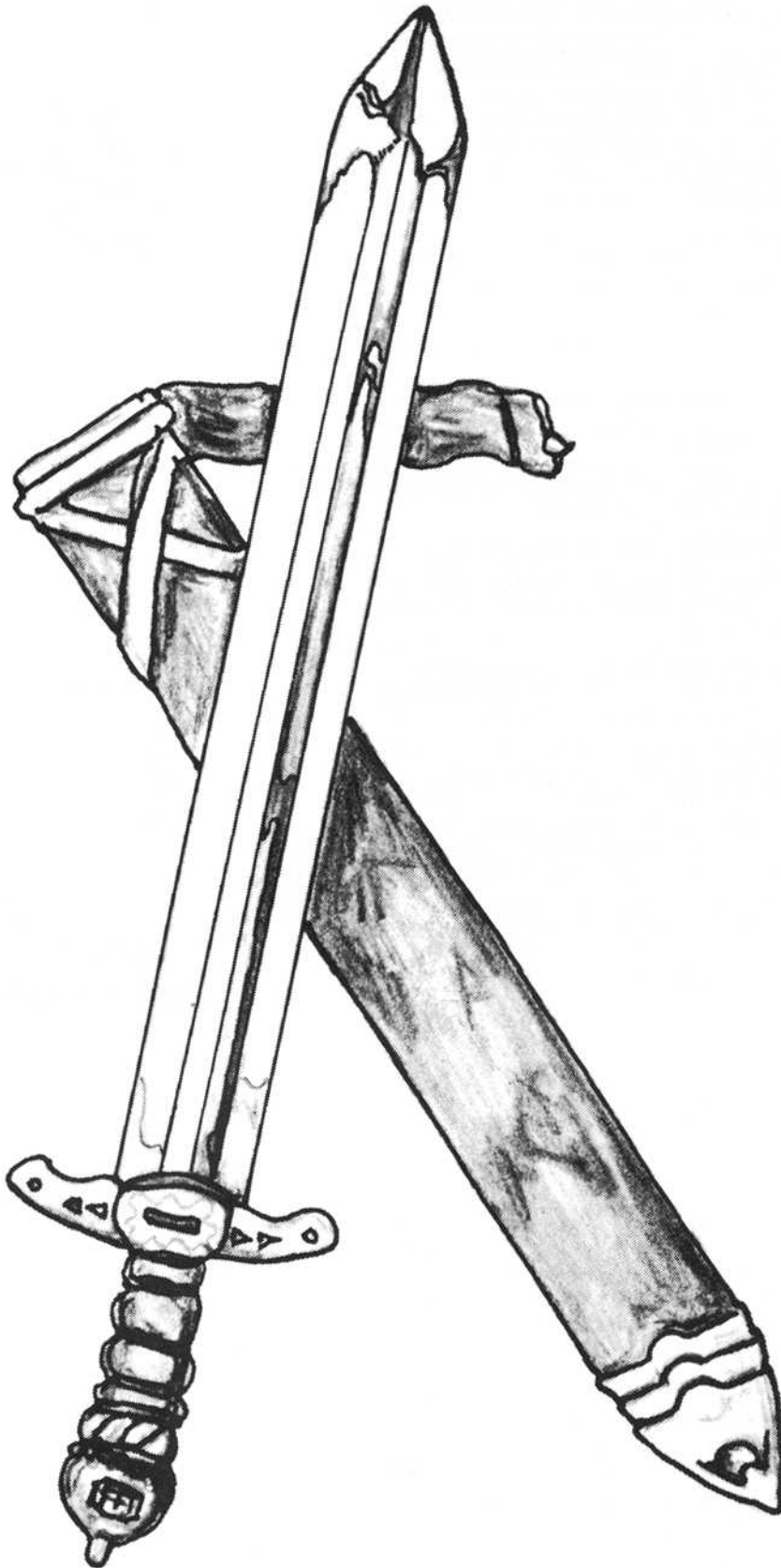
Everfull Bottle



Everfull Horn of Freyja



Everlasting Loaf



Any contrary acts may result in loss of paladinhood per the usual rules.

The character holding *Excalibur* has one minute to make his decision, after which the choice will never again be open to him. The choice will, however, be open to anyone else who grasps the sword.

A paladin holding *Excalibur* finds he has a +5 paladin's holy sword, with all attendant bonuses: 50% magic resistance in a 5-foot radius; dispel magic in a 5-foot radius at the paladin's experience level; and +10 damage rather than +5 when used against chaotic evil opponents.

In addition, *Excalibur* functions as a sword of sharpness, using its +5 modifier to determine whether or not an extremity is severed.

Excalibur's holder, upon displaying or brandishing it, has an effective +5 added to his appeal with regard to those that have seen him with *Excalibur*. This gives him a +25% bonus on any morale checks or rolls involving leadership or appeal.

This is particularly effective during battle, when demoralized allies within sight of a brandished *Excalibur* can be helped to rally, or foes can be hastened to flight.

Excalibur's scabbard is often overlooked, but this is a wondrous magical device in its own right.

When a paladin has *Excalibur* drawn, he cannot be slain as long as he wears the scabbard. Negative hits to kill are accumulated, but the paladin keeps going as if he had one point left. This explains why Arthur was mortally wounded by Mordred, yet stayed alive long enough to be taken to Avalon where he could be healed.

Note that this power does not function when *Excalibur* is sheathed.

All negative hits to kill must be healed before positive hits to kill can be restored for the character.

Appearance: *Excalibur* has a gold hilt that is intricately carved, except where the hand grips it. It has a pommel with an emerald on one side and a ruby on the other. The blade gleams like nickel-steel, a good indication of truesilver. Etched into the shiny blade, near the hilt are the words "Rex juris Britanniae." The brown weatherbeaten leather scabbard is unremarkable but sturdy.

Value: *Excalibur* 200,000 g.p.
Scabbard 100,000 g.p.

Excalibur

Faerie Magic Items

Fairy Cap of Invisibility
Fairy Cloak of Invisibility
Fairy Ointment
Fairy Harp of Charming
Fairy Book of Spells
Fairy Fear Spell
Fairy Fog Spell
Fairy Horse Spell

Faet Fiada

Fakir's Butter Jar

Fakir's Rope

Faustian Spells

Teleport Food
Magic Ride
Invisibility
Consult the Dead
Feathers of Attack
Fenda Maria's Lamp
Fionn MacCumal's Mantle
Firbolg Bags
Flint
Flying Chariots
Forgall Manach's Magic Castle
Forseti's Charm
Fountain of Hippocrene

Fragarach

Freyja's Falcon Skin Cloak
Freyr's Magic Items
Gullin-bursti
Skidbladnir
Blodug-hofi
Dancing Sword
Freyr's Charm
Fudo-myoo's Items
Magic Lasso
Sword of Mercy
Friar Tuck's Quarterstaff
Frithiof's Sword
Frodi's Magic Millstones

F

Faerie Magic Items

Fairy Cap & Cloak of Invisibility

Wearer becomes invisible.

Fairy Ointment

- Allows character to see wearers of Cap & Cloak of Invisibility.
- After wearing for 12 hours, can permanently see invisible fairies.

Fairy Harp of Charming

Targets within 60-ft. radius with 5 or fewer hit dice or 5th or lower skill level must save vs. magic spell at -4.

Fairy Book of Spells

- Fairy Fear Spell affects area of 6-scale-inch cube in front of caster and 30 ft. to each side.
- Fairy Fog Spell creates fog in cylinder shape, 8 ft. high with radius 4" x caster's skill level.
- Fairy Horse Spell creates 1 magical steed, with AC 5, per 3 skill levels of caster, which stays 20 minutes per caster's skill level.
- Only Druids, Magic-users, and Clerics who worship a Celtic pantheon deity can use.

Faerie is one name for the magical home of the fairies or the fay; also called Fairyland, Land Under Wave, the Fairy Island, and The Side. Faerie can be an island that rises from the sea.

If a stone is thrown onto it, the island will not sink again until the stone is found and thrown into the sea. (This is the safest way for a mortal to adventure in Faerie, otherwise, he might find himself trapped and drowned as the island sinks again.) Faerie can also be reached by a magical door in the side of a mountain.

In Faerie, there is usually a king and a queen, but often the queen has the position of leadership. There is no death, aging, sickness, or ugliness.

What seems like one night in Faerie can be hundreds of years in the outside world. The nights are filled with feasting, music, and dancing.

The inhabitants of Faerie (which can be any diminutive magical folk) tend to stay neutral toward mankind. Nearly every report of fairies doing harm has been shown to be in retaliation for some harm done to the fairies or in punishment for churlishness (i.e., they deserved what they got).

The few mischievous pranks not in this category are ascribed to simple exuberance of spirits.

Items which are associated with Faerie include a *fairy cap of invisibility* and a *fairy cloak of invisibility*. Both render the wearer invisible except to other fairies or to characters who are using *fairy ointment*. When a mortal is invited to Faerie, he is given some of this ointment to place in his eyes so that he will be able to see the fairies and their magic.

Occasionally, when the guest returns to the outside world, the fairy host forgets to remove the ointment, and forever after the mortal can see the creatures of Faerie.

The ointment, whose crock has enough for five uses, causes no discomfort to the eyes and does not impair vision. If not removed within 12 mortal hours, it will disappear, permanently giving its power to the user.

The *fairy harp of charming* casts a charm spell on all creatures within a 60-foot radius that have five or fewer hit dice or are fifth skill level or lower. The creatures within the radius are allowed a saving throw vs. spell magic (willpower bonus applicable), but at a -4 (20%) penalty.

Rare copies of the *Fairy Book of Spells* can also be found. These spells can be used by druids, by magic-users (and subclasses), and by clerics who worship a Celtic pantheon deity (including Brythonic and Gaelic).

The first spell is *fairy fear*, which is similar to the usual fear spell except that the affected area is a 6 scale-inch (60-foot) cube; the area extends in front of the caster and 30 feet to each side of him.

The second spell, *fairy fog*, creates a 'pea soup' fog in a cylindrical shape 8 feet high with a radius of 4 inches times the caster's skill level. It will last until naturally



Fairy Cap of Invisibility



Fairy Cloak of Invisibility



Fairy Ointment



Fairy Book of Spells



Fakir's Butter Jar



Fairy Horse

dispersed by sun or wind, or magically blown away.

The third spell is *fairy horse*, which makes one magical steed appear per three experience levels of the caster. Each horse is equivalent to a light war horse with AC 5. and stays 20 minutes per skill level of the caster.

LEVELS OF SPELL BY CLASS

	Druid	Cleric	Magic-user
Fairy Fog	2nd	3rd	4th
Fairy Fear	3rd	3rd	4th
Fairy Horse	3rd	4th	5th

Fairy Horse

AC: 5, HTK: 2D8, M: 24"

Align: Neutral, Int: Animal

Att: 2, Dm: 1-4/1-4, THACO: 16

Special: One horse appears per caster's skill level; stays 20 minutes per skill level.

Appearance: The soft, conical cap of invisibility is either gray or green. The fairy cloaks of invisibility are predominantly green and white, but occasionally red. They are clasped by a small truesilver brooch with a small gem set in it.

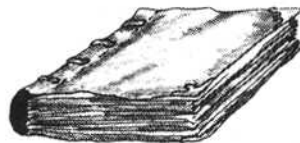
Jelly-like fairy ointment glows faintly in the light of a full moon and comes in a small crock.

The spell book resembles all other magical tomes and librams.

The fairy horse that appears is a fiery white steed with silver hooves and a golden bridle.

Value: Cap 7,000 g.p.
Cloak 8,000 g.p.
Ointment ... 3,000 g.p. per dose.
Book of Spells 20,000 g.p.

Faet Fiada

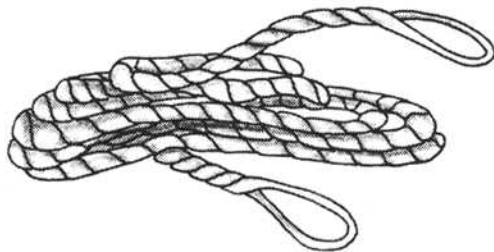


Faet Fiada

- Spell that transforms caster into animal for 30 minutes x caster's skill level or makes him invisible for 3 minutes x skill level.
- Available only to Druids as 3rd level spell or to Clerics as 7th level spell.

Faet fiada is a spell known by some druids; it gives them the power to transform into an animal or to become invisible.

This spell was given by Manannan to the Elves, or the Tuatha De Danann of Ireland and to the druids. Because the power was later given to the Irish Christian saints, the spell is available to clerics, though at a higher skill level. The *faet fiada* is available to druids as a third level spell and to clerics as a seventh level spell. If the invisibility power is chosen, the spell lasts three minutes times the caster's skill level.



Fakir's Rope

If the transformation is chosen, the duration is 30 minutes times the caster's skill level. The transformed character has all the physical (but not the magical) abilities and attributes of the creature he has chosen.

The transformation is limited to animals of the character's size or smaller. If, for example, a druid transformed into a baby dragon, he would be able to fly and fight as the dragon, but not to use a breath weapon.

Appearance: This spell can be found either on scrolls or in a special spell book that has an emerald green leather cover with stamped gold-leaf calligraphy on it.

Value: Because this spell can be found only in rare books or scrolls, the values are enhanced. If a scroll is found, the only way that the spell can be placed into the character's spell repertoire is to copy the scroll into a spell book, which destroys the scroll.

Clerics and druids don't normally require spell books, but for this and other non-ordinary spells they need them.

Value: Scroll 5,000 gold pieces.
Book 9,000 gold pieces.

Fakir's Butter Jar

Never runs out of butter.

Fakir's Butter Jar never runs out of butter. This fragile one-quart crock, however, loses all its powers if broken and receives no magical bonuses to any saving throws that are required of it.

Appearance: Hindustani words and symbols are fired into the glazed surface of this simple-appearing crock.

Value: 700 gold pieces.

Fakir's Rope

When tossed into air, this 30-ft. rope becomes vertical and can be climbed for up to 15 minutes in any 1 hour.

Fakir's Rope allows any character to perform the famous "rope trick." The 30-foot rope will become vertical and appears to cling to nothing when thrown into the air. The rope's end is actually in a para-dimensional cubby-hole shaped like a 10-foot cube.

Characters can climb the rope and 'close the door,' by pulling in the rope, but they can remain for only 15 minutes before the dimensional gap closes and they fall from the height to which they climbed.

The rope can remain rigid for no more than 15 minutes of any one hour. If the rope is cut in any way, it will lose all magical powers.

Appearance: Both ends of this 30-foot hemp rope (one inch in diameter) curve in on themselves to form spliced loops.

Value: 12,000 gold pieces.

Faustian Spells

- **Teleport Food** produces up to 2 kg. of food per day when caster makes mental picture of food.
- **Magic Ride** levitates inanimate objects high enough to move at rate of 9" for 1 hour per day.
- **Invisibility** can be used twice per day on caster or anyone else.
- **Consult the Dead** can be used once a week for 5 melee rounds to call any dead person's spirit and to ask questions.

Faustian Spells are derived from the powers ascribed to Doctor Johannes Faust, a Swabian who lived from 1480 to 1538. He was the archetype and the most notorious of the medieval charlatan magicians.

It is said that he achieved his powers by signing a contract with the devil, who would own Faust's soul after 24 years.

Spells found in the *The Book of Faust* include teleport food, magic ride, invisibility, and consult the dead.

The *teleport food* spell allows the caster to produce up to 2 kilograms of food per day by forming an exact mental picture of where the food is, by concentrating on the food, and by wishing it were on hand.

For example, if the caster once passed through a memorable vineyard, he could produce a bunch of grapes from there as long as grapes were currently in the vineyard.

The *magic ride* allows the caster to make an inanimate object, such as a barrel (up to the size and weight of a haystack), levitate just high enough to give the caster a comfortable ride. The animated object moves at a speed of 9", can pass over short stretches of water, pits, or chasms, and can travel for up to one hour once per day.

Invisibility can be cast twice per day and can be placed upon others as well as the caster.

Consult the dead allows the character, once a week for five melee rounds, to call up any dead person's spirit and to consult with it or ask it questions.

The questions should be answered truthfully if they are within the sphere of the spirit's knowledge. Thus, a character might discuss science with Archimedes or ask a long-dead king to describe secret entrances to his palace.

If the questioner and the spirit are of opposite alignments with respect to good and evil, and if this fact becomes obvious during the questioning, the answers may be bent or altered to mislead the questioner.

Spell	Character Class	Spell Level
Teleport Food	Magic-user	2nd
Invisibility	Magic-user	2nd
Magic Ride	Magic-user	2nd
Consult the Dead	Cleric	5th
	Magic-user	6th

Appearance: The *Book of Faust* is handsomely bound in red leather, and when the pages are opened, a slight hint of brimstone scents the air. A large, ornate 'F' illuminated in various hues is the only mark on the book's cover.

Value: 50,000 gold pieces.

Feathers of Attack

- When thrown like dart, gain velocity and momentum on their own.
- Always hit targets (no save) at 100-ft. range and do 1D10 damage.
- Holder can change into killer whale.

Feathers of Attack are found in the odd Snohomish Indian tale of the Five Brothers.

The brothers defended the tiny people of a land into which they had wandered from an attack by particularly vicious ducks and cranes. The birds shot their sharp-pointed feathers at targets as if they were arrows from a bow.

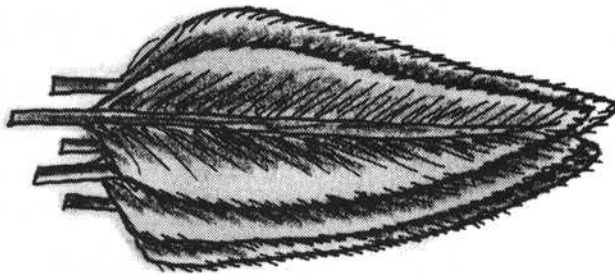
When a feather is held point outward and thrown like a dart, it gains velocity and momentum of its own accord.

This magic missile, which can be used by any class, always hits its target (no saving throw), does 1D10 points of damage, and then vanishes. The weapon's range is 100 feet.

One of these magic feathers gives the holder the power to change indefinitely into a killer whale. Another feather is required to change back to natural form.

Appearance: The weapons, often found in bundles of 10 or 20, resemble normal duck feathers, and are generally brown or black.

Value: 100 gold pieces per feather.



Feathers of Attack

Fenda Maria's Lamp

- Automatically lights on command when it contains fuel.

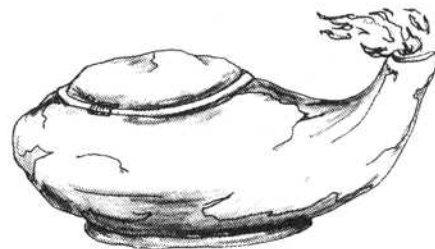
Fenda Maria's Lamp is one of several strange objects mentioned in an Angolan folktale. Fenda Maria received an oil lamp from the Lord Vidiji Milanda which, as long as it contains fuel, will automatically light by itself upon a command word.

Appearance: The common-looking brass lamp cannot be shuttered or made directional.

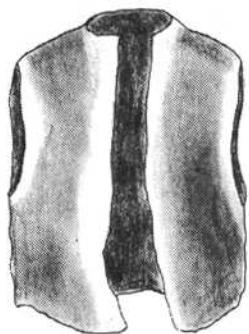
Value: 1,000 gold pieces.



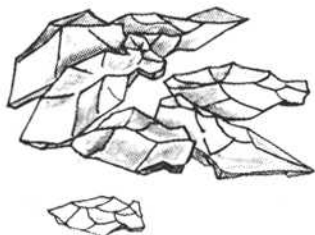
Faustian Spells



Fenda Maria's Lamp



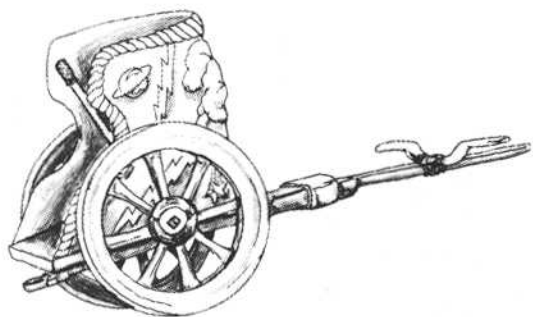
Fionn MacCumal's Mantle



Flint



Firbolg Bags



Flying Chariots
48

Fionn MacCumal's Mantle

- Increases wearer's strength to 23 (+5 to hit, +11 to damage) and insight by 3.
- Wearer fights as if 2 skill levels higher.
- Can be worn safely by mortals only once per week for 8 hours.

Fionn MacCumal is a giant of Old Irish legend. He leads the Fianna and is noted for his strength, wisdom, and skill.

Any character that wears the mantle of Fionn will find his strength increased to 23 (+5 to hit, +11 to damage) and his insight increased by three points (+20%). He also will fight as if he were two skill levels higher. These temporary results are effective while the mantle is being worn.

Mortals can wear it safely only once per week for eight hours. Each time either of these conditions is exceeded, there is a 50% chance that the character will age 10 years due to the metabolic strain.

Appearance: This loose, sleeveless garment resembles a cloak and is made of an unknown fabric resembling unbleached linen but having vast strength.

Dyed into the mantle are designs and symbols of the Fianna, including some which indicate that someday old Fionn will wake up and want his mantle back. The mantle is +5 for saving throws.

Value: 90,000 gold pieces.

Firbolg Bags

Become large ships when placed in water.

Firbolg Bags were created by the Firbolgs, an Irish race that predated (and were later defeated by) both the Formorians and the Tuatha De Danann.

The Firbolgs made leather bags that are ordinary until they are placed onto a large body of water like a river or a sea. When this happens, the bag unfolds and expands until, one minute later, it has become a large ship made of material as tough as boiled, shellacked sole leather.

The ships are seaworthy, as they carried the Firbolgs from Greece to Ireland.

The bags create ships that are like merchant ships in size, speed, and construction. When the ship is partially beached, a command word will make the ship fold into a large bag or sack again.

Appearance: The discerning character can see that Firbolg bags are somewhat thicker and heavier than normal leather sacks.

Value: 50,000 gold pieces per bag.

Flint

- Prevents lightning in 20-ft. radius when swung 3 times around head.
- +4 for defenses as an amulet, and negates bonuses for elf and fairy missile fire.

Flint is a stone widely used for making tools in primitive societies, because it is relatively easy to give it a sharp edge. While farming, occasionally a farmer would find special flint, called thunderstone, which is an opaque quartz. It is a remnant of a thunderbolt that has fallen from the sky.

They seem to be most prevalent in Switzerland, perhaps because of the high altitude. A thunderstone swung three times around the head by a leather thong will prevent lightning from striking in a 20-foot radius.

If mounted in silver and worn as an amulet, a thunderstone will add +4 (+20%) to defenses (including armor class) against any non-human missile fire. In addition, it negates any bonuses relating to elf or fairy missile fire.

Appearance: Thunderstones appear either as chipped flint arrowheads, ziggurats, or thunderbolts. Less than 1% of all flint pieces found are actual thunderstones.

Value: 10,000 gold pieces.

Flying Chariots

- Move on ground or air at rate of 18".
- AC 2, take 50 points damage from only magical attacks or weapons.
- Hold 4 people.

Flying Chariots, in Chinese mythology, were created by the People of the Queer Arm. These one-armed, three-eyed people are extremely clever artisans and engineers.

The chariots can move on the ground or in the air at a rate of 18" and have Class D maneuverability. They must be drawn by two horses, which will magically fly with the chariot.

The chariots are armor class 2, can only be hit by magical attacks or weapons, and can take 50 points of damage before they cease to operate. All damage is irreparable and cumulative. These chariots are big enough to hold four people with a little crowding.

A small lever inside the chariot can be raised when the chariot is moving forward. This causes short wings which raise the chariot to come out of the chariot's bottom. This lever controls vertical movement, and the horse reins control horizontal movement. The lever cannot be operated while the chariot is stationary.

Appearance: The chariots appear to be normal armored chariots, but the outside has bas-relief carvings of clouds, suns, comets, stars, moons, and other heavenly phenomena.

Value: 40,000 gold pieces.

Forgall Manach's Magic Castle

6" model castle expands to full-sized castle in 1 round on command for no more than 8 hours every 3rd day.

Forgall Manach's Magic Castle was used by that ancient Celtic wizard to imprison the mighty Cuchulainn.

The magic castle is a small model castle, roughly the volume of a 6-inch cube. With a command word, the model will grow into a full-sized castle. At another spoken word, the castle will resume its normal size, shrinking anyone within (and their powers) at the same time.

The castle cannot remain full-sized for more than eight hours and cannot be enlarged more than once every three days.

Appearance: It looks like a small model castle, a child's toy. Only close examination will detect the tiny, living figures within (if any).

Value: 50,000 gold pieces.

Forseti's Charm

Favorably alters reactions by 20%.

Forseti's Charm is based on Norse legends of the god of justice and eloquence.

When worn by mortals, this charm favorably alters reaction by 20% in all those that hear the charm's wearer speak. It is sought after by politicians and other public officials.

A lesser-known attribute of the charm is that the spirit of Forseti's justice is so pervasive (no one ever questioned the wisdom of one of his decisions), that it can actually force the speaker, 10% of the time, to argue persuasively on the side of justice (GM's discretion as to what this represents) whatever the character's actual feelings and wishes are.

Appearance: This silver, oval medallion is smaller than the palm of a hand and has elegant engraving of a set of scales, perfectly balanced. A large-linked chain usually forms the medallion's necklace.

Value: 3,000 gold pieces.

Fountain of Hippocrene

+15% bonus to musical, poetic, or other creative endeavor for 7 days.

Fountain of Hippocrene on Mount Olympus was opened by one blow from Pegasus' hoof, according to Greek mythology.

If a character takes one drink from this fountain, he is blessed with the gifts of poetry and song. This will add a +15% bonus to any musical, poetic, or otherwise creative endeavor the character attempts. Since many of a bard's functions employ

these talents, a drink at the Fountain is a great prize for him.

Water taken from the fountain in a vial of the purest crystal will retain its potency for seven days; any other container will immediately destroy the water's efficacy.

Appearance: A small stream of water comes forth from a small opening in a rock and falls 10 feet into a small, vibrantly clear, cold-water pool. The falling water sounds somewhat like lyre strings being plucked.

Value: 2,000 gold pieces per drink.

Fragarach

- Sword that always hits its target except when 1 is rolled on D20.
- 1D10 damage, 2D10 for large targets.

Fragarach is the two-handed sword of Lugh Lamfhada, the Celtic god of many skills. Called "The Answerer," Fragarach was forged in the Land of the Living.

This heavy sword requires a strength of 17 or greater (93%) to use, but any that can lift it have a wonderful weapon.

Except when a 1 is rolled on the D20, Fragarach always hits the target, regardless of the opponent's armor class. It has no bonuses for damage, but does 1D10 points plus strength bonuses (or 2D10 vs. large-sized targets).

When used by those with a strength of 22 or less, Fragarach must be held with two hands. This sword is +7 for saving throws and other damage to itself.

Appearance: This sword is nearly 7 feet long from pommel to tip with a thick and heavy, though keen, blade. Etched into the blade are runes of harp mastery, poetry, warrior skills, and sorcery, representing the many areas in which Lugh was supremely skilled.

Value: 200,000 gold pieces.

Freyja's Falcon Skin Cloak

- Wearer can shapechange at will into falcon, fly at rate of 48", and plane travel twice per week.
- Keeps wearer warm in any cold temperature.

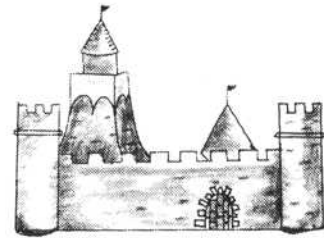
Freyja is the Teutonic goddess of love, lust, and fertility. Her possessions include the beautiful necklace Brisingamen (q.v.) and a magical falcon skin cloak.

When the cloak is put on, it allows the character to shapechange at will into a large falcon, to fly at a speed of 48", to plane travel twice per week, and to shapechange back into a human at will.

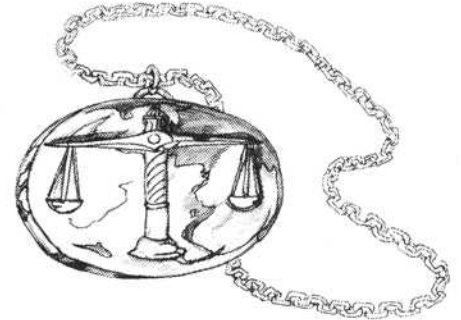
It will also keep the wearer warm no matter how cold the ambient temperature.

Appearance: The large falcon skin cloak is made of falcon feathers.

Value: 100,000 gold pieces.



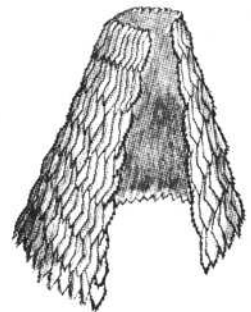
Forgall Manach's Magic Castle



Forseti's Charm



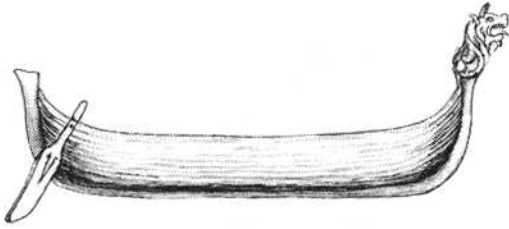
Fragarach



Freyja's Falcon Skin Cloak



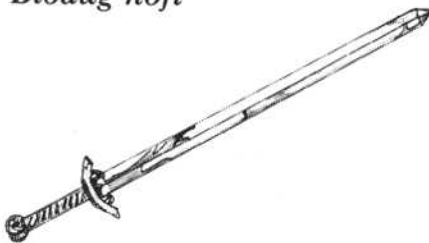
Gullin-bursti



Skidbladnir



Blodug-hofi



Dancing Sword

Freyr's Magic Items

Gullin-bursti

Boar that cannot be harmed by any weapon.

Skidbladnir

Ship that holds infinite amount, travels on land, air, sea, or planes, and can be folded to fit into a pocket.

Blodug-hofi

Horse that swims at rate of 20", sees in dark, and can't be harmed by magic or fire.

Dancing Sword

+4 sword fights by itself for any length of time at level equal to owner's.

Freyr is the Norse and Teutonic god of sunshine, peace, prosperity, and horsemen. He was a fearsome foe in battle at Ragnarok, though weaponless (having rashly given his sword to his servant, shining Skirnir).

From the dwarfs, Freyr has the magical boar, *Gullin-bursti* (gold-bridles), which cannot be harmed by any weapon known to man or god.

Another gift of the dwarfs is the ship *Skidbladnir*, which can hold an infinite number of men, horses, and supplies; can travel through air and on land as easily as it can sail at sea (it can also plane travel); and, most wonderful of all, can be folded up into his pocket after a journey is completed.

Freyr also has the horse *Blodug-hofi*, which is not harmed by flame, can swim rapidly, can see in the dark, and is immune to any magic.

Freyr's +4 *dancing sword* fights by itself at a skill level equal to the owner's, although with none of the strength bonuses. This sword is unique in that its dancing has no restrictions. It will fight for any length of time and flies to its owner's scabbard when it is done.

Appearance: Gullin-bursti is a large, reddish-gold-colored boar, large enough to draw a large chariot by himself.

The gleaming white ship *Skidbladnir* appears to be made of the same material as clouds.

Blodug-hofi is a large white stallion, 18 hands high.

The sword has the name "Freyr" engraved in runes on its blade.

Gullin-bursti

AC: -2, HTK: 16D8, M: 24"

Align: Neutral, Int: Low

Att: 3 (4): (tusk-tusk-bite-trample),

Dm: 1D12; 1D12; 1D10; (2D12),

THACO: 7

Special: Trample if moving at 9" or faster, regenerates 1 hit point per round

Magic Resistance: 100%

Blodug-hofi

AC: 2, HTK: 10D8, M: 24"

Align: Lawful Neutral, Int: Low

Att: 3 (hoof-hoof-bite), Dm: 1D10 per attack, THACO: 10

Special: Immune to fire and magic; no fear effect ever affects horse

Magic Resistance: Absolute

Value: Gullin-bursti 50,000 g.p.
Skidbladnir 400,000 g.p.
Blodug-hofi 7,000 g.p.
Dancing Sword . . . 150,000 g.p.

Freyr's Charm

Unlocks anything that binds owner.

Freyr's Charm, a rare token of power, is little-known because it represents an aspect of Freyr that gets little public mention: Freyr is the god who freed bound men from their fetters.

Any character who has a charm of Freyr can never be bound against his will: knots will untie, locks will spring open, even chain links will burst if necessary. The character can allow himself to be bound and then free himself at any time in the future, as long as he has the charm.

Note that this charm has no effect on other locks, such as on doors. If a prisoner is manacled and locked in a jail cell, the manacles will come off, but the charm will do nothing to the locked cell door.

Appearance: It is generally a small amulet worn around the neck, but it can also be found as the emblem of a signet ring. People who are likely to need this charm don't like to advertise that they've got it. On the charm is the symbol of a sunburst behind two manacled forearms, the chain between which has just been broken.

Value: 2,000 gold pieces.

Fudo-myoo's Items

Magic Lasso

• +4 to hit; does no damage, but target unable to escape or make attack.

• Saves stolen souls if encircles living character.

• Restores 1 life level for every 24 hours encircling character.

Sword of Mercy

• +3 weapon inflicts 1D20 subdual damage.

• Target must save vs. rod or staff magic or cannot fight offensively for 24 hours.

• Chaotic or evil characters must save vs. rod or staff magic or alignment is permanently changed to neutral.

Fudo-myoo is the chief of the great Kings of

Science, the combative aspects of Buddha, according to Japanese mythology.

His *magic lasso* is +4 to hit; a successful hit does no damage but renders the target unable to escape or to make any attack. A potentially more important property is that the lasso can save souls and life levels.

If a character is still alive when the lasso encircles him, he will regain his soul if it has been (or is in imminent danger of being) stolen.

It will also prevent any further life levels of energy from being drained from that character by any means. For each 24 hours that the rope encircles the character, it will restore one lost life energy level.

Fudo-myoo also owns a +3 *sword of mercy* that inflicts 1D20 (+3 plus strength bonuses) of subdual damage against a target. This sword inflicts no damage to kill. A successful hit requires a saving throw vs. rod or staff magic from the target.

If the target fails, he cannot fight in offensive combat for the next 24 hours. He is robbed of "avarice, anger, and folly"; this is left to the GM's judgment, but any actions with greed as the primary motivating factor are precluded for that character.

In addition, if the target is chaotic or evil, the character must make a saving throw (two, if he is both chaotic and evil) vs. rod and staff magic.

If either throw fails, that character's alignment is permanently changed from chaotic to neutral or from evil to neutral. No other alignments are affected by this sword.

Appearance: The lasso is a 50-foot, heavy, silken coil of rope.

Value: Lasso 100,000 gold pieces.
Sword 80,000 gold pieces.

Friar Tuck's Quarterstaff

- +3 staff; +5 vs. evil opponents.
- Bonuses added to damage.
- 2 strikes or parries per round.

Friar Tuck's Quarterstaff is said to have been blessed, oddly, by both the Christian church and by the druidic nature god Herne.

This normally +3 quarterstaff is +5 vs. evil opponents. These bonuses, plus any strength or other bonuses, are added to the normal 1D6 damage the staff does.

In addition, this staff gets two strikes per round, or one strike and one parry, or two parries. If a parry is successful, it will stop any normal melee attack. Magical weapons have a chance to damage the staff.

The chance of a successful parry is the staff wielder's dexterity times five, plus 10% chance to parry successfully ($18 \times 5 = 90$; $90 + 10\% = 100\%$).

Appearance: This sturdy oak quarterstaff is shod at one end with a silver alloy that bears a cross and at the other end with cold iron that bears a stylized set of antlers.

Value: 10,000 gold pieces.

Frithiof's Sword

+5 longsword vs. neutral or evil opponents.

Frithiof's Sword, called Angurvadel, is found in the stories about this ancient Icelandic hero. Frithiof fell in love with the Princess Ingeborg; but because he was a commoner, they could not marry.

Frithiof then set out on a long odyssey, during which Angurvadel served him well and revealed itself to be a +3 longsword vs. neutral or evil opponents. After his adventures, Frithiof finally won his bride.

Appearance: Angurvadel has its name etched in runes on one side of the blade and a dragon ship engraved on the other. These runes are visible only in moonlight reflected from the sea.

Value: 6,000 gold pieces.

Frodi's Magic Millstones

- When operators are happy, will produce 100 g.p. per 8-hour day and will not allow attacks or natural disasters in community within a 10-kilometer radius.
- If unhappy, will produce 10 3rd-level warriors per day and attacks and disasters are 50% more likely.

Frodi's magic millstones are believed to be the source of wealth of this legendary king of Denmark, who is thought to be an incarnation of Freyr, the god of prosperity.

These millstones, called Grotti, ground out gold, peace, and prosperity when worked by maidens. Years later, when greedy Frodi would not let the maidens rest, the Grotti ground out enemy warriors and disaster.

The stones, when operated by happy (non-charmed or otherwise indentured) maidens, will produce 100 gold pieces per eight-hour day and will not allow any attacks or natural disasters to strike their community (10-kilometer radius).

If the maidens become unhappy, the Grotti produce 10 third-level warriors per day who have the express desire to slay the owner of the millstones, and will not rest until they have done so.

The maidens' unhappiness will also make it 50% more likely that misfortunes will afflict the community (hailstorms, tornadoes, raids and attacks, etc.).

3rd Level Warriors

AC: 6, HTK: 3D8, 12-average; M: 9"

Align: Lawful, Int: Average

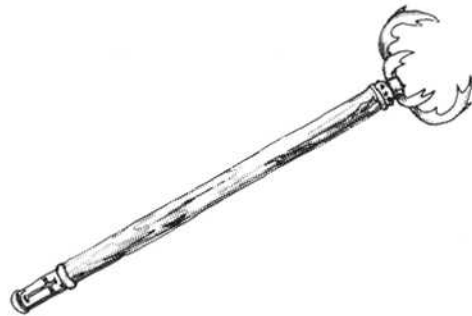
Att: 1, Dm: 1-8, THACO: 18

Special: Carry swords

Appearance: Each of these granite stones is about 4 feet in diameter and about 5 or 6 inches thick. These stones will only function in tandem.



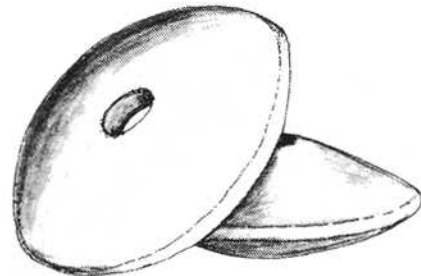
Fudo-myoo's Magic Lasso



Friar Tuck's Quarterstaff



Frithiof's Sword



Frodi's Magic Millstones

G

Gabriel's Items

Flaming Sword
Trumpet
Gagates
Galahad's Shield
Gandharva Weapons
Ganymede's Horses
Garuda's Charm
Gawain's Magic Girdle
Geush Urvan's Relics
Giant-slaying Club
Gigantes' Herb
Gjall

Glas Gaibleann
Glass Mountain
Gleipnir
Golden Fleece
Goose of Golden Eggs
The Grail
Gran
Grimhild's Potions
Potion of Forgetfulness
Potion of Sleep
Potion of Suggestion
Grougaldr Spells
Health

Keep the Path
Part River
Charm Enemies
Release Fetters
Protection from Storms
Protection from Cold/Frost
Curse Immunity
Eloquence
Gullveig's Charm
Gungnir
Gwydion's Crystal Sphere
Gyges' Ring of Invisibility

Gabriel's Items

Flaming Sword

- +5 sword used only by Lawful Good characters; other alignments take 1D10 damage.
- When grasped or removed from scabbard, blade becomes flame.

Trumpet

- When sounded, resurrects dead within earshot with chance of 5% x skill level - 1% x number of days dead.
- Used once per dead character.

Gabriel's Flaming Sword is also called the Sword of Justice. Gabriel, according to the Bible and the Koran, is an archangel associated with the traits of mercy, judgment, and revelation.

The +5 flaming sword may only be used by those of lawful good alignment; any others who touch it will immediately take 1D10 HTK of damage and 1D10 HTK of damage for each round thereafter that they hold it.

When grasped or removed from its scabbard, the blade becomes unquenchable flame.

Gabriel's Trumpet, when sounded, has a chance of resurrecting dead people within earshot; the chance is equal to 5% times the trumpet blower's skill level minus 1% times the number of days the person has been dead. Only one attempt per dead character can be made.

On Judgment Day, Gabriel will be raised to a level approaching infinity to ensure that all of the dead will be revived.

Appearance: The sword is a longsword, with a gleaming steel blade and gold hilt. The Tetragrammaton (the unpronounceable, most holy name of God) appears in fiery letters on both the blade and the scabbard.

The trumpet has the ability to alter its shape into any horn that is compatible with the surrounding culture. For example, ancient peoples might view it as a ram's horn while modern cultures might see it as a coronet with valves.

Value: Sword 30,000 gold pieces.
Trumpet . . . 200,000 gold pieces.

Gagates

- Gems that repel demons and serpents within 50-ft. radius.
- 75% chance to dispel illusions in wearer's sight.

Gagates is a strange gem known in antiquity, which cannot be found today. It is said to be from the Gages River in Lycia.

When a gagates is worn as an amulet, it has the power to repel demons and serpents within a 50-foot radius. These creatures will make every effort to flee outside the circle of power.

The amulet also has a 75% chance to dispel illusions anywhere within the wearer's line of sight. The percentage is added to any percentage the wearer already has.

When thrown into water, however, gagates will burst into flame, so caution is advised.

Appearance: Gagates are deep black, often mistaken for jet, or russet.

Value: 2,000 gold pieces (base value for average size gem).

Galahad's Shield

- +5 shield that protects against evil in 10-ft. radius.
- Evil creatures get -5 penalty on all rolls.
- +1 shield for neutral characters.
- Evil characters that grasp it get 2D10 damage per round.

Galahad's Shield can be used to its fullest extent only by characters of good alignment. For these characters, the shield of Arthur's purest knight acts as a +5 shield, radiating a 10-foot sphere of protection against evil that causes evil creatures to suffer a penalty of -5 (-25%) on all die rolls while in the area of effect.

For characters of neutral alignment, it will seem to be a simple +1 shield, with no special powers.

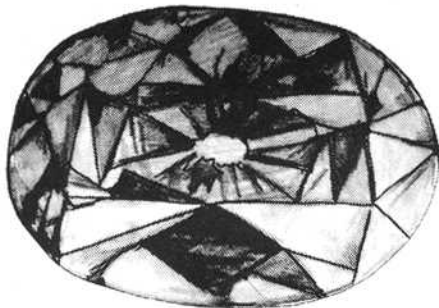
If a character of evil alignment actually grasps the shield (striking it in combat doesn't count), he will suffer 2D10 points of damage per round.



Gabriel's Flaming Sword



Gabriel's Trumpet



Gagates



Galahad's Shield

Appearance: Galahad's blazon is Argent, a cross gules; a red cross with arms the full length and breadth of the shield on a white (or silver) background. Its cross glows when evil creatures are within 50 feet.

Value: 75,000 gold pieces.

Gandharva Weapons

- +1 weapons add 5 points to cure and heal spells.
- Grasper levitates to any height and then can walk.
- 10% bonus to any dealings with female humans, demi-humans, or humanoids.

Gandharva Weapons can be of any type, size, or construction.

In Vedic mythology, the Gandharva are shaggy, half-animal beings or are beautiful, with wind-blown hair and fragrant clothes. These wind spirits dwell in the sky, are skilled in medicine, and have a magical power over women.

Their weapons seem to glow as if plated with nickel, silver, or platinum, but they are not. The luster is maintained no matter how many nicks and sharpenings the weapon receives.

All of their weapons are +1 to hit and for damage. Possession of one of these weapons will add five points to any cure or heal spell or spell-like effect cast by the holder.

Grasping one of these weapons gives the holder the power to levitate to any height, and then to walk as if he were on the ground.

Finally, possession of one of these weapons adds a 10% bonus to any dealings the character has with female humans, demi-humans, or humanoids, even if the character with the weapon is female.

Appearance: As described above, they are shining, almost glowing weapons inscribed with ornate Hindi symbols and ideograms.

Value: 60,000 gold pieces

Ganymede's Horses

- Fly at will and plane travel once per week at rate of 1 plane per hour.

Ganymede's Horses are actually a gift to Ganymede's father, Tros, in exchange for the boy. Ganymede was carried off to Olympus by an eagle sent by Zeus who was struck by the youth's beauty.

There were two horses, each one a gentle and faithful steed to its rider.

In addition to being as swift as any mortal horse, they could fly at will and plane travel once per week at a rate of one plane per hour.

Ganymede's Horses

AC: 2, **HTK:** 4D8, **M:** 24"/18"

Align: Lawful Neutral, **Int:** Low

Att: 3 (hoof-hoof-bite), **Dm:** 1D4; 1D4; 1D10, **THACO:** 15

Special: Fly or plane travel to escape when severely wounded.

Magic Resistance: 40%

Appearance: These shining white, large horses have golden hooves and a thunderbolt mark hidden under their manes.

Value: 20,000 gold pieces per horse.

Garuda's Charm

- Owner is immune to poisons, cannot be damaged by blade weapons, and has +2 bonus for fire resistance.

Garuda's Charm is based on this Hindu being, a bird-man with a white face, red wings, and gold body. Garuda is king of the birds. Because of his bravery and prowess in defeating the serpents, fire, and whirling blades guarding the ambrosia (q.v.), the god Vishnu chose Garuda as his steed.

Anyone who possesses Garuda's charm will be immune to poisons of all kinds, cannot be damaged by blade weapons (including blade barrier spells and the like), and will have a +2 (+10%) bonus towards any fire resistance.

Serpents and serpentine creatures despise any character that bears the charm of Garuda.

Note that pointed weapons (such as arrows and spears) used to thrust are not affected by the charm.

Appearance: The statuette of Garuda, with wings outstretched, is generally worn as a pendant. The charms with the greatest efficacy are made of materials which have natural colors similar to Garuda.

Value: 40,000 gold pieces.

Gawain's Magic Girdle

- +3 to AC and saves.
- Detects traps within 50-ft. radius.

Gawain's Magic Girdle is from the tale of Sir Gawain and the Green Knight. When he kept the girdle, Sir Gawain failed a portion of the supernatural test of virtue and loyalty.

The girdle acts as a +3 girdle of protection, adding +3 (+15%) to armor class and all saving throws.

In addition, the girdle detects traps (including mechanical traps, magical traps, and ambushes set by non-magical enemies) within a 50-foot radius.

Appearance: The girdle is made of a sheer, light pink, silk chiffon.

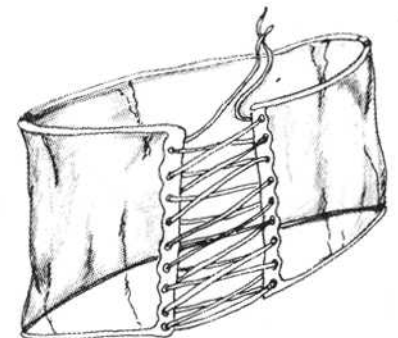
Value: 45,000 gold pieces.



Gandharva Weapons



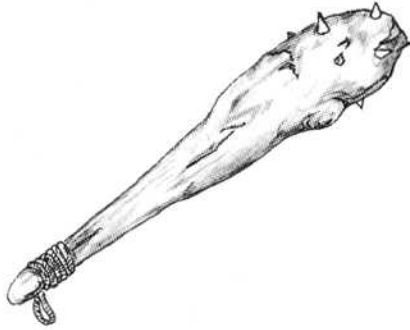
Garuda's Charm



Gawain's Magic Girdle



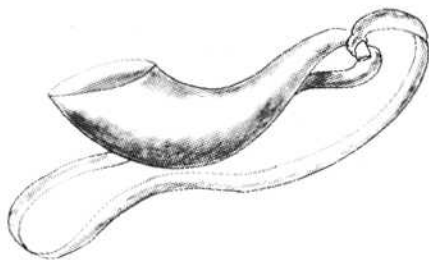
Geush Urvan's Relics



Giant-slaying Club



Herb of Invulnerability



Gjall

Geush Urvan's Relics

When pieces of bones are planted, a mature garden covering 1D100 x 1D100 square ft. grows overnight.

Geush Urvan is a primeval ox of Iranian cosmology, whose death resulted in the creation of 12 kinds of medicinal plants and 55 species of grains, as well as many of the animals which currently inhabit the world.

There are a few relics of Geush Urvan still in existence today, such as ashes or pieces of bone.

If any of these relics is planted in the ground and watered, a fully grown and cultivated garden will appear overnight. The garden will cover 1D100 times 1D100 square feet and will have one-fourth of its area devoted to 1D12 types of medicinal plants and the other area covered by 1D4 types of common, useful grain.

Value: 1,000 gold pieces per relic.

Giant-slaying Club

If strikes same giant 3 times, giant is immediately slain.

Giant-slaying Club comes from Irish mythology. This magical club has no bonuses to it or to damage, but if it strikes the same giant (any type) three times, the giant will be slain immediately.

Appearance: This looks like a normal club, but is a little larger. The tapered club's heavy end has a few short protruding steel spikes.

Value: 4,000 gold pieces.

Gigantes' Herb of Invulnerability

Makes characters immune to physical attacks.

Gigantes' Herb makes these savage giants nearly invulnerable. The Olympian gods defeated the Gigantes only after a long and difficult struggle, with Zeus and Heracles playing leading roles.

The herb of invulnerability makes a character immune to any physical attack or to any physical manifestation of an attack.

The target will, therefore, be immune to magical attacks such as fireball or magic missile, which produce physical manifestations. It is not immune to mental attacks such as sleep, charm, or psionic attacks. Each herb leaf is effective for one hour.

Appearance: The somewhat thick and rigid leaf is about the size of a hand. Its oily sap tastes unpleasant, acting as a natural defense against the shrub's enemies.

None of these plants have ever been seen. The leaves, when they do come to the market, are found singly.

Value: 1,000 gold pieces per leaf.

Gjall

Horn that summons Norse mythological beings (see below).

Gjall is Heimdall's horn in Norse mythology. The Gjall-blast, which Heimdall will sound on the day of Ragnarok, when he sees the Chaotic forces coming towards Asgard, is loud enough to be heard throughout the nine worlds of Norse mythology.

These include Asgard (Vanaheim and Alfheim) and Midgard (Earth, Jotunheim, Svartalfheim, and Nidavellir).

If this horn is sounded by a mortal character, percentage dice are rolled to see what happens:

- 01-10 . . . 1D10 Norse gods/goddesses appear
- 11-20 . . . 1D20 light/gray elves appear
- 21-30 . . . 1D20 dwarves appear
- 31-40 . . . 1D20 fire giants appear (25% chance Surtr is one)
- 41-50 . . . 1D20 frost giants appear (25% chance Thrum is one)
- 51-75 . . . 1D10 gods/goddesses from pantheons appear
- 75-00 . . . All of the above appear in maximum numbers, with summoning characters in the middle of the crossfire.

Note that even normally good-tending deities, when summoned for no good reason, are likely to be angry.

Appearance: Gjall looks very much like other horns and warning trumpets, both magical and mundane. It is curved but not completely curled, frequently has a leather thong shoulder strap, and requires strong lungs (constitution of 13 or higher) to sound a blast.

Value: 100,000 gold pieces (priceless to Norse deities).

Glas Gaibleann

Cow with inexhaustible milk supply at a rate of ½ gallon per minute.

Glas Gaibleann is the wonderful cow of Old Irish legend that gives an inexhaustible supply of milk at a rate of one-half gallon per minute.

Any pasture in which she has slept is called Port na Glaise (the harbor of the gray cow), and is richly fertile forever after.

Glas Gaibleann will stay with anyone who finds her (frequently the poor), giving many calves and a rich supply of milk, until the owner either strikes her or milks her into a leaky bucket. If either of these things happens, she will leave and never return.

Appearance: Glas Gaibleann is a large gray cow with white loins.

Value: 10 gold pieces per day, or 5,000 gold pieces outright.

Glass Mountain

Glass pyramid which on command expands in 1 minute to base and height of 10 x 1D100 ft.

Glass Mountain is a small glass pyramid which can be commanded to grow to enormous size.

Upon a command word, the pyramid will grow into a glass mountain of variable size, which is determined with each use.

The base is 10 times 1D100 feet long, with a height the same as the length of the base. It expands to its full size in one minute, conforming to terrain contours but destroying any constructions nearby.

Climbing the mountain is difficult, but there are occasional ledges. The percentage chance of success is three times the character's dexterity for each 50 feet climbed.

Traction can be improved by 10% by using bones or animal claws. These items will penetrate the mountain, whereas anything else (such as hammered iron spikes or pitons) need a roll of 20 on a D20 to penetrate.

A command word will reduce the mountain to its normal size within one minute.

Appearance: This item is a small glass pyramid with a square base and resembles a prism. Each base is approximately 2 inches long when in this form.

Value: 30,000 gold pieces.

Gleipnir

Ribbon that cannot be broken, cut, or damaged except during earthquakes.

Gleipnir is a magical ribbon used to bind the great wolf Fenrir in Norse mythology. Made by the dwarves for the gods, it was constructed from "the sound of a cat when it moves, a woman's beard, a mountain's roots, a bear's sinews, a fish's breath, and a bird's saliva."

This thin fetter cannot be broken, cut, or damaged by anything except during an earthquake, when its strength is reduced to that of a normal chain. It can be manipulated and knotted in any way normal ribbon can.

Appearance: This wonderful item is a white silk ribbon about 1 inch wide and can be 100 feet long or longer.

Value: 300,000 gold pieces.

Golden Fleece

Ram's fleece worth 300,000 g.p.

Golden Fleece is one of the most well-known treasures of Greek mythology.

It was a token from an intelligent, swift, golden ram with the powers of speech and flight. It was given to the children PRIXUS and Helle by Hermes to help them escape their murderous stepmother, Ino.

In flight, Helle fell into the sea, giving her name to the Hellespont. PRIXUS made it to Colchis on the Black Sea.

Once there, the ram was sacrificed to Zeus. There it remained, guarded by a dragon that never slept, and by fire-breathing bulls (or possibly stoning-bulls, incorrectly identified in some works as gorgons), until Jason and the Argonauts captured it.

Appearance: It is a large, golden ram's fleece, about 7 feet long.

Value: 300,000 gold pieces.

Appearance: A Goose of Golden Eggs can be any color and have normal markings, but it is rumored that if these geese are seen at just the right angle in bright sunlight, a narrow, golden iridescent band can be seen around the goose's neck.

Value: Variable; approximately 3,000 gold pieces.

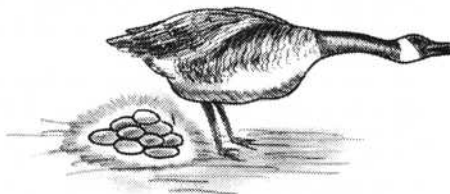
Goose of Golden Eggs

Lays 1 golden egg worth 5D20 gp once a week.

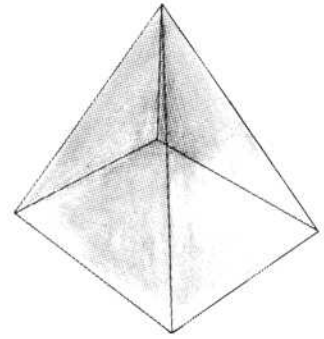
Goose of Golden Eggs is from a number of popular European folktales.

Once per week this goose will lay a solid gold egg worth 5D20 gold pieces. This variable roll can be increased or decreased by the GM to reflect a character's treatment of the goose, its diet, etc. These geese are rare because they are sterile.

If upset or mistreated, the goose may produce no egg at all.



Goose of Golden Eggs



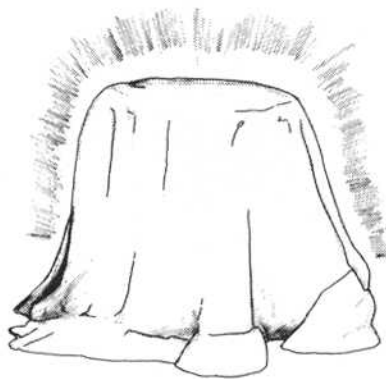
Glass Mountain



Gleipnir

Golden Fleece

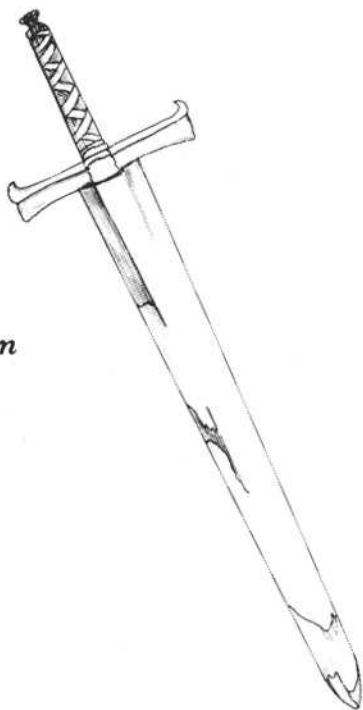




The Grail



Grimhild's Potions



Gran

The Grail

- Disappears in presence of characters other than Good.
- Provides any amount and type of food or drink.
- Restores or enhances fertility and productivity in 50-mile radius.
- Characters other than Good have chance to be stunned or killed (see below).

The Grail is also referred to as the Sangreal or the Holy Grail. In Christian legend, it is the dish or chalice used by Jesus at the Last Supper.

Among the many confused and contradictory stories about the Grail, the following powers and features have been adopted: the Grail will disappear in the presence of characters of other than good alignment and will reappear elsewhere in some random or GM-determined location.

The Grail will provide any type and amount of food or drink wished, and will restore or enhance fertility and productivity to the surrounding area (50-mile radius), removing any natural or magical blight on the land and its inhabitants.

Anyone of other than Good alignment that even sees the Grail has a chance to be stunned or killed (no saving throw): neutral (S 70%, K 5%); evil (S 95%, K 40%).

The chance to be killed can be avoided if the character changes his alignment instantly. If he betrays his new Good alignment in the future, the character will die.

Note that alignment changes in the presence of powerful religious symbols are not only allowed, they can even be considered probable.

Appearance: The Grail's appearance is unknown, but it is often described as being covered in a brilliantly radiating, white samite sheet.

Value: Priceless.

Gran

- +2 sword makes holder invulnerable to physical harm.
- 1% chance every time drawn that will break on 1st strike.
- Adds 50% to wielder's and allies' morale.

Gran is the magical sword of Teutonic legend which Odin thrust into an oak tree and which only Volsung's son Sigmund could withdraw.

It ensures victory in battle, and never fails until Odin decides to withdraw the gift and causes it to break.

Only a smith skilled in forging magical weapons can repair and reforge the sword, which Sigmund's son Sigurd later did, and used the sword to slay the dragon Fafnir.

The sword *Gran* adds 50% to the morale of its wielder and any allies, acts as a +2

sword to hit and for damage, and makes the holder invulnerable to physical harm. The latter includes anything which causes the wielder to lose Hits to Kill, like energy, or ability/characteristic points.

It does not protect against mental attacks which cause no physical harm.

Every time the sword is drawn there is a 1% chance, which increases cumulatively, that Odin will cause it to lose effectiveness and to break on the first strike.

The cumulative total can be increased if *Gran* is used in what Odin considers an unworthy cause (GM's discretion).

Appearance: *Gran* is a large broadsword, whose blade glints like the fire in Odin's good eye. In the Aesir's language, which only a few mortals ken, is engraved the sword's name and a single rune of power, which can be created only by Odin.

Value: 900,000 gold pieces (whole). 20,000 gold pieces (broken).

Grimhild's Potions

- **Potion of Forgetfulness.**
- **Potion of Sleep** puts victims to sleep for 1D100 hours.
- **Potion of Suggestion;** victims will accept anything as long as not harmful to him or allies.
- **Targets get save vs. poison at -5.**

Grimhild's Potions are draughts of the strongest magic.

According to Teutonic sagas, Grimhild is an accomplished sorceress who frequently uses brewed potions to make others carry out her wishes. She plays a part in the Nibelung stories, giving Sigurd a potion which makes him forget Brynhild and marry her daughter.

One potion is the *potion of forgetfulness*, which puts the victim into a trance-like state during which any given thing, event, or relationship can be commanded to be forgotten.

Another potion is the *potion of sleep*, which will affect characters of any skill level (including those with racial defenses against sleep), putting them to sleep for 1D100 hours (roll each victim separately).

The *potion of suggestion* causes the victim to fall into a trance where any suggestion as to a course of action or the "true" nature of things will be accepted, as long as it not directly or obviously harmful to the character or his allies.

Saving throws vs. poison are allowed for all of these potions, but due to Grimhild's skill, the saves are made at a penalty of -5 (-25%).

Appearance: All of these potions are clear and resemble water, except that occasionally a few tiny effervescent bubbles can be seen upon close observation. The potions taste a bit brackish, and are completely miscible in water and wine.

Value: 1,000 gold pieces per potion (one dose).

Grougaldr Spells

- **Health** cures and prevents any diseases or sicknesses, and cures injuries for 1 week.
- **Keep the Path** allows safest or quickest way to and from 1 destination.
- **Part River** creates 10-ft. wide path through rivers, used any number of times in 1 week.
- **Charm Enemies** makes up to 1D100 enemies per use save vs. magic spells or cooperate for 1 hour; used 3 times.
- **Release Fetters** opens any bond for 1 week; chance that magically held (10%) or locked (25%) portals will hold fast.
- **Protection from Storms** protects in sphere of 100-ft. radius for 1 week.
- **Protection from Cold/Frost** protects from natural or magical cold or cold-based attacks for 1 week.
- **Curse Immunity** suspends effects of curses and makes character invulnerable to curses for 1 week.
- **Eloquence** increases chance to talk glibly by 60% + 5% x character's intelligence; lasts 1 week.

Grougaldr is a magical tome, translated as "Groa's Charm" (in this case "charm" refers to a spell that is chanted or sung). Groa is a seeress of Norse mythology and is so powerful that on some occasions she comes back from the grave to pass on knowledge.

Each spell or charm can only be read by a magic-user, but the magic-user can "assign" the spell to any other character, regardless of class. This character can then cast that spell when the need arises (the magic-user can also keep any or all of the spells for himself, if he so chooses).

Whether spells are kept or assigned, each incantation is invoked only once.

Once the first spell has been read, the magic-user must continue through *Grougaldr*. If he closes the book (or when he reads the last spell), the *Grougaldr* vanishes and teleports 10D100 miles away in a random direction.

The magic-user must decide whether he will keep the spell or assign it. The assignee must be willing and must be touched by the magic-user, who places his hands around the assignee's forehead and temples.

Either the assignee or the magic-user can then keep the spell until ready.

There is no need for material components while using the spells.

The spells, in order, are: Health, Keep the Path, Part Rivers, Charm Enemies, Release Fetters, Protection from Storms, Protection from Cold/Frost, Curse Immunity, and Eloquence.

Health, once cast, will cure the character of any diseases, sicknesses, or injuries he

has and will prevent any new diseases for a week. It will not, however, prevent new injuries.

Keep the Path allows the character to unerringly find the safest and quickest route (in that priority) to and from one destination. Bolts of cloth, which are visible only to the character, will appear to each side of the character to act as guide "railings."

Note that "safest" doesn't necessarily mean safe; falling into a pit of spikes may be preferable to falling into a pit of lava, but if these are the only two choices, that may be the one that the Path indicates.

Part Rivers allows the character to create a 10-foot wide path of dry land across even the swiftest, widest river. The path disappears when he gets to the other side.

This power will work as many times as is necessary for up to one week after it is first used.

Charm Enemies forces up to 1D100 enemies per use to make saving throws vs. magic spells. If they succeed, they will do nothing to harm or impede the character or his allies. If the saves fail, they will cooperate with the character for up to one hour and even fight for him. This spell can be used three times.

Release Fetters has a one-week duration from the first time it is used, during which time any ropes, chains, locks, or other type of bond or fetter will spring open at his wish.

This also applies to locked portals in his path, although magically held or locked portals have a 10% and a 25% chance, respectively, of holding fast against this spell of opening.

Protection from Storms encloses the character in the center of a protective sphere of 100-foot radius, where no storm, no matter how fierce, can harm him.

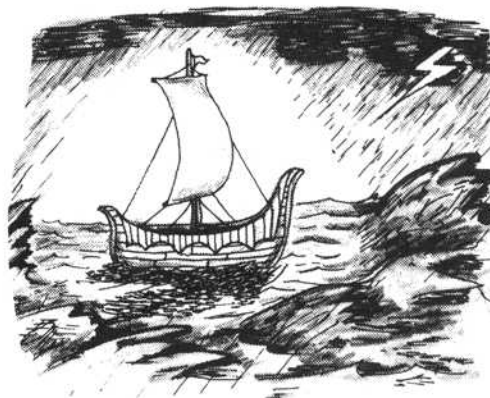
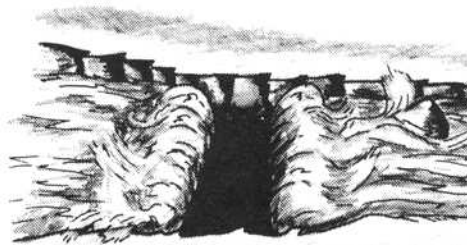
A ship in this protected area will sail at full speed with a favorable wind through the midst of a maelstrom, and not a drop of rain will land on the ship unless the character wishes. This protective sphere lasts one week from the time it is first cast.

Protection from Cold/Frost protects only the character from the effects of any cold or cold-based attack, whether natural or magical. This protection will last one week from the time it is first invoked.

Curse Immunity will not remove or dispel any existing curse upon the character, but will suspend the effects of these during the period of immunity. Curses which have their effects suspended during this time period will resume if no curative action is taken.

The spell will also render the character invulnerable to any type of curse cast upon the character during the spell's duration (one week). Curses cast during the period of immunity cannot take effect after the spell's duration period, even if they are of a delayed-action type.

Eloquence lasts for a one-week period and gives the character an increased chance to glibly fast-talk his way out of sticky or



Grougaldr Spells



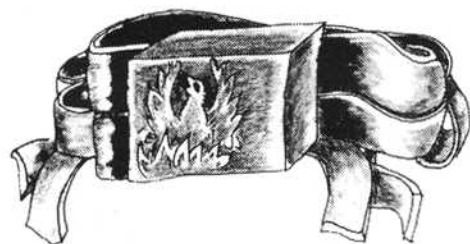
Grougaldr

improbable situations. The target must be able to understand the language the character is speaking.

The chance of success is 60% plus 5 times the character's intelligence. A character with the normal maximum intelligence of 18 would have a 100% chance of success ($60\% + [5\% \times 18] = 100\%$).

Appearance: The Grougaldr appears to be similar to other magical tomes: a heavy book with musty leather covers and metal bindings. A close observer with language skills of at least 75% may see that interwoven into the border framing pattern are magical Norse runes.

Value: 10,000 gold pieces.



Gullveig's Charm

Gullveig's Charm

- Enchants ash wood wands with 1D10 charges of any 1 spell power, which may be 1 level higher than caster's.
- Used by Evil female spellcasters a number of times equal to caster's skill level, but spread evenly throughout 1 year.

Gullveig's Charm is of use only to female spellcasters of evil alignment or tendencies.

Gullveig is a witch who was killed by Odin and the other Aesir because she spoke only of her insatiable lust for gold. After piercing her with spears, they threw her on the fire, but she stepped out alive and whole.

Three times this was repeated, and three times she stepped out of the flames. The impressed Aesir renamed her Heid (the gleaming one).

Heid is the mistress of evil magic and is well-known for her spells and enchanted wands.

Female spellcasters can use *Gullveig's Charm* to enchant only ash wood wands with 1D10 charges of any one spell power.

The spell to be chosen may be of up to one level higher than the caster's own.

The charm can be used a number of times in one year equal to the caster's skill level but spread out over the year in equal increments. For example, a skill six caster could use the charm six times a year, or about once every two months.

Because *Gullveig* is undeniably evil, use of this charm will draw a character's alignment toward Chaotic Evil.

Appearance: A small phylactery worn around the arm, this ebony (or other black wood) box contains ashes from a fire in which *Gullveig-Heid* was burned. On its lid, there is a carving of a phoenix rising from the flames.

Value: 15,000 gold pieces.

Gungnir

- +3 spear that always hits its target with twice the normal 1D8 damage.

Gungnir is Odin's magical spear in Norse mythology. Made by the dwarves known only as the sons of Ivaldi, it is a marvelous weapon.

When grasped and used as a thrusting weapon, *Gungnir* is a +3 spear to hit and for damage.

If thrown, however, *Gungnir* is infallible. It will always hit its target, doing twice its normal 1D8 damage (plus any strength bonuses).

Appearance: *Gungnir* is slender yet unbreakable, with a gleaming truesilver blade. No markings are apparent on the spear.

Value: 75,000 gold pieces.

Gwydion's Crystal Sphere

- Conjures up and controls an army of up to 10,000 men up to 5,000 ft. away until caster loses his concentration or 72 hours pass (for army's stats: see below).
- Caster ages 1/10 of lifespan with each use.
- Phantom Army; 7th level spell used by druids and magic-users who must own sphere.

Gwydion's Phantom Army is a 7th skill level spell usable by both druids and magic-users.

Gwydion is a Brythonic culture hero, Don's son and bringer of gifts from gods to men. A powerful magic-user, Gwydion is credited with originating April Fool's Day because it was on April 1 that he first used this spell with such a devastating effect.

The spell can be cast only if a character possesses *Gwydion's Crystal Sphere*, of which there is only one.

By concentrating on this sphere, the caster can conjure up and control an army of up to 10,000 men up to 5,000 feet away.

On first study, the interior seems murky, mass of swirling dark gray storm clouds. If the viewer concentrates on it, he will begin to see the fleeting, shadowy forms of soldiers.

If he continues concentrating past this point (and if he is the appropriate class and skill level to use this spell), the army will appear. They will all be light footsoldiers, unless specifics are mentally ordered.

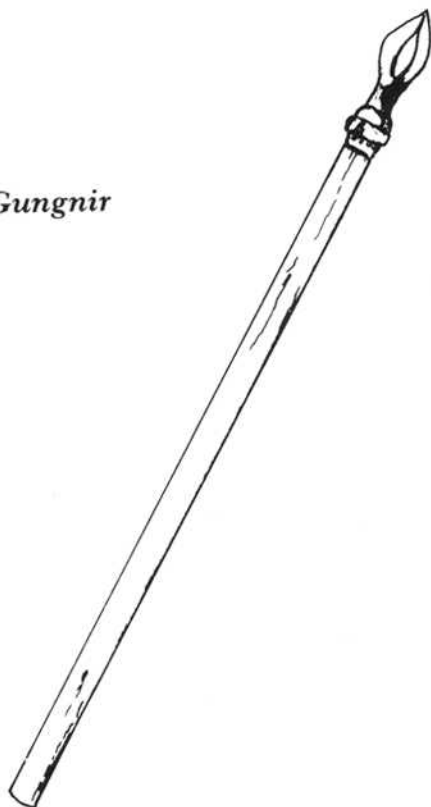
This army can either be any army type in current use or any that existed previously in the GM's world; i.e., if Roman legions are the dominant military force in the world, musketeers or panzer divisions cannot be created.

Using the same example, the force could be composed of 20% light cavalry, 10% heavy cavalry, and 70% medium infantry (or whatever percentages the caster prefers).

The army is not composed of phantoms. Bodies, armor, and weapons are corporeal.

Because of their enchanted nature, however, they are treated as two armor classes better (+10%) than what they actually are.

Gungnir



They also get a +10% bonus to their attack success chances and their damage.

The caster peering into the crystal sphere is given an aerial view of the battlefield, and he may 'zoom in' to get a close-up of particular situations. However, any orders must be relayed by runners, riders, or other means. The phantom soldiers are loyal, obeying only any and all orders given by the caster (or relayed from him).

If the distance between the caster and any part of the army ever exceeds 5,000 feet, that part of the army disappears, never to return.

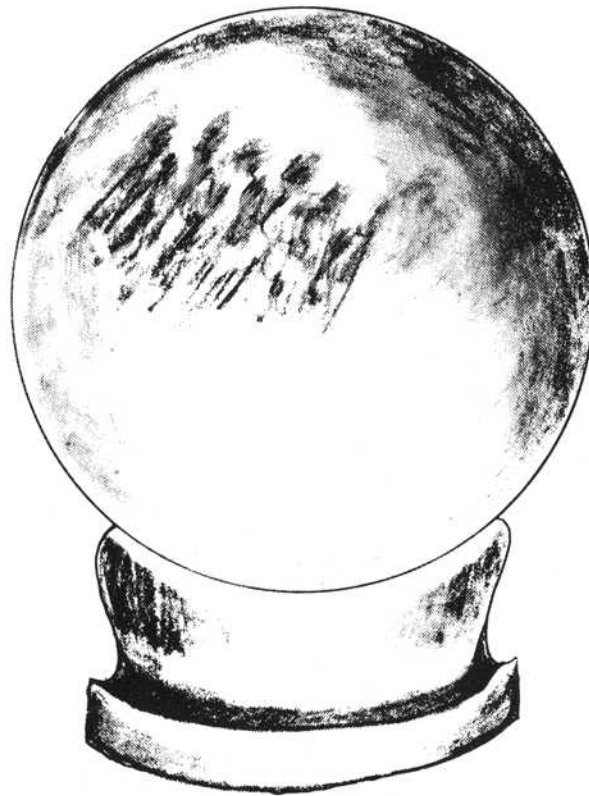
If the caster loses his concentration on the troops during the battle (for example, if he is attacked), the entire army will vanish. In any case, the army will vanish 72 hours after its creation.

Use of this spell ages the caster by 1/10 of his lifespan, so it will add perhaps 10 years to a human but could add 200 years to a long-lived elf. This can be hazardous to older spellcasters.

This spell can only be cast once per week.

Appearance: The Crystal Sphere looks very much like a normal crystal ball, about the size of a cantaloupe.

Value: 100,000 gold pieces.



Gwydion's Crystal Sphere

Gyges' Ring of Invisibility

- Allows wearer to remain invisible after making an attack.
- 1% chance every use it will slip off.

Gyges' Ring of Invisibility has the power to make the wearer invisible and to allow him to remain invisible, even after making an attack.

According to Plato, Gyges is a shepherd who discovered a bronze horse in a chasm. Inside this horse was a man's body. On the body he found the ring, which he used to kill the despot king and the claim the crown for himself.

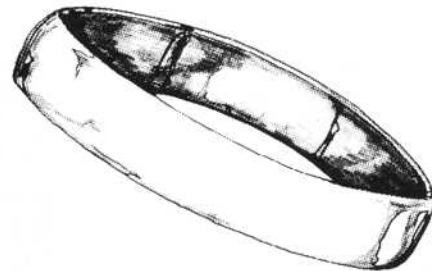
The ring will magically adjust to fit any finger. Although the ring is not evil, it is chaotic and capricious, for with each use there is a 1% chance, which increases cumulatively, that it will slip off at a particularly inopportune moment in its never-ending quest for a new wearer.

It is +4 for saving throws.

Note that even if several people have worn the ring since a former owner lost it, the percentage chance of the ring slipping off a former owner's finger is not reset to 1%.

Appearance: The ring is a plain unmarked gold band.

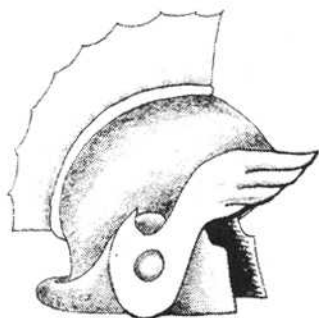
Value: 40,000 gold pieces.



Gyges' Ring of Invisibility

H

Hades's Helm	Hecate's Flame	Hermod's Coat and Helm
Hag of Beare's Elixir of Regeneration	Hedley Kow	Herne the Hunter's Silver Arrow
Halak's Petrification Powder	Helios Lens	Hiawatha's Moccasins
Halomancic Salt	Helm of Heimdall	Hkaung-beit-set
Han Hsiang-tzu's Plants	Hephaestus's Items	Hlidskajalf
Harmonia's Necklace	<i>Magic Throne</i>	Hodmimir's Forest
Harpalyce's Sandals	<i>Magic Net</i>	Hoo's Items
Harpoon of Horus	<i>Branding Irons</i>	<i>Baldercake</i>
Harut and Marut	<i>Talos</i>	<i>Girdle of Victory</i>
Hasan of Bassorah's Items	Herakles' Weapons	Horn of Farspeaking
<i>Bird Garment</i>	<i>Club</i>	Hreidmar's Book of Spells
<i>Turban of Invisibility</i>	<i>Bow</i>	<i>Inaction</i>
<i>Staff of Djinni Summoning</i>	<i>Golden Sword</i>	<i>Binding</i>
Hatapatu's Items	<i>Armor & Helm</i>	<i>Drop Objects</i>
<i>Sword</i>	<i>Hydra's Blood</i>	Hylas's Gloves
<i>Sacred Cape</i>	Hermes' Items	Hyperborean Cloak
	<i>Winged Sandals</i>	
	<i>Traveler's Pouch</i>	



Hades's Helm

Hades's Helm

- Makes wearer invisible and silent even after attacks.
- +4 to AC vs. opponents not sensing invisible targets.

Hades's Helm, according to Greek myths concerning the king of the underworld, makes the wearer invisible and silent, even with full armor.

When Hades does not use it himself, this handy device is often borrowed by Hermes and others (including Perseus). The wearer can make attacks and remain invisible, thus effectively adding four steps to his armor class (+20%) vs. opponents who cannot sense invisible targets.

The helm is +6 for saving throws for itself.

Appearance: This large, heavy, crested, bronze helm is in the classical Athenian style and weighs about 15 pounds.

Value: 30,000 gold pieces.

Hag of Beare's Elixir of Regeneration

- Drinker ages normally until 60th year, then turns 20.
- Each regeneration adds 1 point to insight and intellect.
- 6 regenerations per character.

Hag of Beare's Elixir of Regeneration is a marvelous potion associated with this hag (Cailleac Beara) of Scottish and Irish folklore. The word "hag" in this case merely indicates a woman of supernatural powers and is not pejorative, because the Hag of Beare is quite beautiful.

Any character that drinks this elixir will age normally until his 60th year (or the equivalent for non-humans), at which

point he will become a young adult (age 20 or the non-human equivalent) again.

Each time this regeneration occurs, the character gains one point (about 7%) in both insight and intellect, even if this places the character beyond normal upper limits for these characteristics. Six of these regenerations can occur per character.

If a character is already 60 or more years old (or the non-human equivalent) when he first drinks the elixir, he instantly undergoes the first regeneration, which can mean virtual immortality for long-lived races.

These elixirs are extremely rare, always occur singly, and always contain only enough for a single dose.

Appearance: The elixir always comes in a tapering, small decanter of delicate, beautifully cut, transparent crystal.

The elixir itself is a pea-soup green, occasionally produces a few sluggish bubbles that break the surface, and, when opened, gives off a little visible carbon dioxide which flows out of the container and down its sides in a white cloud.

Value: 500,000 gold pieces per dose.

Halak's Petrification Powder

- Turns people to stone and, when mixed with wine, back to flesh.
- Target must save vs. petrification at -4 or turn to stone (as do his non-magical items); even if he saves, is paralyzed for 1 round.
- If the target fails his save, his magical clothes and items must save vs. disintegration or turn to stone. If turned to stone, they lose magical powers.

Halak's Powder of Petrification is mentioned by the Senoi people of the Malay peninsula. A halak is a shaman.



Elixir of Regeneration

Among the spells shamans have is the ability to make a powder that turns people to stone—and back again to flesh.

A character using this powder against a target must roll a successful chance to hit.

But the odds are modified in this manner: actual armor worn is removed from armor class consideration unless it is magical, and then dexterity and other magical protections are added in.

For example: Bran wears +2 plate armor, a +1 shield, and a +2 ring of protection. If hit with this powder, his base armor type would be ignored, starting him at armor class 10. He would then go up five steps to armor class 5 for his magical protection items.

If he had any dexterity adjustment to armor class (which he doesn't), that would be added in as well. Therefore, Bran, who normally lumbers about with a -3 armor class, pales as he discovers that for this attack he's armor class 5 and 40% easier to hit!

Once a hit is scored, the target is allowed a saving throw vs. petrification, albeit at a penalty of -4 (20%). If the target fails his save, he is instantly turned to stone.

Even if the target makes his saving throw, the target is paralyzed for one round.

All clothes and items which a player character has also can turn to stone.

However, if the character saves, so do all his items. If he fails, all non-magical items turn to stone and all magical items must save vs. disintegration or turn to stone.

When an item is turned to stone, it loses all magical powers and must save vs. attacks or blows on the table for stone.

To turn a character back, the powder is mixed with wine and poured over a character or item that is turned to stone (even items stoned by other magical means than Halak's powder). The solution will return the item to its natural form.

Because of the system shock, a survival roll will be required for living beings. These beings are returned to their exact original state, i.e., their current number of Hits to Kill, memory only up to that point, etc.

The restorative property makes this powder greatly valued by sages and adventurers.

Appearance: The powder, upon close examination, appears to be small bright blue crystals. These crystals are normally found in glass vials so that they can be thrown, or dropped and broken.

Each vial contains about 10 cubic centimeters of the powder (one dose). The vials are then wrapped and placed in a protective case to prevent accidental breakage.

When the crystal powder is exposed to air, it turns into a blue mist which slowly starts to cover the item or being that is nearest to it.

Value: 6,000 gold pieces per dose.

Halomancic Salt

- Increases cleric's chances for augury by 20% and for divination by 30%.
- For divination, can see the past up to 1 day ago per caster's level, played back at rate of 1 day per 1 round.

Halomancic Salt, known since the days of ancient Egypt, can be used by a cleric to increase his chance of success when casting either an augury or a divination spell. His chance of success increases by 20% for augury and by 30% for divination.

Furthermore, when used with a divination, halomancic salt allows the cleric to see and hear what has happened in his area of study in the near past, up to one day ago for each of the spellcaster's skill levels.

Only the cleric sees what has happened. Events are 'played back' in his mind at a rate of one day studied in one round of actual time.

The cleric fully understands what has gone on, however, and can slow or freeze the playback.

One pound of salt is required per use.

Halomancy is the source of the superstition of tossing spilled salt over the shoulder.

Appearance: Halomancic salt is no different in appearance from normal salt, but it always occurs in relatively large, coarse crystals rather than finely ground. This coarse salt was common in medieval and ancient times.

Specialized seers and sages can recognize halomancic salt by a subtle difference in its taste, but few people have this ability.

Halomancic salt radiates a magic aura which can be detected.

Value: 100 gold pieces per pound.

Han Hsiang-tzu's Plants

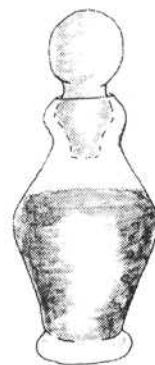
- Viewer and listener gets +25% bonus to any reaction roll.
- Given as gift, friendly change in any opponent's attitude toward player character occurs.

Han Hsiang-tzu's Plants are not usually sought after by those who require power, but rather by those who appreciate aesthetic beauty.

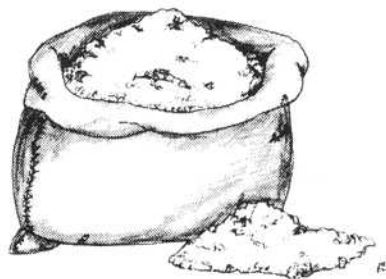
Han Hsiang-tzu is one of the Eight Immortals of Taoist legend and he produced plants with poems written in gold letters on the leaves.

If a character can read the poems (written in Chinese) while holding the plant for all to see, he will receive a +25% bonus to any reaction roll required of any who saw the plant and listened to him. The duration of this reaction bonus is one hour.

Given as a gift, the plant's beauty causes a friendly change in any opponent's attitude toward the player character.



Halak's Powder of Petrification



Halomancic Salt



Han Hsiang-tzu's Plants



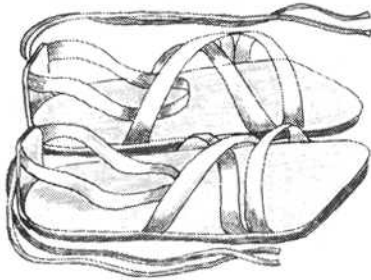
Harmonia's Necklace

For instance, a formerly inimical captor will let the character and his companions go (but not the freedom to sack his home or attack him).

This quasi-charm effect will work even on monsters, if they like treasure and have at least low intelligence.

Appearance: Any type of plant could be used, but Han preferred small potted plants, including dwarf shrubs. They bear easily recognizable, tiny but precise, shining gold Chinese calligraphic characters.

Value: 5,000 gold pieces per plant.



Harpalyce's Sandals

Harmonia's Necklace

- Toucher gets -4 penalty on all rolls for 1 day.
- Wearer gets same penalty for 1 month and will not want to remove it.
- 10% chance that wearer or allies will go violently insane for 1D100 days.

Harmonia's Necklace, in spite of its first owner's name, usually brings discord and disaster upon its possessor.

Merely touching the necklace (which was made as a wedding gift for Harmonia, daughter of Zeus and Electra) gives any character a -4 (-25%) penalty on all rolls for a period of one day after he touches it. This period is extended each additional time that a character touches it.

If a character wears the necklace, the penalty period is extended for one month and will continue if the character wears it for more than that period.

Furthermore, once a character puts the necklace on, he will not want to remove it and will even fight if his companions try to force him to do so.

In addition, once a character wears the necklace, there is a 10% chance per week the necklace is worn that the character or one of his comrades, friends, or relatives will come down with a violent type of temporary insanity, lasting 1D100 days.

The afflicted character will like to set fires, will suddenly become violent, and will attack people.

The necklace is +4 for its own saving throws.

Appearance: The beautiful necklace shows the skill of the divine smith who made it. Each link has a sturdy alloy core covered with thin, interwoven gold, silver, and platinum layers made in the Damascus style. Each link is the setting for a diamond, sapphire, or ruby.

Value: 50,000 gold pieces, but only to those who do not know its history.

Note that anyone who buys this necklace will make a strong effort to locate the character who sold it to him to wreak revenge.

Harpalyce's Sandals

Wearer runs at speed of 24".

Harpalyce's Sandals enable their wearer to run at a speed of 24" (as fast as a wild horse).

In Greek mythology Harpalyce is Harpalyce's daughter. When her mother died, Harpalyce was raised on mare's milk and was gifted with a horse's speed. After she died, this virtue remained in her sandals.

No improvement to armor class is made. The only rest needed is that which is normally required.

Appearance: They appear to be normal Greek sandals. The fact that they instantly adjust to fit the wearer's feet may alert an observant character to their magical nature.

Value: 20,000 gold pieces.

Harpoon of Horus

- Targets must save vs. death magic at -4 or die instantly.
- With save, 4D12 damage.
- Harpoon invulnerable to all attacks.

Harpoon of Horus is 30 feet long and has a blade 6 feet wide, according to Egyptian mythology.

This weapon is used by Horus to slay Set with one blow and requires a strength of 24 or better to use.

It has no magical bonuses to hit, but if a hit is scored with it, that target must make a saving throw vs. death magic at a penalty of -4 (-20%) or die instantly (this applies even to deities, although they are only slain on that particular plane of existence).

Even if the save is made, the harpoon does 4D12 points of damage, plus any strength or magical bonuses the character might have.

The harpoon is invulnerable to all attacks and cannot be harmed.

Appearance: Described above, it seems to be made of bronze, but is obviously many times stronger than bronze.

Value: 30,000 gold pieces.

Harut and Marut

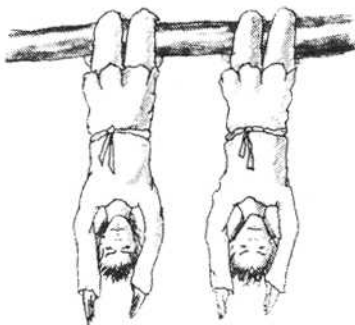
- Fallen angels who raise character's skill level by 1.
- Character cannot be resurrected by any means afterwards.
- Character can only use their services once or is irrevocably slain.

Harut and Marut are two fallen angels, according to Moslem tradition.

Succumbing to earthly temptation, they chose to be punished in the present in return for forgiveness in the hereafter.



Harpoon of Horus



Harut and Marut

They are condemned to hang upside down in a well in Babylon, where they will teach magical arts to humans, but only for a price: characters who study with them may never be resurrected or raised from the dead by any means.

Also, if a character of Good alignment agrees to the price, his alignment is changed to Evil as soon as the study period is over.

In return, Harut and Marut will increase the character one skill level. This can only occur once per character. The study period takes 1D6 weeks.

If any character is so bold as to return and ask again, he is irrevocably slain.

A character given this boost in experience point total is raised to the proportional equivalent at the next skill level; if a fourth skill level character has 70% of the experience points necessary to get to fifth skill level and then talks to Harut and Marut, his point total is raised to 70% of the points necessary to get to sixth skill level.

Note that Harut and Marut are honest and will warn the character about the price he must pay to get this experience, before the character makes his final choice.

Appearance: They will appear in whatever form the viewer recognizes as angelic (elfin to an elf, dwarvish to a dwarf, etc.).

Value: No intrinsic value.

Hasan of Bassorah's Items

- **Bird-garment:** wearers up to 7 ft. tall sprout wings and fly at speed of 24".
- **Turban of Invisibility:** wearer becomes invisible, cannot will himself visible, and can be attacked at -2 penalty.
- **Staff of Djinni Summoning:** djinni appears in 1D4 rounds.

Hasan of Bassorah is the hero of one of the Arabian Nights stories. A wastrel at the tale's beginning, he endures great hardship on a long odyssey during which he obtains several noteworthy magical items.

The first is the *bird-garment* which enables characters up to 7 feet tall to sprout wings and to fly at a speed of 24" (maneuverability class B) with no more effort than jogging.

The wingspan will be double the height of the character wearing the garment.

The second item Hasan obtained is a *turban of invisibility* which makes the character disappear as soon as he puts the cap on. This power cannot be turned off at will.

The cap allows attacks while invisible because the character fades into partial visibility for that round. Thus, he can be attacked at a penalty of -2 (-10%) instead of the usual invisibility penalty of -4.

The last item that Hasan obtained is a *staff of djinni summoning* which makes one djinni appear in 1D4 rounds to serve the staff's owner. Djinnis controlled by

staves are not able to grant wishes. Only one Djinn at a time may be summoned by the staff and only 1D4 Djinni are associated with any one staff. If these are killed, no more Djinni can be summoned.

Djinni

AC: 4, **HTK:** 7D8+3, **M:** 9"/24"

Align: Chaotic Good, **Int:** Average-high

Att: 1, **Dm:** 2-16, **THACO:** 12

Special: Creates illusions, becomes invisible, forms a whirlwind, assumes gaseous form, wind walks.

Appearance: The bird-garment is a loose-fitting, pure white gown with extra material attaching the sleeves to the sides of the body. When put on, wings will sprout from the character's back, leaving the arms and legs free.

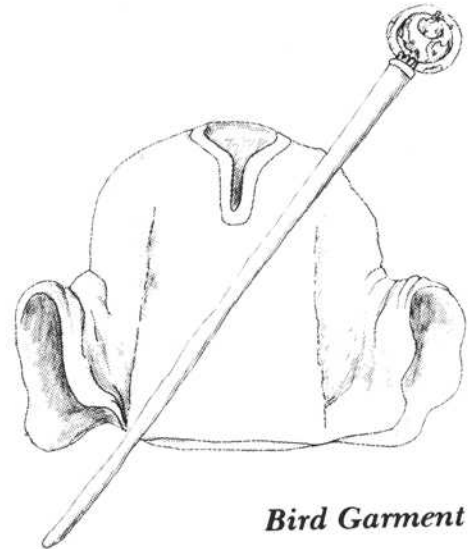
The typically Persian-patterned turban is made of white material and fastened with a jewelled cat's-eye clasp.

The staff is unmarked except for a carving on its top of Solomon's Seal circumscribed by a magic circle.

Value: Bird-garment 10,000 g.p.
Turban 9,000 g.p.
Staff 20,000 g.p.



Turban of Invisibility



Bird Garment

Staff of Djinni Summoning

Hatupatu's Items

Sword

- +3 vorpal 2-handed sword severs head if +3 bonus + D20 roll is equal to or greater than 20 (21 for larger-than-human opponents).
- If limb is not severed, 1D10+3 damage (3D6+3 for larger opponents).

Sacred Cape

- Upon owner's mental command, teleports twice per week, wraps him in protective cocoon, and heals him at rate of 10 HTK per round.
- Comes automatically to owner twice per week if owner reduced to 10% or less or original HTK.

Hatupatu is a god-hero of Maori folklore who had many adventures and battles. He is comparable to the Greek Herakles (q.v.).

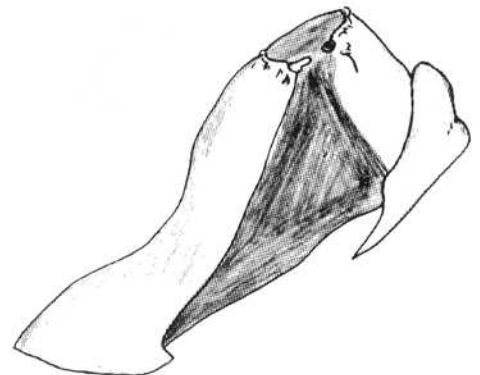
In one adventure, Hatupatu fought the winged monster Kurangaituku, who had a wonderful treasure which included a magnificently carved +3 vorpal 2-handed sword.

When this weapon is used, if the sum of the D20 roll to hit and the sword's +3 bonus is equal to or greater than 20 (or 21 for larger-than-human opponents), the target's head or neck is severed.

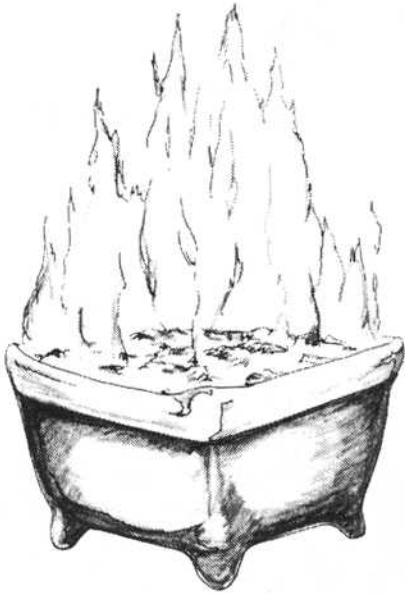
Note that no other bonuses (strength, magical items or spells, etc.) are added into this calculation; though, of course, they are used to determine if a hit has been made. If the score is not great enough to sever the neck, the sword's damage is 1D10 + 3 (or 3D6 + 3 vs. Large opponents), plus any other bonuses the character might have.



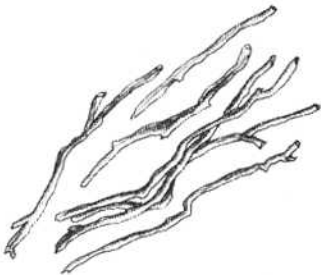
Hatupatu's Sword



Hatupatu's Sacred Cape



Hecate's Flame



Hedley Kow



Helios Lens

In addition to the sword, Hatupatu has a large *sacred cape*. Upon the owner's mental command, the cape will teleport to the owner, wrap him completely in a protective cocoon (armor class -10), and heal him at a rate of 10 HTK per round.

The cape will also teleport to the owner automatically when the character is reduced to 10% or less of his original HTK. The owner may not move while being healed. The cape can be used in this manner twice per week.

When the healing is finished, the cape teleports back to the character's residence.

Appearance: The sword's blade is polished, gleaming steel that shines like the silver of the moon. The whale ivory hilt is intricately carved with Maori pictures and symbols.

The red cape feels as soft as felt. When the cape forms the healing cocoon, it changes into a white, thready substance.

Value: Sword 22,000 gold pieces.
Cape 50,000 gold pieces.

Hecate's Flame

- Blesses believers once per day with +4 bonus to next 10 rolls.
- Can be made into torch to travel.

Hecate's Flame, if kept constantly burning, will provide good fortune to nearby believers.

In modern times, Hecate has been mistakenly identified as evil; when, in fact, this Thracian goddess bestowed wealth, advice, success, and all kinds of good fortune upon her worshippers.

A later transference made her an underworld deity and guardian of the keys to Hades. Modern theological prejudice makes all infernal deities evil, but although Hecate sometimes pursued vengeance (like the Furies), nothing indicates that she is evil.

If her sacred flame is kept burning, it will bless all believers who enter the building with a +4 bonus (+20%) to their next 10 die rolls; believers can gain this effect once per day.

A character can make a torch from the sacred fire to carry along. The torch will then have the magical virtue and the original flame will be just an ordinary fire.

If a character does carry the torch with him, he (and other nearby believers) will constantly get the bonus. When one torch is nearly exhausted, another can be lit to carry on the sacred flame (lanterns and lamps cannot be used).

If the torch is ever extinguished, Hecate will be displeased and will likely never allow that character to have a sacred flame again.

Appearance: The sacred flame can be in a brazier, hearth or any other suitable location. As mentioned, it can also be transferred to a torch. The flame looks like any normal fire, except brighter and hotter than most fires its size.

Value: 30,000 gold pieces.

Hedley Kow

- Twig that, when put with something else, increases mass of everything surrounding it until in 20 Turns the load gets too heavy to hold.
- When put down, mass returns to normal weight for 5 minutes.

Hedley Kow is the name the British gave to a supernatural being they mistakenly thought was responsible for tricks.

It actually was the result of a magical item.

When a person picked up a bundle of straw, he would sometimes find it quickly would get heavier, until it became too heavy to carry.

The British thought an invisible being called a Hedley kow was responsible, when in fact it was a small twig in the hay (for the sake of consistency this rare twig is also called a Hedley kow).

When this twig is picked up by itself, nothing extraordinary happens.

But when the twig is placed with something else and then picked up or carried, it starts increasing the mass of everything surrounding it. In 20 Turns the load must be put down, lest it break a cart's axle, the horse's back, etc. As soon as it is released, the twig and its surrounding material resume their normal mass for five minutes.

After five minutes, if the twig is picked up again with the other material, they will slowly start increasing their mass again.

Hedley kows are prized by saboteurs and pranksters because of the 'remote control' advantage for harassment and destruction.

Appearance: Hedley kows resemble normal twigs, from 3 to 5 inches long. They radiate a detectable magical aura.

Value: 800 gold pieces.

Helios Lens

- Starts fire within 1 minute when pointed at something flammable within 6 inches.
- Must be in direct line to sun.

Helios Lens is a +1 convex lens named for the Greek god of the sun, whose divine magic is said to inhabit the device.

When pointed within 6 inches of a flammable object, a small pinpoint of fire will start in one minute.

A direct line to the sun must be possible for this to operate, and even if the day is cloudy, this lens will draw enough power from the Greek charioteer of the sun to ignite its target.

Appearance: The convex lens, about 4 inches in diameter, is held in an encircling gold band. Greek words on the frame indicate that the object is sacred to Helios.

Value: 300 gold pieces.

Helm of Heimdall

Wearer sees and hears anything, anywhere on his plane of existence.

Helm of Heimdall amplifies the already tremendous senses of the Norse sentry god.

A character wearing the helm can, with practice, see and hear anything that is happening anywhere on his plane of existence, even the sound of grass growing.

The difficulty comes with learning how to "zoom in" and watch one event or listen to one conversation. This can be mastered in 1D6 weeks.

A novice is likely to see a blurred, swiftly moving panorama of images and hear the cacophony of millions of conversations simultaneously.

Heimdall puts the helmet near the rainbow bridge Bifrost when he occasionally sojourns to Earth.

Some have been so bold as to wear it for a time, but none has been so rash as to take it.

This is because Heimdall can always locate it through a magical homing sense, and stealing it would not only incur his wrath, but also that of the other gods, including Odin, Thor, and Tyr.

Appearance: This open-faced full gold helm has some design modifications.

Instead of eye guard plates, it has a dark, opaque material covering the eyeslots. When wearing the helm, these actually serve as a complex lens-screen arrangement to view far-off places.

From the outside (during operation), the glow makes it appear that the wearer has demonic red eyes.

Oversized, somewhat elfin-shaped ear-spaces amplify and control the distant sounds that the wearer hears.

Value: 150,000 gold pieces.

Hephaestus' Items

- **Magic Throne;** traps characters who sit in it until commanded to release them.
- **Magic Net;** +4 to hit when thrown.
- **Branding Irons;** +4 weapons cause 1D10 damage plus 6 pts. fire damage. Giants are slain if hit.
- **Talos;** automaton with only 1 vulnerable spot: its left heel.

Hephaestus is the Greek gods' blacksmith. His rough-hewn, lame body conceals cunning mind and a noble heart.

His myriad works included Zeus' thunderbolts, the aegis (q.v.), Harmonia's necklace (q.v.), and Artemis' and Apollo's arrows (q.v.).

Works not discussed elsewhere include his **magic throne**, which traps characters (even deities) when they sit down and will not release them except upon his command, and his **magic net**, which is +4 to hit

when thrown. The net was used to entrap Ares and Hephaestus' unfaithful wife Aphrodite, and to expose them to the derision of other gods.

He uses his **magical branding irons** as weapons, causing 1D10 damage each plus six points of fire damage. The irons' tips stay hot (and thus retain the magical bonuses) for one month after Hephaestus takes them out of his fire.

If an iron scores a successful hit upon any giant, the giant is instantly slain (no saving throw).

The irons can occasionally be found near active volcanoes, which Hephaestus used as forges.

Talos is the bronze automaton Hephaestus created to guard a sacred area in Crete.

This giant creature has only one vulnerable spot, a vein in its left ankle. Its high armor class represents the difficulty to hit it.

Talos also likes to hurl boulders at enemies until they get close enough to hit with his massive fists.

Talos

AC: -2, **HTK:** 7D8, **M:** 9'

Align: Neutral, **Int:** Average

Att: 2, **Dm:** 2D10 per attack, **THACO:** 13

Special: Throws 1 boulder per round with 5D10 damage; +2 or better weapon required to hit.

Magic Resistance: 80%

Appearance: The throne is made primarily of gold, with some rich woods inlaid for comfort and trim.

The truesilver magic net is thinner than a fishing line, yet unable to be cut or torn even by a god.

The 4-foot branding irons weigh 15 pounds each, frequently are pointed or gaff-hooked, and often the handles are tightly wrapped with leather cord for a better grip.

Talos stands nearly 15 feet tall and externally is bronze.

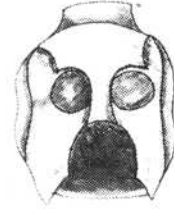
Value: Throne 60,000 g.p.
Net 100,000 g.p.
Branding Irons . . . 10,000 g.p.
Talos 100,000 g.p.

Herakles' Weapons

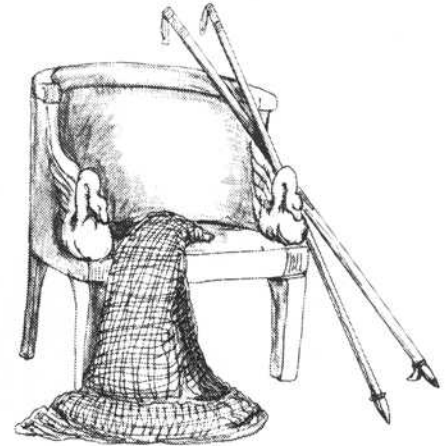
- +5 club.
- +3 bow.
- +4 golden sword.
- Armor and helm giving AC -5.
- Hydra's blood poison on arrow tips causes target to save at -5 or 1D100 damage will result for next 5 rounds.

Herakles (also known as Heracles and Hercules) is the son of Zeus and a descendant of Perseus named Alcmena. Herakles is the classic hero.

His magical items are many: a +5 club, a +3 bow from Apollo, and a +4 golden sword from Hermes.



Helm of Heimdall



Hephaestus's Items

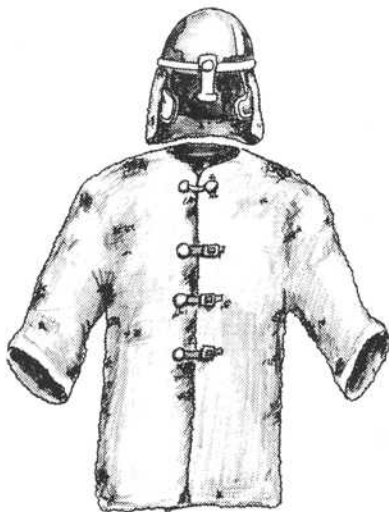
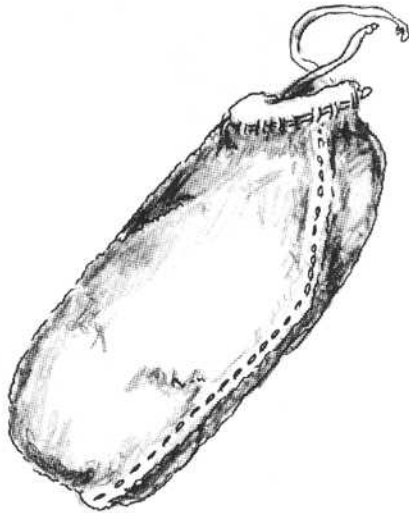


Herakles' Weapons



Hermes' Winged Sandals

Hermes' Traveler's Pouch



Hermod's Coat and Helm

When Herakles slew the Nemean Lion (the Sphinx's brother) he made an armor and helm from the skin which gives him an Armor Class of -5.

Finally, he has a vial of hydra's blood poison which he dips his arrows in. A -5 (-25%) saving throw must be made by the poison victim or 1D100 points of damage per round will result for the next five rounds.

The vial of poison is +3 for saving throws.

Appearance: His club is wooden, about 5 feet long and tapered. The larger end exceeds the size of a man's head.

The bow is a metal composite shortbow that gleams like gold. It is strung with a shaft of sunlight and requires a strength of 18 (100%) or greater to pull.

The sword has a broad, flat golden blade. Ornately carved into its hilt is the astronomical/alchemical symbol for Mercury, with the "horns" forming the tip of the pommel.

Herakles' armor looks like leather made from a golden lionskin, but is much tougher. The helm is simply the Nemean Lion's head, opened up and positioned to cover a head.

The hydra's blood is a vile, bright green. It is hot, and bubbles.

It is kept in a special diamond vial, one of the few things the corrosive liquid won't eat through. There are 1D10 doses of the poison in each vial (Herakles collected several when the hydra was killed).

Value:	Club	20,000	g.p.
	Bow	17,000	g.p.
	Sword	15,000	g.p.
	Armor	40,000	g.p.
	Poison	5,000	g.p. per dose.
	Vial	10,000	g.p.

Hermes' Items

- Winged Sandals allow wearer to move 5 times faster, travel directly, and leave no tracks.
- Traveler's Pouch holds anything put into it and allows owner to get out of any binding knot.

Hermes is the messenger and herald of the Greek gods. When he became known as the god of luck and chance as well as a wealth-giving god, he became the patron of thieves as well as travelers.

His magical items include the *winged sandals*, which enable a character to move at a speed five times his normal rate and to travel directly (even over bodies of water and chasms). The sandals also leave no tracks, a handy device for the patron god of thieves.

The next item is the *traveler's pouch*, which places everything in it into a dimensionally transcendent pocket. Thus, vast amounts of items can be carried in the pouch, which never weighs more than one pound.

Note that if more than 20 items are stored in the pouch, it will require 1D20 melee rounds of rummaging around to find a specific item.

The other curious attribute of the pouch is that it allows the wearer to slip out of any restraining or binding knot placed on him.

Appearance: The gold sandals magically adjust to fit the wearer's feet and have two tiny wings, about 3 inches long, on each sandal. The wings don't actually make the wearer fly, but they do move, generating the magic that allows them to increase speed, etc.

The 12-inch sheepskin pouch opens to allow objects smaller than an 8-inch circle through. The pouch can be closed tight with leather drawstrings.

Anything which has a small enough breadth or circumference to enter the opening can stay in the pouch, regardless of the object's length.

There is unlimited air supply in the extradimensional pocket, but no food or water other than that which animals or familiars might carry inside with them.

Value:	Sandals	...	25,000	gold pieces.
	Pouch	50,000	gold pieces.

Hermod's Coat & Helm

- +4 armor radiates continual light at will covering 100-ft. sphere.
- Wearer retraces path without error within a time equal to 1 day per skill level.
- Must be used together.

Hermod's Mail Coat and Helm are famous in Norse sagas.

Hermod is Odin's son. He accepted Frigg's challenge to ride after Balder into the Kingdom of Hel to persuade the goddess of death to restore Balder to the living. Hermod was loaned the steed Sleipnir for this quest and donned his famous mail coat and helm, which are divine gifts.

The first power of the coat and helm is the ability to radiate continual light at will, equal to daylight in brightness and covering a 100-foot radius "globe."

As a second attribute, these items function as +4 armor, adding this bonus to all saving throws.

The final power is the ability to always retrace a path without error. The wearer must take the path within a period of time equal to one day for each skill level of the character.

The helm and the coat of mail must be used together; they function as ordinary armor if separated, although each will produce a faint but detectable magical aura.

Appearance: Both the helm and the coat of mail are made of shining truesilver. The coat is a knee and elbow-length hauberk. The hornless helm has nasal and cheek

pieces, and is covered with richly-detailed carvings.

Value: 100,000 gold pieces.

Hern the Hunter's Silver Arrow

- +5 to hit.
- Shooter draws bowstring indefinitely without tiring.
- Shooter appears in a slightly different place from his actual position.

Herne the Hunter is an English spectral being or forest deity. His legend is rather vague, but he is mentioned in the Merry Wives of Windsor.

Some say that each generation Herne selects a mortal whom he endows with preternatural hunting and archery skills intended for use in the cause of good.

Recipients of this gift include Robin Hood and Adam Bell (q.v.).

Herne's token or gift is a silver arrow. The arrow is not used, but kept in a bowman's quiver. While it is in the quiver, it gives three powers: the ability to hold ready a drawn bowstring indefinitely without tiring; a +5 (+25%) increase to the chance to hit (but not for damage) with bowshot only; and a displacement effect, which causes the possessor to appear in a slightly different place than his actual physical position.

This last power effectively makes the possessor's armor class two steps better (+10%) and allows him to add +2 (+10%) to any saving throws.

Appearance: The arrow is shorter and thicker than the norm, and the arrow's shaft is three sided, something like a non-tapering epee. It is made entirely of hardened silver alloy and is +5 for its own saving throws.

Value: 50,000 gold pieces.

Hiawatha's Moccasins

- Wearer with leather armor or less moves silently.
- Wearer with metallic armor has 50% chance to move silently
- Doubles stamina to walk or run twice as far.
- Protects against rocks and other hard, sharp surfaces.

Hiawatha's Moccasins enable any character with leather armor or less to move silently and give characters with metallic armor a 50% chance to move silently.

Wearing these moccasins also doubles the character's stamina, enabling him to run or walk twice as far as he would normally without resting.

They also protect the feet against any rock or other hard or sharp surface as well as a pair of steel boots.

The actual Hiawatha is Iroquois, but Longfellow used an Algonquin legend for his poem.

Appearance: They are soft, supple natural leather moccasins.

Value: 10,000 gold pieces.

Hkaung-beit-set

Charms that increase AC on part of body where they are inserted.

Hkaung-beit-set are Burmese magic charms (bits of metal, pebbles, and shells with spells written on them) which are inserted under the skin at various body parts to achieve an increase in armor class for that area.

The charms must be either found or properly made and blessed. Then each of the four portions of the body that requires protection (legs, arms, chest, head) receives a small cut.

The object is inserted, and then the cut is stitched or otherwise bound to heal. The charm for the head is inserted into the cheek. If the charm is cut out by a random blow, that area loses its protection.

The charm's value is based on its efficacy, which ranges from armor class 9 to armor class 0.

Appearance: *Hkaung-beit-set* can be semiprecious or precious gems or bits of tortoise shell, horn, gold, or silver with the appropriate inscriptions and blessings.

Value:	Armor Class	G.P. per charm
9	50
8	100
7	200
6	300
5	400
4	500
3	750
2	1000
1	2000
0	3000

Hlidskajalf

- Throne whose occupant can see and hear anything in Gladsheim or earth.
- Scanning planes takes 1 week per plane.
- 30% chance per week that occupants will get killed.

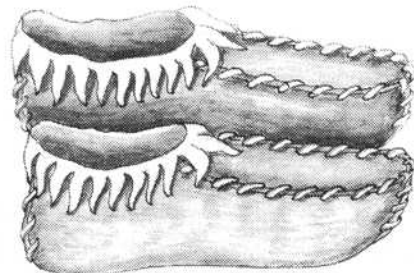
Hlidskajalf, according to Norse mythology, is Odin's "high seat," or throne.

When anyone sits on it, he can see and hear anything that occurs in the planes of Gladsheim (including all of Asgard), or the prime material plane of Midgard (earth).

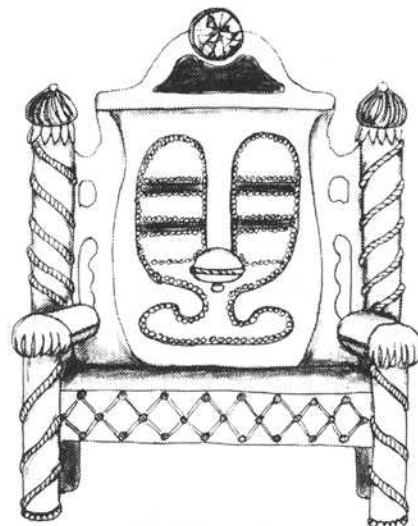
If the area is well-known to a character, he can instantly locate it and learn what is happening there; otherwise, the character can scan the planes, a process which takes 1 week per plane.



Herne the Hunter's Silver Arrow

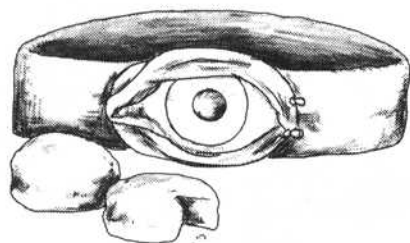


Hiawatha's Moccasins



Hlidskajalf

Hoø's Girdle of Victory



Hoø's Baldercake

Daring Odin's wrath, Loki and Freyr each used the High Seat at least once for their own purposes. Odin will kill anyone he catches using the throne (30% chance per week).

Appearance: It is indeed a high seat, for mortals less than 7 feet tall will find their feet do not reach the floor when sitting on it.

Hlidskjalf is constructed of fine wood from Hodmimer's Forest (q.v.) and is inlaid and trimmed with gold and other precious metals. A large diamond is inset into the center top of the backpiece, which even reaches above Odin's head.

Value: 300,000 gold pieces.

Hodmimer's Forest

No fire can harm this forest's wood.

Hodmimer's Forest, in Norse Mythology, is the one forest which will not be burned on the day of Ragnarok by the flaming sword of the fire giant Surtr.

Wood from this forest (and items made from it) gain a +8 (+40%) bonus to saving throws, and no fire, whether magical or natural, can harm this wood.

Because it is so tough and resistant to all damage, it is greatly prized and, due to its qualities, difficult to obtain and work.

Appearance: The forest is made up of various hybrid conifers. The lumber is exceptionally even-grained and gives an extremely smooth finish if sanded industriously.

Value: Five gold pieces per linear foot of 1" x 8" planking.

Hoø's Items

- Baldercake gives eater strength of 22 for 8 hours.
- Girdle of Victory gives wearer and allies within 300 ft. +2 to hit and damage and will never fail morale check.

Hoø is a Danish king favored by Odin, according to Teutonic legend. He is often granted baldercake by Odin.

Each piece of cake temporarily gives characters that eat it a strength equal to that of the slain god, for a time. Each piece of cake gives the character a strength of 22 (+4 to hit, +10 to damage) for eight hours.

The cake is usually given or found in slices, with five pieces to each slice (if the pieces are broken to smaller size, they lose efficacy).

Hoø is also granted a girdle of victory, which allows the wearer and all comrades/allies within 300 feet to receive a +2 (+10%) bonus to their chances to hit and for damage. Those affected will never fail any morale checks.

The difficulty with the girdle is that there is a 5% chance per week (or per use,

whichever is sooner, which increases cumulatively, that Odin will decide to rescind this gift and make it vanish.

Checks can be made during the height of battle, as the unfortunate Hoø discovered.

Appearance: Baldercake is a shortcake, sweeter than bread but not as sweet as gingerbread. Its light-colored top has a rough, uneven texture.

The girdle is a wide belt woven with gold thread, except for the front where the O's symbol, a piercing blue eye, can be seen.

Value: Baldercake . . . 500 g.p. per piece.
3,000 g.p. per slice.

Girdle 30,000 g.p.

Horn of Farspeaking

Allows a conversation 10 times more distant than normal.

Horn of Farspeaking was apparently first used by the French king Llefelys in the eighth century during Charlemagne's time.

By speaking into the horn or by putting the horn's narrow part to his ear, a character can be heard or can hear ten times farther away than usual, thus allowing him to have a long distance conversation.

King Llefelys used the horn to make ship-to-ship contact while staying out of bowshot range.

The horn is +2 for its own saving throws.

Appearance: The horn looks like a normal megaphone, about 15 inches long. It has no visible apparatus and the horn's walls are quite thin. It's striking external color and texture seem to indicate it is made of iridescent mother-of-pearl.

Value: 1,000 gold pieces.

Hreidmar's Spells

Inaction

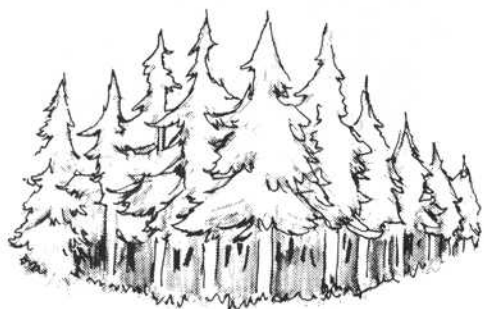
- Targets cannot move, use willpower or mental commands, or speak unless ordered.
- 9th level Magic-user spell, range: 2", affected area: 10-ft. radius, duration: 3 rounds, saving throw at -7.

Binding

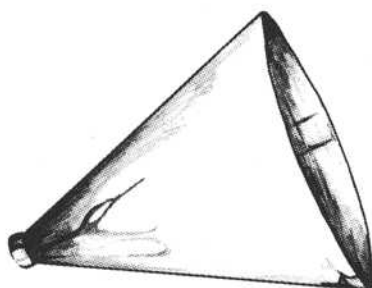
- Binds targets in any physical position in all dimensions and planes.
- 7th level Magic-user spell, range: touch, affected area: up to 5 targets, duration: 10 turns per caster's skill level, saving throw at -4.

Drop Objects

- Makes target drop objects in hands for rest of round.
- 6th level Magic-user spell, range: 6", affected area: 1 target, duration: 1 round, saving throw at -2.



Hodmimer's Forest



Horn of Farspeaking

Hreidmar's Book of Spells contains charms so powerful that even Odin, Loki, and Honir were imprisoned by them.

Hreidmar is a powerful magician and farmer in Norse myths and is the father of Regin, Otter, and Fafnir (who was later turned into a dragon). Loki slew Otter while the latter was in animal form, and the truth came out when the gods stopped at a nearby farmhouse for supper.

Hreidmar used his spells of inaction, binding, and drop object to imprison the gods.

The gold that he finally got as a blood-ransom for his dead son was cursed; it was the hoard that became known as the Nibelung gold.

The *inaction spell* is a 9th level magic-user spell, with a 2" range, a 10-foot radius area of effect, a three round duration. A saving throw negates, but must be made at -7 (35%).

Under this spell, all who fail their save within the affected area cannot move, cannot use willpower or mental commands, and cannot speak unless ordered by the caster (and then answers must be truthful to the extent of the victim's knowledge).

Binding is a 7th level magic-user spell, with a range of touch, effect area up to five targets, duration of 10 turns per caster's skill level, and saving throw negates the effect but must be made at -4 (-20%).

This spell winds and binds the target completely with invisible force fetters that extend into all dimensions and planes.

The target can be bound in any physical position.

Drop objects is a 6th level magic user spell with range of 6", effect area of one target, duration of one round, and saving throw negates the effect but is made at -2 (-10%).

This spell causes a target that fails its save to drop any object for the remainder of that round.

The spell also causes magical items which are carried or worn to have a chance of being dropped or slipping off, including armor, rings, bracers, shields, and weapons. Magical items get a saving throw for each item and add +1 (+5%) for each magical plus the item has.

This book's spells can be copied directly into a magic-user's own spell book, but such a copy can never be used as an original to reproduce the spell (i.e., copies can only be made from the *Hreidmar's Book of Spells*).

Appearance: *Hreidmar's Book* looks like many other magical tomes: bound in ancient, cracked black leather with brass edgings. A Norse rune directed to a sage is etched on the cover.

Value: 40,000 gold pieces.

Hylas' Gloves

- Protects hands from danger and friction.
- Wearer rows like entire bank of rowers on galley ship and rows 10% faster.

Hylas' Gloves protect hands from any danger or friction, and they never wear thin or form callouses.

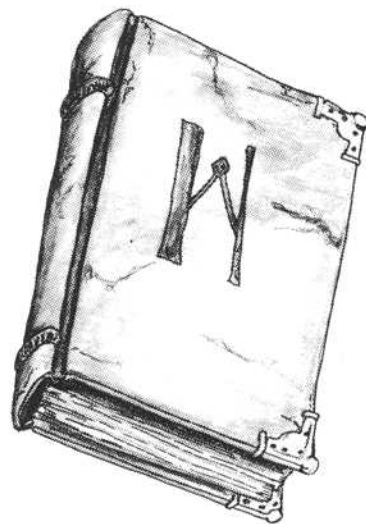
Hylas was Herakles' page on the Argonauts expedition. He ended up being kept by naiads because they were entranced by his handsomeness.

Though the gloves do not grant extra powers under most circumstances, they enable the character to take the place of one entire bank of rowers on a galley ship.

He can actually row 10% faster than the rowers normally can. Of course, if this isn't matched on the opposite side, the ship will start to skew off-course because of the off-center thrust.

Appearance: The dark brown, heavy leather gloves are normally indistinguishable from a good pair of sturdy work gloves.

Value: 3,000 gold pieces.



Hreidmar's Book of Spells

Hylas' Gloves



Hyperborean Cloak

- Keeps up to 2 characters warm down to -25 degrees Fahrenheit.

Hyperborean Cloak enables the wearer to keep comfortably warm in cold weather, down to approximately minus 25 degrees Fahrenheit (or a wind chill factor of minus 75 degrees F.).

If the cold is caused by magic, a character wearing the cloak will still remain warm as long as the temperature stays within the effective range.

If the cold (for whatever reason) drops below the cloak's extreme limit, the wearer starts to chill as if he had no outer wrap and the ambient temperature were about 40 degrees.

Each cloak is large enough to enfold and protect two-normal sized characters.

In Greek mythology, the Hyperboreans are a race living far north, beyond the north wind.

Appearance: Each hooded, fur-lined cloak is made of snow and ice-repellent material and is off-white with a touch of blue.

Value: 15,000 gold pieces.



Hyperborean Cloak

I J

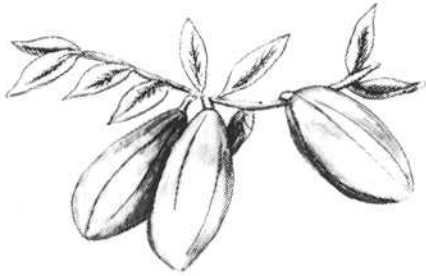
Illa Talisman
Inexhaustible Nut
Inexhaustible Purse
Izanagi's Sword

Jacinth of Power
Jack Charm
Jacob's Ladder
Jade
Blue Jade
Lavender Jade
White Jade
Black Jade
Vermillion-flecked Jade
Gold Flecked Jade
Jarl's Runes
Heal/Remove Pain

Extinguish Fires
Calm Seas
Speak with Birds
Jasper
Jericho Horn
Jewel-producing Potion
Jimsonweed
Joe Magarac's Gloves
John Henry's Hammer
Jonah's Diamond
Joseph's Shirt



Illa Talisman



Inexhaustible Nut



Inexhaustible Purse



Izanagi's Sword
70

Illa

- Talisman that modifies die rolls by + or - 5%.
- +4 save vs. poison.

Illa is a magical Incan amulet or talisman. A character that possesses an illa is able to modify, at his discretion, any and all die rolls he makes by plus or minus 5%, an adjustment of 1 on a D20 and straightforward on the percentage dice roll.

For saving throws vs. poison of any type, the bonus is +4 (+20%), because illas are especially potent antidotes.

Appearance: A bezoar stone is a concretion found in the digestive organs of certain grazing animals; it is thought to have special properties.

These bezoar stones are placed in an inexpensive silver setting with Incan hieroglyphic inscriptions.

Value: 40,000 gold pieces.

Inexhaustible Nut

- Provides endless supply of nuts, enough food for 4 weeks.

Inexhaustible Nut is described in many different North American Indian tribal tales.

Whenever a bite is taken from this marvelous nut, the missing piece is immediately restored. The nut is nutritious enough to supply a character's needs for food for up to four weeks.

A diet of nuts alone will get monotonous, so after four weeks, standard food (not rations) must be eaten for at least two weeks or various vitamin and mineral deficiency disorders (scurvy, beriberi, etc.—GM's choice) will begin to show up.

Note that the nut does not fulfill the character's need for water.

Appearance: The nut seems to be indistinguishable from a normal pecan, although it is particularly soft-shelled.

Only certain Indian wise men will be able to recognize the magical variety upon inspection.

Value: 1,000 gold pieces.

Inexhaustible Purse

- Every night a g.p. is left in purse, 1D10 more found next morning.
- Chance (00 on 1D100) that 100 g.p. gem found every morning.

Inexhaustible Purse is a common motif in Central European folklore and can be traced backwards along the routes by which commerce (and the use of money in barter) expanded.

For every night that at least one gold piece is left in the purse, 1D10 more gold pieces will be found in the purse the next morning.

In addition, every morning there is a slight chance (a roll of 00 on 1D100) that 100 gold piece gem will be found in the purse.

If no gold is left in the bag overnight, nothing will be found the next morning but the player can "seed" the purse again the next night.

Appearance: The small leather pouch is capable of holding up to one hundred coins. A detectable magical aura radiates from the purse, but nothing visible distinguishes it from a normal purse.

Value: 20,000 gold pieces.

Izanagi's Sword

- +2 vorpal 2-handed sword adds 2 to unadjusted D20 roll to hit with 1D10+2 damage for normal hits.
- Neck severed if sum is 20 (21 for large opponents).

Izanagi's Sword is mentioned briefly in the Japanese Kojiki collection of ancient stories. Izanagi is the primordial male deity, who with his sister-wife Izanami, created the Japanese Islands and many deities of the forces of nature.

When the +2 vorpal two-handed sword is used, two is added to the unadjusted D20 roll to hit. If the sum is equal to 20 (21 for Large targets), the target's neck is severed.

If the die roll is not enough to activate the vorpal power, a normal hit may still be scored using the sword's +2 bonus plus any other applicable bonuses, such as strength.

If a normal hit is scored, the damage is 1D10+2 plus any damage bonuses.

Appearance: The celestial creator's sword is described as being ten hand-spans long. Etched on the blade are Japanese characters in the unknown language of Izanagi's predecessor gods. These identify its divine smith.

Value: 20,000 gold pieces.

Jacinth of Power

- Amulet that makes wearer immune to disease.
- Damage reduction of 1 HTK per attack.
- +5 save vs. lightning.
- +5 to reaction rolls.

Jacinth of Power is a rare, flawless red zircon, long prized as a gem with mystical properties.

Amulets made from these jacinths offer the wearer immunity from disease; damage reduction of 1 HTK per attack or damaging incident; a +5 (+25%) bonus to saving throws vs. lightning, whether natural or magical; and a +5% bonus to any reaction dice rolls.

An example of the damage reduction is when a character is hit in one round by two arrows, doing two and four points, respectively, and also falls into a pit suffering five points of damage.

If he had the jacinth of power, he would take only eight points (1 + 3 + 4) instead of the usual 11 damage points.

Appearance: The jacinth of power is a transparent red zircon. They are generally small because they must be flawless, and these are extremely rare.

The jacinth is usually set into a gold or silver, disc-shaped amulet three to five inches in diameter.

Value: 30,000 gold pieces.

Jack

- Charm that always points in straightest direction for travel.

Jack is a magical charm made by blacks in the Southeastern United States, especially Mississippi.

The jack will always point towards the traveller's destination, thus keeping him from getting lost.

Note that this does not necessarily indicate the safest path, only the direction to his goal (like the point of a compass fixed on that location).

Appearance: Jacks are usually made of a finger-shaped piece of red flannel that is filled with dirt, coal dust, and a piece of silver.

A special invocation for God's help is made when preparing a jack, which is a painstaking task.

Value: 500 gold pieces.

Jacob's Ladder

- Extends to lower and higher planes when command given and when placed at 45° angle. 1 hour climbing time per plane.
- +1 or better weapon to hit, AC: 0, 50 structural damage points.

Jacob's Ladder is a device described in Genesis. It was seen by Jacob in a dream, where the ladder reached from earth to heaven. It can, in fact, reach from any plane to any adjoining plane of existence.

The ladder has only three rungs, but when it is placed at a 45-degree angle and the command is given, the person giving the command will see the ladder extend itself, seemingly to infinity.

Only the character activating the ladder and any being starting in the destination plane will be able to see the extended ladder. But any being will be able to climb up or down it (even though it will be invisible to him).

The ladder can be extended into both higher and lower planes. Each plane traveled requires one hour of climbing, whether up or down.

The ladder cannot be shaken or removed except by the being which activated it. But, it will vanish if any part of it is attacked and destroyed.

The ladder is AC: 0, +1 or better weapon to hit, 50 structural damage points, and +5 for saving throws, using the table for thick wood.

Characters climbing or descending the ladder with two hands free automatically make the journey safely. Those with one hand free for holding onto the railing have a percentage chance of safely using the ladder equal to 6% times the character's dexterity. Characters with no hands free have their chance of safe usage reduced to 4% times dexterity.

Characters who fail their safety roll fall (roll 1D100 to determine where, 01-50 indicates the starting plane and 51-00 indicates the destination plane).

Whichever plane is used, the character will fall from a height of 1D100 feet, so a mistake can be fatal for a low skill level character.

Appearance: The normal appearance is a three-step ladder made of sanded but unfinished white wood. Handrails form when the ladder is extended; though this is only visible to the character commanding the ladder and to beings in the destination plane.

Value: 25,000 gold pieces.



Jacinth of Power



Jacob's Ladder



Jack Charm



Jade



Jade

- **Blue Jade**, when present at death, keeps soul and body intact and body from decaying for 1 week.
- **Lavender Jade** favorably adjusts by plus or minus 5% for up to 100 rolls.
- **White Jade** provides +1 protection.
- **Black Jade** cracks if dropped into poisoned food or drink.
- **Vermilion-flecked Jade** mixed with wine gives 50% more resistance to heat, cold, hunger, and thirst for 1 month.
- **Gold-flecked Jade** mixed with dew provides +6 save vs. poison and increases strength by 2 for 1 month.

Jade is a hard, durable mineral, prized since ancient times in many cultures. In China, it is believed that jade possessed yang, the masculine principle of life.

Jade comes in colors other than the well-known dark green, and these colors differentiate its various powers and attributes.

Blue jade, when present on the body at the moment of death, keeps the body and soul intact, and keeps the body from decaying, both for a one-week period. This may allow the resurrection of the character with a low-level healing spell, but each time the character is resurrected, he permanently loses one point of stamina.

Lavender jade allows up to 100 of the character's die rolls to be favorably adjusted by plus or minus 5% (player's choice).

Only the GM knows how many times the piece of jade can be used, and on the last roll the jade will shatter.

White jade provides the wearer +1 protection, including a 5% bonus to saving throws and to armor class.

Black jade will crack if dropped into poisoned drink or food.

Jade flecked with vermilion, when powdered and mixed with wine, will make the consumer 50% more resistant to the effects of heat, cold, hunger, and thirst for a one month period.

Jade flecked with gold, when powdered, mixed, and boiled with dew, will make the consumer resistant to poison (+6 [+30%] to saving throws) and increase his strength by two (about 13%) for a one month period.

Appearance: As described above, these gemstones are frequently set in a precious metal amulet. The blue jade is carved into a rough human shape and worn as a pendant over the heart. The white jade is a pierced disk.

Note that not all colored jade possesses these magical properties.

Value: Blue 50,000 gold pieces.
Lavender 1,000 gold pieces.
White 10,000 gold pieces.
Black 1,000 gold pieces.
Vermilion-flecked 5,000 g.p. per dose.
Gold-flecked 5,000 g.p. per dose.

Jarl's Runes

Heal/Remove Pain

- Cures or restores permanently 10D10 damage to caster or another.
- Acts as anesthetic.
- 6th level Clerical spell, any 11th or above skill level can use once weekly.

Extinguish Fire

- Cloud produces rain falling at medium to heavy rate until fire is extinguished. Magical fire gets save.
- **Range:** 10 yards x caster's skill level.
Duration: 1 turn x caster's skill level.
Affected area: square with sides 10 feet x caster's skill level.
- 1st level Druidical spell, any 7th or above skill level character can use once per week.

Calm Seas

- Makes stormy sea calm.
- **Duration:** 1 turn x caster's skill level.
Affected area: 1 mile radius.
- 6th level Druidical spell, 7th level Clerical spell, 7th level Magic-User spell.

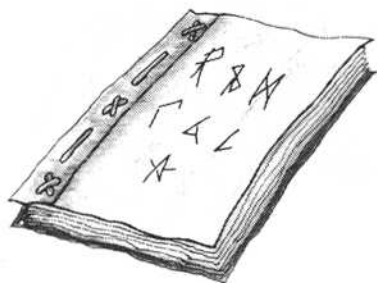
Speak With Birds

Character can speak and understand the language of any bird until death.

Jarl's Runes come from the poem Rígsþula, which is apparently an effort to establish divine parentage in the ancestry of the Danish kings. Jarl is the son of Heimdall, who travelled the Earth so frequently on missions of procreation that he is recognized in Norse mythology as the father of mankind.

From Heimdall (who, in this instance, is called Rig the King), Jarl learned four runes or spells: Heal/Remove Pain, Extinguish Fire, Calm Seas, and Speak with Birds.

Heal/Remove Pain cures or restores permanently 10D10 points of damage to the caster or to anyone or anything that he chooses and can touch. In addition, even if there are points of damage left on the character, this spell will act as an anesthetic and the character will feel no pain from these injuries.



Jarl's Runes

Because this skill level clerical spell can be taught as a divine rune, a character of any class who is 11th skill level or above can use this spell once per week (clerics can use it more often because they get it in the usual fashion). This spell is not reversible.

Extinguish Fire causes a small cloud to appear at any location within the spell's range, providing the location is over a fire. The cloud will produce rain at a medium to heavy rate of fall until the fire is extinguished or until the spell's duration is over.

The cloud's size as well as its range and duration are dependent upon the caster's skill level: the affected area is a square with each side 10 feet times caster's skill level, the range is 10 yards times caster's skill level, and the duration is one turn times the caster's skill level.

This first skill level druidical spell can be learned by characters of any class who have a skill level of seven or greater and can be used by them once per week. Only magical fires get a saving throw.

Calm Seas allows the character to reduce the stormiest sea to a smooth, calm surface within a radius of up to one mile (the character may not want the maximum radius if his ship is being pursued!). This is a 6th level druidical spell, a 7th level clerical spell, and a 7th level magic-user spell. The spell's duration is one turn per caster's skill level.

Speak with Birds permits the character to understand the language of any bird and to speak with and be understood by them. It will not necessarily make the birds friendly to the caster. This rune can be learned by characters of any class or level and once learned, the characters will have this power for the rest of their lives (unless their memories are erased by some attack or disease).

Appearance: The runes have no fixed appearance. Each is likely to be found individually in a scroll or in a magical book. A sage will be able to describe the runes as Norse, but cannot identify them. They are inscribed with gold foil on vellum pages.

A character that successfully reads magic and reads foreign languages will be able to read and understand the runes even if the character has not reached the minimum skill levels listed in the descriptions above.

Value: Heal/Remove Pain . . . 20,000 g.p.
Extinguish Fire 1,000 g.p.
Calm Seas 50,000 g.p.
Speak with Birds 8,000 g.p.

Jasper

- Mottled variety of this stone allows buoyancy in water for up to 300 lbs.
- +4 bonus vs. lightning for anything within 50 ft. radius.

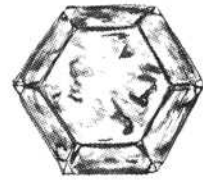
Jasper is an opaque, impure quartz. Some of the mottled varieties have special pow-

ers, and when they are cut and polished correctly, will give a person buoyancy in water, allowing characters with a total weight of up to 300 pounds to float without effort.

Mottled jasper also gives the wearer and everyone and everything within a 50-foot radius a +4 (+20%) bonus vs. lightning, whether natural or magical.

Appearance: The jasper must be mottled, at least four inches long, and must be cut into a perfect regular hexagonal crystal solid.

Value: 500 gold pieces.



Jasper

Jericho Horn

- When sounded within 300 yds. of a structure, will do 1D100 structural damage in 90-degree area.
- Can be sounded only once in 24 hours.

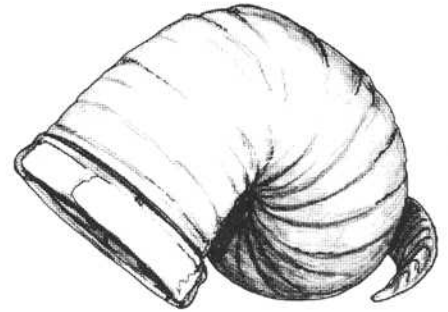
Jericho Horn is the rarest of items and the most dreaded by rulers of walled cities. If this horn is within 300 yards of a structure (like a city wall) and is sounded while pointed at the structure, 1D100 points of structural damage is taken by all external structures.

If the amount of damage is greater than or equal to the amount the structure can sustain, the walls will tumble down. If the amount is less than that which the structure can sustain, no damage is visible, but damage is accumulated. Later trumpet blasts can complete the destruction.

The Jericho Horn can be sounded only once in a 24-hour period. If blown twice in that time span, it will crack and be utterly ruined. Each blast covers a 90-degree arc, so circumlocuting the target and blowing several blasts may be necessary for every wall to be weakened.

Appearance: The curled ram's horn is solid gold.

Value: 75,000 gold pieces.



Jericho Horn

Jewel-Producing Potion

- After drinking once per day for 1 month, drinker will laugh, cry, or spit out a gem.

Jewel-producing Potion is the source of a multitude of stories in many countries and regions, including Tibet, Scandinavia, Arabia, India, Russia, Europe, and North America. Usually the jewels (or some other precious items) are dropped or spat from the mouth, but occasionally come from laughter or tears.

After drinking this potion, randomly once per day for one month, the character who consumed the potion will laugh, cry, or find formed from spittle in his mouth one of the following (roll 1D100):



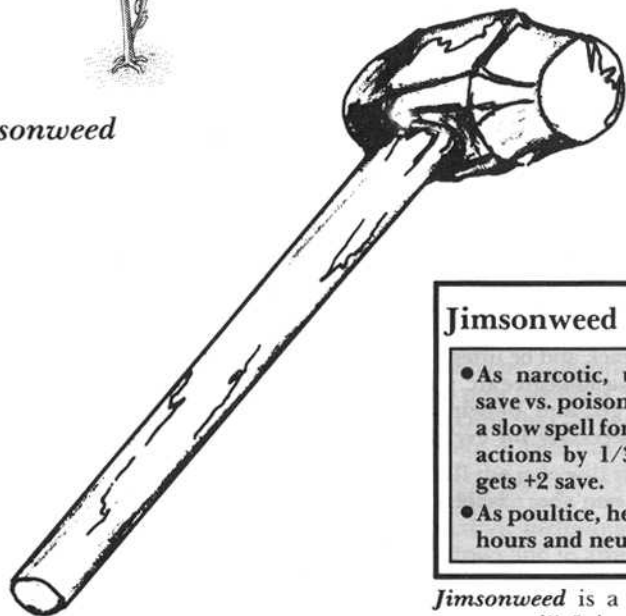
Jewel-producing Potion



Joe Magarac's Gloves



Jimsonweed



John Henry's Hammer

Die Roll	Result
01-20	1D10 Mouthfuls of Rose Petals
21-40	1D20 Silver Pieces
41-60	1D20 Gold Pieces
61-70	One Turquoise (Base Value 10 gold pieces)
71-85	1D4 Gold Rings (10 g.p. each)
86-95	1D4 Pearls (Base Value 100 g.p.)
96-00	1D4 Jewels (Base Value 1,000 g.p.)

Multiple items will not occur all at once, but sequentially; i.e., as soon as one gold piece has been spat out, another will form to take its place. The GM can have fun with this: the item could form at a potentially embarrassing moment such as at a meal, during a robbery, or in front of the tax collector.

Appearance: The potion is a black, viscous fluid that has an oily iridescence when light hits it right. It tastes like an unpleasant mixture of chalk and spoiled milk.

Value: 3,000 gold pieces per dose.

Jimsonweed

- As narcotic, unwitting user must save vs. poison at -2 or act as if under a slow spell for 10 minutes, reducing actions by 1/3 rate; knowing user gets +2 save.
- As poultice, heals broken bone in 24 hours and neutralizes poison.

Jimsonweed is a corruption of "James-town weed". It is a very poisonous weed of the nightshade family, also known as *Datura*. It is widely known in North and Central America and India and is mentioned in the *Arabian Nights*.

When prepared properly it can be used as a stupefying narcotic or as a healing poultice. As a narcotic, it must be ingested or inhaled, and a saving throw vs. poison is allowed at a -2 (-10%) penalty. If the save fails, the victim acts for 10 minutes as if he were under the influence of a slow spell, reducing all actions and movement to 1/3 their normal rates.

Jimsonweed gives off a foul taste and smell, and if this is noticed and the victim does not drink (eat or inhale) any more of the substance, the save is made at +2 (+10%) instead.

When *Jimsonweed* is prepared as a poultice, it will heal a broken bone (if that limb

is protected and not used) in 24 hours. It will also draw out and neutralize poisons.

Appearance: Nature-oriented characters know it in the wild. When dried and packaged it can be green or any shade of brown.

Value: 1,000 gold pieces per dose (100 grams).

Joe Magarac's Gloves

- Gives wearer of strength 18 or high 95% chance to bend or break iron or steel bars.
- Protects wearer's hands from heat and cold.

Joe Magarac's Gloves belonged to that folk hero of Hungarian-Slovak steel mill workers who was born inside an ore mountain and is made of steel. The glove can be utilized only by a character with a strength of 18 or higher (maximum normal human strength). Such a character will always have a 95% chance of bending or breaking iron or steel bars or any other similar feat of strength involving metal.

The gloves will also completely protect the wearer's hands from any amount of heat or cold. No protection is offered for the rest of the body.

Appearance: The gloves are woven with a very fine thread made of a mysterious steel alloy, which doesn't rust or tarnish and conducts neither heat nor cold. The alloy's composition cannot be analyzed, though a sage who tries may suspect that the gloves are of divine origin.

Value: 8,000 gold pieces.

John Henry's Hammer

- Wielder of strength 17 or higher drives steel spike through stone 1 ft. per blow—2 ft. if 2 hands are used.
- Blows per round equal character's dexterity divided by 3, rounded down.
- Damage per blow: 1D10

John Henry's Hammer comes from the American legend about the hero who challenged his strength against a steam drill and won, though it cost him his life. The hammer, wielded by a character of 17 or greater, will drive a steel spike, bit, or rod through stone (or any material softer than iron) to a depth of 1 foot per blow (2 feet per blow if used with two hands).

The number of blows per round is determined by the character's dexterity divided by three and rounded down: a character with a dexterity of 17 would get five blows per round, and one with a dexterity of 11 would get three blows per round.

Appearance: This large sledge hammer weighs about 40 pounds and has a very large, sturdy handle.

Value: 500 gold pieces.

Jonah's Diamond

- Radiates continual light in 60 ft. radius.
- Dispels normal or magical darkness.

Jonah's Diamond was discovered by Jonah inside the "great fish" which swallowed him during the storm at sea, according to the Old Testament. It radiates continual light as bright as daylight within a 60-foot radius and will dispel normal or magical darkness.

Appearance: This diamond is invaluable lot even without its glow, for it is almost as large as an average man's fist. The telltale glow can be extinguished only if the diamond is completely wrapped in a heavy, black cloth.

Value: 5,000 gold pieces base value.



Jonah's Diamond

Joseph's Shirt

- Wearer immediately regains sight if wrapped around head. Used only once per character.

Joseph's Shirt is regarded as having marvelous powers in the Koran variation of the Biblical story. Joseph, a skilled prophet in the Bible, is the most important Hebrew character in the Koran.

Among the many stories is one in which Joseph's shirt restores the sight of his blind father. A character who has been blinded by any means will immediately regain his sight if this shirt is wrapped around his head. A character can have his sight restored only once by this means.

Appearance: This loose-fitting tunic-shirt without buttons or laces is made of unbleached linen with a fine, strong weave.

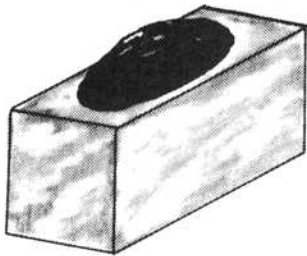
Value: 1,000 gold pieces.



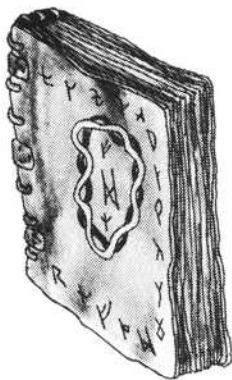
Joseph's Shirt

K

Kaaba	<i>Tunic of Mighty Lungs</i>	Knots of Sorcery
Kalevala	<i>Gloves of Stone-breaking</i>	Knotted Handkerchief
Kanaima	<i>Day Cap of Invisibility</i>	Kokkara
Kantele of Vainamoinen	<i>Shoes of Teleportation</i>	Kor's Flame of Immortality
Karshiya Bird	<i>Sword of Cutting</i>	Kotwal's Charm
Kay's Pendant	<i>Pin of Sleeping</i>	Kresnik's Ring
Keresaspa's Gauntlets	Kintaro's Ring	Krishna's Fiery Discus
Keys of Black Iron	Kipriano Prayer Roll	Kuan Ti's Talisman
Khidr Sea Spirit	<i>Protection Against Magic</i>	Kubera's Items
Khvarenanh	<i>Truthtelling</i>	<i>Staff of Treasure Finding</i>
Killing by Pointing Stone	<i>Neutralize Poison</i>	<i>Pushpaka</i>
King of Ireland's Son's Items	Klieng's Breastplate	<i>Wondrous Honey</i>
<i>Bow of Marksmanship</i>	Knife of Death	Kun's Swelling Soil
<i>Hood of Hearing</i>	Knife of Poison Detection	Kusa Grass
<i>Hose of Speed</i>		



Kaaba



Kalevala



Kanaima

Kaaba

- Moslem sacred shrine that fulfills conditions for a quest when pilgrimage made to it.
- Removes taint of evil deed for good character if he journeys to it.

Kaaba is the most sacred shrine of Islam at Mecca. It is a 30-foot cubic building, supposedly built by Adam.

One wall contains a black stone, the Hajaru 'l-Aswad, which is the focal point of Islamic worship and is the specific point toward which Moslems face during prayer.

The stone, probably a meteorite, is said to have been given to Ishmael by the angel Gabriel and to have been set in place by Mohammed. It is said that the stone was once white but it was turned black by the sins of the pilgrims that have kissed it or touched it.

Making a pilgrimage to Kaaba (wherever it may be located in the GM's universe) successfully satisfies the conditions for a quest, no matter what the original conditions of the quest were.

The stone also erases the taint of an evil deed from a character of good alignment.

The pilgrim must make the journey on foot, although pack animals are permitted to carry supplies.

Appearance: In Mecca, the Kaaba is in the courtyard of the great mosque. The black stone is an irregular oval about 7 inches in diameter, set in a gold brick at the southeast corner of the Kaaba.

Kalevala

- While singing charms from book, any 1 statistic or ability of any 1 character in listening range increases by 1 for 30 minutes.
- Can sing 3 times per day.

Kalevala is a book of magical songs and lyrics, also called runos, preserved from ancient Finland.

These charms cannot be memorized and must be sung while reading the book. When this is done, any one statistic or ability of any character within listening range can be increased by one (about 7%) for 30 minutes.

If more than three songs are sung from the Kalevala in any one day, the book will crumble into useless dust.

If the limit of three songs is not exceeded, one attribute can be increased more than once, if desired: a character can sing the strength song three times for another character, thus raising the second character's strength by three (21%) for about 28 minutes (it takes one minute to sing each song).

Any class of character can use this book and sing the songs. The effect of the songs can be targeted on the singer or on another character within earshot.

Characters cannot increase an entire skill level.

Appearance: The Kalevala looks like any magical tome or libram: a heavy, old book with musty leather bindings reinforced by brass or other metal.

A sage may be able to identify the runes worked into the cover design as Finnish, though a more exact description is highly unlikely (5% chance per seven days of research).

Value: 30,000 gold pieces.

Kanaima

- Potion whose victims must save vs. poison or fall into trance for 2 minutes during which a person named will become target of hatred.
- Death of target or successful remove curse spell breaks the spell.

Kanaima is a Carib word used in the Guianas to describe many forms of black or hostile magic.

When a kanaima potion is ingested or insinuated (as with a blowgun dart), a victim who fails his saving throw vs. poison will fall into a trance for two minutes. During this time, if a person's name is spoken to the victim, the person named will

become the target of unreasoning hatred by the victim.

The victim will pursue a vendetta against the person named, seeking his death, to the exclusion of all other aims and goals.

If no person is named during the two-minute trance, the victim will fixate upon the first person he sees after the trance, attaching his hatred and vengeance to that person.

The only ways this murderous, stalking spell can be broken are by the death of the target (which the spellbound character will try to insure), or by successfully casting a remove curse spell.

The nature of kanaima magic is such that the spellbound character must get a saving throw vs. Remove Curse spell. The character does not want to be released from his spell, despite any wishes of the player to the contrary.

Appearance: The aromatic kanaima potion is translucent orange-brown, like a light tea. Victims of kanaima become somewhat pale and tend to have dark circles under their eyes, which seem to sparkle with the artificially induced emotion.

Value: 5,000 gold pieces per dose.

Kantele of Vainamoinen

- String instrument, when plucked by non-musician, has 25% chance to make everyone in 100-ft. radius passive for 30 minutes.
- If played by musician, but not a bard, 50% chance for 1 hour.
- If played by bard, 75% chance for 3 hours and using against 1 target increases effect to full charm spell with target subject to suggestion. Range includes all life forms, elemental life forms, and elements. Elements are at ½ the normal 75%.
- 1 target area per day.
- If player fails, targets are immune to effects for 24 hours.

Kantele of Vainamoinen is a powerful musical instrument made by that great Finnish hero from the jaws of a great pike.

The kantele resembles a zither and has five strings. When plucked by someone with no musical skill, the melody has a 25% chance to make everyone within a 100-foot radius passive; they will sheath their weapons and rest or move on, even if they were in the midst of a heated battle. This effect will continue for 30 minutes.

When played by someone with musical skill, but not a bard, the calming influence is directed only towards the enemy. The chance is increased to 50%, and the duration, if successful, increases to one hour.

Note that if a calmed enemy is attacked, he will all immediately become hostile again, neutralizing the previous effects.

If the kantele is played by a bard, the chance of success is increased to 75% and

the effect lasts three hours. The effect can be directed at only one target, if desired, which increases the song's intensity as if it were a full charm spell, with the target subject to suggestion.

When a bard plays, the range of beings influenced expands from just the character races to all life forms (including races not normally subject to charm spells), to elemental life forms, and to a limited extent the elements themselves (may calm a storm or a raging river, for example), though at only ½ the normal 75%.

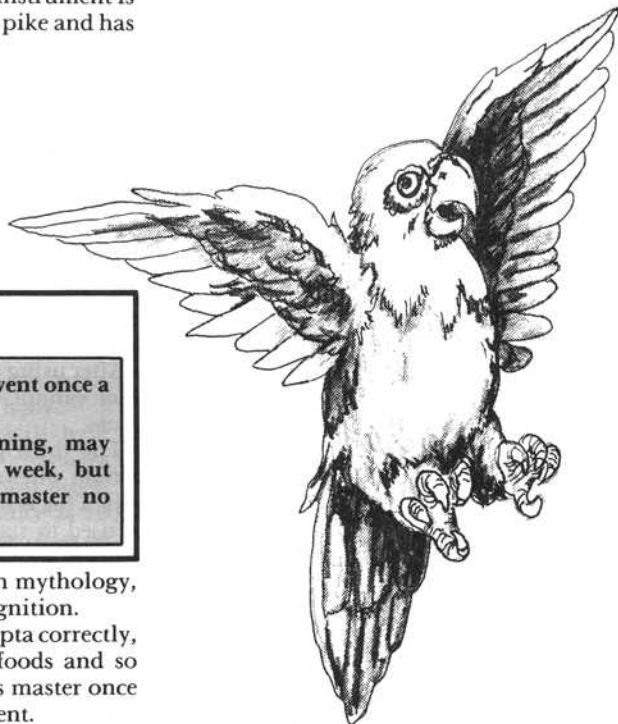
An attempt to use the kantele can only be made once per target area per day. If it fails, those within the target area are immune from its effects for 24 hours.

Appearance: This zither-like instrument is made from the jaws of a great pike and has five strings.

Value: 40,000 gold pieces.



Kantele of Vainamoinen



Karshipta Bird

Karshipta

- Bird that foretells a bad event once a week.
- If event is death-threatening, may foretell a 2nd time that week, but will prophesy for that master no longer.

Karshipta is a bird of Persian mythology, gifted with speech and precognition.

If a character treats a karshipta correctly, feeding it with the proper foods and so forth, the bird will reward its master once per week by foretelling an event.

The karshipta will try to warn a good master about the worst event that is going to befall him, far enough in the future to allow that destiny to be escaped.

In legends, they warn humans about scourging winters that will destroy most of mankind.

In dire circumstances which immediately threaten the master's life (such as warning him he's about to step into a pit), the karshipta may make a second prediction within one week. If this occurs, the karshipta will escape or will prophesy no more for that master.

A karshipta speaks only one language, and it may not be the common language of the campaign.

Appearance: The karshipta resembles a parrot, with a strong hooked beak and bright blue, red, and yellow feathers.

Value: 10,000 gold pieces.

Karshipta

AC: 10 when stationary, *HTK:* 2D8,

M: 1"/18"

Align: Neutral, *Int:* Very

Att: 0, *Dm:* 0, *THACO:* -



Kay's Pendant

Kay's Pendant

- Wearer holds breath for up to 9 days.
- Wearer grows up to 20 ft. tall for 5 minutes with strength of 20; cannot use again for 12 hours.
- Wearer can radiate heat from fingers at will to start fire.
- Wearer and anything in 5-ft. radius can keep dry if water falls vertically.

Kay's Pendant gives him a number of magical powers. That makes him one of the most awe-inspiring knights of King Arthur's court, where he also was seneschal.

The pendant, rumored to have been the gift of a sorceress, enables the wearer to hold his breath, to grow, to radiate heat, and to keep dry.

The power to **hold one's breath** for up to nine days is primarily used underwater, but can also be used to avoid breathing poison gases, smoke, etc.

The second power allows the pendant's wearer to **grow** up to 20 feet tall for no longer than five minutes. While at this great size, the character has a strength of 20 (+3 increase to chance to hit, +8 increase to damage).

After using this growth power, the character cannot use it again for at least 12 hours.

The third power allows the wearer to **radiate intense heat** from his fingers at will. This is not used as an attack, but can be used to start fires by touch (dry wood requires about 15 seconds of contact).

The fourth power is the character's ability to **keep dry**, even in the most intense storm. The pendant's wearer also keeps dry everything that stays within a 5-foot radius of him.

Note that this applies only to water coming down vertically, such as rain, waterfalls, etc. The power does not apply to attacks (such as poured, boiling oil), nor does it apply to immersion (such as being thrown off a ship into the sea).

Appearance: The exact description of Sir Kay's pendant is not clear, for he kept it well-hidden under his innermost shirt.

Rumor has it that the pendant is silver, with an amulet carved in the shape of a dragon that has two tiny but fiercely glowing emeralds as its eyes.

Value: 9,000 gold pieces.

Keresaspa's Gauntlets

- Give wearer great strength and chance to stun and to kill for 24 hours (see below).
- Percent chance equal to number of hours the gauntlets are worn that the magic will burn out.

Keresaspa's Gauntlets endow the wearer

with great strength, according to Iranian mythology.

Keresaspa, a great hero, is worshipped by warriors wishing to gain strength. His greatest battle was a struggle with the dragon Svvara, during which he hung upon its back for half a day and slew it with one blow.

Keresaspa is also an implacable enemy of highwaymen.

The gauntlets can never extend any mortal's strength beyond 23; but under that limit, the effects can be spectacular.

One D10 is rolled each day when the gauntlets are put on. The table below shows the effect.

D10 Result	Effect
1-3	Strength raised to 17 (93%)
4-5	Strength raised to 18 (100%)
6	Strength raised to 19 10% chance to stun
7	Strength raised to 20 20% chance to stun
8	Strength raised to 21 30% chance to stun
9	Strength raised to 22 40% chance to stun 5% chance to kill
0	Strength raised to 23 50% chance to stun 10% chance to kill

The chance to kill is rolled after each successful attack. If this roll is successful, the target is dead or its Hits To Kill are reduced to zero.

If the target is a player character, the target's Hits To Kill are reduced to one; further hits may reduce it to zero or less.

Note—an additional +2 bonus (+10%) to the chance to hit and to damage is given when the target is a thief, highwayman, or bandit.

If the gauntlets are taken off, they will confer no power until 24 hours have passed from the time when they were first put on. A character cannot, therefore, remove the gauntlets and immediately put them on again in order to get a better strength result.

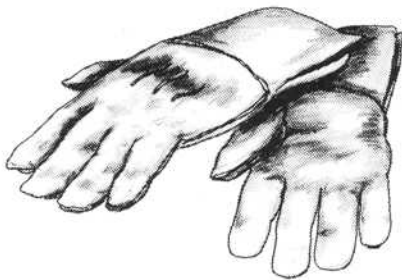
If the gauntlets are left on, the power can be used for 24 hours. However, at the end of each day the gauntlets are used, a percentage roll is made to see if the gauntlets burn out their magic.

This chance is equal to the number of hours the gauntlets were worn that day, so if they were worn constantly there would be a 24% chance per day of them becoming useless.

The gauntlets are +3 for saving throws.

Appearance: The gauntlets are made of reinforced leather, tough yet flexible. They can be used by any class of character.

Value: 17,000 gold pieces.



Keresaspa's Gauntlets

Keys

- If it strikes a werewolf between its eyes, he will return to human form and remain so for at least 24 hours.
- -3 penalty on chance to hit.

Keys have been given magical powers in the mythologies of many civilizations, both primitive and advanced. Athena, Hecate, Janus, and Hades are among the deities supposedly to have carried keys.

In European tradition, black iron keys hold special power against evil spirits, and it is this power which will be quantified here.

According to French folklore, if a key of cold black iron strikes a werewolf between the eyes, he will instantly return to human form and must remain in that form for at least 24 hours.

In order to reproduce the difficulty of hitting this small target, a -3 (-15%) penalty is included on the chance to hit the werewolf. No physical damage is done by the key.

Appearance: The black iron key must be at least 4 inches long and weigh at least 12 ounces.

Value: Approximately one silver piece.

Khidr's Charms

- Quell storms at sea.
- Bring favorable wind for 12 hours.
- Prevent drowning by walking on water.
- Each can be used once.

Khidr is a figure of Arabic and Islamic folklore, El Khidr, "the Green One," is the only man to have drunk from the Fountain of Immortal Youth somewhere in the far East.

El Khidr is a sea spirit and is closely identified with the Hebrew prophet Elijah.

Charms of Khidr are made so that they can only be used once; after that, another should be obtained by the faithful.

The charm can either quell a storm at sea, bring a favorable wind even if becalmed (for up to 12 hours), or prevent drowning by allowing the wearer to walk on water until he reaches land.

Appearance: The charms are made of copper, preferably tarnished green. El Khidr is not depicted on the charm, which is a circular medallion about 3 inches in diameter, but he is described as an eternally young man with white hair and a long, white beard and sometimes dressed in green.

Value: Each charm is worth 900 gold pieces and is carried by seafarers as an insurance policy of sorts.

Khvarenanh

- Substance found in milk or the sea that protects from any attack or evil influence for 1 month. All saves vs. demon and devil magic are successful. Damage from devils and demons is halved.
- Drinker can radiate a kingly aura at will for 1 month. Observers believe at chance of 100% - 10% per observer's skill level.

Khvarenanh is, according to Persian tradition, the power substance of nobility which belongs to Iranian kings, shahs, and royal household members. The Avesta says that the khvarenanh exists as an element in cosmic space, but on rare occasions can be found in the sea or in milk.

One dose of khvarenanh will give a character protection from any sort of attack or evil influence from demons or devils for a one-month period.

During that time the character will always save vs. demon and devil magic. Furthermore, damage from physical attacks by demons and devils is cut in half.

Also for one-month, a character who has ingested this glorious substance can radiate an aura at will, which will appear as adim, holy light radiating from his body.

Anyone seeing this aura will have a chance of believing that the character is indeed the "true king," of royal blood, a legitimate heir, etc. The chance is 100% minus 10% per skill level of the observer.

A fourth skill level character, therefore, will have a 60% chance of believing in this, while a zero-skill level character (e.g., the huddled massed of common folk) will automatically believe. The precise effect of this faith and belief in leadership must be judged on an individual basis by the GM.

Examples include allies rallying to the character's defense, a much greater chance to sway opinion and to win disputes, etc.

This effect will not necessarily make enemies in a battle stop fighting and swear fealty, although it can sway mercenaries with no great loyalty to the other side.

For these reasons, khvarenanh is one of the most sought-after substances on earth. It is perhaps more precious to those in power who wish to keep the status quo than to those wishing to seize power.

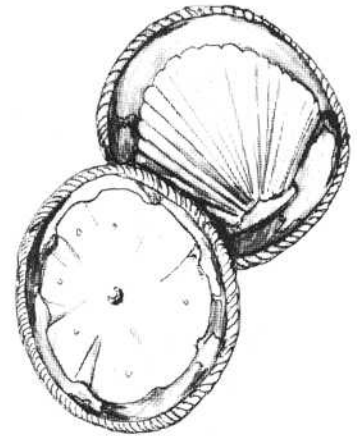
Appearance: The literal translation of khvarenanh is "light" or "luster," and its presence on earth is uncommon. A rush or reed is said to absorb the element from the sea by the flooding of coastal tides. When those reeds are eaten by animals, the milk that is given may contain khvarenanh.

The milk is usually converted into cheese for easier transportation. If the cheese contains the magical substance, it will radiate a very soft glow when exposed to a full moon. One dose is about 5 ounces of cheese.

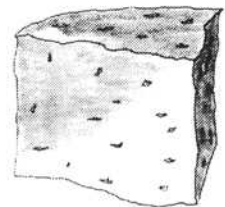
Value: 10,000 gold pieces per dose.



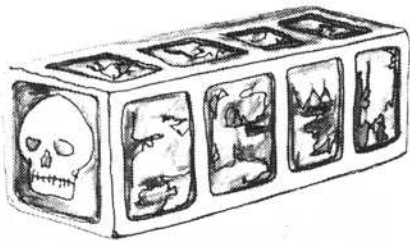
Keys of Black Iron



Khidr Sea Spirit



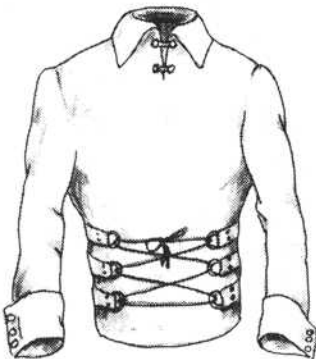
Khvarenanh



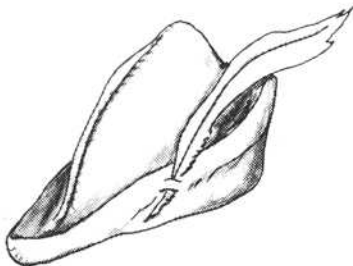
Killing by Pointing Stone



Hose of Speed



Tunic of Mighty Lungs



Day Cap of Invisibility

Killing by Pointing Stone

- Gives 1st person studying it, power to kill 3 times a day.
- Targets must be seen within 50 yards and get save vs. death magic or die immediately.
- Saved targets can never be targets of that caster again.

Killing by Pointing is a motif found in the folklore of North American Indians all over the continent. It is generally regarded as an ancestral power of culture heroes that has since been lost, but legends persist of a magical stone with carvings that allow anyone to learn the charm.

The first character to study the stone's carvings receives the power. If two or more read the stone simultaneously, use a random die roll to determine the recipient.

Its carvings are pictographs. The first character that looks at them for more than a few seconds has a curious experience: the stone seems to swell until it fills his range of vision (or it seems as if the observer were being drawn into it), and the pictographs come alive as they illustrate the workings of the magic.

This knowledge is indelibly impressed into the subconscious mind of the observer, and the entire process seems to take several days for him.

In "real" game time (e.g., as far as his companions are concerned), only one minute will pass until he comes out of his trance, pale and shaken but with the knowledge that he can perform this feat, though he's not sure how.

This power may be learned by characters of any class, but as soon as a character learns the charm, the stone teleports 10D100 miles away in a random direction. The power cannot be taught or transferred to any entity without the stone.

Once learned, there may be up to three attempts per day to use the power.

Each attempt requires that the caster point a finger at the target (the character must be in his line of sight and within 50 yards) and say aloud the number of the attempt: if this were the first use of the power that day, the caster would say, "one." If it were the second, he would say, "two," etc.

The target, which may be any living being except a deity or demigod, is allowed a saving throw vs. death magic. If the save fails, the target dies immediately. If the saving throw is successful, the target is unharmed and can never again be affected by the "pointing death" from that caster.

The target is also likely to be furious with the caster, because the target felt the chill hand of Death (or whatever metaphor you prefer) seize him for a moment and then let him go. The target is also aware of the direction from which the attack came.

Appearance: The stone appears to be gran-

ite, but it is absolutely indestructible and totally magic-resistant.

Value: 50,000 gold pieces per view.

King of Ireland's Son's Magic Treasures

Bow of Marksmanship

- +5 composite longbow triples all ranges
- Magnifies distant objects like 1,000 power telescope, but not in combat.

Hood of Hearing

- Increases wearer's hearing for up to 50-mile distance.
- Selective hearing for long distances.
- Loud noises cause damage.

Hose of Speed

- Wearer moves up to 4 times faster.

Tunic of Mighty Lungs

- Wearer makes winds of up to 500 power units (miles per hour-minutes) per day in cylinder area 10 yds. in diameter, 2,000 ft. in front of wearer.

Gloves of Stone-breaking

- Wearer breaks, tears out, or reduces 10 cubic ft. of stone or masonry per minute with hands.
- If used with sledge hammer, 10 cubic ft. of stone is reduced to powder per minute.

Day Cap of Invisibility

- Wearer becomes invisible only during daytime use.

Shoes of Teleportation

- Wearer teleports anywhere within 1,000-yard radius.

Sword of Cutting

- +1 sword severs a random appendage if adjusted roll (D20+1+bonuses) is 20 or more.
- Slices through up to 6 ft.

Pin of Sleeping

- Targets must save vs. poison or fall asleep for 8 hours.
- No hit needed against unknowing target.
- 50% chance that target may know.
- Against unmoving or helpless target, hit automatically successful.

Bow of Marksmanship is a +5 composite longbow which also triples all the ranges for the usual composite longbow.

It has a small metal tube, 1 inch in diameter and about 4 inches long, affixed onto the bow above the handgrip.

Looking through this tube provides magnification of distant objects, acting as a telescope of 1,000 power. This sight is not used in combat, and does not affect the chance to hit.

Appearance: It looks like a standard composite longbow, except it has a telescopic sight.

Value: 30,000 gold pieces.

Hood of Hearing allows characters to increase their hearing acuteness to the point that they can hear grass growing nearby.

For longer distances the cloak allows selective hearing as if it were a parabolic microphone: along a tiny line about 1 inch wide, at a set distance. The cloak's wearer can hear any sounds which he would normally hear if he were standing at the set location.

The wearer can also scan by setting a radius and turning in a tight circle, or he can pick a direction and scan outward along that line to his maximum range (50 miles).

While wearing the hood, the character can also hear sounds in his physical vicinity. These sounds are not tuned out; they are added to his long-distance hearing.

While using the hood, the character can suffer damage from very loud noises. Damage should be taken as if the character were physically present.

Appearance: The forest brown, heavy linen hood is not necessarily attached to a cloak. It is loose-fitting, though not voluminous, and comes to a soft point at the top rear.

Value: 8,000 gold pieces.

Hose of Speed allow the wearer to move so quickly that, according to legend, he has to keep one leg tied up so he won't move too fast.

In game terms, this item permits the wearer to move up to four times faster than his normal speed. This does not hasten combat or any other activity, except movement (running, walking, swimming, etc.).

Appearance: The forest green hose are a close-fitting garment covering the feet, legs, and waist. They attach to a doublet by strings called points. The hose are somewhat similar to modern tights, though they are neither elastic nor sheer.

Value: 15,000 gold pieces.

Tunic of Mighty Lungs allows the wearer to create forceful winds simply by inhaling deeply and blowing out.

The fantastic character who first had this item is said to have kept a finger at one nostril to keep from blowing windows out of buildings with his normal breath.

A character wearing this tunic is given 500 units of power per day. Each unit is in miles per hour-minutes. For example, a character can expend his entire 500 units in a 500 mile-per-hour gust for one minute, a 100 mile-per-hour gale for five minutes, or 10 separate one-minute 50 mile-per-hour gusts. Whatever desired combination can be made, up to the maximum 500 units.

Twenty-mile-per-hour or more winds impede movement. Sixty-mile-per-hour winds make movement impossible. Winds higher than that may blow characters backwards, uproot trees, and cause structural damage.

The breath affects a cylindrical area 10 yards in diameter in front of the source for up to 2,000 feet.

Appearance: The sky blue tunic has leather drawstrings that fit under the rib cage and must be drawn tight and tied together before the power can be used.

Value: 10,000 gold pieces.

Gloves of Stone-Breaking allow a character to break, tear out, or otherwise reduce 10 cubic feet of stone or masonry per minute with his gloved hands. Although it's a slow process, a character with these gloves can eventually crumble a city wall or even dig a tunnel through a mountain.

If a normal sledge hammer is used while wearing these gloves, 10 cubic feet of stone per minute is reduced to powder.

This power adds no strength and does not affect combat in any way, unless the target is made of stone.

Appearance: These tough leather gloves are dusty and well-worn.

Value: 1,000 gold pieces.

Day Cap of Invisibility is akin to the usual cap of invisibility: when it is put on, its wearer becomes invisible. This cap, however, works only during the daytime—as the sun sets, the wearer becomes visible.

Attacks can be made while wearing the cap. The invisibility will remain in effect.

Appearance: The soft green felt cap tapers in front and rear, somewhat like the shape of a ship's hull. A brightly colored feather from an unidentifiable bird is often found with these caps.

Value: 7,000 gold pieces.

Shoes of Teleportation allow the wearer to teleport to any location within a 1,000-yard radius.

Teleporting "blind" by stating direction and distance is permitted, though it can be dangerous.

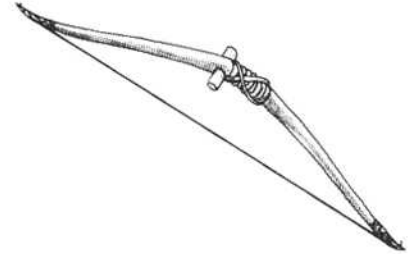
If the destination is familiar and within range, there is no danger, even if it cannot be seen (for example, teleporting through a castle wall and up three stories into one's own chamber).

Appearance: The shoes' uppers are made of soft, supple, natural-tan colored leather. The shoes will magically adjust to fit the wearer's feet.

Value: 10,000 gold pieces.



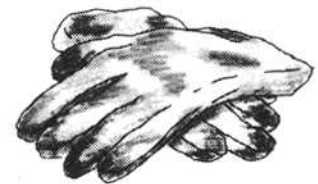
Pin of Sleeping



Bow of Marksmanship



Hood of Hearing



Gloves of Stone-breaking



Sword of Cutting

Sword of Cutting acts as a normal +1 sword, adding +1 both to hit probability and to damage.

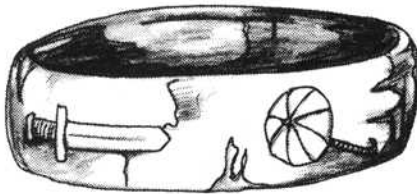
However, if the adjusted roll (the D20 result plus the sword's +1 bonus plus any other bonuses the character may have) is 20 or more, the sword makes an extraordinary cut. If used against a living opponent, this will result in the severing of a random extremity, such as a head, an arm or a tentacle.

What makes this sword really remarkable is that an extraordinary cut from it will also slice through up to 6 feet of stone or steel for up to the blade's depth (3½ feet). Normal strikes will do these substances no damage.

Note that, if desired, this sword may be thrust through these materials instead of cutting through them. This option must be specified before the die roll.

Appearance: The 3-inch wide blade is made of a gleaming metal that never tarnishes. The hilt is long enough to allow a firm grip with two hands, which must be done when attempting to cut through stone or steel.

Value: 40,000 gold pieces.



Kintaro's Ring

Pin of Sleeping is used as if it were a poison attack, but no actual poison is transferred, because it is the power of the pin which affects creatures.

If the target is aware that the pin (or some weapon) is being used, the wielder must make a successful roll to hit. If that succeeds, the target makes a saving throw vs. poison. If the save fails, the target falls asleep for eight hours and nothing can awaken him.

Even creatures and races not normally affected by sleep attacks are subject to the power of this pin.

If the target is not aware of the pin (for example, if the pin is worn in a ring and the unsuspecting target shakes hands with the character wearing the ring), no roll to hit is necessary, but the target still makes a saving throw. If successful, the target may (50% chance) be aware that an attack has been made.

Against an unmoving or helpless opponent, the attack is automatically successful.

Note that if someone is sleeping as a result of this pin, not even attacks upon that person will awaken him until the eight hours have passed.

Appearance: Less than 1 inch long and very narrow, the pin is made of a silvery steel metal and is virtually invisible. It appears most commonly when worn on a ring or when placed into a pillow.

Value: 14,000 gold pieces.



Kipriano Prayer Roll

adding +4 (+20%) to all attacks, to armor class, to saving throws, etc.

Kintaro is a hero of Japanese legend and a companion of the famous 11th century warrior Minamoto Yorimitsu. Wise but discreet use of the ring enabled him to acquire quite a reputation.

Appearance: The gold ring is unornamented except for tiny, intricately detailed carvings of a katana shortsword and a parasol.

Value: 18,000 gold pieces.

Kipriano Prayer Roll

- **Prayer roll contains 3 charms each usable only once by any class.**
- **Protection against Magic charm gives 50% magic resistance for 28 days against 11th skill level characters. Each skill level lower or higher adds or subtracts 5%.**
- **Truthtelling charm induces touched target to truthfully answer questions for 5 minutes. Targets may secretly be unwilling and get a secret saving throw.**
- **Neutralize Poison charm works on any poison within a 10 ft. radius for 1 day.**

Kipriano is an item still widely used in eastern Armenia. It is a prayer roll containing several magical incantations.

A character of any class possessing a *kipriano* can use these charms as if they were spells from a scroll.

Once the charm is used, it disappears from the pages of the *kipriano*.

The charms are protection against magic, truthtelling, and neutralize poison.

Protection against magic gives the caster (or someone he assigns that is physically present) the equivalent of a 50% magic resistance. A magical attack from a caster of the 11th skill level (or equivalent) will have a 50% chance of failure before any saving throws are rolled. For each skill level equivalent or lower (for the attacker), 5% is added to the resistance; for each skill level higher, 5% is subtracted from the resistance.

The magic resistance remains in effect for four weeks (28 days). Once the recipient of the magic resistance is named, the power cannot be transferred.

Truthtelling induces a target creature to answer any questions asked by the caster absolutely truthfully, to the best of the subject's knowledge, for five minutes. The subject is not required to volunteer any information not asked for by the caster.

The charm is chanted, and the subject must be physically touched on the head by the caster to induce the effect.

Unwilling targets are permitted saving throws, and both the decision to be unwilling and the die roll for the saving throw can be made secretly by informing the GM.

Kintaro's Ring

+4 ring of protection.

Kintaro's Ring is a +4 ring of protection,

Therefore, an apparently willing subject may have secretly informed the GM that he is unwilling and successfully saved, in which case he can respond to the questions in whatever way he chooses.

Neutralize poison is very straightforward: any type of poison within a 10-foot radius of the caster will be rendered harmless by this charm.

Do not forget, however, to see if any characters standing nearby when this charm is cast are carrying poison, because it will be neutralized. Similarly, creatures within the area of effect will have all of their natural poisons rendered ineffective for one day (or until they can produce more).

Note also that damage previously inflicted by poison is not healed by this charm. This requires a curing spell or balm.

Appearance: The kipriano looks like a scroll, but can be read and recognized for what it is by any character. Kiprianos are frequently found in ornamental, ivory or bone scroll cases.

Value: 5,000 g.p. if complete.
3,000 g.p. with two charms left.
1,000 g.p. with one charm left.

Klieng's Breastplate

Wearer immune from objects containing wood.

Klieng's Breastplate confers to its wearer immunity from harm caused by any object which contains wood.

Klieng is the greatest hero of Borneo mythology. He was born from a knot in a tree and, therefore, nothing made of wood in whole or in part will harm him.

A character wearing the breastplate cannot be harmed by arrows or spears with wooden shafts, axes with wooden handles, etc.

Appearance: The breastplate is made of a tough leather hide, and has primitive depictions of war painted in brightly colored dyes on it.

Value: 20,000 gold pieces.

Knife of Death

- +1 dagger
- Can be pointed once daily at a target in sight within 100 yds., and upon command, target must save vs. death magic or die instantly.
- Targets which save are immune to knife's death attack.

Knife of Death is a magical item known to the Micmacs, a tribe of northeastern Algonquin Indians.

This normally +1 magical dagger, once per day, can be pointed at a living target within 100 yards and in the wielder's line of

sight. Upon the command, 'Die,' the target must make a saving throw vs. death magic or be instantly slain.

As with "Killing by Pointing" (q.v.), if the target successfully makes the saving throw, it is forever after immune to death magic from that knife (though not from normal attacks and damage). The target is also aware of the direction from which the attack came.

Appearance: This is a long hunting knife of the type favored by colonial woodsmen, and is wrapped with a leather thong around its hilt for a sure grip. The flat, dark blade cannot be nicked and always remains sharp.

Value: 20,000 gold pieces.

Knife of Poison Detection

- Quivers if stuck into a table holding poisoned food or drink.
- If stuck in leprechaun's door, will prevent mortals from being imprisoned in fairy world.
- If placed on floor by the bed of a person afflicted with a night hag, hag cannot attack person again.

Knife of Poison Detection, according to medieval European belief, will quiver if it is stuck in a table with any type of poison present in any of the food or drink on the table.

This knife has two other, rather obscure functions.

The first is that the knife can be stuck in the door or doorpost of leprechauns or any other kind of fairy folk so that the door won't shut and imprison a mortal in the fairy world.

The second function is used when someone is afflicted with a night hag. The knife is placed on the floor by the person's bed. After the hag's visit that night, she will no longer be able to resume her normal form and cannot ever attack that character again.

Appearance: The knife must be made of cold iron, and the handle must be made from snake bone.

Value: 14,000 gold pieces.

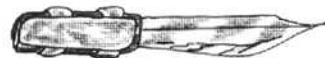
Knots of Sorcery

- When name is said while nine knots are being tied in string, person will fall ill and lose 90% of his HTK.
- If holy word is said over each knot, knot will untie itself and victim will regain 10% of his HTK per knot. Otherwise, HTK are not recoverable.
- If the victim moves more than 20 miles away, the spell is broken.

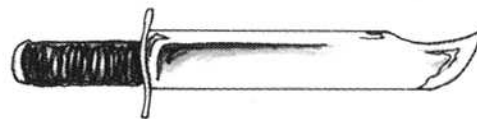
Knots of Sorcery are tied in a special enchanted string. If nine knots are being tied



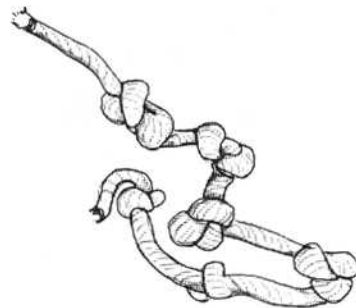
Klieng's Breastplate



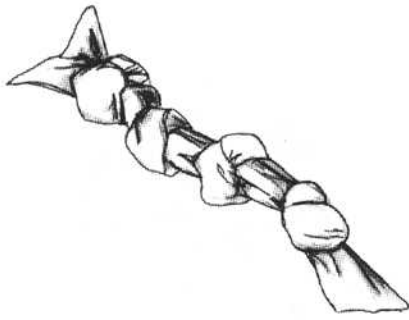
Knife of Death



Knife of Poison Detection



Knots of Sorcery



Knotted Handkerchief

in the string, the character whose true name is pronounced while so doing will instantly fall ill, losing 90% of his remaining Hits To Kill.

These points will not be restored until the string has been found and a holy word has been said over each knot. When a holy word is said over a knot, the knot will untie itself and the victim will regain 10% of his hits.

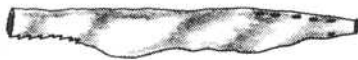
The knotted string may be hidden, but it cannot be destroyed. It must be kept within 20 miles of the victim, or the spell is cancelled.

It is said that Mohammed was once thus bewitched by a sorcerer, and had not the angel Gabriel revealed the location of the string (in a well), Mohammed would have died.

Fifth century laws still placed heavy fines on those convicted of tying nine knots in a string.

Appearance: It resembles a normal, 3-foot long string, but it cannot be cut, broken, or destroyed by any means.

Value: 10,000 gold pieces.



Kokkara

Knotted Handkerchief

If carried out to sea and untied while sea is calm, a favorable 20-knot wind will fill the ship's sails for 8 hours.

Knotted Handkerchief can sometimes be bought in harbor towns from magical old people versed in lore.

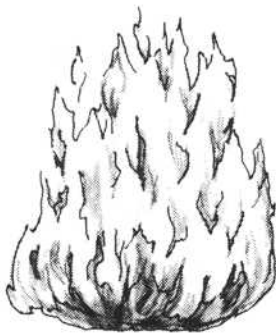
These handkerchiefs are carried out to sea by fishermen who untie them when the sea is calm. A favorable 20-knot wind will then fill their sails for eight hours, taking them in whatever direction they want to go (even changing directions if so desired).

This wind fills the sails of only one ship, and that ship may sail by another without even a hint of a breeze in the sails of the stationary ship.

The magical wind can also be used to counteract the effects of an unfavorable prevailing wind, in the same manner and for the same duration of 8 hours.

Appearance: The handkerchief is made of sail cloth, such as canvas.

Value: 75 gold pieces.



Kor's Flame of Immortality

Kokkara

- Musical instrument that makes listener 5% more likely per minute he listens, to do anything the instrument's player requests.
- If listener or allies are endangered, he gets a save vs. spells.

Kokkara is a primitive musical instrument used by holy men of the Kanika tribe of India. It is an iron tube that is scraped rhythmically.

For each minute that a listener is exposed to this instrument's sounds, the listener is 5% more likely (cumulative) to become excited and aroused to the point that, in his frenzy, he will do anything the instrument's player requests of him.

If the charmed listener is ordered to do something that can result in injury to the listener or to any of his comrades, the listener gets to make a saving throw vs. charm spell.

If the charmed characters continue to be exposed to danger by the will of the player, each character gets to make another saving throw attempt each minute.

One minute after the music stops, the spell is broken.

The instrument is normally used to accompany prayer, but magical kokkaras have been used to incite crowds to riot for personal purposes.

Appearance: This hollow metal tube is about 1 foot long and has varying diameters from 2 to 6 inches. A roughened or rasp-like area on one side is common.

Value: 1,000 gold pieces.

Kor's Flame of Immortality

- Survivor (see below) picks age at which he remains permanently and is immune to diseases, natural causes, and magic that ages.
- If roll for success fails, person is disintegrated by flames.

Kor is the legendary city of fabulous wealth, located in central Africa, and ruled by the absolute power of the seemingly immortal She-who-must-be-obeyed.

A conservative, bowdlerized account of an ill-fated exploratory expedition to Kor was published and made into a movie, both under the title *She*.

In addition to incredible wealth in gold and jewels, the city of Kor also offers the Flame of Immortality. For those who dare, entering the Flame can mean a life free from disease and aging—or it can mean instant death.

If the character survives, he may choose an age for himself and he will remain that age permanently, even resisting the most powerful magic to age or to grow young.

If the age chosen is younger than the character's present age, he immediately reverts to that age. If the age chosen is older than the character's current age, the character ages normally until he reaches that plateau.

The character is immune to diseases and, in fact, is immune to everything that may be considered "natural causes." (He can, however, be killed by blows or be intentionally murdered.)

There is a danger: not all characters survive the Flame. There is a base 50% chance of survival, modified by the conditions in the table below.

Condition	Modifier
Base	+50%
Skill Level	+2% per skill level
Lawful Alignment	+10%
Chaotic Alignment	-10%
Appeal	+2% per point above 11 -2% per point below 10

If the die roll for success fails, the character's body is consumed by flame and disintegrates. There are no saving throws for this.

An expedition of characters that seeks Kor must be given a very long, very dangerous journey. The last part of the quest should take them through very dense jungle; the way into the city is actually found through secret cavern passages in rugged mountains.

If the characters get there, it should be relatively easy to obtain a good amount of gems and precious metals, for they are common in this city.

Value: Guides to Kor are difficult to find. They are aware that it is probably a one-way trip, and, therefore, will charge 100 times the normal rate for guides and demand that it be paid in advance to their relatives (if they agree to go at all).

Kotwal's Charm

+2 protection against evil.

Kotwal's Charm provides +2 (+10%) protection against evil for its bearer.

Kotwal is an office or title of a law enforcer in India who is responsible for driving out evil spirits and evil men.

The charm effectively adds two steps to the bearer's armor class when he is attacked by an evil monster or any other being of evil alignment. It also provides the bearer a +2 bonus to any saving throws necessitated by actions of evil beings.

Appearance: The charm is a silver medallion with an engraving of a broad-bladed, trident-type weapon.

Value: 7,000 gold pieces.

Kresnik's Ring

- +3 vs. monsters for to hit, damage, and saving throws.
- Wearer performs as if 1 skill level higher, but no increase in HTK.
- Wearer vulnerable to attacks by females of his and similar races with a -5 penalty.
- Female wearers not subject to penalty.

Kresnik's Ring is said to have given its wearer many unusual powers. Kresnik is a mythological culture hero of the Slovenes (a group classed with the Serbs and the Croats living in what is now Yugoslavia). He is a warrior, magician, and ruler with divine ancestry.

Wearing his ring gives a character a bonus of +3 vs. monsters for chance to hit, damage, and saving throws. (The term "monsters" here excludes common animals and human or demi-human creatures.)

Wearing the ring also enables the wearer to perform all functions (including spell learning and casting, combat, etc.) as if he were one skill level higher than he actually is. The character does not, however, receive an increased number of Hits To Kill.

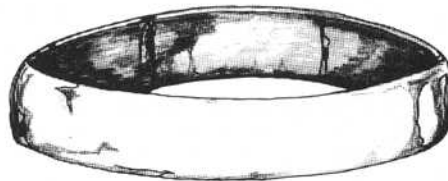
The one skill level bonus can be cumulative with the +3 monster bonus if that is what the wearer is fighting.

One drawback to wearing the ring, however, is that it makes the wearer vulnerable to attacks (or other actions) by females of his race and similar races (for example, humans will be susceptible to human and elven females). The wearer is -5 (-25%) on all attacks he makes on the indicated females, and if they attack him, his armor class is made five steps worse and his saving throws are at -5. The penalty also applies to attempts to influence by argument, etc.

Note that female characters wearing the ring are not subject to any of these penalties or negative effects. They treat attacks on or by females on the usual terms.

Appearance: If the unmarked gold ring is held at a certain angle in direct sunlight, a strange greenish hue can sometimes be seen in the metal.

Value: 25,000 gold pieces.

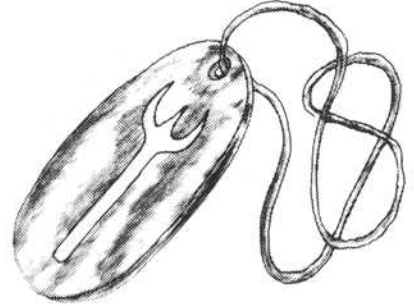


Kresnik's Ring

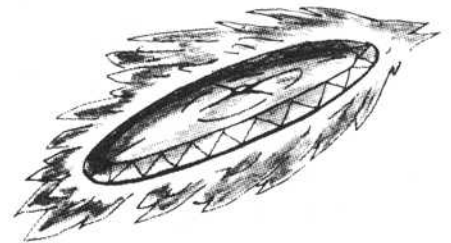
Krishna's Fiery Discus

- +3 weapon that returns to owner's hand.
- Maximum distance thrown is 10 yds. x thrower's strength
- Anything the flying discus touches must save vs. magical fire or be ignited, causing 1D8 fire damage for 1D6 rounds.

Krishna's Fiery Discus, called the chakra, was originally taken by Krishna from Agni, the god of fire (q.v. Agni's Javelin).



Kotwal's Charm



Krishna's Fiery Discus



Kuan Ti's Talisman

Krishna is the eighth avatar of Vishnu in the Hindu religion, and is one of its most active combatants.

The discus acts as a +3 weapon, does 1D8 points of damage, and can be thrown at a target up to a distance of 10 yards per point of the thrower's strength. For example, a strength of 18 will permit a 180-yard throw.

If it misses its target, it will continue flying to its extreme range and then return.

Anything the discus contacts must make a saving throw vs. magical fire or be ignited, causing 1D8 of fire damage for 1D6 rounds.

The discus also returns to the hand of the thrower after it hits its target.

Note that the return is to the hand of the thrower (even if moving), not to the original location of the throw.

While in the hand or on the ground, the discus is not flaming and does no damage to the holder.

Appearance: The chakra is the shape, weight, and size of a standard discus, but the metal appears to glow cherry-red while on the ground or being held in the hand. No heat is radiated when it glows.

When thrown into the air, the discus appears to become a circle of flame, and extinguishes only just before it returns to its thrower's hand.

Value: 40,000 gold pieces.



Staff of Treasure Finding

Kuan Ti's Talisman

+5 bonus to relevant die rolls of character attempting peacemaking activity.

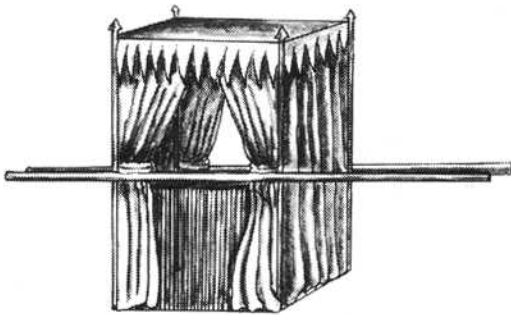
Kuan Ti's Talisman is said to have actually been worn by Kuan Ti, the Chinese god honored as the patron of war because he works to prevent war rather than to cause it. Dating at least from the Han dynasty, the talisman assists those who seek to prevent war, combat, strife, or conflict in any form.

Any character attempting an action or activity geared towards peacemaking gets a +5 (+25%) bonus to any relevant die rolls. The GM's judgment will be necessary in deciding what falls under these categories, and deception by the character or player will not be tolerated.

Appearance: The talisman is a small, crystal globe, about 3 inches in diameter, inside of which is a perfectly spherical pearl, half white and half black that forms the yin-yang pattern and symbol.

The crystal globe is protected by two framing narrow gold bands, one each in longitudinal and equatorial circumferences. The protective gold orbits are ornamentally carved, and the entire piece is worn on a golden chain around the neck.

Value: 10,000 gold pieces.



Pushpaka

Kubera's Items

Staff of Treasure Finding

- +1 staff in combat.
- If held suspended between holder's thumb and forefinger, tugs toward nearest treasure within 100 yds.

Pushpaka

Self-propelled litter that unnoticeably expands to include a 5-mile radius and up to 100,000 people, travels up to 50 m.p.h., and rides just above the ground.

Wondrous Honey

- Restores sight to the blind.
- Rejuvenates the aged to age 20.
- Imparts immortality by making eater immune to all diseases, poisons, and death by natural causes. Allows eater to age at will.

Kubera, in Hindu mythology, is the god of earthly wealth and treasures. There are three noteworthy items associated with him.

Staff of Treasure-Finding will gently tug towards the nearest treasure (other than that of the staff's wielder) if there is any treasure within 100 yards. Treasure thus detectable will include anything of significant value, such as gems, magical items, a vein of gold or silver ore, etc.

To use the staff, a character must stop walking and suspend it lightly between his thumb and forefinger, allowing the downward end free movement.

If there is any treasure indicated, the rod will swing toward the proper direction, even if that direction is up.

The staff also can be used in combat as a +1 staff.

Appearance: The hard, polished wood staff has elegant gold filigree depicting various treasures on it.

Value: 35,000 gold pieces.

Pushpaka is the mysterious self-propelled litter. It seems to be normal size, but it can expand to swallow a circular area 5 miles in diameter and can contain up to 100,000 people without any noticeable increase in size.

This last poses a problem which seems to be solved by the theory that inside the litter there is actually a dimensionally transcendent space where all the people can be accommodated comfortably.

The pushpaka can travel up to 50 miles per hour and seems to ride just above ground. Its passengers feel an absolutely smooth and comfortable ride.

Appearance: The litter is made of teak and resembles an ordinary sedan or litter with a covered roof and curtains. Bearers are not necessary.

Value: 500,000 gold pieces.

Wonderous Honey of Kubera restores sight to the blind, rejuvenates the aged to the age of 20 (or the equivalent age for non-humans), and imparts immortality.

In this case, immortality means that a character who eats the honey will be immune to death from natural causes. He will also be immune to all diseases and poisons, and will not age past the character's current physical age unless the character desires.

This character-willed aging can occur in any increments. For example, it can occur one year at a time.

Once the character allows this aging, however, he can never be rejuvenated again by any means whatsoever.

Note that characters who are "immortal" are most certainly subject to unnatural death and damage, such as combat, assassination, etc.

Appearance: The honey is in a plain, earthen jar. There is no apparent difference between it and normal honey, except that Kubera's honey radiates a detectable magical aura.

Value: 50,000 gold pieces per dose (one spoonful)

Kun's Swelling Soil

1 lb. bag expands when wet to form a section of dam 10 ft. long and 2 ft. high.

Kun's Swelling Soil is a legend of Chinese mythology.

Kun is a man who lived in ancient times. He discovered that earth or soil from a particular place on his land had a fascinating ability: it expanded or reproduced when it became wet.

The soil is found in a dry cave that keeps the soil from getting moist.

The enterprising Kun found that a 10-pound sack of his soil, when soaked or thrown into a river, would form an earthen dam 100 feet across and 7 feet high.

Demand for his magical earth is high, since a few bags can provide emergency flood control measures. One-pound bags will form a section of dam 10 feet long and 2 feet high.

Appearance: This is a brown, loamy soil; it is otherwise unremarkable, although it will radiate a detectable magical aura.

Value: 200 gold pieces per pound.

Kusa Grass

- When seed is spilled on any surface, 2-ft. tall, sharp-bladed grass will grow in 1 minute, covering 100 ft. square area.
- Creatures without at least leather armor suffer 1 HTK damage for every 5 ft. they walk through the area. Druids suffer no damage.

Kusa Grass is a sacred grass of India, growing 2 feet tall and having blades so sharp that they draw blood from unprotected people walking through it. Supposedly, a snake's forked tongue is caused by licking this grass.

Special pouches of kusa grass seed that have been imbued with power by holy men can be found on occasion.

These pouches, if opened and allowed to spill their seed upon the ground, will magically grow a field of kusa grass to full height in one minute. The field will cover a 100-foot square area and will grow on any surface, even on a road paved by man.

Any creature entering this field without some type of armor (at least leather) protecting the lowest 2 feet of its body, will suffer one point of hit damage for every 5 feet of the field that it travels through.

Note that this grass will not harm druids.

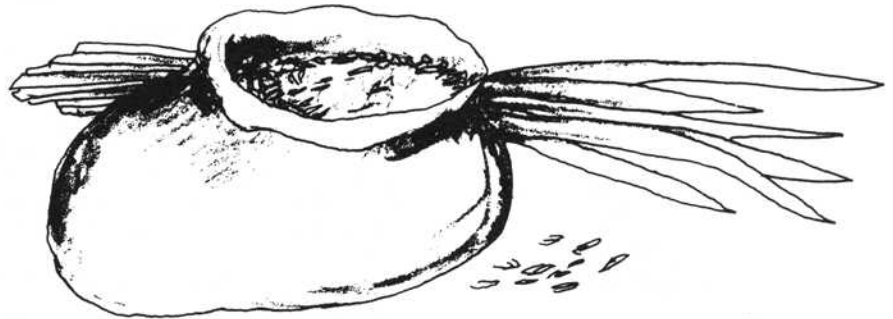
Appearance: The seed is a very light tan and is unremarkable in appearance. When grown, this grass can be distinguished from other grasses by its appearance only by characters who have experienced kusa grass before.

Value: 1,000 gold pieces per pouch.

Wonderous Honey



Kun's Swelling Soil



Kusa Grass

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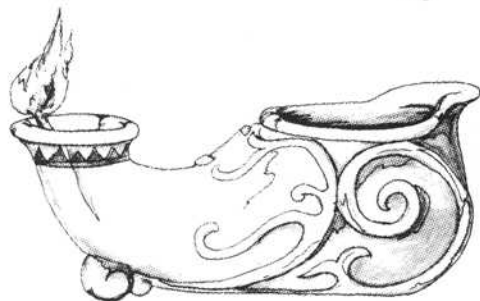
Laevateinn
 Lamp of Detecting Lies
 Lancelot du Lac's Magic Saddle
 Leander's Girdle of Swimming
 Leg Grease
 Leprechaun Magic Items
Crock of Treasure
Three Wishes
Leprechaun's Staff
Charmed Shilling
Leprechaun's
Talisman of Teleportation

Lha-K'a's Arrow
 Lia Fail
 Lif's Medallion
 Life Token
 Linden Bark
 Llew Llaw Gyffes'
 Truesilver Bracelet
 Lodestone of Power
 Loki's Magic Items
Shoes of Travel
Belt of Shapeshifting

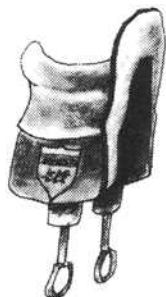
Lotus of Enchantment
 Love Potion
 Luck Ball
 Lugh's Healing Herbs
 Lugh's Sling
 Lukuman's Charm
 Lung Wang's Token
 Lu-tsu's Wonderful Sword
 Lycanthropy Medallion
 Lyre of Building
 Lychnis



Laevateinn



Lamp of Detecting Lies



Lancelot du Lac's Magic Saddle

Laevateinn

- +3 sword of wounding does 1D8+3 HTK against small or medium opponents and 1D12+3 HTK to large.
- Wounds it inflicts cannot be healed except on wielder's command.

Laevateinn, called the Wounding Wand, is a marvelous sword that was forged by Loki, according to Norse mythology.

It is a +3 sword of wounding, doing 1D8+3 Hits to Kill against small or medium opponents and 1D12+3 HTK points to large opponents.

What makes this sword unusual is that wounds and damage caused by *Laevateinn* cannot be healed by any other means than command of the sword's wielder.

Laevateinn's wielder cannot heal any wounds other than those which *Laevateinn* has caused.

Appearance: *Laevateinn* is a longsword with a gleaming bright blade and fancy golden hilt and guard. It has distinctive runes of power engraved into the blade where it joins the hilt.

Value: 40,000 gold pieces.

Lamp of Detecting Lies

- If deliberate lie is told within 100 ft., will light by itself.

Lamp of Detecting Lies appears to be nothing more than an ordinary brass oil lamp, generally somewhat tarnished and dented.

If, however, a deliberate lie is told within 100 feet of the lamp, it will suddenly light itself.

Random statements about which the speaker has no knowledge cannot be tested. For example, a character cannot walk around with the lamp saying, "There is no treasure within 100 feet of me," hoping that, by blind chance, he will wander near something valuable and the lamp will light.

If a character unknowingly tells a lie he sincerely believes is the truth, the lamp will

not light. If the lamp is already lit, nothing will happen.

It can be extinguished at any time.

Appearance: This ordinary-looking tarnished brass oil lamp is Arabian designed and has a handle on one end and a flame spout on the other.

Value: 1,000 gold pieces.

Lancelot du Lac's Magic Saddle

- +2 to combat while riding.
- Never permits rider to involuntarily lose his seat.

Lancelot du Lac is the mightiest warrior of King Arthur's knights, and is one of the few opponents ever to beat Arthur in combat. Later stories make him part of the doomed love triangle involving Arthur and Guinevere, resulting in the loss of his paladinhood. He remained Arthur's friend, even as their followers prepared for war.

Most of his weapons and armor are standard magical items, but he owned one piece of equipment that built his reputation, his magic saddle.

This interesting item will never permit its user to involuntarily lose his seat, and adds +2 (+10%) to any combat fought while using it.

These properties make it an ideal item for jousts and for mounted combat in general.

Appearance: This saddle is made of well-tooled leather of the finest quality and has Lancelot's arms-- *Azure, three lions passant* (three gold lions each with one front paw raised on a blue field)--etched and dyed into its side.

Value: 20,000 gold pieces.

Leander's Girdle of Swimming

- Wearer always floats.
- Wearer swims at rate of walking.

Leander's Girdle of Swimming allowed this youth of classical Greek mythology to

swim the Hellespont to visit Hero, the girl that he loved.

The girdle's wearer will always remain afloat. Even if a strong whirlpool pulls everything near him under, the wearer will simply be moved just beyond the whirlpool's reach by virtue of the girdle.

Any wave that would ordinarily inundate the girdle's wearer is crested instead. Even if the wearer wishes to go underwater, the girdle will not let him—it must first be removed.

The power of the girdle gives buoyancy even to characters wearing armor.

The girdle also permits the wearer to swim at a rate as if he were walking, expending the same amount of effort and energy in so doing.

If an encumbered character walks 9" and an unencumbered character walks 18", the same characters wearing the girdle would be able to swim 9" and 18", respectively.

Appearance: This wide, light belt is seemingly made of gold thread, but weighs virtually nothing. It is fastened by knotting rather than by buckling.

Value: 5,000 gold pieces.



Leg Grease

Leg Grease

If rubbed into legs, user walks or runs 20% faster for 1 week.

Leg Grease comes from an Apache Indian story of warriors who never eat the fat of their food, but rub it into their legs (thus feeding them).

One warrior who refused to do this became fat. When the white enemies came, all but the fat one were able to run away and escape. The fat one's legs said, "You never fed us—now run on your belly!"

A character who rubs this special grease into his legs will be able to walk or run 20% faster than his normal rate for a one-week period.

Appearance: It looks like normal animal fat or lard and only a sage versed in Apache lore can distinguish the magical grease.

Value: 100 gold pieces per dose.

Leprechaun Magic

Crock of Treasure

If leprechaun is caught, must reveal location of crock containing 1D10 x 1,000 g.p.

Three Wishes

If leprechaun having this power is caught, must grant 3 wishes if made within 1 minute and if continual eye contact maintained.

Leprechaun's Staff

- Cures crippled limbs and restores lost limbs with 1 touch.
- Used only by leprechauns and halflings.

Charmed Shilling

If kept in red silk purse, will reproduce coins (see below).

Talisman of Teleportation

- If held with 2 hands and destination spoken aloud, will teleport holder.
- GM secretly rolls 1D100 for maximum number of miles traveled per day.

Leprechaun Magic is a folklore still extant in rural areas of Ireland. The name is derived from *lu-chorpan*, which means "little body."

Leprechauns are small, roguish fairy folk who enjoy contests of wits with any mortals who are after their magic.

Each leprechaun magic item will be dealt with separately.

Crock of Treasure, of which every leprechaun has at least one, is the most common treasure item associated with them.

If a leprechaun is caught, he can be forced to reveal where his crock is, but he will take every opportunity to divert and distract his captor.

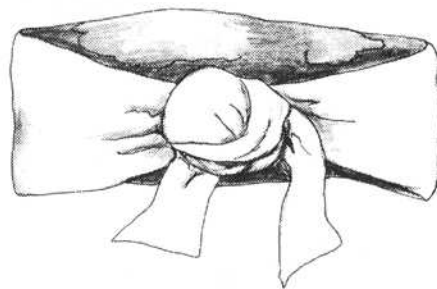
If the captor's eyes leave the leprechaun, even for a moment, the little fellow will laugh and vanish and the treasure will be lost.

A tale is told of one human who kept his eyes fixed on a leprechaun, who led him to a bush beneath which the crock was buried. The human marked the bush with a red ribbon, then hurried home to fetch a shovel.

When he returned, not five minutes later, he saw to his dismay that every bush in the county had been marked with a red ribbon and he heard the dimly echoing sounds of gleeful fairy laughter.

Appearance: These earthenware crocks are usually unglazed and about the size of a tea kettle.

Value: 1D10 x 1,000 gold pieces. The treasure is mostly gold, but occasionally has gems or silver mixed in with the gold.



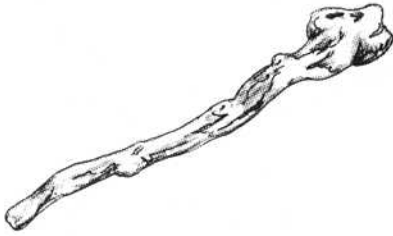
Leander's Girdle of Swimming



Charmed Shilling



Crock of Treasure



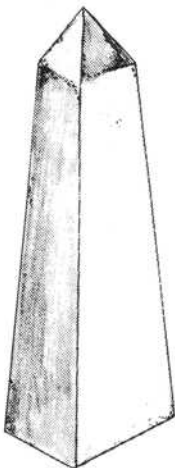
Leprechaun's Staff



Talisman of Teleportation



Lha-K'a's Arrow



Lia Fail
90

Three Wishes can be granted by some leprechauns when they are captured. Ten percent of leprechauns have this power, which they offer to grant instead of revealing their crock of treasure.

Wishes will be granted if the proper procedure is followed, but the leprechaun will try to distract or delay the captor. The three wishes must be made within one minute after the leprechaun offers to do this.

If more than three wishes are made (even accidentally in passing with a sentence containing "I wish..." or "I want..."), all of the wishes are nullified and the leprechaun vanishes.

The same thing will occur if the captor takes more than one minute to decide upon his wishes, or if he takes his eyes off the leprechaun at any point during the process.

The normal GM caution and attitude toward wishes should be extended: grant the little wishes and try to twist the big or greedy wishes into something unpleasant.

If at any time the character wishes for "more wishes," he is immediately granted them, which then exceeds the limit of three and immediately nullifies them all.

Leprechaun's Staff can cure crippled limbs with one touch. This is primarily used to heal legs, but can be applied to other limbs as well.

The magic is so powerful that it will restore limbs that have been lost, even if the loss happened years ago or was congenital.

This staff can only be used by leprechauns and halflings and is +2 for its own saving throw.

Appearance: This gnarled, wooden shillelagh is 5 inches long.

Value: 5,000 gold pieces per use.

Charmed Shilling is a silver piece that has been enchanted by a leprechaun.

As long as it is kept in a red silk purse, it will magically reproduce coins. Each night at midnight, when the magic shilling is in the purse, more coins will be created.

Roll 1D10 to determine how much money is made:

Die Roll	Result
1-3	1D10 copper pieces
4-6	1D10 silver pieces
7-8	2D10 silver pieces
9	1D10 gold pieces
0	2D10 gold pieces

Appearance: The red silk purse shows excellent workmanship.

The shilling appears to be a normal silver piece, but when seen in the light of a full moon, the coin will glow with a faint, green luminosity.

Value: 5,000 gold pieces.

Talisman of Teleportation is sometimes loaned to humans on desperate occasions.

The talisman must be held in both hands, and the name of the destination must be pronounced aloud.

If the destination is not specific enough, the GM should make things difficult. For

example, if the character merely says a city's name, he should be teleported to the wrong side of the city, into a jail, into a harem, etc.

The talisman works only once per two hours, and one companion can be brought along if he is touching the character when he teleports.

The teleportation has a variable range: each time it is used, the GM secretly rolls 1D100 and that is the maximum number of miles that can be teleported that day.

If the destination is within the range, there is no problem. If the destination is farther than the range, the character is teleported along his intended direction of travel but is placed at the distance equal to that day's range.

Appearance: The talisman is about the size of a gold piece, and has an engraving that depicts winged feet.

Value: 14,000 gold pieces.

Lha-K'a's Arrow

- When rolled in flour and placed on patient, will cure disease, neutralize poison, or heal wounds (2D10 HTK).
- Each arrow is used only once.

Lha-K'a is a Tibetan sorcerer who is consulted as a physician.

The divining arrow of the Lha-K'a, when rolled in flour, is placed on the victim with the blunted point over the afflicted area. The power will cure disease, neutralize poison, or heal wounds (2D10 points are cured).

Each arrow is used only once, then it becomes useless.

Appearance: The Lha-K'a can be either man or woman. The arrow has a wooden or reed shaft, with a blunt stone or metal head.

Value: 500 gold pieces per arrow.

Lia Fail

Stone that screams when rightful king of region steps on it.

Lia Fail, or the Stone of Fal, was, according to ancient Irish legend, brought from the mythical city of Falias by Lug.

The stone cries out or screams under the foot of the rightful king of the region in which it lies. Hence, it is greatly desired by rulers wishing to establish the authenticity of their claims to the throne, and it is feared by usurpers.

Appearance: The stone is granite, but from that point accounts of its description vary. It is almost certainly a monolithic, rectangular solid, but it has been described as everything from 1 foot to 6 feet long.

Some say it is enclosed in a wooden chair at Westminster Abbey, but some feel that it still lies in Tara, Ireland.

Value: 30,000 gold pieces.

Lif's Medallion

- Medallion of total protection which, when wearer activates it, makes wearer and anyone within 5-ft. radius fall asleep. An impenetrable, protective sphere encircles them.
- Protects for 1 hour minimum and remains until danger passes.
- Affected characters don't age or need food.

Lif's Medallion of Total Protection allowed Lif and the man Lifthraser to sleep safely through Ragnarok, according to Norse mythology, and then to start the human race anew. Whether this has happened in the past or is yet to happen is a decision for the GM, depending on the position of Norse mythology in his campaign.

A character activating the medallion (by pressing a stud) instantly falls asleep, as does any character within a 5-foot radius of the medallion (even races and creatures not normally affected by or subject to sleep).

The activating stud must be pressed by hand and cannot be activated by remote power, i.e. the character activating it will always be affected by it.

As the character or characters fall asleep, an impenetrable force sphere immediately encircles and protects them. This protective sphere cannot be entered, broken, destroyed, or disintegrated by any means—even deities cannot affect it. The characters and creatures inside are absolutely protected from any harm or ill effects while the sphere is functioning. They do not age and their bodies do not require food or air.

The characters inside the sphere are dormant. They cannot get out or do anything; even astral projection and other-planer travel is prohibited.

The protective sphere cannot be moved. The sphere will remain in existence a minimum of one hour and will remain extant until danger no longer immediately threatens those inside.

This can mean that the sphere will stay up for eternity. If the medallion is activated just before a dragon attacks, for example, it can remain up until the dragon decides to fly away. If the dragon remains on the spot, the sphere will remain up until the dragon dies (and hopefully no young dragons are about).

The GM must decide what constitutes reasonable safety, but a good guideline is that the threat should have been disposed of or have moved at least 15 miles away from the sphere.

The medallion can be activated as often as needed, but the player should be aware that each time may put his character "on ice" for centuries—effectively removing him from the campaign.

Appearance: This gold medallion is 5 inches in diameter and is inscribed with runes naming or symbolizing all of the Ae-

sir and the Vanir with the Tree of Life (Yggdrasil) in the center of all.

Value: 25,000 gold pieces.

Life Token

- Object that gives a sign when person associated with it is hurt, falls ill, or dies.
- Works at any distance until person dies.

Life Token is a belief widely found throughout Europe and Asia that some object gives a sign when the person associated with it is hurt, falls ill, or dies.

Objects that can be used as life tokens include knives that rust or sweat blood, an apple which decays, a shirt which turns black, or a brilliant gem or ring that dulls.

If the GM should plant one of these objects, the first character that touches it will be the one whose life or health are linked to it.

Gradations of change indicate accumulating damage.

Once the idea behind the token is figured out, it becomes an excellent way to keep track of the fate of split parties or expeditions and it monitors slow, insidious, or unnoticed harm befalling the character.

The token will work at any distance, even across all the planes of existence.

The life token is permanently associated with the character until his death. At that point, the token will either crumble and decay into uselessness (50% chance) or it will become dormant for 1D100 days and then begin a new association with the first being that touches it.

Appearance: The objects vary, but harm is usually indicated when the object goes dark.

Value: 500 gold pieces.

Linden Bark

- When worn or ingested, prevents intoxication for 8 hours.

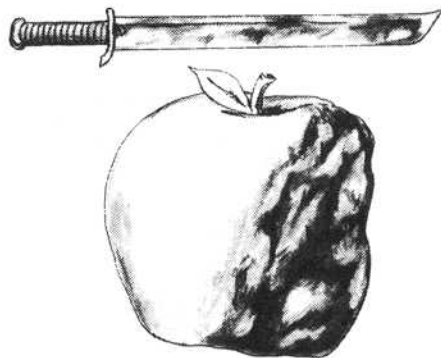
Linden Bark, which comes from the linden tree, is supposed to prevent intoxication, according to Roman medicinal lore.

This effect can be achieved by either plaiting the bark into a garland and wearing it while eating and drinking, or by infusing the oil into a potion which is taken before the intoxicants are ingested. Both work for an eight-hour period, and during that time no amount of intoxicant consumed will have any effect other than as food.

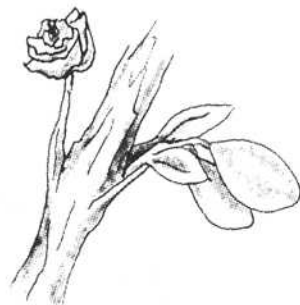
After eight hours, intoxicants previously ingested (even if not absorbed into the bloodstream yet) will not cause problems, but any further intoxicants will begin to have their normal effects.



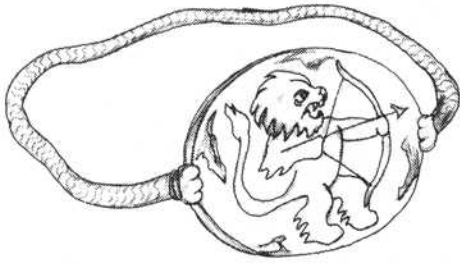
Lif's Medallion of Total Protection



Life Token

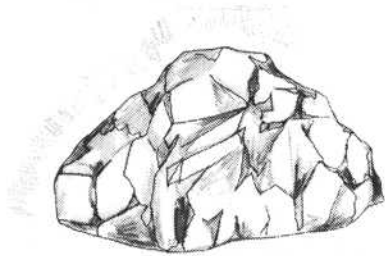


Linden Bark

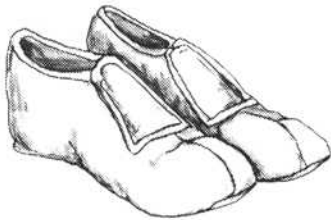


Llew Llaw Gyffes'

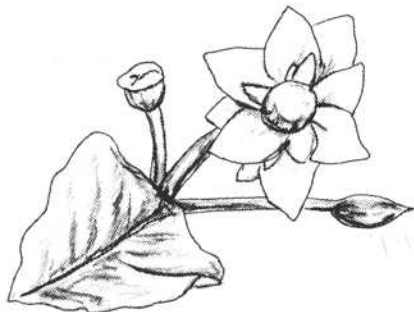
Truesilver Bracelet



Lodestone of Power



Loki's Shoes of Travel



Lotus of Enchantment

Garlands made of the bark lose their efficacy eight hours after they are woven because the secreted oil is exhausted.

Appearance: The linden has a soft, white wood and cream-colored flowers. In Europe it is sometimes called the lime tree. Its fiber is easily obtained and is often used by North American Indians in the preparation of strong twines.

Value: 100 gold pieces per dose.

Llew Llaw Gyffes' Bracelet

+5 bonus when using missile weapons.

Llew Llaw Gyffes is one of twin sons born to Arianrhod, according to Cymric mythology. His name means "the lion with a steady hand," and time after time he proved the veracity of the name with his amazing accuracy.

He is assisted in this by a bracelet which gives its wearer a +5 to hit bonus (+25%), but only when using missile weapons. If a spear is thrust rather than thrown, for example, no bonus will be given.

Appearance: The truesilver bracelet has a serpentine chain and one circular plate 2 inches in diameter that has an engraving of a lion shooting a bow and arrow.

Value: 18,000 gold pieces.

Lodestone of Power

- When soaked in linseed oil and wrapped in goatskin, produces a powerful magnetic field in a 30-degree arc with a 1,000 yd. range for 1 hour.
- +1 for all defense die rolls for holder.

Lodestone of Power is an extremely rare magnetic ore. When this special lodestone is soaked in linseed oil and wrapped in a goatskin, it will suddenly produce an extremely powerful magnetic field. This field is so powerful that it will pull the nails out of boats and the shoes from horses and will unhorse armored riders.

Naturally, the lodestone must be braced or it will fly to these objects rather than pull them toward it.

The magnetic field issues forth in a 30-degree arc from both ends of the bar. It extends to a range of 1,000 yards and is equally strong at its farthest range as it is nearby. The enhanced field lasts for a one-hour period.

A diamond on the target will harmlessly deflect the field while one diamond set on a ship's mast will protect the whole ship. A diamond worn by the captain will only protect him.

The lodestone of power also creates a +1 (+ 5%) protection field around its holder, even when the enhanced field is not operating. This bonus applies to all defensive die rolls.

Appearance: This magnetite is always cut into bar form, usually about 6 inches by 3 inches by 1 inch. It radiates a detectable aura of magic.

Value: 70,000 gold pieces per bar.

Loki's Magic Items

Shoes of Travel

Wearer can travel over water and air as easily as land and over mountains as easily as level ground.

Belt of Shapeshifting

Wearer can change into physical shape of any creature and will have physical characteristics of new shape.

Loki is the Norse god of mischief, evil, and fire. He is attractive, ambivalent, tricky, and sly. He possesses two items of interest, each of which will be dealt with separately.

Loki's Shoes of Travel allow the wearer to travel over water and air as easily as if he were on land; and the wearer can walk up and down steep mountains as if he were traveling on level ground.

Appearance: The supple, smooth leather shoes are waterproofed for traveling on snow and ice.

Value: 20,000 gold pieces.

Loki's Belt of Shapeshifting allows the wearer to assume the physical shape of any creature or being he wishes, including those of the opposite sex. Characters thus shifted will have the physical characteristics of the creature whose shape is chosen, such as strength, mode of transport, armor class, etc.

The shapeshifted character will not have any special or magical attributes of the creature. Therefore, if a human shifts into a dragon's shape, he will be able to fly, bite and claw like a dragon, but will not be able to use magic spells or breath weapons.

Appearance: The belt is woven with gold threads into a very intricate Norse pattern. It is heavy, weighing about 10 pounds, and is always present on the shapeshifted form even if reduced or enlarged (such as for a small bird or for a giant respectively).

Value: 30,000 gold pieces.

Lotus of Enchantment

- Powder whose eaters must save vs. poison or fall into a stupor and dreamlike euphoria.
- Targets that save feel slightly intoxicated.
- One dose lasts 6 hours.

Lotus of Enchantment is found in many classical mythological tales, including that

of Odysseus. The Land of the Lotus-Eaters is sometimes identified as Jujube.

This particular lotus, when matured and ingested (either by eating the petals directly or by grinding the flowers into powder and sprinkling it on other food), induces a stupor and dreamlike euphoria in those who fail their saving throw vs. poison.

Characters who make their saving throws will feel slightly intoxicated, but will not crave more of the substance and will not lose initiative as will those who fail their saves. Affected characters will show a disinterest in everything, doing only as much labor as will obtain their next dose of lotus.

One dose affects the character for about six hours.

Appearance: While the black lotus is sometimes described as having this effect, it has been reliably reported that the enchanted lotus can come in any color or variety that a normal lotus does.

Value: 10 gold pieces per dose in areas where they grow. 400 gold pieces per dose in other areas.

Love Potion

Drinker must save vs. poison or fall in love with either potion's preparer or first person of opposite sex he sees. Lasts for 1 month.

Love Potion is an item that can be found in folklore, worldwide. When this fluid is consumed by a character, the character must make a saving throw vs. poison or fall in love.

There are two variations of the potion: one causes the victim to fall in love with the potion's preparer and the second causes the victim to fall in love with the first person of the same or similar race and of the opposite sex that the victim sees after drinking the potion.

The saving throw for first type of potion is made at +2 (+10%) due to the more difficult nature of that power. A character who successfully makes a saving throw is not aware that anything has happened.

The potion remains effective for one month. During that time the character will do anything for his paramour.

Appearance: Love potions of both types are generally pale green or blue oils. The ingredients include mandrake fruit, ginseng, and betel nuts.

Value: Type 1 1,000 g.p. per dose.
Type 2 400 g.p. per dose.

Luck Ball

- Charm, when worn in right armpit, gives wearer +1 to all rolls for 1 month.
- 50% chance to warn character if in imminent danger of death.

Luck Ball is a hoodoo charm of folklore in the United States. The ball is worn against the skin under the right armpit. The charm's wearer receives a +1 (+5%) bonus to all die rolls, including saving throws, combat, etc.

The luck ball lasts for a one-month period. Once per week a quart of alcoholic beverage must be poured onto the ball or it will become useless immediately.

The ball also has a 50% chance of warning the character (by a very strong premonition) if he is in imminent danger of death, such as if he is about to spring a poison trap or open a door on a monster that could eliminate the party.

Appearance: The luck ball contains four lengths each of white silk thread and white yarn (knotted, to tie down devils), hammered tin, dust, and various other ingredients. These are wrapped in a linen bag to form a ball the size of a large egg, and is then placed under the arm.

Value: 1,000 gold pieces each (available only from sages, alchemists, or other lore-learned folk).

Lugh's Healing Herbs

Poultice that heals all damage, cures any disease, and neutralizes poisons.

Lugh's Healing Herbs were first given by "the long-handed one" to Cuchulain (q.v.) when he was poisoned.

These herbs, when prepared as a poultice, will heal all damage, restoring the character to his full maximum Hits to Kill. The herbs will also cure any disease and neutralize poisons.

Appearance: Green and yellow leaves, dried and then finely chopped, constitute the poultice's base. This must be dissolved in pure alcohol (not wine or other drinkable spirits) to make a thick paste, which is then spread over the afflicted area.

Value: 5,000 gold pieces per dose (about 8 ounces).

Lugh's Sling

+4 sling.

Lugh's Sling is a famed weapon because the Long-handed God of Mighty Blows knocked the terrible Eye of Balor (q.v.) out with it.

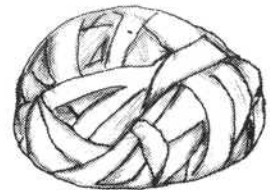
The sling adds +4 both to the chance to hit and to damage. These bonuses are cumulative with any other bonuses the character might have.

Appearance: The thongs are made from the sinews of a great bull, and the pouch from his hide. They are a natural leather tan.

Value: 18,000 gold pieces.



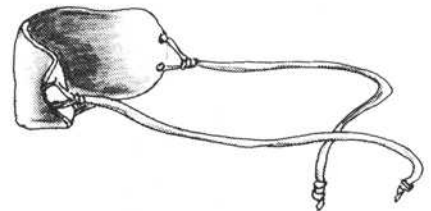
Love Potion



Luck Ball



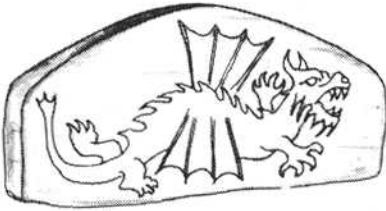
Lugh's Healing Herbs



Lugh's Sling



Lukuman's Charm



Lung Wang's Token



Lu-tsu's Wonderful Sword



Lycanthropy Medallion

Lukuman's Charms

Cures disease and exorcises possessing spirits, each 1 time only.

Lukuman's Charms are magical objects found in the folklore of Surinam. A lukuman is an elder diviner who can cure disease and exorcise possessing spirits.

The charm traps the disease or spirit, which must then be treated carefully. If the charm breaks, the affliction is released and is free to spread. Each function can be used only once.

Appearance: The charm is either a mirror or a bowl which has been specially enchanted by the lukuman.

Value: 1,000 gold pieces.

Lung Wang's Token

- When placed in body of water, produces violent storm within 1,000-yd. radius in 1 minute.
- Waterspout forms in 2 minutes, travels in random direction, and causes 2D100 structural damage in 100-yd. wide path.

Lung Wang's Token is an image of the Chinese Dragon King whose special province is storms, waterspouts, and lakes.

When this token is placed into a body of water such as a sea, river, fountain, etc., clouds immediately form overhead and thunder is heard.

Within one minute, a violent storm will rage, but only within a 1,000-yard radius from where the token hit the water.

Two minutes after the token is immersed, a waterspout will form on that spot. The waterspout will travel 10D100 yards in a random direction before it disperses. It will inflict 2D100 points of structural damage on everything in its 100-yard wide path.

Appearance: The ivory token bears an intricate image of a dragon. The token radiates a detectable magical aura.

Value: 20,000 gold pieces.

Lu-tsu's Wonderful Sword

- +3 to hit causing opponent's hair to fall out.
- If target is willing, will elegantly cut hair.

Lu-tsu's Wonderful Sword is a weapon which is +3 to hit, but it does no damage when it hits. This is because it is the weapon of Lu-tsu, the Chinese patron of barbers. When the sword scores a successful hit, all of the opponent's hair falls out immediately.

If the target is willing and immobile, the sword can also be used to elegantly cut the

target's hair or for any other delicate operation requiring precision cutting.

Appearance: This longsword has a gleaming, extremely sharp blade. The gold hilt is intricately carved.

Value: 1,000 gold pieces.

Lycanthropy Medallion

If worn during full moon, will turn wearer into werewolf. He will remain so if medallion no longer worn.

Lycanthropy Medallion, if worn during the light of the full moon, will turn its wearer into a werewolf. Thereafter, even if the medallion is no longer worn, the victim is still afflicted with lycanthropy.

This is most commonly given as a "gift" which is actually a curse.

Appearance: The medallion can be any shape and can be any metal except silver. It can be affixed with a chain to be worn as a bracelet or as a necklace. Somewhere on the medallion, even if it is hidden or disguised, must be the picture or the outline of a wolf.

Value: 5,000 gold pieces.

Lyre of Building

When plucked, loose rocks, stones, and masonry will arrange and cement themselves together in the shape player wants at rate of 50 cubic ft. x character's skill level per minute.

Lyre of Building is a wonderful instrument, said to have first belonged to Apollo and then later to Amphion.

When this lyre is plucked, loose bits of rock, stone, or masonry will move through the air and arrange themselves in any pattern the player desires. They will then magically cement themselves, becoming as strong as normal construction.

For each skill level of the character, 50 cubic feet of stone or masonry per minute can be thus constructed.

If a bard or other musically trained character plays it, 500 cubic feet per skill level per minute can be constructed.

Weight of the rocks and stone is not important to this item, only the volume.

Appearance: The turtle shell lyre has a stretched animal skin as its soundboard; the strings are sheep gut.

Value: 20,000 gold pieces.

Lychnis

6-inch stone cubes, each illuminating a 50 ft. diameter sphere.

Lychnis is a stone said by the historian Lucian to be phosphorescent. Indeed, it is

bright enough that the glow from one stone lit an entire temple.

For game purposes, each unit of lychnis is equal to a six inch cube. Each unit of lychnis will illuminate a sphere 50 feet in diameter with the equivalent brightness of daylight.

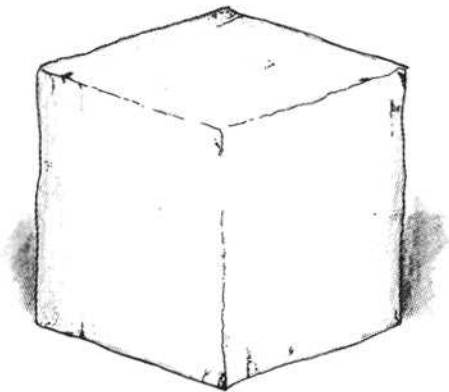
A heavy black cloth of very closely woven fibers is necessary to prevent any light from escaping one of these stones. The stone does not produce heat.

Appearance: A stone of igneous origin, lychnis feels glassy and smooth. It glows with an intensity that makes it painful to stare at for more than a moment. The light lychnis produces is a mix of a cool pale green and a more intense yellowish-orange. Each unit of lychnis weighs about 10 pounds.

Value: 500 gold pieces per unit.



Lyre of Building



Lychnis

At your fingertips!

THE
MAGIC OF THE AGES



Among the Fantastic Treasures great and small can be found:

Aladdin's Ring
Siegfried's Sword
Athena's Shield
Enchanted Carpets
Devious Cloaks
Devilish Crowns
&
Damned Swords

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