

MELEE DAMAGE BONUS

Strength	1-5	6-10	11-15	16-20	21+
Damage Bonus	0	+1	+2	+3	+4

ARMOR RESTRICTIONS

Skill	Heavy	Medium	Light	Shield	Helmet
Warrior	Yes	Yes	Yes	Yes	Yes
Thief	No	No	Yes	No	No
Bard	No	Yes	Yes	Yes	No
Wizard	No	No	No	No	No
Priest	No	Yes	Yes	Yes	Yes

WEAPON RESTRICTIONS

Skill	Heavy	Medium	Light
Warrior	Yes	Yes	Yes
Thief	No	Yes	Yes
Bard	No	Yes	Yes
Wizard	No	No	Yes
Priest	Yes	Yes	Yes

TRAPS

Trap	Description	Ability	Effects
Poison Dart	Poisonous darts fly out from a nearby location	Speed	Death Unless Cured
Poison Gas	Poisonous gas fills the area	Strength	Death Unless Cured
Falling Rocks	Heavy rocks fall from the ceiling	Strength	1d12
Arrow	Arrows fly out from a nearby location	Speed	1d6
Fire Ball*	Magical fire consumes the area	Sorcery	1d8
Lightning Bolt*	Magical lightning shocks everyone in the area	Sorcery	1d10
Pit	A trapdoor opens to a 10 foot pit below	Speed	1d6
Pit with Spikes	A trapdoor opens to a 10 foot pit below, with spikes	Speed	1d12
Bottomless Pit	A trapdoor opens to a bottomless pit below	Speed	Gone Forever
Wall**	A wall, or bars, fall from the ceiling...maybe blocking the way	Strength	Blocked
Nullify*	A blast of magical energy makes magical items disappear. A 1d6 is rolled for each magical item. A roll of 1 means the magical item is gone forever.	-	Magical Items Gone

* Magical Trap

** A successful ability check stops the wall from falling

DISEASES

Disease	Effect
Dark Fever	-2 to Strength
Cave Rot	-2 to Speed
Brain Worm	-2 to Sorcery

LOOSE TREASURE

For loose treasure, roll 1d6. A roll of 1, 2 or 3 means that there are 1, 2 or 3 items in the loose treasure. Use the Treasure tables to pick or roll for the items. Roll a dice dependent on the level of the area...

GOLD

Level	Dice
1	1d4
2	1d4
3	1d6
4	1d6
5	1d8
6	1d8
7	1d10
8	1d10
9	1d12
10+	1d20

...then multiply this die roll by 100. This is the amount of gold in the loose treasure.

ARMOR

Armor	Type	Cost	Repair	Protection
Plate Armor	Heavy	2,500	250	+25
Splint Armor	Medium	1,500	150	+15
Chain Armor	Medium	1,000	100	+10
Studded Armor	Light	600	60	+6
Leather Armor	Light	400	40	+4
Padded Armor	Light	200	20	+2
Helmet	Helmet	200	20	+2
Shield	Shield	400	40	+4

WEAPONS

Weapon	Type	Hands	Cost	Repair	Damage
Battle Axe	Heavy	2	100	10	1d10
Axe*	Medium	1	160	16	1d8
Club	Medium	1	120	12	1d6
Dagger*	Light	1	80	8	1d4
Hammer	Medium	1	120	12	1d8
War Hammer	Heavy	2	100	10	1d10
Mace	Medium	1	120	12	1d8
War Mace	Heavy	2	100	10	1d10
Morningstar	Heavy	2	100	10	1d10
Short Sword	Medium	1	120	12	1d8
Long Sword	Heavy	1	150	15	1d10
Great Sword	Heavy	2	120	12	1d12
Spear*	Medium	2	100	10	1d10
Staff	Light	2	60	6	1d6
Bow	Medium	2	80	8	1d8
Crossbow	Medium	2	60	6	1d6
Sling	Light	1	80	8	1d4

* Can be thrown in a ranged attack

ITEMS

Item	Description	Cost
Arrows*	Quantity of 10 (For Bows & Crossbows)	5
Stones*	Quantity of 10 (For Slings)	5
Large Backpack ◊	Holds 20 Items	600
Backpack ◊	Holds 10 Items	300
Belt Pouch Δ	Holds 5 Items	100
Sack †	Holds 8 Items	150
Rope	100 Feet Long	65
Bottle*	Empty	10
Water Skin*	Contains 5 Drinks	14
Bread*	Contains 5 Food	14
Meat*	Contains 10 Food	25
Bottle of Ale*	Contains 10 Drinks	25
Lantern**	Lights 60 Foot Area	78
Torch**	Lights 30 Foot Area	39
Spell Book	A Complete Book Of Wizard Spells	200
Prayer Book	A Complete Book Of Priest Prayers	100
Mandolin	Bard's Musical Instrument	400
Harp	Bard's Musical Instrument	400
Pen & Paper	Used To Write & Draw Maps	24
Tinder Box	Used To Make Campfires	13
Shovel	Used To Dig	18
Blanket	Used To Keep Warm & Sleep	27
Lockpicks	Allows Thieves To Open Locks	100
Boots	Any Color	22
Sandals	Brown Leather	12
Hat (Any Type)	Any Color (Cannot Use With A Helmet)	18
Cloak	Any Color	36
Robe	Any Color	45
Horse	Can Pull A Cart Or Be Ridden	800
Cart	Can Carry 80 Items (Requires Horse)	1,200
Mule	Can Carry 40 Items	600
Hay Bale	Contains 10 Food For Mule Or Horse	35
Healing Potion*	Heals 10 Life	20
Cure Potion*	Cures Poison & Disease	30
Air Potion*	Restore Breath to the Breathless	50

*These items are stackable

**These items only last until the party rests.

◊ This item must be equipped in the "cloak" slot.

Δ This item must be equipped in the "belt" slot.

† This item must be equipped in the "shield" slot.

ITEM TYPE

1d100	Type	Value
1-10	Weapon	x3 Gold
11-20	Armor	x2 Gold
21-30	Jewelry	400 Gold
31-50	Gem	-
51-60	Artifact	800 Gold
61-80	Potion	200 Gold
81-00	Scroll	300 Gold

WEAPON

1d20	Weapon
1	Battle Axe
2	Axe
3	Club
4	Dagger*
5	Hammer
6	War Hammer
7	Mace
8	War Mace
9	Morningstar
10	Short Sword
11	Long Sword
12	Great Sword
13	Spear
14	Staff
15-16	Bow
17-18	Crossbow
19-20	Sling

EFFECT

1d100	Effect	Description
1-30	of Skill	+1 to Attack Die Rolls
31-50	of Battle	+2 to Attack Die Rolls
51-60	of War	+3 to Attack Die Rolls
61-71*	of Strength	+1 to Strength
72-78*	of Might	+2 to Strength
79-80*	of Vanquishing	+3 to Strength
61-71**	of the Nimble	+1 to Speed
72-78**	of the Swift	+2 to Speed
79-80**	of Speed	+3 to Speed
81-94	Slayer	Roll on the Slayer Table
95-98	of the Cursed	-2 to Strength, Speed & Sorcery
99-00	of the Ultimate Curse	-4 to Strength, Speed & Sorcery

* Use these rolls for melee weapons only

** Use these rolls for ranged weapons only

SLAYER

1d20	Slayer	Description
1	of Hunting	+1 to Attack Die Rolls (+4 against Animals)
2	of Beast Mastery	+1 to Attack Die Rolls (+4 against Beasts)
3	of Construct Destruction	+1 to Attack Die Rolls (+4 against Constructs)
4	of Dragon Slaying	+1 to Attack Die Rolls (+4 against Dragons)
5	of Elemental Banishment	+1 to Attack Die Rolls (+4 against Elementals)
6	of Giant Killing	+1 to Attack Die Rolls (+4 against Giants)
7	of Insect Eradication	+1 to Attack Die Rolls (+4 against Insects)
8	of Exorcism	+1 to Attack Die Rolls (+4 against Planar)
9	of Reptile Extinction	+1 to Attack Die Rolls (+4 against Reptiles)
10	of Undeadly Death	+1 to Attack Die Rolls (+4 against Undead)
11	of Ultimate Hunting	+2 to Attack Die Rolls (+5 against Animals)
12	of Ultimate Beast Mastery	+2 to Attack Die Rolls (+5 against Beasts)
13	of Ultimate Construct Destruction	+2 to Attack Die Rolls (+5 against Constructs)
14	of Ultimate Dragon Slaying	+2 to Attack Die Rolls (+5 against Dragons)
15	of Ultimate Elemental Banishment	+2 to Attack Die Rolls (+5 against Elementals)
16	of Ultimate Giant Killing	+2 to Attack Die Rolls (+5 against Giants)
17	of Ultimate Insect Eradication	+2 to Attack Die Rolls (+5 against Insects)
18	of Ultimate Exorcism	+2 to Attack Die Rolls (+5 against Planar)
19	of Ultimate Reptile Extinction	+2 to Attack Die Rolls (+5 against Reptiles)
20	of Ultimate Undeadly Death	+2 to Attack Die Rolls (+5 against Undead)

ARMOR

1d8	Armor
1	Plate Armor
2	Splint Armor
3	Chain Armor
4	Studded Armor
5	Leather Armor
6	Padded Armor
7	Helmet
8	Shield

DEFENSE

1d6	Name	Armor
1-10	of Defense	+5 to Armor
11-15	of Great Defense	+10 to Armor
16-18	of Ultimate Defense	+15 to Armor
19	of the Cursed	-5 to Armor
20	of the Ultimate Curse	-10 to Armor

JEWELRY

1d100	Jewelry	Description
1-4	Amulet of Armor	+5 Armor
5-8	Amulet of Battle	+1 to Battle Die Rolls
9-12	Amulet of Protection	+1 to Ability Check Rolls
13-16	Bracelet of Armor	+5 Armor
17-20	Bracelet of Battle	+1 to Battle Die Rolls
21-24	Bracelet of Protection	+1 to Ability Check Rolls
25-28	Ring of Armor	+5 Armor
29-32	Ring of Battle	+1 to Battle Die Rolls
33-36	Ring of Protection	+1 to Ability Check Rolls
37-39	Amulet of Life	+5 Life
40-42	Amulet of Sorcery	+1 Sorcery
43-45	Amulet of Speed	+1 Speed
46-48	Amulet of Strength	+1 Strength
49-51	Bracelet of Life	+5 Life
52-54	Bracelet of Sorcery	+1 Sorcery
55-57	Bracelet of Speed	+1 Speed
58-60	Bracelet of Strength	+1 Strength
61-63	Ring of Life	+5 Life
64-66	Ring of Sorcery	+1 Sorcery
67-69	Ring of Speed	+1 Speed
70	Ring of Strength	+1 Strength
71	Amulet of Great Armor	+10 Armor
72	Amulet of Great Protection	+2 to Ability Check Rolls
73	Amulet of Great Sorcery	+2 Sorcery
74	Amulet of Great Speed	+2 Speed
75	Amulet of Great Strength	+2 Strength
76	Amulet of Greater Battle	+2 to Battle Die Rolls
77	Amulet of Greater Life	+10 Life
78	Bracelet of Great Armor	+10 Armor
79	Bracelet of Great Protection	+2 to Ability Check Rolls
80	Bracelet of Great Sorcery	+2 Sorcery
81	Bracelet of Great Speed	+2 Speed
82	Bracelet of Great Strength	+2 Strength
83	Bracelet of Greater Battle	+2 to Battle Die Rolls
84	Bracelet of Greater Life	+10 Life
85	Ring of Great Armor	+10 Armor
86	Ring of Great Protection	+2 to Ability Check Rolls
87	Ring of Great Sorcery	+2 Sorcery
88	Ring of Great Speed	+2 Speed
89	Ring of Great Strength	+2 Strength
90	Ring of Greater Battle	+2 to Battle Die Rolls
91	Ring of Greater Life	+10 Life
92-93	Amulet of the Cursed	-1 to Strength, Speed & Sorcery
94-95	Bracelet of the Cursed	-1 to Strength, Speed & Sorcery
96-97	Ring of the Cursed	-1 to Strength, Speed & Sorcery
98	Amulet of the Greatest Curse	-2 to Strength, Speed & Sorcery
99	Bracelet of the Greatest Curse	-2 to Strength, Speed & Sorcery
00	Ring of the Greatest Curse	-2 to Strength, Speed & Sorcery

GEMS

1d100	Gems	Value
1-14	Amber	300 Gold
15-27	Opal	350 Gold
28-39	Citrine	400 Gold
40-50	Topaz	450 Gold
51-60	Amethyst	500 Gold
61-69	Quartz	550 Gold
70-77	Ruby	600 Gold
78-84	Sapphire	650 Gold
85-90	Emerald	700 Gold
91-95	Turquoise	750 Gold
96-99	Pearl	800 Gold
00	Diamond	850 Gold

ARTIFACTS

1d100	Artifact	Description
1-2	Belt of Hercules	+2 to Strength
3-4	Book of Knowledge	+2 to Sorcery 3 Times a Day
5-6	Boots of Flying	Fly 100 Feet a Day
7-8	Boots of Speed	+2 to Speed
9-10	Boots of the Elf	Move Silently
11-12	Bottle of Clouds	Will Fill a Room with Fog Causing no one to See for 6 Turns
13-14	Cloak of Invisibility	Invisibility Twice a Day
15-16	Cloak of Protection	+2 on Rolls (Ability Check)
17-18	Crown of Command	Can Command 1 Enemy to do Wearer's Bidding Twice a Day
19-20	Crystal Ball	Can See Through Doors and Walls 20 Times
21-22	Crystal of Light	Works Like Lantern Except for 100 Feet
23-24	Dragon Teeth	Summons 1d4 Skeletons to Aid Group in 1 Battle
25-26	Element Crystal	Can Dismiss an Elemental 10 Times, Causing Them to Vanish
27-28	Genie Lamp**	1 Wish
29-30	Gloves of Giants	+2 Strength
31-32	Gloves of Speed	+2 Speed
33-34	Gloves of the Gladiator	+2 to Attack Rolls
35-36	Gloves of Thieves	+2 to Thief Talent Rolls
37-38	Holy Symbol	Gives a Priest 10 Extra Faith Points a Day
39-40	Horn of Fear	Will Cause Fear in 3 Enemies Twice a Day
41-42	Iron Cape	The Wearer will Suffer No Damage from First Attack per Battle
43-44	Magic Crystal	Can Absorb 10 Magic Attacks
45-46	Magic Lantern	Allows Group to Rest Without Danger
47-48	Magic Mirror	Allows Group to Escape to the Dungeon Entrance 5 Times
49-50	Magical Broom	Fly 200 Feet a Day
51-52	Magical Carpet	Group Can Fly 100 Feet a Day
53-54	Magical Hat of Illusion	Can Pull Out Illusionary Enemy (Lasts 4 Turns) Once Per Day
55-56	Magical Hourglass	Gives One an Extra Turn (During each Battle Turn) 20 Times
57-58	Magical Rabbit's Foot	Allows One to Reroll Dice 3 Times a Day
59-60	Magical Rope	A 100 Foot Rope That Rises and Secures Itself
61-62	Mystical Shiny Crystal	This Magical Jewel Will Make a Enemy Come Toward it When Seen

63-64	Pandora's Box	Very Small Box that Holds 20 Extra Items
65-66	Pouch of Hiding	A Magical Pouch that a Group can Fit into and Hide
67-68	Robe of Power	Gives a Wizard or Priest 5 Extra Magic Points a Day
69-70	Robe of the Sea	Can Travel/Breathe Underwater Without Getting Wet
71-72	Rope of Binding	Rope can Capture a Enemy Once a Day
73-74	Sand of Deconstruction	Pouch of Magical Sand (With 10 Uses) that will Make a Construct Crumble and Die
75-76	Sand of Vanishing	Pouch of Magical Sand (With 5 Uses) that will Make an Item or Enemy Disappear Forever
77-78	Spider Boots	Can Walk on Walls and Ceilings Twice a Day
79-80	Staff of Healing***	Can Heal 3 Times a Day
81-82	Staff of Power***	Can Cause 2d12 Magical Damage 3 Times a Day
83-84	Staff of Resurrection***	Can Resurrect 5 Times
85-86	Staff of Wizardry***	Gives a Wizard 10 Extra Power Points a Day
87-88	Thief Mask*	+2 to Speed
89-90	Wand of Appraisal	Identifies Items 20 Times
91-92	Wand of Detect Traps	Detects Traps 20 Times
93-94	Wand of Fire	Burns a Enemy for 2d6 Damage 20 Times
95-96	Wand of Ice	Freezes a Enemy in Place for 2d4 Turns 20 Times
97-98	Wizard Hat*	+2 to Sorcery
99-00	Wizard Robe	+2 to Sorcery

* Cannot Wear a Helmet with this

** Use the Wishes Table below

*** Can be used as a normal Staff weapon with +1 to attack/damage rolls

WISHES

Wisher's Choice
+1 to Strength (Permanent)
+1 to Speed (Permanent)
+1 to Sorcery (Permanent)
1,000 Gold
200 Adventure Points
Any Magic Item in the Listings

POTIONS

1d100	Potion	Description
1-8	Healing Potion	Heals 10 Life
9-16	Cure Potion	Cures Poison & Disease
17-24	Air Potion	Restores Breathe to the Breathless
25-32	Neptune Potion	Breathe Underwater for 60 Minutes
33-40	Speed Potion	Speed +4 for a Battle
41-48	Strength Potion	Strength +4 for a Battle
49-56	Sorcery Potion	Sorcery +4 for a Battle
57-64	Armor Potion	Armor +5 for a Battle
65-72	Protection Potion	+4 on Rolls (Ability Check) for a Battle
73-80	Invisibility Potion	Invisibility for 5 Minutes
81-88	Flying Potion	Fly 100 Feet
89-96	Fighting Potion	+2 on Rolls (Attack) for a Battle
97-00	Seeing Potion	Can See Through Walls or Doors

SCROLLS

1d100	Scroll	Type
1-3	Scroll of Appraise	Wizard Spell
4-6	Scroll of Blind	Wizard Spell
7-9	Scroll of Charm	Wizard Spell
10-12	Scroll of Cloud	Wizard Spell
13-15	Scroll of Fire Ball	Wizard Spell
16-18	Scroll of Frost	Wizard Spell
19-21	Scroll of Hold	Wizard Spell
22-24	Scroll of Invisible	Wizard Spell
25-27	Scroll of Levitate	Wizard Spell
28-30	Scroll of Lightning	Wizard Spell
31-33	Scroll of Lock	Wizard Spell
34-36	Scroll of Magic Arrow	Wizard Spell
37-39	Scroll of Noise	Wizard Spell
40-42	Scroll of Poison Gas	Wizard Spell
43-45	Scroll of Sense Magic	Wizard Spell
46-48	Scroll of Shield	Wizard Spell
49-51	Scroll of Sight	Wizard Spell
52-54	Scroll of Sleep	Wizard Spell
55-57	Scroll of Slow	Wizard Spell
58-60	Scroll of Stupidity	Wizard Spell
61-63	Scroll of Toad	Wizard Spell
64-66	Scroll of Torch Light	Wizard Spell
67-69	Scroll of Trap Zap	Wizard Spell
70-72	Scroll of Wall	Wizard Spell
73-75	Scroll of Weakness	Wizard Spell
76-77	Scroll of Bless	Priest Prayer
78-79	Scroll of Breathe	Priest Prayer
80-81	Scroll of Calm	Priest Prayer
82-83	Scroll of Cure	Priest Prayer
84-85	Scroll of Exorcism	Priest Prayer
86-87	Scroll of Feast	Priest Prayer
88-89	Scroll of Fleshed	Priest Prayer
90-91	Scroll of Freedom	Priest Prayer
92-93	Scroll of Guidance	Priest Prayer
94-95	Scroll of Heal	Priest Prayer
96	Scroll of Resurrect	Priest Prayer
97-98	Scroll of Sense Evil	Priest Prayer
99-00	Scroll of Undeath	Priest Prayer

BARD SONGS

- 🎵 Causes Enemies to roll twice for attacks, picking the lower of the two rolls.
- 🎵 Causes Enemies to roll for damage twice, picking the lower of the two rolls.
- 🎵 Heals the group a maximum of Life equal to the level of the Bard, per turn. These Life points are divvied up by the Bard to any of the group members they want.
- 🎵 Allows the group members to roll for damage twice, picking the higher of the two rolls.
- 🎵 Allows the group members to roll twice for attacks, picking the higher of the two rolls.
- 🎵 Give higher magic resistance to the group by allowing them to add the level of the Bard to the affected ability.