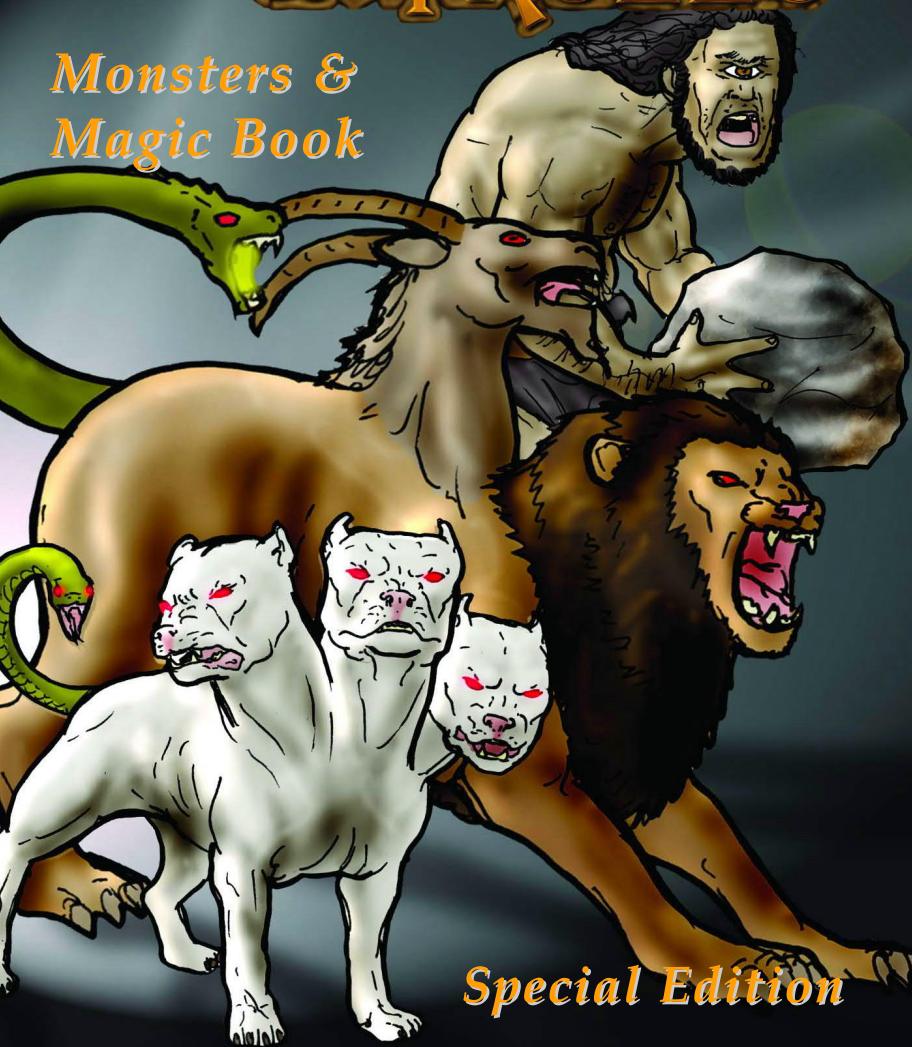


TUNNELS & TROLLS

*Monsters &
Magic Book*



Special Edition

Special Edition Monsters & Magic Book

The following is a sourcebook of fearsome foes and fabulous finds for dungeon delvers using the *Tunnels & Trolls 7th Edition* rules.

MONSTER RATING

As noted in the main rulebook, most monsters are given a Monster Rating (MR), which determines how many dice and adds they have in combat, as well as their CON score and WIZ score.

Combat Dice + Adds = $(MR / 10) + 1$ dice (round down!) plus $(MR / 2)$ adds (round up!)

So, an MR 19 monster gets 2 dice + 11 adds ($19/10 + 1 = 2$ dice) ($19/2 = 11$ adds). The number of dice never changes, but the number of Adds does, based on the monster's current MR.

The Monster's MR also serves as its "CON" score, noting how much damage a creature can take. This monster would have an effective "CON" of 19, thus being able to withstand 19 points of damage before falling. Damage is taken directly off a creature's MR, reducing the number of Adds it gets in combat.

The Monster has a WIZ score equal to its MR/10, rounded up. This monster would have a WIZ score of 2, and thus be unaffected by spells cast by wizards with a WIZ score less than 2.

Remember, WIZ and Adds for monsters will be changing during combat – they are based on the CURRENT MR.

SPECIAL DAMAGE

The default form of "Special Damage" is Spite Damage, dealing one point of damage for every 6 rolled during combat. However, alternate forms of



special damage can be used, if the GM so chooses. Each form of Special Damage comes with a trigger that must be activated during the combat roll. The triggers are based on a number of 6s rolled in combat, noted thusly:

1/ = the Special Damage is dealt with each 6 rolled in combat, much like Spite Damage.

2/ = The Special Damage is activated for every pair of 6s rolled in combat.

3/ = The Special Damage is activated for every three sixes rolled in combat.

4/ = The Special Damage is activated for every four sixes rolled in combat...

... and so on.

Special Damage examples:

1/1 – Spite Damage, the default. For every 6 rolled, one point of damage is dealt.

1/2 = Severe Spite Damage. For every 6 rolled, two points of damage are dealt.

3/*Call Flame* = For every three 6s that are rolled by the monster in combat, one *Call Flame* spell is conjured forth, targeting its closest opponent.

4/*Oh Go Away* = If four 6s come up in the combat roll, an *Oh Go Away* spell is cast upon the closest opponent.

All spells are assumed cast at the lowest level, and cost the creature no *kremm* to invoke. As with Spite Damage, all Special Damage is dealt directly to the target's CON (or MR) despite armor protection.

OTHER SPECIAL ABILITIES

Other Special Abilities can be given to creatures at the GM's discretion. A tough hide or scales that absorb hits like armor can be added. A high IQ and WIZ may allow some monsters to cast spells. Some monsters may be under the influence of constant spells – like *Cateyes* or *Little Feets*. Again, these abilities are natural



and do not cost any personal *kremm* to maintain.

BALANCING ENCOUNTERS

From a game perspective, the Monster Ratings here are designed with a 4-person delving team in mind. If your players have assembled a smaller crew, you may want to adjust the MR for monsters they encounter. If you have 3 players, multiply the MR by $\frac{3}{4}$. If you have 2 players, multiply it by $\frac{1}{2}$, and for one player, multiply it by $\frac{1}{4}$.

Similarly, if you have larger groups, you can increase the MR appropriately. For 5 players, multiply by $\frac{5}{4}$. For 6 players, multiply by $\frac{3}{2}$, and so on.

MONSTERS in T&T7R

If you find yourself using the Revised T&T rules presented in this Special Anniversary Edition set, you'll see that it normally uses far fewer dice than tradi-

tional T&T. For this reason, you'll have to adjust the MRs for monsters encountered. To provide acceptable challenges for your group, the following MRs should be used for a standard 3-person party (add $\frac{1}{3}$ rd for each additional character, subtract $\frac{1}{3}$ rd for smaller groups).

Adjusting Special Damage triggers – reduce the number of sixes needed to trigger the special damage by $\frac{1}{3}$ rd.

Average Character Level	Appropriate MR(total)
1-2	20
3-5	45
6	65
7-9	75
10-14	90
15	115
16-18	120
19-20	130



Amphisbaena

Monster Rating: 98

(typically found on
dungeon level 1)

Combat Dice: 10d6 +49

Special Damage: 1/1 –

Poisonous bites that burn, but
do not linger.

This large, two-headed serpent
has eyes that glow like candles.
Poison drips from its fangs, and
both heads can strike with light-
ning-quick attacks. These
creatures normally live on the
ants and other insects found



underground, but will
happily consume a
delver, should the situ-
ation present itself. If
captured, tamed, and
subsequently worn by a
pregnant woman, a live
amphisbaena guarantees
healthy children – most likely
twins.

If the two halves of a dead
Amphisbaena are held together,
they will rejoin and the creature
will regenerate – returning to
life once more.

Barbarian

Monster Rating: 95

(typically found on
dungeon level 1)

Combat Dice: 10d6 +48

Special Damage: 2/3 –

Furious blows denting armor
and breaking bones.



tive, bestial nature.

Ferocious fighters, these
combatants will fly into
a blood-thirsty rage
when provoked,
unyielding and doing
more damage with fists than
some with steel weapons.

These wild men have left civi-
lization completely and gone to
live in the wildlands or under-
ground. Dressed in captured
skins, they generally eschew
armor and other manufactured
items, preferring a more primi-

Barghest

Monster Rating: 196

(typically found on
dungeon level 3)

Combat Dice: 20d6 +98

Special Damage: 6/*Glue*

You – the barghest’s howl chills
the heart and slows reactions.

Special Abilities: *Cateyes* – this
nocturnal predator can see in
low-light conditions.



howl can freeze the
boldest of warriors in
their tracks. During
the day, the barghest
returns to its lair and
heals its wounds, waiting
until sunset to hunt again.

A monstrous blue/black canine,
the barghest is only visible in
the dead of night or in the dark
underground. Its terrifying

Bronze Legion, typical warrior

Monster Rating: 29

Combat Dice: 3d6 +15

Special Damage: 1/1 –
normal spite damage.

Special Abilities: *Armor* –
their equipment takes 3 hits per
combat round.



enemies. While they
may aid delvers in bat-
tle, they may end up at
odds over their belief
that all treasure recov-
ered underground go
toward maintaining their
efforts underground. They
always work in pairs (“battle
duo”) and add an additional
pair per level of the dungeon or
underground complex. In addi-
tion, for every 4 warriors, add 1
commander.

The Bronze Legion is a militant
organization determined to
cleanse the underground world
of all foulness – and treasure!
Structured and disciplined, they
make for strong allies, or deadly

*Bronze Leader,
Commander*

Monster Rating: 39
(with every 4 Bronze
Legion warriors)

Combat Dice: 4d6 +20

Special Damage: 1/1 – normal
spite damage

Special Abilities: Armor – their
equipment takes 10 hits per
combat round.



natural skill. Working their way up through the ranks of the legion (read: “surviving”), they’ve honed their skills in the dark depths and are dedicated to the cause of the Legion. No monster escapes their blades, and all items recovered are brought to their leaders on the surface.

Leading between 4 and 6 warriors, the Bronze Legion commanders are hard-and-fast warriors with great training and

Cerberus

Monster Rating: 145
(typically found on
dungeon level 2)

Combat Dice: 15d6 +73

Special Damage: 7/*Vorpal*
Blade – Razor-sharp fangs, three
heads, double damage dice.

Special Abilities: *Second Sight* –
this guardian is never fooled by
illusions.

Unnatural hide – Cerberus’
tough hide takes 2 hits of dam-
age per round.



A three-headed watch-
dog, Cerberus guards
subterranean complex-
es and tunnel systems.
Often, delvers may be
headstrong and fearless,
having penetrated the first level
of a tunnel complex, but
Cerberus guards the entry-way
to the deeper depths and must
be overcome before further
exploration can occur.

Chimera

Monster Rating: 147

(typically found on
dungeon level 2)

Combat Dice: 15d6 +74

Special Damage: 3/Call

Flame – The fiery breath of the dragon sings nearby foes.

Special Abilities: Magical

Resistance – A chimera has an effective WIZ score of 25.



might and cunning, and a dragon's magical resistance and attacks, this creature is a true terror of the tunnels. A frightening predator, the chimera will use the terrain to its benefit, and will make stealthy sneak attacks to pick off weak members of a delving expedition.

A natural aberration, a chimera is a fearsome mixture of lion, goat and serpent. With a goat's voracious appetite, a lion's

Cyclops

Monster Rating: 245

(typically found on
dungeon level 4)

Combat Dice: 25d6 +123

Special Damage: 1/2 – A

barrage of rocks and boulders penetrates all defenses.

Special Abilities: *Second Sight* – the single eye sees all!



tunnel complexes, they are readily equipped with boulders and rocks used to pound opponents into submission.

Strong, stubborn, and abrupt of emotion, these giants are examples of pure violence and power. Constantly creating new

Dire Bat

Monster Rating: 95

(typically found on
dungeon level 1)

Combat Dice: 10d6 +48

Special Damage: 4/Hold

That Pose – the sonic scrambling
confuses opponents

Special Abilities: *Fly Me* – obviously,
the bat can fly!



screech (a monstrous version of a normal bat's echo-location call) can make foes even more vulnerable to attack. Due to their sheer size, they normal hunt alone, but start appearing in pairs on dungeon level 3.

Shrieking out of the darkness, these giant bats often have a wingspan of 5 feet or more. Their claws and fangs deal terrible damage, but their sonic

Dire Lion

Monster Rating: 148

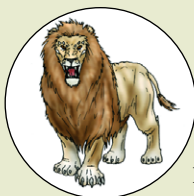
(typically found on
dungeon level 2)

Combat Dice: 15d6 +74

Special Damage: 5/Oh Go

Away – the mighty roar drives
foes to flee (use the Dire Lion's
current MR vs. the opponent's
INT+LK+CHR)

Special Abilities: Unnatural
hide – its tough hide takes 2 hits
of damage per round.



If the lion is the king of the jungle, a Dire Lion is the king of the dark underground ecosystem. Massive creatures – nearly 9 feet tall at the shoulder – they stalk dungeons and tunnels, preying on delvers and underworld animals alike. The powerful roar of a male dire lion can send the bravest warrior running. Encountered singly on dungeon level 2, but more numerous the deeper the depth (add another Dire Lion for every 3 levels of depth).

Dire Wolf

Monster Rating: 95

(typically found on
dungeon level 1)

Combat Dice: 10d6 +48

Special Damage: 1/1 –

canny combatants, they seem to
always deal some damage.

Special Abilities: *Cateyes* – this
wily predator can see in low-
light conditions



masters of surprise, easily
catching most
delvers at unawares.
They are normally
found alone on upper
dungeon levels, but Dire

Wolf packs can grow quite
large in dangerous environ-
ments (add another Dire Wolf
for each level past the 2nd)

Exploring in the darkness, this
massive wolf stalks its prey,
waiting for the perfect moment
to pounce. Dire Wolves are

Dragonling

Monster Rating: 25 (typ-
ically found on dungeon
level 1)

Combat Dice: 3d6 +13

Special Damage: 1/1 – stan-
dard spite damage.

Special Abilities: *Will-o-Wisp* –
candle-like lights circle each
dragonling's head.

Magical Resistance – A
dragonling has an effective WIZ
score of 15.



Whether the offspring of a
true dragon, or the mutant
children of the naga, drag-
onlings are small
humanoid creatures that
greatly resemble their name-
sake. Though diminutive, they make
up for perceived weakness with magi-
cal aptitude and sheer numbers. In
the uppermost level of an under-
ground complex, 4 dragonlings will
be encountered together. For deeper
levels, add 2 additional dragonlings
for each level of the dungeon pene-
trated.

Goblinkin

Monster Rating: 294

(typically found on
dungeon level 5)

Combat Dice: 30d6 +147

Special Damage: 8/*vorpals
blade* – able to focus their hate,
they can double their damage.

Special Abilities: Armor – their
subterranean equipment takes
15 hits each round.



their burning hatred and
warlike ways toward
developing a strong
militant culture.

Hardened warriors all,
goblinkin are formidable
foes in the netherdeep.

While true goblins are often
hunchbacked weaklings
(though not always!), these
evolved goblinkin have turned

Harpy

Monster Rating: 245

(typically found on
dungeon level 4)

Combat Dice: 25d6 +123

Special Damage: 6/*Befuddle*
– the hacking cry of the harpy
clouds the mind of foes!

Special Abilities: *Fly Me* –
Harpies can fly.



a predatory bird com-
bined with the head
and chest of a terrible
woman. Fierce and ill-
tempered, harpies are
found in areas of filth and
stench, a natural result of hav-
ing a harpy inhabitant. During
any encounter, a harpy continu-
ously spits vulgarities and nasty
epithets.

A travesty of nature (or dark
magic, certainly!), harpies are
loathsome creatures with the
lower body, wings and claws of

Hydra

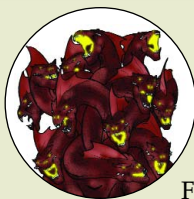
Monster Rating: 45 per head (typically 5)

Combat Dice: 5d6 +23 per head

Special Damage: 2/Call Flame (per head) – each head is capable of belching fire.

Special Abilities: Armor plating – the scales of a hydra take 5 hits (per head) each round.

These multi-headed creatures are fearsome monsters indeed. Great beasts that roam the netherdeep, dungeon complex-



es, and gladiatorial arenas, hydrae are related to dragons, but much simpler – and sometimes more dangerous.

Filled with a single brutal thought, “destroy,” a hydra is a creature of violence. A hydra may have between 3 and 12 heads, but there are rumors of a hundred-headed monster lurking in the deepest pits of the underworld.

Hyenakin

Monster Rating: 25 (typically found on dungeon level 1)

Combat Dice: 3d6 +13

Special Damage: 1/1 – normal spite damage.

Special Abilities: Leather armor – absorbs 3 hits per combat round.

Some trick of underworld evolution, hyenakin are humanoid creatures with hyena-like heads and features. Fierce warriors,



they often travel in groups of 4 or more. They hyenakin have begun encroaching on the realm of the lizardkin, and an underground war is brewing between the two species.

Lizardkin

Monster Rating: 35

(typically found on
dungeon level 1)

Combat Dice: 4d6 +18

Special Damage: 1/1 –
normal spite damage.

Special Abilities: Scaly hide –
absorbs 2 hits per combat
round.



forge their underground nation, and now find themselves threatened by encroaching hye-nakin. Lizardkin fight with crude spears with stone heads, but their speed and skill make up for any weapon weakness. They are usually encountered in trios, when away from their homes.

Lizardkin were once the servants of the powerful naga, but rebelled and eventually found their own independence. They have struggled for centuries to

Manticore

Monster Rating: 245

(typically found on
dungeon level 4)

Combat Dice: 25d6 +123

Special Damage: 1/1 – a
manticore's tailspikes usually
find their mark.

Special Abilities: *Fly Me* –
Manticores can fly, if somewhat
clumsily.



bat, and a tail covered in sharp spikes, the manticore is a predator through-and-through. Always encountered alone (manticores are not at all social), they prefer bold confrontation to subtlety and guile.

With the body of a dire lion, the head and intellect of a human (though ugly), the wings of a

Minotaur

Monster Rating: 245

(typically found on
dungeon level 4)

Combat Dice: 25d6 +123

Special Damage:

7/Befuddle – a minotaur can confuse with a look!

Special Abilities: Never lost – A perfect sense of direction and distance.



twisted caverns, using their unerring sense of location to track and confuse foes.

Furthermore, a minotaur may add to the confusion of a lost delver by using its piercing stare – which sends the very mind of it's victim into a tangled state.

A creature with the head of a bull and body of a large man – or small giant. Mighty warriors, they haunt mazes and

Medusa

Monster Rating: 392

(typically found on
dungeon level 7)

Combat Dice: 40d6 +196

Special Damage: 10/*Medusa*

– what were the chances!

Special Abilities: *Healing Feeling* (self only) – Immune to all diseases and poisons.



petrifying!) visage, covered in snakes rather than hair. The gaze of a medusa can turn unlucky delvers into stone statues.

Dreaded offspring of the naga, medusa are a perfect duality – an attractive, athletic body topped by a terrifying (indeed,

Oracle

Monster Rating: 343

(typically found on
dungeon level 6)

Combat Dice: 35d6 +172

Special Damage: 7/Dem

Bones Gonna Rise – An oracle
summons MR 70 skeletons.

Special Abilities: *ESP* – though
she has no eyes, the oracle can
still read the mind.

Shield Me – she can protect her-
self against magic with a
thought.

Poor Baby – Can heal 1 CON
point per round.



A seemingly blind woman, the oracle provides a powerful ally and contact deep in the underworld – as well as a powerful foe to those who are foolish enough to provoke her wrath.

While some may think her an easy target, they'll learn that she does indeed have martial ability – and hidden allies, as skeletal remains animate at her feet and protect her. She often provides cautious delvers with information about the obstacles ahead – and also maintains relationships with some more monstrous creatures, who respect her for her abilities and healing power.

Satyr

Monster Rating: 145

(typically found on
dungeon level 2)

Combat Dice: 15d6 +73

Special Damage: 3/Befuddle

– the pipes of the satyr lead to
distracting daydreams.

Special Abilities: *Little Feets* – a
satyr is fast and can act twice in
each combat round.



hem. While they may provide some delvers with assistance, they are often seen more as an obstacle or troublesome distraction. Satyrs may give spotty directions, false information, or “mislabeled” potions, but they are rarely malevolent in their intent – more often they're just looking for “a good laugh!”

The living incarnation of exuberance and indulgence, satyrs are creatures of mirth and may-

Trollkin

Monster Rating: 343

(typically found on
dungeon level 6)

Combat Dice: 35d6 +172

Special Damage: 1/1 –
standard spite damage

Special Abilities: Armor – their
elaborate suits take 15 hits per
combat round.

Unlike goblin, who are larger more brutish versions of their less evolved cousins, trollkin are smaller, more refined versions of the massive trolls that haunt



the lower levels of the underworld. Canny and willful, trollkin explore the subterranean world, looking to subjugate those who would serve as slaves and kill any who'd refuse. They have developed massive cities at levels far lower in the murky darkness, filled with riches and dark magic. Their weapons and armor are made of a strange, dark metal that disintegrates if exposed to natural light.

Werewolf

Monster Rating: 149

(typically found on
dungeon level 2)

Combat Dice: 15d6 +75

Special Damage: 1/1 –
claws and fangs deal spite damage.

Special Abilities: Only harmed
by silver or magical weapons;
all other weapon damage is
ignored in the combat roll total.



mal men (and other kin as well) into powerful creatures of pure rage. On the night of a full moon, or in the unlit world of the netherdeep, werewolves remain in bestial form. Only exposure to the light of the sun can transform them back into reasonable beings.

The curse of lycanthropy is a terrible one indeed; it turns nor-

GUILDS AND MAGIC ITEMS

What do old wizards do when they tire of adventuring, or get so injured or cowardly that they cannot continue? Why, they open up a shop, of course, or become teachers for young wizards. The Wizards' Guild and the other Trollworld guilds always need wizards to enchant their merchandise and sell knick-knackery to the hoi polloi.

Virtually every city and town in Trollworld has offices of the various guilds available to the public. These guild offices all have guild shops. And these shops all sell items to the public, thus earning the vast sums of money it takes to keep such organizations going. There are even some guild shops in notable dungeons and trackless wastes. (Wherever the GM would like to establish such a place of business is a good place for it.) The dwarf god Gristlegrim maintains such an establishment in the camp of

the dwarven followers that always camp out beneath his floating fortress.

WANDS AND STAVES

Wizards have many kinds of tools, usually designed to save *kremm* or to channel it more effectively. This section lists a few of those items that are commonly available from the Wizards' Guild.

Wizards may use a focusing device such as a staff, a wand, a ring, or the like to channel their thoughts and reduce the cost of a spell. A 1st-level wizard reduces the spell cost by 1 point, second level gets 2 points off, third level gets 3 points off, and so forth. Thus, you would think that a 10th level wizard could cast all first level spells for free, but there is a limiting factor. No spell will take effect unless one whole point of magical energy is poured into it. In fact, it is that minimum amount of energy needed to energize any spell that defines what a point of

kremm represents. Paragons and Specialist Mages can also use focusing devices, though Rogues cannot – they were never trained for it, and such training is one of the most difficult things that true Wizards learn. Rogues cannot cast spells at higher levels, nor do they reduce the spell-casting cost when casting at lower levels.

Staff Ordinaire

Cost: 100 GP

Description: A stout quarter-staff of oak, enchanted to reduce the cost of spell-casting in the manner described above. No sparkle, no jewels — just a stout chunk of wood suitable for leaning upon and for defending oneself. The staff ordinaire is a 2D6 weapon in combat and is the best bargain in the store for low-level Wizards.

Deluxe Staff

Cost: 50,000 GP

Description: The deluxe staff is really a demon bound into the form of a polished rod of metal and tied to a specific Wizard. It

is sentient, and it learns and remembers all spells cast through it. It is also indestructible to anything below 14th-level magic. Deluxe staves have an INT attribute 1 point lower than the INT of the Wizard to whom it is tied. As that wizard's INT increases or decreases, so does the staff's. In the event that the Wizard is slain and the staff passes into the keeping of another Wizard, the staff will retain the INT it had when its first master died. If the new master has an INT lower than that of the staff, the staff may seize control of the Wizard's mind and use him or her as a *kremm* battery, behaving in what is generally a destructive and evil manner (as played by the GM — it is a demon, after all). Because of its indestructibility and extreme hardness, a deluxe staff gets 4D6 in combat.

Jeweled Staff

Cost: 1D6 x 1000 GP (depending on the value of jewel set on the end)

Description: A stout quarter-

staff of ebony enchanted to reduce the cost of spell casting in exactly the same way as the staff ordinaire. At the end of the staff is a huge jewel (made by casting Bigger is Better on a small jewel). The staff produces a rainbow shimmer effect when magic is cast through it — very impressive.

Magic Wand

Cost: 1D6 x 1000 GP (depending on the type of jewel set into it)

Description: A slim wand of polished ash wood set with a true jewel at the casting end. These wands reduce the casting cost of a spell by 1 point, plus an additional 1 point for each level of the spell below the caster's level. For example, a 3rd-level Wizard casting a 1st-level TTYF through his wand would pay only 1 point of WIZ (the spell cost being reduced by 3 due to the wand and an additional 2 because he's 2 levels higher than the spell). These wands also sparkle in order to fool the general public and look like the fake ones; it tends to

make the Wizard user seem more impressive.

Toy Magic Wand

Cost: 1D6 x 100 GP (depending on what kind of jewel it has)

Description: A slim wand of polished oak set with a glass jewel at the casting end. The wand has been enchanted to draw 1 WIZ point of energy and to sparkle when in use. That's all it does — it doesn't reduce the cost of any spell cast with it at all. It looks magical, but is just a toy. These wands are sold in the public part of the guild, store and anyone can buy them.

POTIONS

Most spells can be infused into potions. Any liquid base may be used: water, juice, milk, liquor, or even blood. Evil types really like to use blood as the basis for the potion. More civilized types prefer brandy while specialists prefer various herbal teas. The Wizards Guild sells two versions of their potions—one in sweetened

water and one in brandy. The warriors guild uses brandy and blood for their potions. The Thieves Guild just uses blood. The Merchants Guild uses half a dozen varieties of booze. The Healers Guild uses chicken soup as a basis for everything.

The formula for determining the cost of a potion is 100 times the number of spell points put into the potion times the level of the casting. No allowance is made for higher level wizards creating lower level potions and getting the spell done at a reduced cost.

The standard potion comes with only one dose. Drink or use the whole thing to get the rated effect. If you only use part of a potion, you will not cross the threshold necessary to activate the magic, and so you wasted it. Potions may come in containers of different sizes—as small as a shot glass, or as large as a bucket. You still gotta drink it all, or splash it all on the target, to get the desired effect.

Bottle of Light (100 gp). Don't drink this. Just shake it up and it will glow for 2 min. Of course you need a transparent container, and it only works once.

Admission Fluid (200 gp). Splash it on any lock, and the lock will fail for the next 2 min.

Trust Your Feelings Tea (1,000 gp). Allows the drinker to do one free *Omnipotent Eye* spell.

Cateyes Potion (1,200 gp). Allows the drinker to see well in low-light conditions for 30 min.

Healing Potion (400 gp). One dose of the potion will heal one point of CON damage. It may be purchased in containers holding up to 10 doses at a time. Such bottles have marks on the side showing how much should be drunk to obtain the desired result.

Perfect Remedy (4,200 gp). Cures any disease including the com-

mon cold. Does not restore CON points.

Universal Antidote (2,800 gp). Stops the action of any poison. Does not restore CON points.

Booster Juice (7,200 gp). There are really 8 different flavors of this drink, one for each attribute. The drinker will double the chosen attribute for 50 min. After that he spends another 50 min. with the attribute halved.

OTHER ITEMS

For a reasonable fee, the Wizards' Guild is willing to provide virtually any kind of magic item that you may desire. The Game Master has to provide these services. How much it costs should depend on the complexity of the object and the amount of magic it would take to produce it.

The lists of wizardly tools, enchanted items, and magical potions could be very long indeed. Virtually every spell in the spellbook can be turned into

an enchanted item or magical potion of some form. Rather than fill the book with long lists, I've provided some short lists and the principles of how to make longer ones yourself.

A bespelled item is one that has one spell cast upon it one time.

The magic is not permanent, and typically is only good for one use. These are the least expensive of magical items, and are sometimes given away for free to drum up business.

These are the kind of things that Wizards and some Rogues make during adventures.

Vorpall Blade is typical of such spells — a low-level combat spell with a temporary effect. In magic shops, such spells can be cast with an activation trigger (such as going into combat) to remain on the weapon until it is needed. These are the least expensive types of magic to buy, and generally sell for about one-quarter of the cost a Wizard would pay to purchase the spell (250 gp x Spell Level).

An *enchanted* item is one that has two spells on it: One to leech *kremm* from the wearer or user, and the other to produce an effect of some kind using that *kremm*. These are the typical magic items found in dungeons and sold in shops. They are not single-use items, but can be used over and over. Buying an enchanted “vorpall” sword would mean your combat total is *always* doubled, but your WIZ attribute would always be reduced by 6 points for each use. Typical costs for such items are the base cost of the item plus half the cost of the spell (500 gp x Spell Level). In our example, 200 gp for the sword and 500 gp for the enchantment of the Vorpall Blade, for a total of 700 gp.

Note: Enchanted items temporarily lose their enchantment when the user’s *kremm* gets too low.

A second class of enchanted item has a “*kremm* battery” embedded right into it. Such items store magical energy and are good for a certain number of uses before losing their magi-

cal power. You can always tell these items because they come with a limited number of uses (or “charges”).

A truly *magical* item comes with at least two enchantments: One that produces each spell or effect for which the item is designed, and the other to absorb the necessary *kremm* from the planet itself to power its spell(s) or effect(s). Such magical artifacts never lose their power, and do not reduce the WIZ attribute of their wielder. This is the best type, and they are both rare and very expensive (at least 8,000 + 1,000 gp per Spell Level).

WEAPONS

A bespelled Vorpall weapon does double the basic dice roll in combat and costs 250 gp plus the cost of the weapon. All daggers and swords can be Vorpalled. The spell is triggered on the next use of the weapon. For an additional 100 gp, a trigger command can be added, allowing the spell to be saved until activated by the

wielder. Tridents, spears, axes, maces, bows, crossbows, polearms and hafted weapons cannot be vorpalled.

An enchanted Vorpall weapon also does double dice in combat and costs 500 gp plus the cost of the weapon. It uses the WIZ score of the wielder to activate, and drains the appropriate amount of *kremm* per use.

Magical Vorpall blades do double dice damage and cost 9,000 gp plus the cost of the weapon. These require no *kremm* from the wielder, and always remain active.

Similarly, weapons can be *Whammied* (tripling the dice in combat) for the cost of the weapon plus the cost of the magic (bespelled for 500 gp., enchanted for 1,000 gp, magical for 10,000 gp).

JEWELRY

Jewelry and other manufactured items follow the same formula as weapons: Cost of the

item plus form of magic x level of spell.

For example, a 200 gp gold ring is turned into a magical ring of invisibility:

Ring of Invisibility (10,200 gp). A gold ring set with a star-shaped diamond. Wearing it will cause the wearer to become invisible—exactly as if he were in a Hidey Hole spell.

Magic Target Shield (16,035 gp). A target shield with a Zaparmor bonus, absorbs 12 hits per combat round.

