

FANTASTIC TREASURES II

By Allen Hammack

**Hundreds of enchanted
weapons and items
from myth and folklore.**

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FANTASTIC TREASURES II



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DEDICATION

To Jean Lyons, Joey Lyons, Julie Lyons, Beth Randall,
and Dave Randall—with love.
And most of all, to Susan Hammack.

INTRODUCTION

With any luck, the reader will have read Volume I of *Fantastic Treasures* by this time. I hope you have found it entertaining and useful—especially the cross-index.

I apologize for any misunderstandings about Volume I; the reason that it was not titled thus, "A-L", or something like that was that, quite simply, neither I nor the editors knew it was going to be two volumes when the time came to make final decisions on printing the cover. I hope that the benefits of getting much more information on many more fantastic items will soothe any momentary irritations the reader may have had.

These two volumes comprise the first work of this magnitude that I know of which takes items and treasures from

mythologies and folklore the world over and translates them into terms suitable for use in playing fantasy role-playing games. From this rich source of tales which have entertained for thousands of years comes hundreds of magical treasures with which to expand your campaign beyond the items which every player has memorized backwards and forwards.

I urge GMs to look to the myths and to literature for ideas and plots which can enliven their campaigns; for every story I was able to tell here, there were a hundred which I did not have room for.

Enjoy yourself, and may you find the treasures for which you seek!

A SELECT BIBLIOGRAPHY

Note: Few original source works exist that are written in English. The majority of important sources are translations of other secondary or tertiary works.

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HOW TO USE THIS BOOK

Fantastic Treasures and *Fantastic Treasures II* are both organized alphabetically, like an encyclopedia. They deal 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 listed under the name of the item itself if it is well-known. Use the Cross-Index at the end of the book whenever in doubt.

CONVENTIONS include the 'D' abbreviations for 'die' and '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 current 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, subtract the Armor Class of the target from it 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% (9x5%=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 maximum).

RANDOM DETERMINATION OF TREASURE can be done by using the tables in the rear of this book. A 1D1000 result must be obtained, which is done by rolling 3 10-sided dice of different colors (or by rolling 1D10 three times in a row); the

first die result is read as the Hundreds digit, the second result is the Tens digit, and the third result is the Ones digit. A roll of 042 equals 42, for example.

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>

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Magic Comb
Magic Ship
Magsawi
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Magic Items

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Cloak
Chariot
Helm
Mantle of Shapeshifting
Pouch
Mandrake
Mani
Maui's Fishing Line
Marsk Stig's Sword
Marsyas' Cursed Aulos

Maruts' Items

+3 *Spear*
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Moly

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Mordred's Pendant of Persuasiveness

Morgan le Fay's Items

Ring
Crystal Orb

Mringanka

Mustard Seeds



Medyr's Gloves



Sgilti Lightfoot's Boots

Mabinogion Magic Items

Medyr's Gloves

Give +2 to accuracy of missile weapon attacks of wearer.

Drem's Lenses

Triple the range of missile weapons and of wearer's vision.

Sgilti Lightfoot's Boots

Allow quiet, trackless movement.

Mabinogion, which loosely translates to "Tale of Heroes", is the title of a collection of Welsh stories. King Arthur's unlikely court in the stories includes: Taliesin the bard, heroes of Irish sagas, Gildas the historian, and four companions with fantastic abilities and treasures—Medyr, Sgilti Lightfoot, and Drem.

Medyr's Gloves add +2 (+10%) to the wearer's chance to hit with a missile weapon. Although Medyr was naturally endowed with amazing sight, strength, and accuracy, it was said that when he wore his gloves, he could fire an arrow or sling a stone from Cornwall and hit a wren in Ireland.

Sgilti Lightfoot's Boots enable the wearer to move across any surface without making

tracks. Grass will not bend or break, leaves will not part, footprints will not appear in dust or mud, and so on.

It is important to note that the boots will not empower the wearer to move any more freely than before. Someone wearing the boots could not, for example, walk over quicksand or on top of water. The wearer could, however, wade through a stream without creating so much as a ripple.

The boots also enable the wearer to walk quietly; this is not the same as silently. No one can hear the footfalls of the boots' wearer, so a character could walk through leaves without rustling them or step on a twig without breaking it. If he is wearing heavy armor, though, the armor's clanking will be heard.

Drem's Lenses allow the wearer to see perfectly for three times the usual distance, under conditions of adequate light. The lenses will not, however, enable the wearer to see in the dark, but they will extend the range of sight for a character who already has infravision or ultravision. With the lenses, the entire field of a character's vision is in focus; "zooming" and focusing are not necessary.

Appearance: The thin leather gloves are remarkably supple and do not hinder dexterity in any way. A person wearing them can pick up a thin coin from the floor.

The sturdy leather boots are nearly knee-high on the average human and have a weathered appearance. They will magically adjust to fit the feet of any wearer.

The lenses are set in a peculiar contraption; a frame of metal wire holds the lenses the proper distance apart; other pieces of bent wire curve around the wearer's ears and prevent the whole curious device from slipping down the nose. The device is quite fragile and should be stored in a special case.

Value: Gloves.....10,000 gp.
Boots.....5,000 gp.
Lenses.....3,000 gp.

Macha's Talisman of Speed

- Enables its wearer to run at a speed of 24".
- Talisman vanishes if its wearer ever speaks of his swiftness or its source.

Macha's Talisman of Speed was a small pendant that allowed her to run faster than the swiftest horses.

Macha was the wife of an Ulster chieftain in Old Irish legend. When the chieftain bragged about his wife's speed, a race with Macha against the king's horses was arranged. Although Macha won the race, the talisman vanished immediately afterward, never to be seen again.

The talisman allows the wearer to run at a speed of 24", with fatigue and endurance factors figured as if the character were running at his normal maximum speed.

If the talisman's wearer makes any boast or comment about his speed or about the supernatural properties of the talisman, it will disappear in 1D100 minutes, teleporting 1D1000 miles in a random direction.

Appearance: The talisman looks like a small pearl pendant set in gold alloy with an apparent worth of about 20 gold pieces.
Value: 10,500 gold pieces.

Magic Canoe

A command word propels the canoe up to the particular maximum possible speed for that canoe.

Magic Canoe is an item found in the mythology of many American Indian tribes of the Great Lakes area. It can be found in small or large sizes and carries 2 or 3 passengers.

When this wondrous canoe is given the proper command word or when the bottom of the canoe is rapped three times with a paddle, the canoe will move by itself, either forward or in reverse, at any speed including the maximum for the canoe. A three-person canoe travels faster than a two-person canoe.

The canoe can also be commanded to hold its position against the current, as long as the speed of the current does not exceed the maximum possible speed of the canoe.

Braking can be achieved by applying various amounts of reverse, but it takes practice to do this smoothly. Passengers use their paddles as rudders to change direction.

Appearance: A sturdy but light canoe, it is most frequently constructed of birch bark. This type of material is rather conspicuous except in northern regions, where it is commonly used for other items as well.
Value: 3,000 gold pieces.

Magic Cauldron

Allows two-way teleportation to any body of water.

Magic Cauldron appears in many mythological stories, but this work will only deal with the cauldron from Arabian stories that belonged to the wizard of a caliph (successor of Mohammed).

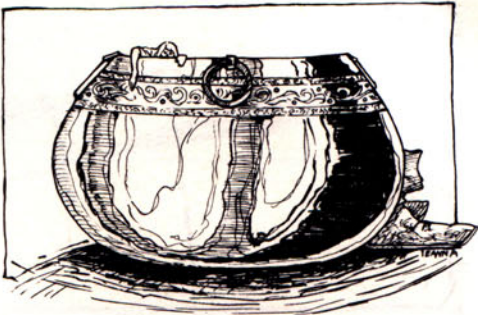
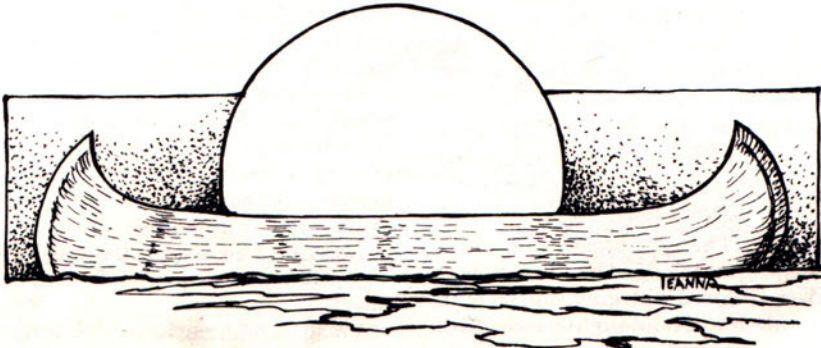
By concentrating hard, any character with an IT of 13 or higher who is within 5 feet of this small cauldron can will himself into the cauldron (he will shrink in the process).

Once the character is in the cauldron, he must tread water (or whatever liquid is in the cauldron) and concentrate for 5 seconds, after which he resumes his normal size and teleports to a body of water of his choosing anywhere in the world.

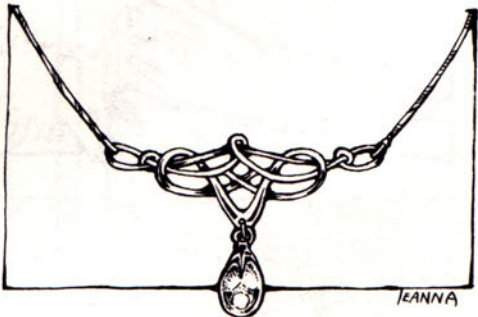
If the character is not familiar with the target location but had it described to him, a teleportation error of 1D100 feet will occur in the following direction:

1D10 ROLL	RESULT
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9	Down
0	Up

Teleporting to an unfamiliar target (for example, picking a spot on a map) increases the distance of error roll by 10'.

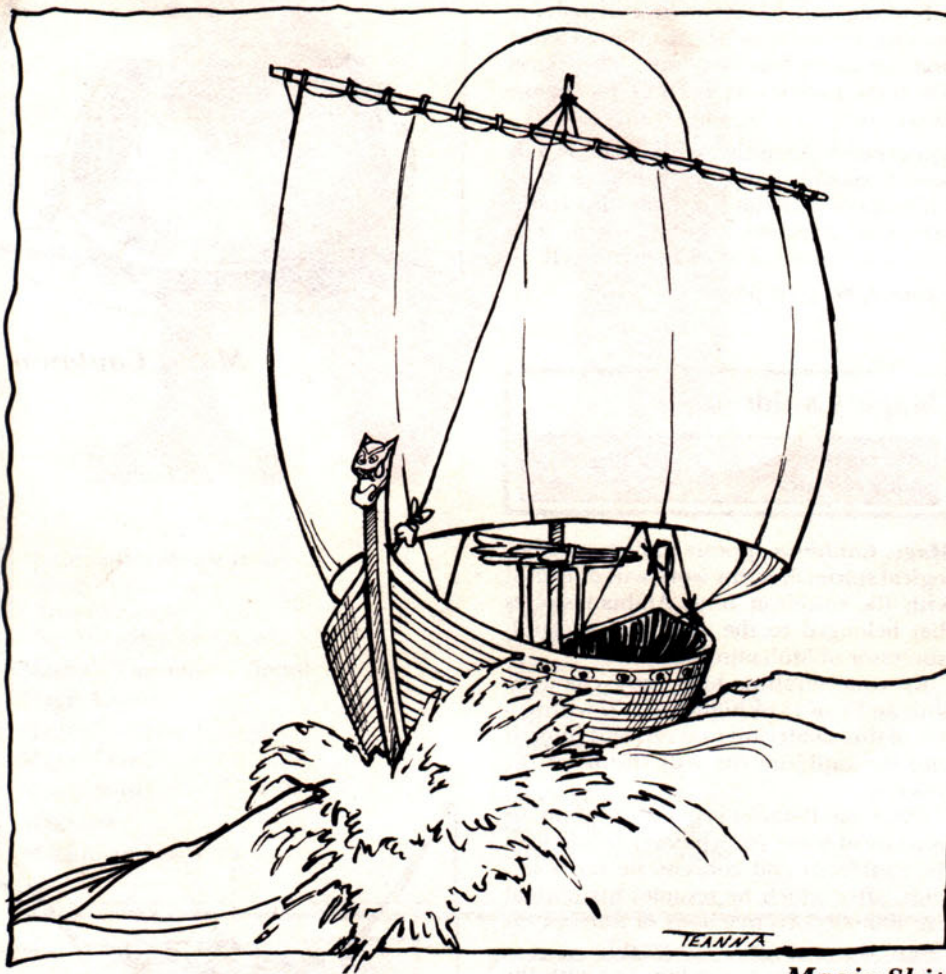


Magic Cauldron

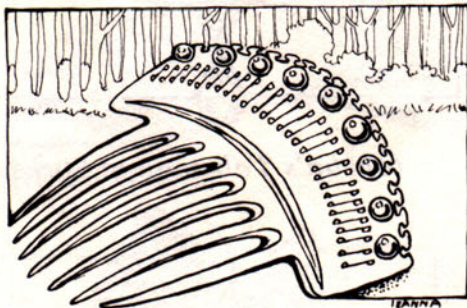


Macha's Talisman of Speed

Magic Canoe



Magic Ship



Magic Comb

Returning home, the character must find a body of liquid large enough to swim in; a large bath, pool, or river will do. Once he is in a body of water, he must concentrate on a mental picture of the cauldron. Then the character will appear in diminished form swimming in the cauldron. There is no chance of an error on the return trip. After five more seconds of concentration, the character will appear standing outside the cauldron, increased to his normal size.

GM NOTE: If the cauldron has been spilled or emptied during the journey and has not been refilled, the return teleportation cannot occur.

Appearance: The 12" high cauldron is bowl-shaped, with looped handles made of fine silver, filigreed with gold, and set with lapis lazuli. It will hold slightly more than one gallon of liquid.

Value: 25,000 gold pieces.

Magic Comb

When thrown down, the Comb makes a forest magically appear; dimensions are 10,000 square yards by 100 feet high.

Magic Comb appears in folktale motifs around the world. When this object is thrown down behind the character, a forest springs up. The trees grow to their maximum height of 100 feet within ten seconds, and are a random mix of pine, oak, redwood, etc.

The forest covers 10,000 square yards, and may be created in any shape by calling out the shape before the comb hits the ground. Therefore, the forest can be commanded to grow 1 yard deep and 10,000 yards long, or any other contiguous configuration. The default pattern, if one is not specified, is a square 100 yards on each side.

A magic comb can be used only once; the forest will remain until it is removed by natural or other processes.

The forest slows movement to 1/10 normal, except for druids with the proper "pass" spells.

Appearance: Magic combs are usually made of mother-of-pearl, although other precious materials are sometimes used. The combs are lightweight, one-piece, flat, and four to six inches long.

Value: 900 gold pieces.

Magic Ship

- Accepts telepathic steering commands; can be summoned.
- Propels itself at 6 miles per hour.
- Holds crew of 20, cargo up to 10,000 cubic feet.
- +1 saving throw vs. fire attacks.

Magic Ship appears in the mythologies of all seafaring races. Several mythologies' elements are all merged into this wonderful vessel: the Phoenician ship of Homeric Greek myth, the vessel of Ilmarinen in Finnish stories, and the Arthurian ship from Avalon.

This magic ship is intelligent and will communicate telepathically with the first person that touches it. It will tell that person about itself and will offer itself to that person in return for proper upkeep. The ship is extremely loyal to the person who accepts it. It telepathically reads the wishes of its captain, propelling and steering itself.

The ship cannot navigate to avoid dangers, although it can warn the captain of any dangers it can sense, like an impending collision or very shallow water.

The ship has no rudder, it cannot be controlled by any means except the captain's mental commands. The captain can ask the ship to accept commands from a designated subordinate if the captain is sleeping, injured, killed, or absent. There is no range limit to the ship-captain telepathy; the ship can be called by the captain even if it is half a world away. The ship can pass to a new captain only if the new captain is acceptable to the ship; this prevents captains from "voluntarily bequeathing" the ship to someone at the point of a sword.

The magic ship is equivalent in size to a small merchant ship, and can move at 6 miles per hour. It has a mast with a sail, which has no practical use except to preclude attracting undue attention. The ship can carry a maximum crew of 20, but it has a reasonable amount of hold space (10,000 cubic feet maximum). It is unarmored, but receives a +1 saving throw versus fire attacks.

Appearance: A rudderless small merchant ship, with one mast and a square-rigged sail; the mast can be unstepped.

Value: 25,000 gold pieces.

Magsawi

Will answer 1 question per 6 hours with 75% accuracy.

Magsawi is the name of a type of magical jar which, according to jungle beliefs, can speak in a low voice, jump, run, and disappear. It resents being picked up and held captive, but if it is treated well and fed three platinum pieces or a gem per day, it will tag along behind its feeder and will answer one question every 6 hours with a 75% chance of being correct (or of giving information which is 75% accurate, at the GM's discretion). The question must concern something within 100 yards of the magsawi at the time the question is asked. The jar will answer in a low voice which can be heard only by the average listener within 2 feet of the jar.

The jar will mutter more loudly at other times, particularly when it is hungry or displeased; it tends toward mischief at these times. It will aimlessly follow its feeder, now ahead, now behind, and can thus be troublesome. When it runs, it sprouts tiny birdlike legs, which can propel it at surprising speeds (12"); it can imitate a normal jar or turn invisible when it is stationary.

Appearance: At rest, the jar resembles a normal jar of terra cotta earthenware, about one-quart capacity. Its voice is echo-like, therefore it is often difficult to pinpoint the jar's location; it may sound like conversation in a distant corridor.

Value: 7,000 gold pieces.

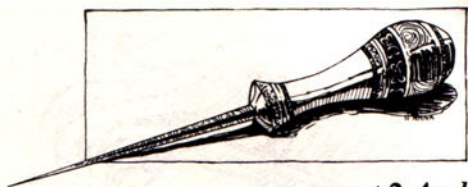
Manannan Mac Lir is the Old Irish god of the sea. The Isle of Man was named after him, and he was the finest sailor in Europe. Known as a son of the Sea, Manannan was also synonymous with prosperous agriculture. It was he who gave Cormac Mac Airt the Cup of truth-telling (q.v.).

Renowned also as a cobbler, his magic **awl** will penetrate any leather (including leather armor and any animal hide) effortlessly. The armor class of those wearing leather armor, even magical leather armor, is increased to 9 when defending against the awl.

The **cloak** is very useful for journeys. When it is hung on a twig, the cloak and the twig will miraculously enlarge to form a weathertight tent that is capable of sleeping five people (or holding ten people standing or sitting).

The **chariot** has the ability to travel over water as easily as it would over land. Its magic affects the horse or team that draws it and allows them to travel over the water as well. Waves can be ignored as if they were gusts of wind; this chariot will ride smoothly over the stormiest sea.

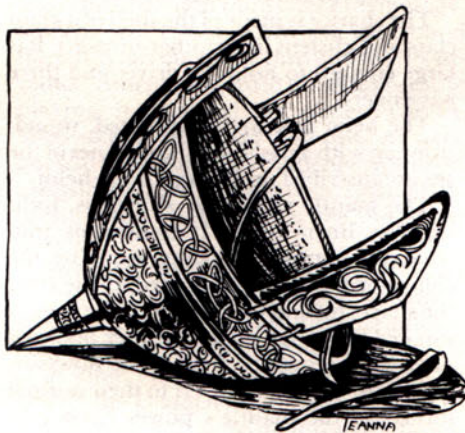
Manannan's **helm of invisibility** allows its wearer to take any action while invisible except an attack. If the wearer attacks while he is wearing the helm, it immediately loses its power of invisibility for 24 hours.



+2 Awl



Cloak



Helm



Chariot

Manannan Mac Lir's Magic Items

+2 Awl

Inflicts 1D4 damage and easily penetrates any leather.

Cloak

Becomes a tent when hung on a twig.

Chariot

Can travel over seas and oceans.

Helm

Enables its user to become invisible.

Mantle of Shapeshifting

Allows perfect impersonation once per week for up to 8 hours.

Pouch

Is always full of flour or wheat upon request.



Mantle of Shapeshifting

The *mantle of shapeshifting* was deviously employed by Manannan; he delighted in impersonation.

The mantle can be used once per week, and then for a period of only 8 hours. The appearance and voice of the duplicated person are replicated perfectly, but there is a 20% chance per hour of contact with close friends or relatives that the deception will be noticed (the chance is reduced to 5% for assassins because of their natural skill with disguises). There is no chance of detection by casual acquaintances or anyone who is only vaguely familiar with the appearance or voice of the duplicated person.

Manannan's *pouch* is always full of either flour or wheat, since he is associated with bountiful grain harvests. With this magical pouch, Manannan never had to worry about bread for the lavish feasts that he liked to give.

At its wearer's command, the pouch will fill with either flour or wheat, although a few handfuls must be removed before a pouch that contained wheat can become full of flour or vice-versa.

Appearance: The awl is larger than usual, nearly the size of a dagger. It is of an unfamiliar, bright, silvery metal that is incredibly hard.

The cloak is described as a shoulder-coif, of forest-green wool. It has been enchanted to be waterproof and well-insulated.

The chariot is made of the shell of a giant clam and glistens like mother-of-pearl. It is large enough to hold the driver and three passengers.

The helm is a slightly pointed, round, iron cap with a nasal strip; god-runes of the sea are inscribed on the top of the helm.

The mantle is a loose, sleeveless, light sea-blue linen cloak. It transforms into whatever garment is being worn by the character being impersonated at the time the shapeshifting takes effect. If the impersonated character's garment ever becomes physically separated from him, however, then both characters revert to their normal form and the mantle's power cannot be employed for another week.

The pouch is made of leather, with a drawstring to close it tightly. It can hold about 5 cups of flour or wheat.

Value:	Awl	2,000 gp.
	Cloak	4,000 gp.
	Chariot	50,000 gp.
	Helm	7,000 gp.
	Mantle	400,000 gp.
	Pouch	75,000 gp.



Mandrake

Mandrake

- In potion form, it bestows invulnerability to physical attacks for 10 minutes.
- Eaten whole, it will give its consumer the ability to detect nearest treasure (within 100 yards) for 1 hour.

Mandrake is a toxic plant (genus *Mandragora*) found in the Mediterranean area. This plant's root closely resembles the human body. For this reason magical powers have been attributed to the root since Biblical times. The resemblance of the root to the human body is so lifelike that the plants were sometimes called "mandrakes" and "womandrakes".

If it is properly distilled with vinegar or wine, one mandrake root will make one dose of potion. Quaffing this draught will make the character invulnerable to any type of physical attack, including magical attacks with physical effects (such as magic missiles, fireballs, and lightning bolts). However, the character is not protected against mental or will force attacks like charm or hypnotism. The period of invulnerability is 10 minutes; the entire dose must be swallowed in order for the character to gain any effect.

In addition, if the potion is not mixed by an herbalist or apothecary (or a mage who has studied the correct technique with them), there is a 70% chance that the toxic ingredients have not been filtered properly and the character must save vs. poison. It costs 6,000 gold pieces to have the potion mixed by a specialist.

GM NOTE: The potion tastes wretched.

If the entire root is eaten (again, after careful detoxification by a specialist), the character gains the ability to sense the direction and general distance to the most valuable treasure within 100 yards. This power lasts for 1 hour.

If two or more treasures within 100 yards are approximately equal in value, the character will sense the closest one. Note that this means that the character will not sense any treasure less than or equal to that which his party carries, unless he removes all of his treasure and magic items and has the party keep 100 yards away from him. This situation is often an interesting test of courage—or greed.

Appearance: The upper part of the plant is a leafy rosette that is sometimes a home for glowworms. A nature-oriented character may be able to identify the living plant, but only a few mandrakes are suitable for magical purposes.

Note that the extreme value of the mandrake creates a burgeoning market for counterfeit roots, often made of carved bryony. Only an herbalist will be able to identify genuine roots with certainty.

Value: 3,000 gold pieces per root.

Mani

- +1 (+5%) protection vs. evil in any form or attack.
- Illuminates 200 yard radius with daylight brightness.

Mani is the magic jewel that was obtained by the gods at the Churning of the Ocean, which is told of in several Hindu epics.

When the mani is worn as an amulet, it confers a +1 (+5%) bonus to any defense against evil action (including saving throws), or to any attack on an evil being. When it is uncovered, the facets of the gem gleam with a light that turns night into day within a 200-yard sphere (treat as a Continual Light spell).

There is one catch: the mani can only be hidden if it is completely covered with cow dung, and it cannot be carried in a leather pouch. The mani will inflict physical damage to any being of evil alignment that touches it (1D4 points per segment of contact).

Appearance: The mani is a fist-sized, transparent beryl with 8 facets. Unless it is covered in the manner described above, it will radiate light.

Value: 150,000 gold pieces.

Maui's Fishing Line

- Very strong and unbreakable.
- Nearly invisible.
- Requires die roll of 19 or 20 with a +3 or better weapon to cut.

Maui's Fishing Line is from Polynesian myths. The sea god Maui, thinking that he had caught a huge fish, pulled on his line with all of his strength. However, his hook was caught in the ocean floor, and he pulled up the islands of New Zealand.

Spun of water and air, the line is invisible when it is in the water; out of water, the base chance of seeing it is only 10%. It is the ideal trip-string for a trap, and is also highly sought after for use in construction. It requires an adjusted 19 or 20 (i.e., base 10% chance) using a +3 or better magical edged weapon to cut this astounding line.

Appearance: The line is about the thickness of heavy thread, and (when it can be seen) is a translucent light blue.

Value: 500 gold pieces per foot.

Marsk Stig's Sword

- +3 vs. Evil opponents; +1 vs. Neutral opponents.
- Detects Evil within a 100-yard radius.
- This weapon is not usable by Evil characters.

Marsk Stig is a Danish folk hero who robbed wealthy oppressors and shared his plunder with the poor of the countryside. His favorite target was the villainous king; several ballads tell of his exploits.

The sword is +3 (+15%) for both chance to hit and damage when it is used against

evil opponents. Stig's sword is only +1 (+5%) to hit and to damage when used against neutral opponents (i.e., beings whose tendency is towards neutrality rather than towards goodness).

The sword also has the ability to detect evil within a 100-yard radius. This detection cannot be blocked by any natural material, such as stone, wood, or metal.

The sword will indicate to its wielder the direction of the greatest concentration of evil within 100 yards, but it will not show the distance. This power can be used only while the sword is being held unsheathed.

None of the sword's powers or bonuses is usable if the wielder is of evil alignment.

Appearance: The weapon looks like a plain longsword, except that its blade and hilt seem to be made of a strange white metal.

Value: 4,000 gold pieces.

Marsyas' Cursed Aulos

- The aulos' owner is gifted with great musical ability.
- The owner is cursed to show it off in unsuitable circumstances.

Marsyas' Cursed Aulos is a reed musical instrument derived from Greek mythology. Marsyas was a satyr in Phrygia who found the aulos (an oboe-like instrument). Its inventor, Athena, discarded the aulos because playing it distorted her perfect cheeks. Marsyas learned to play the aulos very well, but had the audacity to challenge Apollo to a musical contest. Apollo won, and had the presumptive satyr tied to a tree and flayed alive.

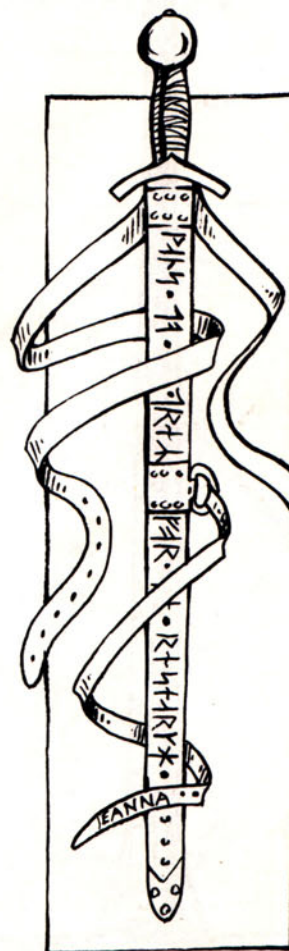
Any character that comes into possession of this instrument will find that playing it seems to come naturally to him (the aulos is magically helping him learn, but the player shouldn't know this). Within two game weeks, the character will learn to play so well that he will actually influence listeners, adding a 10% bonus to these rolls; 20% for bards (the player *should* be made aware of this increase in influence).

The period that the character is able to influence people will last for four weeks. If the character wishes to sell, give away, or discard the instrument during or before the second week of this period there is no difficulty. Should he keep the instrument past the two week point, however, he will find himself unable to part with the instrument, and he will even fight other party members to keep the aulos for himself. The GM must not let the player with the aulos give the instrument away too easily.

After the four weeks of influential ability are over, the character will become so enamored of his musical talent that his haughty bragging negates any previous benefit, actually resulting in a negative modifier (-10%, except for bards, who receive -20%)! What's more, the character begins to play the aulos at inconvenient



Maui's Fishing Line



Marsk Stig's Sword



Maruts' +3 Spear



Helmet



Marsyas' Cursed Aulos

times, like during an audience with the king, or while the party is attempting to sneak up on a monster.

Only a Remove Curse spell cast by a cleric of good alignment will destroy the aulos' hold over the character, at which time it will destroy all of the magic in the instrument. The beneficial period of the cycle cannot be repeated with other characters.

Appearance: The aulos is a woodwind reed instrument, much like an oboe. It has openings in the body rather than valves or stops, and is made of wood.

Value: 100 gold pieces.

cannot control horizontal movement, so gusts and wind shears might land him far afield of his target location. Landings from any height cannot harm him while the power is in effect because his weight is so slight that the momentum of a fall would be virtually nil.

A Marut's *spear* gives a +3 (+15%) bonus to both the chance to hit and to damage when it is hand held. If the spear is cast (not dropped), it will turn into a lightning bolt 5 feet wide that extends 250 feet from the caster in a straight line. Anything within that range suffers 10D6 HTKs of damage, or half the indicated amount if a successful saving throw is made.

If the length of the spear's bolt is blocked by a solid surface, it will rebound as would a light beam on a mirror.

In addition, whenever this type of spear contacts a wooden object (including trees), the object will be rent into splinters unless a saving throw vs. lightning is successfully made. Contact with a wooden shield increases the armor class of the opponent by one (since the shield is destroyed).

The Maruts were also associated with certain healing balms. The *poultices* made from these come in small jars, each of which contains one dose which heals 1D6 times 1D10 points of damage.

The poultice can be divided into sixths, so that each player rolls 1D10 points of healing for his character. However, once the jar's seal is broken, all of the poultice must be used within five minutes or the magical healing effects of the poultice disappear.

Appearance: The jars containing the poultice are easily recognizable because they are made of dark volcanic glass. Each jar contains about ¼ liter of the paste, which must be rubbed onto the wounded area.

The helmets are extremely ornate and are closer in appearance to crowns than helmets. They are roughly bell-shaped or conical, with an additional minaret-like ornamentation at the apex. They are made of gold and are encrusted with precious gems.

The spears are actually trident-type weapons similar to the Tibetan khatramkha, but unremarkable in any other way.

Value: Spear 18,000 gp.
Helmet 7,000 gp.
Poultice 12,000 gp.

Maruts' Items

+3 spear

- Will shatter wooden objects upon contact; saving throw applicable.
- If cast, spear turns into a lightning bolt 250 feet in length and 5 feet wide that does 10D6 damage (save for ½ damage).

Helmet

- Allows wind-riding by reducing character's weight to that of a feather.
- Wearer can control vertical movement while wind-travelling at 5 feet per 10 segments.

Poultice

- Heals 1D6 times 1D10 HTKs of damage.

Maruts are the storm gods of Vedic mythology and are the allies of Indra, the god of the atmosphere. Reports of their numbers vary from 21 to 180 Maruts.

The Maruts' *helmets* allow them to ride the wind, for each helmet reduces the wearer's weight upon command to a feather's weight. The helmet's wearer can control movement up or down, but only at the rate of 5 feet per 10 segments. The wearer

Medea's Items

Potion

Makes character invulnerable to fire and/or iron for 24 hours.

Robe

Poisons its wearer (saving throw at -2 (-10%), then sets everything on fire within a circle, which expands to a 500-yard radius. Ring of fire expands outward at 15 feet per segment; everything it touches must save vs. magical fire or ignite.

Medea was a witch of Greek mythology and a priestess of Hecate. She was a complex personality, sometimes tragic, sometimes evil, sometimes helpful. Consort of Jason, she was loyal and resourceful, but also vengeful and unpredictable.

The *potion* that Medea concocted was made from the yellow flowers that sprung from Prometheus' blood, and it makes the imbiber invulnerable to harm from fire and iron, or any attacks containing either of these for a period of 24 hours. Ineffective attack forms include steel weapons (which contain iron) and a dragon's fire breath.

Medea created the *robe* when she discovered that Jason wanted to marry the princess Glauce in Corinth. Medea had spent years with Jason and bore two children by him (which she killed for revenge). The robe looked like a beautiful magical gown, but when Glauce put it on, she was poisoned and set ablaze. The resulting fire burned down the entire palace.

When the robe is donned, the wearer will not be able to remove it by any means; another character using a Dispel Magic spell of at least skill 12 will be able to stop the effect of the robe, although this will not prevent the poisoning nor extinguish any fires already burning.

The character wearing the robe will think he is wearing a beneficial magical robe, until he feels the poison taking effect (about 10 seconds after he puts it on). He must then make a save throw at -2 (10%). Then the robe (and character) ignite, causing 3D8 HTK of damage to the character that round. The fire expands in a ring at a rate of 5 feet per second, and everything the fire touches must make a saving throw vs. magical fire or be ignited.

The robe's true nature cannot be discovered by normal or magical means, except for spells of divination or communing with deity. Normal identification procedures will indicate that the robe is one of the beneficial magical types. If correct identification is made (and believed by the buyer), the value will go up to 80,000 gold pieces as a highly sought item to send to an enemy king or the commander of a crucial fortress.

Appearance: The potion is yellowish in hue; the flowers that constitute its active ingredient are found only in the Caucasus region.

The robe appears identical to other magical robes—gray and nondescript.

Value: Potion 1,000 gold pieces.
Robe 15,000 gold pieces.

Melampus' Necklace of Animal Communication

Allows wearer to speak with and understand any form of animal life.

Melampus was the first mortal doctor, according to Greek mythology. A compassionate man, Melampus raised some baby snakes as pets when their parents were killed by his servants. One day while Melampus slept beneath a tree, the snakes licked his ears and Melampus found he could speak with any living creature. Actually, the amazing communication ability was transferred to his necklace so that he could pass it along to his heirs.

An animal must be within human earshot for communication to take place. Even species thought of as non-intelligent can pass along general or group knowledge; worms in the wood of a prison once warned Melampus that the structure was about to collapse.

Note that the ability to communicate does not guarantee an animal will be willing to do so; characters who are nature-oriented and/or of good alignment will find better cooperation from all species of animals.

Appearance: The necklace is a lanyard made of intertwined very fine chains of gold and silver. The natural snakelike weave is allowed to increase at the juncture, forming a large helix at the place where a medallion would normally be.

Value: 30,000 gold pieces.



Potion



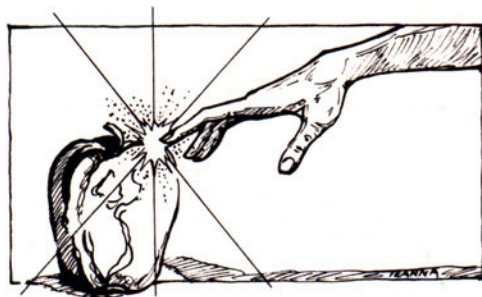
Medea's Robe



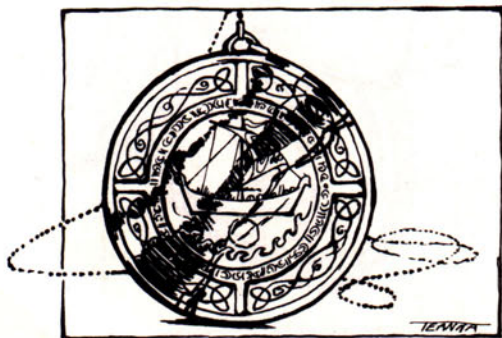
Melampus' Necklace of Animal Communication



Mermaid's Cap



Midas Magic



Milesian Amulet of Sea Safety

Merlin's Spells

Shapeshift

- Transforms oneself or other willing being into another form, complete with all physical attributes, for up to 12 hours.
- This skill 5 spell is usable by either magic-users or druids.

Lighten Stone

- Transforms 1 ton of stone or earth per skill level of the caster into a material as lightweight and buoyant as styrofoam, yet retaining its original strength and hardness.
- This skill 6 spell is usable by either magic-users or druids.

Merlin is the legendary wizard, counselor and mentor to the Pendragon kings, Arthur and Uther. The GM may wish to allow the player characters to find Merlin's journals, which will include all of his spells, or merely to allow one of the spells to be found on a scroll. Note that in either case the spells are usable by either magic-users or druids.

Shapeshift allows the subject to become another person or an animal in every physical aspect. For example, a person shapeshifted into a falcon would have the eyesight of a falcon as well as the ability to fly.

In using this spell, there is no danger of assuming the personality of the new form. The spell lasts a maximum of 12 hours. The size restrictions are that the largest dimension of the new form cannot exceed twice the height nor be smaller than 1/10 the size of the shapeshifted creature. This is a skill 5 spell, and it can only be used upon willing subjects.

Lighten Stone was the unique spell that Merlin used to assure his fame as a wizard. He used his spell to float huge monolithic stones from Ireland to Britain, where he took part in (and some say supervised) the construction of the Giants' Dance, known as Stonehenge.

This spell eliminates almost all of the weight from stone or earth. The strength remains and the material is transformed into a light, buoyant material with similar characteristics to styrofoam—but stronger.

The caster can cancel the spell's effect at any time, like after the stone has been transported and a building has been erected; if the caster does not cancel the effect, it can be removed with a Dispel Magic spell by another caster of the appropriate skill level, or it will vanish on its own after 2 days per skill level of the caster. This is a skill 6 spell.

Appearance: Whether in book or scroll form, the language will be a strange combination of Welsh, Druidic, and the usual

magical symbols. The chance for the character to be able to interpret this is 6% times the character's INT.

Value: Book of Merlin with all 3 spells—50,000 gold pieces.

Mermaid's Cap

- Allows its wearer to breathe underwater.
- Capture of the cap prevents mermaid from escaping.

Mermaid's Cap, called cohuleen driuth in Irish Gaelic, is the key to keeping a mermaid from evading capture. Wearing the cap allows a character to breathe water as if it were air, without physical manifestations such as gills. Since mer-folk relentlessly track down any stolen items and assume human form on land, the few caps that have come into the possession of humans are quickly recovered.

In Slavic areas, the mer-folk are called Vodyanoi, and along with the usual form they can also have horns, paws, and tails, can be covered with grass or moss, and have red eyes. They can be old men with green hair and green beards.

Mer-folk grow older and younger with the phases of the moon and live in beautiful underwater crystal palaces ornamented with gold and silver from sunken ships. An adventure in their realm has the potential for both great profit and disaster.

Appearance: Shaped like a bathing caps or skullcap, and is made of hundreds of tiny pearls strung together.

Value: 25,000 gold pieces.

Midas Magic

- Power to transmute solids to gold upon touch (no saving throw).
- Removed or cured with water from particular source.

Midas Magic is a gift (or a curse) that can be granted by a major deity or by a Wish spell. In the Greek legend of King Midas, Dionysus offered King Midas of Phrygia anything he might wish as a reward for a service; Midas foolishly asked that anything he touched be turned to gold. He found that even his food turned to gold between his teeth. He nearly starved to death until he was able to remove the power by bathing in the spring at the source of the Pactolus River.

When this power is granted by a deity, the trouble that it causes should be directly proportionate to the the character's greed. If the character is reasonable and only

wants a comfortable living, an intermittent transmutation of solids to gold command may be granted. If the character is greedy or goes beyond a predetermined amount set by the GM, the power could become permanent and troublesome, turning food and clothing into gold, even turning gems or living beings into gold.

Treat characters turned to gold as petrified with no saving throw; a stone to flesh spell will reverse the effect, as will a remove curse. Other gods and demi-gods are not affected by this power.

This power will be removed, voluntarily or involuntarily, if the character is doused with at least one cup of water from the spring at the headwaters of the river Pactolus.

Milesian Amulet of Sea Safety

Any vessel bearing a passenger who has this amulet cannot sink.

Milesian Amulet of Sea Safety comes from the Old Irish myth that tells of the invasion and conquest of Ireland by the sons of Mil. When the Milesian fleet was nine miles offshore, the Tuatha De Danann raised a powerful druidic storm that sank most of the fleet. However, three of the sons of Mil (Eber, Eremon, and Amergin) had magical amulets which saved their ships and some adjacent ships as well.

These amulets prevent vessels from sinking, regardless of the ferocity of the storm or the amount of damage the ship has taken. The Milesians won, routed the Tuatha De Danann, and divided Ireland.

Appearance: The amulets are made of true silver, and they glow with radiance as the moon approaches its full phase. The main design of a ship cutting through a calm sea is delicately wrought in the center. Carved on the rim is the name of one of the three sons of Mil and other words in Old Irish language.

Value: 25,000 gold pieces.

Mimir's Items

Mimir's Well

water from the well gives the imbiber the power to know one event or occurrence in detail per dose; the event can be past or future.

Mimir's Forest

Wood from the forest cannot be damaged at all by normal or magical fire; gains +2 (+10T) bonus vs. any other form of attack.

Mimir was the Norse god of the open sea. He was one of the Aesir that was sent to Vanaheim in the leader exchange. The Vanir (a class of early Teutonic deities) became angered and beheaded Mimir. They then sent the head of the wise Mimir back to Asgard, where Odin preserved and sustained it, using the head as an oracle.

Mimir's Well is a pool at one of the roots of Yggdrasill, the World-Tree. Drinking this water imparts knowledge of things past and present. Odin traded one of his eyes for this knowledge. Mortals cannot comprehend all the truths of the universe as deities who drink this water would, but they can learn the exact details of one event or episode in the not-too-distant future or any time in the past.

Interpretation of future events is left to the GM, but the water reveals the most likely course of events if nothing is changed by the characters. A character drinking the water must state exactly what he wishes to have revealed at the time that he drinks it; the power wears off in 60 seconds, or at the conclusion of the answer, whichever is sooner.

Mimir's Forest, Hodmimir, is destined to be the haven for humans and gods. Anything made from wood from this forest cannot be harmed by fire, either magical or normal; the articles also receive a bonus of +2 (+10%) to saving throws vs. any other form of attack.

A shield made of a Hodmimir tree, for example, would be completely resistant to a red dragon's fire breath, and would also give a -2 bonus to the user's Armor Class, due to the wood's resistance to normal attack. A spear haft made of wood from Mimir's forest would have no offensive bonuses, but it would have a +2 (+10%) bonus against breaking or being cut. It would also be invulnerable to normal or magical fire.

Appearance: Water from Mimir's Pool is absolutely pure and clear. It is usually found on the Material Plane in heavy white crystal vials that gleam with light reflecting from their many facets.

Wood from Hodmimir has the color of mahogany and is noted for its very uniform grain and extreme hardness. It requires a skilled woodworker to shape this wood successfully.

Value: Water from Mimir's Well; 5,000 gp per dose.

Wood from Mimir's Forest; Variable.

Note: Add at least 4,000 gold pieces to the cost of any weapon or shield made with this wood.

Mirror of al-Asnam

When the image of an untruthful person is reflected in the mirror, the glass turns dark and cloudy.

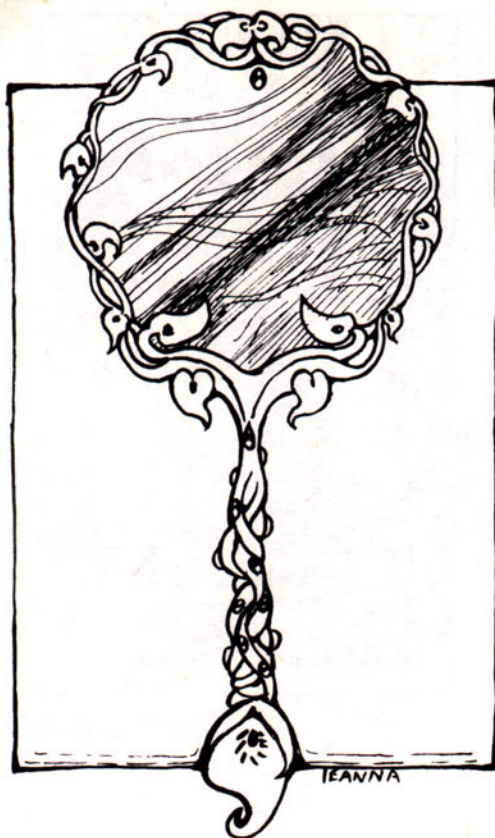
Mirror of al-Asnam is referred to in The Thousand Nights and a Night. It was a gift



Mimir's Well

Mimir's Wood





Mirror of al-Asnam



Mirrors of Body Trapping

from the king of the Djinn to Prince Zayn al-Asnam. Its original purpose was to determine if a bride was chaste, but al-Asnam discovered that it could be used as a lie detector for any untruth and, with its help, he became renowned as a wise judge.

The image of the subject must be caught and reflected in the mirror as he/she answers a question. If the subject is not being truthful, the glass will grow cloudy and dark; the greater the extent of the untruth, the darker the glass will become. This cloudiness will remain for about 10 seconds, after which the mirror clears and is able to respond again. Note that if the subject gives an answer which he believes to be the truth, the mirror remains clear and show no change, even though the statement may be wrong.

Appearance: Al-Asnam's mirror is a circular hand mirror, about 8 inches in diameter, with a tapering handle about 10 inches long. The ivory frame and handle are encrusted with fiery opals.

Value: 17,000 gold pieces.

Mirrors of Body Trapping

- Any being that sees itself in one of these mirrors must save vs. Petrification or be trapped inside the mirror.
- Captured beings are released only by breaking the mirror from the outside with a glass mallet.

Mirrors of Body Trapping, according to Chinese mythology, belonged to the Yellow Emperor, who used the magical mirrors against his enemies. Any living being that sees itself in one of these mirrors must make a saving throw as if against petrification. If the saving throw fails, the being will suddenly find itself inside the mirror looking out, trapped in a timeless limbo where no action except thought is possible.

Nothing that a captured mortal can do will have any effect on the mirror, and any

character so captured is considered incommunicado. A successful saving throw will only protect a character for one round, and means the character's eyes were averted in time to avoid imprisonment. If the character looks at or makes any attack on the mirror, he must save again for each such attempt.

The mirrors are totally impervious to any kind of physical or magical attack except one: a mirror may be shattered by a mallet made of solid glass. When a mirror is shattered, all beings held within it are released; dice must be rolled to see how many beings are released and their probable reaction and attitude. Roll 1D10 for number and type of beings, then roll 1D100 for each being to determine mental state and reaction (except for any player characters trapped in the mirror).

STATE OF RELEASED BEINGS

1D10

Roll	Result
01-10	Favorable: grateful for release.
11-25	Neutral: will not make unprovoked attack.
26-75	Usual Reaction: this will depend upon alignment, attitude, etc. The usual reaction of a monster is to attack, for example, unless it is outnumbered and is intelligent enough to realize this.
76-90	Hostile: Will attack anyone present, believing them to be involved in its imprisonment.
91-00	Insane: The imprisonment in limbo has dangerously disordered its mind. This will result in a 50% chance of a neutral reaction and a 50% chance of a violent reaction. The reaction can shift every round. Violent response will even include attacking characters/creatures of like alignment.

Appearance: These mirrors (at least 12 are reported to exist) are rectangular and full length, about 18 inches wide and 5 feet high. They are framed with gilded wood, encrusted with pearls and white jade.

Value: 60,000 gold pieces each.

NUMBER & TYPE OF BEINGS RELEASED

1D10 Roll	Result
1	2 Fighters, 2 Government Officials
2	2 Fighters, 2 Magic-Users, 1 Skill 1 Monster
3	2 Rangers, 1 Magic-User, 1 Cleric, 1 Skill 2 Monster
4	4 Fighters, 2 Clerics, 1 Skill 3 Monster
5	3 Fighters, 1 Illusionist, 1 Druid, 2 Skill 2 Monsters
6	3 Rangers, 1 Monk, 1 Bard, 2 Skill 3 Monsters
7	2 Fighters, 2 Thieves, 1 Assassin, 3 Skill 2 Monsters
8	2 Assassins, 2 Monks, 1 Cleric, 1 Skill 4 Monster
9	2 Thieves, 2 Magic-Users, 1 Skill 4 Monster, 3 Skill 2 Monsters
0	1 Thief, 2 Assassins, 2 Skill 4 Monsters, 2 Skill 2 Monsters

Mistletoe

- Dart hits deities as AC10 for 1-2 HTK plus save vs. poison at +4.
- Bough of golden mistletoe provides protection from undead.

Mistletoe is considered one of the most magical of plants. Sacred to the druids, mistletoe was thought to appear whenever lightning hit a tree. In Norse mythology, Loki fashioned a dart from mistletoe and guided blind Hod's arm in the throw that slew Balder.

In Roman mythology, mistletoe was the "Golden Bough" that Aeneas used as his talisman of safe conduct in the underworld.

When it is fashioned into a dart, mistletoe can be used to attack a deity, whose Armor Class is then assumed to be 10 (unarmored), regardless of the deity's actual armor class and bonuses. If it hits, the dart will inflict 1-2 HTK of damage and necessitate a saving throw vs. poison, albeit at a +4 (+20%) bonus for the deity. A "poisoned" deity may simply return to his home plane or refuge, where he will heal.

Only the strength of another deity enabled the strike on Balder to be fatal in the Norse myth. In addition, note that while such an attack will not seriously injure a deity, it will attract his attention.

Mistletoe that is gathered when the plant is withering and the berries are gold-tinged can be used as a protection against undead. Traditionally it is gathered on Midsummer's Eve. One large branch is required for each character who wishes to be so protected.

While a character is carrying the mistletoe, no attacks or influences of the undead will have any effect, including willpower attack (charming, hypnosis, etc.), diseases, curses, etc. Only mistletoe in the golden stage is effective, and each branch lasts a maximum of two weeks before it passes into a non-useful state. Druids and clerics using accelerated Growth spells and hot-houses can make golden mistletoe available even out of season, but the cost is much higher.

Appearance: It is an evergreen shrub bearing white glutinous berries. These berries become hued with gold as the plant withers. Mistletoe can be found growing on certain deciduous trees, including the oak. Mistletoe with the proper growth, texture, and other desirable properties can be recognized by druids, rangers, and nature-oriented characters.

Value: (In Season); 50 gold pieces per branch.

(Out of Season); 400 gold pieces per branch.

Moly

- Provides bonus of +5 (+25%) vs. any magical or clerical spell or other spell-like effects.

Moly is a mysterious legendary herb which has no counterpart in any plant actually known. Possible botanical sources for moly include mandrake, rue, and wild garlic; at present these are merely hypotheses, however. Homer stated that moly was the plant Hermes gave to Odysseus that enabled him to resist Circe's sorcerous charms when Odysseus returned to rescue his crew when they were polymorphed into swine.

When the root and flower (but not the stalk) of the plant have been ground up and steeped, an aromatic tea or broth is derived. If this is consumed, the drinker will enjoy the magical benefits of moly for 24 hours. The effects include a +5 (+25%) bonus against all spells and spell-like effects, regardless of origin (Magical, clerical, druidical, etc.). This bonus applies to only the consumer, not to any associates.

One moly plant makes enough potion for one dose, which cannot be split or divided without losing all of its efficacy.

Appearance: The flower is identified as being either white or yellow, and its fleshy root can be either black or white. Only an herbalist will be able to identify moly correctly.

Value: 1,000 gold pieces per plant/dose.

Moonstone

- Cooling effect reduces damage from heat/flame by 50%.

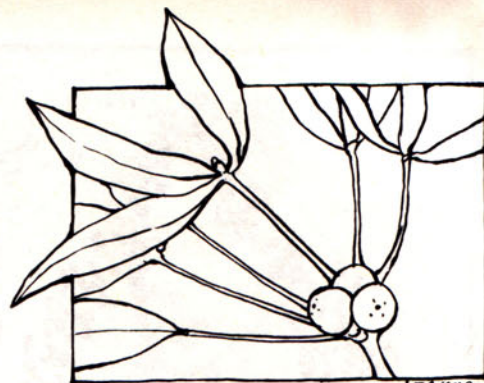
Moonstone is a type of gemstone—a variety of feldspar—which is supposedly made of coalesced moonbeams. A few of these stones (about 1 in 100) actually exhibit magical powers. A being wearing one of these moonstones of power will have any harmful effects of heat or flame reduced 50% by the cooling moon-radiance the gem exhibits. This can range from the fairly mundane to the severe.

For example, a character who feels that 72 degrees is the ideal temperature could find himself in weather of 100 degrees and he would feel as if it were 86 degrees (28 degree increase, reduced by 50% because of the moonstone).

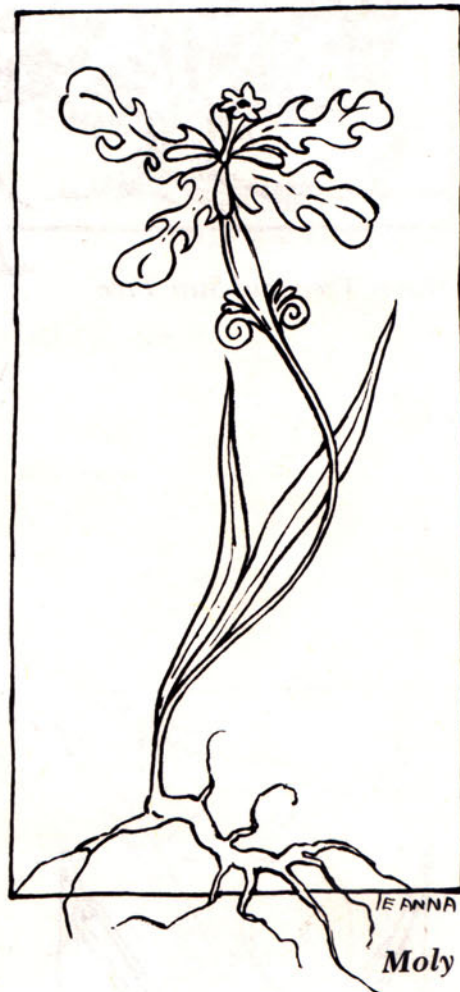
A character with such a moonstone would also be able to reduce damage from a dragon's fire breath by 50%, over and above the reduction (if any) for a successful saving throw. These beneficial powers extend only to the wearer of the stone, not to any other nearby characters; also, the stone must be worn openly and not hidden.

Appearance: Moonstones are translucent and either cloudy white or opaline. Sometimes a light blue radiance is seen within the gem.

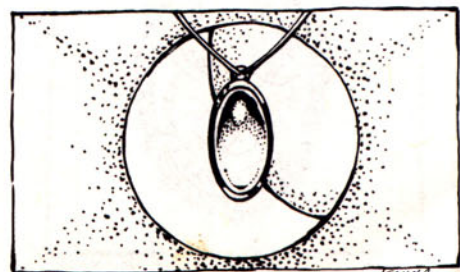
Value: Base value as gem times 30 (minimum 1500 gold pieces).



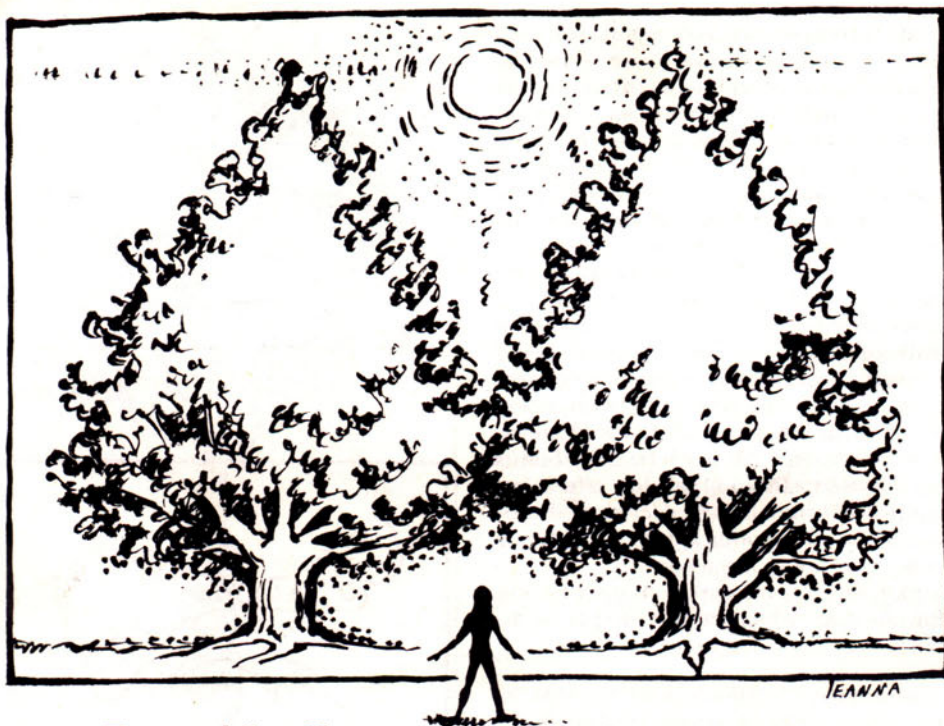
Mistletoe



Moly



Moonstone



Moon Tree and Sun Tree

Moon Tree and Sun Tree

- Will accurately answer (100%) one question each; moon tree answers at moonrise, sun tree answers at sunrise.
- Each tree will answer only one question per day.
- Each tree will answer only one question per character ever.

Moon Tree and Sun Tree are reported in legends and by famous historical personages. Alexander the Great told Aristotle of the Moon Tree and the Sun Tree that grew near each other on a cleared hill in India. The trees spoke in both Indian and Greek and they would answer one question each from supplicants.

GM NOTE: If the question can be answered factually, do so; the answer is public to anyone within 50 feet who understands the language. If the answer is unclear or pertains to the far future, simply take a guess—let the questioner beware.

To prepare for asking a question, the supplicant must be chaste for the preceding week, and he/she must approach the tree naked, without any garments (including shoes), rings, jewelry, or weapons. The Sun Tree answers at sunrise, and the Moon Tree answers at moonrise.

Appearance: The trees are a type of laurel; the Moon Tree has white bark and silver leaves, while the Sun Tree has tan bark and yellow-gold leaves.

Value: Donations of 100 gold pieces or more to the poor native village nearby are said to propitiate the trees; for additional sums, translators of Indian into the Common language can be found.



Mordred's Pendant of Persuasiveness

Mordred's Pendant of Persuasiveness

Gives wearer +4 (+ 20%) bonus to chance of favorable reaction in argument, oratory, or other forms of verbal persuasion.

Mordred is known in Arthurian legend as the nephew or bastard son of King Arthur, possibly by Morgan le Fay. His arrival caused discord among the court, and when Arthur was away from Britain, Mordred seized the throne and took Queen Guinevere as his wife. When Arthur returned, he defeated Mordred's army, but each mortally wounded the other in the battle of Camlann, in the year 537. Some say Mordred's silver tongue and ability to create discord were aided by a pendant he always wore.

A character wearing Mordred's "pendant of persuasiveness" receives a bonus of +4 (+ 20%) to any verbal discussion or argument in which he might engage. This is meant to be a one-time roll per subject discussed per day; if an unfavorable result occurs while the wearer of the pendant is arguing in a trial, for instance, he should not be able to roll again on that subject.

It is also quite possible for the pendant's wearer to be caught red-handed in a situation where no amount of persuasiveness will have any impact, and this should be borne in mind by both the GM and the player.

Appearance: A filigreed gold oval encircles a dragon of carnelian, with two tiny rubies set in the dragon's eyes. The amulet hangs on a chain made of inch-long gold links.

Value: 30,000 gold pieces.

Morgan le Fay's Items

Ring

- Allows its wearer to become invisible and to return to visibility at will.
- Allows the wearer to shapechange into any other human or human-like form with a 95% chance of undetectability.

Crystal Orb

Allows an entire vehicle or structure (up to the size of a palace) to become invisible to all except the orb's user until otherwise commanded.

Morgan le Fay is a character from the Arthurian legends, whose identity and personality altered with later retellings of the

story. In the earliest versions, she is a beneficent healing enchantress of the Isle of Avalon, who ministers to the wounded Arthur. In later stories, she has become a malevolent sorceress, constantly plotting embarrassments and temptations for King Arthur and his knights.

Morgan was said to live in an invisible castle somewhere in an enchanted forest. A powerful **crystal orb** had the energy to make her entire palace and everything in it invisible until commanded otherwise.

Anyone within a structure that is made invisible by the orb's power can see that structure and all of its contents, although those already inside the structure will be invisible to anyone entering from the outside. The operator of the orb is immune to its powers; that character can leave the structure and still see it from the outside, even if the structure is invisible to the rest of the world.

Morgan's **ring** allowed her to pursue her favorite activities: becoming invisible and assuming someone else's form. The ring allows the wearer to switch from invisibility to visibility or vice-versa almost instantly, and is activated with just a thought.

Any attack made while the character is invisible will negate any invisibility for the next 4 minutes, even if a spell thrown after the ring's power is negated. Morgan herself never attacked while invisible, preferring simply to spy while using the ring.

The ring also enabled her to shape-change at will into any human or near-human form (including elf, dwarf, fairy, etc.). This impersonation has a 95% chance of being perfect and undetectable, assuming no other magical countermeasures or modifiers.

Appearance: The ring is a thin, delicate band of gold. The crystal orb is the size of a small bowling ball or cannonball. Though the orb is transparent, reflections and refractions from within make it impossible to actually see through the ball.

Value: Ring 30,000 gp.
Orb 50,000 gp.

Mriganka

- +3 (+ 15%) bonus to chance to hit and to damage.
- The sword's opponents must make a magic resistance roll or be demoralized. The chance to resist is 8% times the skill level of the character who has to check.
- Friendly forces within 100 yards of the sword must make magic resistance roll as above or they will follow the orders of the sword's wielder, regardless of their original inclinations.

Mriganka is the name of a very powerful magical sword of Indian mythology. The

name Mriganka means "moon", and was given to the sword because it as is bright and shining as its namesake. The original owner of Mriganka was said to be able to conquer and control the entire world with the sword.

The sword, a scimitar, adds a +3 (+ 15%) bonus to the chance to hit as well as to damage. When Mriganka is brandished, it seems to influence the power and leadership of its wielder; all who are within 100 yards and can see the sword must make a magic resistance roll.

The chance to successfully resist the sword's magic is equal to the character's skill level multiplied by .08 (8% of the character's skill level). Those who successfully resist the sword's influence need not check again for 24 hours.

Friendly forces who fail their resistance rolls will follow the orders of Mriganka's wielder unswervingly, even if those orders run contrary to their own wishes. Enemies who fail their resistance check will be demoralized.

Discretion is called for in using this sword: a demoralized enemy will not necessarily surrender at once, and a friendly player character may not automatically follow orders which seem to lead to certain death.

A new check must be made for resistance with each new order the sword-wielder gives or every 3 hours, whichever comes first. Resistance rolls can be by the unit for mass engagements.

Appearance: The scimitar, which is made of truesilver, glows with a moonlike radiance. Hindustani symbols are etched into the grip of the sword, and a moonstone is set into the pommel.

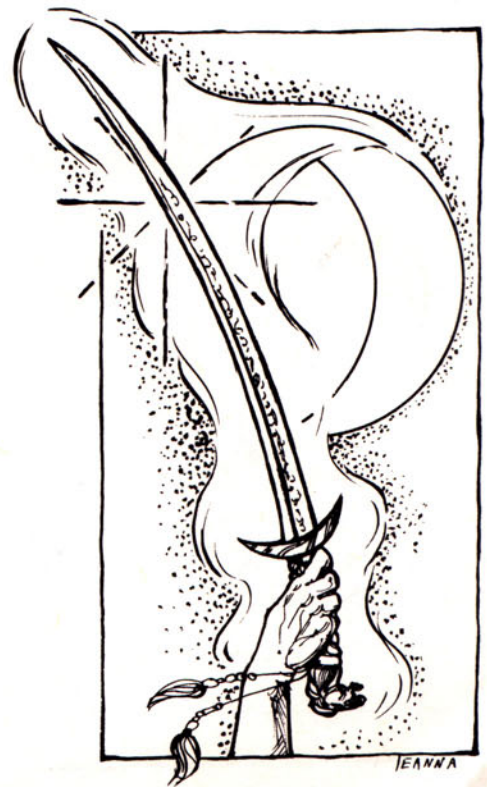
Value: 250,000 gold pieces.



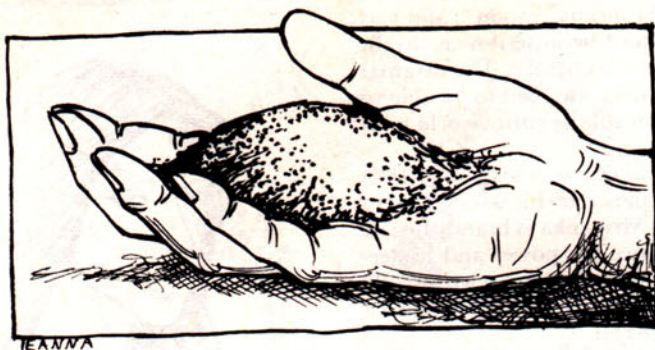
Morgan le Fay's Ring



Crystal Orb



Mriganka



Mustard Seeds

Mustard Seeds

Potion allows +2 (+10%) bonus to saving throw vs. poisons for a period of one hour.

Mustard and mustard seeds have been regarded as a substance that increases one's

resistance to poisons since the Hellenistic era. Mustard seeds were highly prized during this time because Aesculapius (also known as Asklepios), who is known as the Greek "father of medicine", was said to have discovered them.

When mustard seeds are correctly mixed with wine, the resulting potion increases the character's resistance to poisons of all types for a period of one hour, and confers complete immunity from scorpion poison. An alchemist or herbalist of at least skill 5 must prepare the potion in order for it to be effective. The resistance is a +2 (+10%) bonus to any saving throw vs. poison during the period of effect.

One pound of mustard seeds will yield one dose (about one cup) of the magical potion. Only one dose of the potion may be made per week.

Appearance: Mustard seeds are quite small and are recognizable to most characters.

Value: 50 gold pieces per pound of seed. 1,000 gold pieces per dose of potion.

N

Naga's Items

Elixir
Naga Image
Nag-pa's Hat and Breastplate
of Demon Resistance
Naglfar
Nakali Charm
Nala's Chariot
Narmada River Water
Nettle
Ngon Horn

Nguneme

Nibelungen Treasure
Nightingale Poison
Nimrod's Robe
Niord's Glove
No-Cha's Items
Trousers
Bracelet
Bow of Demon Slaying
Nuts of Knowledge

Naga Items

Elixir

Elixir bestows disease-free life on imbiber; body will not degenerate past current or prime age. Consumer cannot die of old age.

Naga Image

Worship of Naga Image drawn in naga's own blood will bring helpful rain.

Nagas were semi-divine beings in Hindu mythology; their name is probably derived from a group of Scythians who worshipped snakes.

The naga of Hindu legend had a serpent's body and a human head which had a fabulous jewel embedded in it. Nagas only harm humans when the nagas are mistreated or attacked, and they have a deadly venom.

The nagas are known to reside in beautiful jewel-filled palaces in the underwater city of Bhagavati, amid singing and dancing. Female nagas, called nagins, are renowned for their beauty, intelligence, and charm. Nagins occasionally marry mortal men; even today some royal families in India claim to have nagins in their family history.

The naga's elixir of life is found only in a naga's principal residence. Anyone who drinks it is assured of not dying of old age; the character might live forever, if he is not killed by warfare or accident. The elixir

prevents any disease or disease-like problem from affecting the character. In addition, the character will not age past his current age if he is past his prime, or beyond his prime age if he is younger. This prime age may be determined by the affected characters but, once chosen, the age may never be altered.

According to Nepalese legend, when Jing Gunkamdev conquered the nagas, each of them gave the king a drawing of himself that was rendered in the naga's own blood, along with a promise that worship of the likenesses would end drought.

If a clerical character meditates upon one of these drawings uninterrupted for five hours, plentiful but non-damaging rain will immediately fall and continue to fall intermittently for the next four days.

The drawings must be one of the rare originals for this process to work; any sort of copy or duplicate will not function. The rain affects an area with a radius of 1D100 miles.

Appearance: The elixir is usually contained in vials of thin, white crystal. Each vial contains one dose (approximately 1 fluid ounce). The liquid itself is clear and as viscous as honey, with a faint pale blue radiance.

The naga drawings are executed on fine vellum scrolls; all of them are obviously aged now. The blood has dried to a very deep reddish-brown color.

Value: Elixir 100,000 gp/dose.
Drawing . . . 200,000 gp apiece.



Naga Image



Nag-pa's Hat and Breastplate of Demon Resistance

Nag-pa's Hat and Breastplate of Demon Resistance

+5 (+25%) bonus cumulative per item, increasing to possible +10 (+50%) bonus to chance to hit, saving throw, and -5 to Armor Class when encountering any type of demon.

Nag-pa is a type of Tibetan magic-user who does not belong to any of the reformed or semi-reformed sects. The nag-pa is called upon to do battle with demons; his weapons include a sword, bow and arrows, sling, and the phurbu (q.v.). He is protected by two items of power: the first is a tall, colorful **hat**; the second is a **breastplate** of magical mirrored metal.

The breastplate does not count against the armor prohibition for magic-users, and it has no effect against any attack, except a demon's. Any attack that is not demon-made will pass through the breastplate, leaving it unscathed, as if it wasn't there.

Both items are treated as +1 magical items for their own saving throws in case of attack from a non-demon assailant. Each of these items gives the wearer a +5 (+25%) bonus to his chance to hit and -5 to his Armor Class against any attack to his saving throw or demon-caused effect. The items can work separately or together to double the protection to +10 (+50%).

Appearance: The hat is tall and conical, with a broad yak-hair brim, and it is crested with a skull, peacock feathers, and multi-colored silk streamers.

The breastplate is made of a magical type of steel and is brightly silvered on the outside.

Value: Hat..... 10,000 gp.
Breastplate..... 10,000 gp.



Nakali Charm

Naglfar

- Forms ship from sack of corpse's fingernails.
- Ship magically moves at 10 knots per hour, holds up to 20 people.
- Upon command, ship reverts to nail clippings.

Naglfar, according to Norse and Teutonic legends, is the ship which is made from nail clippings of the dead. The size of the ship depends on the available parings, which accounts for the Teutonic custom of clipping relatives' nails very close when they die.

A mortal character who finds the 8-gallon sack of nail clippings will be able to transform them into a ship that is capable of carrying 20 man-sized characters.

The ship will magically travel at a speed of up to 10 knots (11.5 MPH) in whatever direction the owner of the nails or finder of the sack desires. Rigging the ship with normal sails will allow for an additional 3 knots of speed. Upon the command of the

owner, the ship will lose cohesion and reform instantly into the sack of nail clippings.

The ship is treated as a normal ship for damage, allowing a +1 (+5%) saving throw bonus due to its magical properties. If it is sunk or destroyed, the ship will resume the form of the sack of nail clippings and will teleport 1D10 times 1000 miles in a random direction.

Appearance: The sack of nail clippings is medium size, about an 8 gallon capacity and although it is nearly full, the sack is light. The sack is made of a thin tanned leather, and it has a thong at the top which serves as a drawstring.

The ship will appear normal unless it is moving without its sails up. Upon close examination, the "wood" is found to be grainless, and no seams can be seen in the ship's construction.

Value: 40,000 gp.

Nakali Charm

Allows perfect balance when walking on a narrow bridge.

Nakali is a mythological hero of the Miskito Indians of Central America.

After making a perilous journey to the afterworld to seek his wife, Nakali returned and told the people that when they died they would face a long journey. At one point in this journey, each person comes to a high bridge that is the width of a human hair. The person must cross this bridge.

Below the bridge is a boiling pot which will torment him for eternity if he falls. Nakali said that if the person had been generous in life, especially with food, the person could cross the narrow bridge easily. If the person was stingy in life, he would surely fall into the pot.

Because of this proviso, Nakali's charm works only on characters who are of Good alignment. Neutral characters who wear it will find that it chafes and irritates them, causing them to be distracted in critical situations (-1 to hit and damage). Evil characters will actually feel pain if they touch it, taking 1D4 HTKs of damage per time touched. Good characters who wear it will be able to cross any narrow bridge, path, or ledge without danger of falling. If external forces are at work (such as an attack while the character is crossing the bridge) and a fall is indicated, the character will have a 90% chance of keeping his footing.

Note: Nakali's charm will not help if a trap door simply opens up underneath a character, but if the door is already open and there is even a minute ledge the character can safely negotiate the pit.

Appearance: A small leather pouch which is worn on a thong as a necklace. Inside it are a single hair of Nakali and a feather from the sikla bird, which keeps the pot boiling under the bridge in the afterworld.

Value: 3,000 gold pieces.

Nala's Chariot

Travels at up to 100 MPH along roads passable by normal chariots.

Nala's Chariot is told of in the mythology of India; the story is from the Mahabharata, an epic poem of India. Nala is a brave young king who wins an immortal bride, and in so doing angers four gods who were among her suitors.

The gods plotted Nala's downfall by causing him to want everything that he saw, eventually leading Nala to gamble his kingdom away. After a period of trials, however, the couple's true love for one another reunites them. One way in which the disguised Nala is recognized is by his skillful charioteering, which was a divine gift, as was the magic with which the vehicle was imbued.

The chariot must be drawn by two horses. They will feel only a very light load while this magical chariot is being drawn. Setting the horses at a run will produce a maximum velocity of 100 MPH; in order to attain this speed, the road or terrain being travelled must be passable to a normal chariot at its full speed.

If a normal chariot can only travel an uneven road at $\frac{1}{4}$ maximum speed safely, Nala's chariot could achieve a safe maximum speed of 75 MPH. Exceeding this velocity requires a safety check to be made for every minute of travel: there is a 1% chance, cumulative per MPH over the safe maximum, that the chariot will overturn.

If the chariot is overturned, the damage incurred is 1D10 HTK per 10 MPH of speed. A wreck at 9 MPH causes no damage, then; at 10-19 MPH, 1D10 HTK of damage per occupant are received; at 20-29 MPH, 2D10 HTK are received, etc.. Note that Nala's chariot takes the same amount of damage as the occupants. If 50 or more points are sustained within any single 24-hour period, the chariot disintegrates, never to be found again.

Appearance: Nala's chariot is designed to accommodate two passengers with reasonable comfort, although three characters could crowd in. The chariot is horseshoe-shaped, with two spoked wheels, the ornamentation of which is rich, Vedic gold filigree upon ivory.

Value: 90,000 gold pieces.

Narmada River Water

Will neutralize the poison of snakes and other serpentine creatures.

Narmada River, also called the Nerbudda, is a holy personified river in Hindu mythology. The water of this river was used by nagas in their battles against the Gandharvas, a race of hill dwellers mentioned in the Mahabharata.

The mere sight of this river cleanses a good or neutral character of his sins. Drinking one cup of water from this river will neutralize the venom of snakes or serpent-like creatures.

Appearance: The water is murky because the river drains a large area. It is frequently found in earthenware containers.

Value: 100 gold pieces per dose.

Nettle

- Allows +6 (+30%) bonus to saving throws to avoid fear.
- Allows +4 (+20%) bonus to saving throws to avoid lightning or electrical-type attacks.
- Effects last for 24 hours after consumption.

Nettle is the general name for a number of herbs. The nettle plant has very small hairs and, when the stalk is broken, it releases an irritating, stinging fluid. Sacred to Thor, the nettle was said to keep away lightning and prevent fear.

Consuming one dose of nettle that is boiled in a broth and baked with sugar will add a bonus of +6 (+30%) to saving throws vs. fear of any sort, and will add a bonus of +4 (+20%) to saving throws vs. lightning or other electrically-based attacks. One dose of nettle will increase protection for 24 hours.

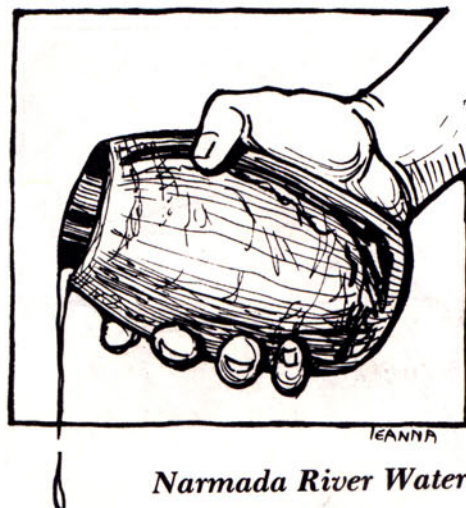
Only an alchemist or herbalist will be able to prepare the nettle properly. Eight cups of raw nettle is required to produce one dose of the finished product.

Appearance: Nettle usually has small, imperfect, green flowers; the stinging hairs are minute. The finished "potion" is actually solid, since it is baked until crunchy. When cooked, it tastes extremely sweet.

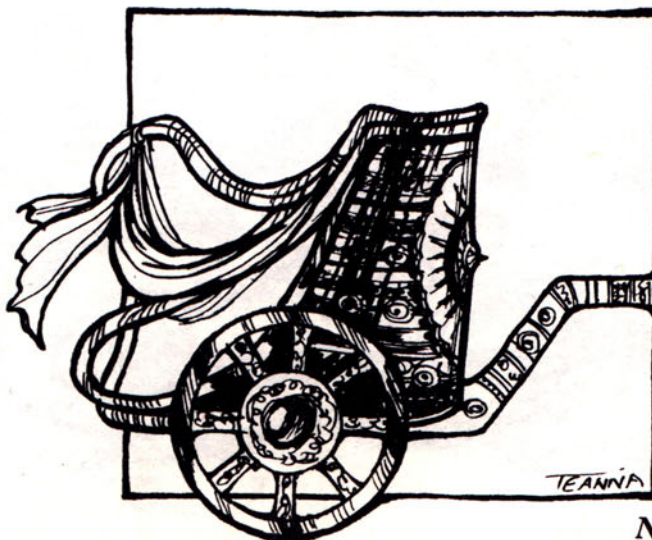
Value: Raw Nettle 1 gp/cup.
Prepared Potion 100 gp/cup.



Nettle



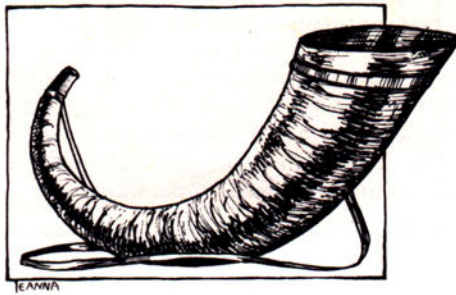
Narmada River Water



Nala's Chariot

Ngon Horn

- Allows the wearer (and 1 or 2 others, if they hold the wearer's hand) to breathe, and move freely underwater.
- Will point out the whereabouts of a known character within a 300-yard radius.
- 50% chance to magically unlock any non-magical lock; 25% chance to open any magically barred or held locks. Only one attempt per lock per day can be made.
- If the horn is pointed at a living being that being will shrink to 1/12 its normal height; this can include the horn's user. This effect applies to willing subjects. Reduced beings can be placed inside the horn, which can be closed and sealed from the inside by the user of the horn.
- Nearly indestructible; saves as bone with a +5 (+25%) bonus.



Ngon Horn

Ngon Horn is believed, by the Wahungwe people of southern Zimbabwe, to be a gift from their god to the first man. It is thought to have many magical powers.

Wearing the Ngon horn on a shoulder strap enables a character and anyone holding hands with him (limit 1 character per hand) to breathe and move freely underwater. Next, the Ngon horn can be used to locate people the wearer knows; by concentrating on a mental image of the target person, if that person is within a 300 yard radius, the horn will swing around to point in the direction of that character.

If the Ngon horn is pointed at a lock, there is a 50% chance that it will open (25% chance of success for magically held or locked items). Only one attempt per lock per day can be made by using the horn.

The horn can also be used to shrink willing beings to 1/12 their normal size. Five shrunk humans can fit into the horn. The user of the horn can be one of the five to use the horn if he chooses; the horn can be sealed air and watertight from both the inside and the outside. There is enough air inside the horn for five characters to survive for 24 hours.

The horn is made of an incredibly tough material, which will make saving throws as bone +5 (+25% bonus).

In one myth, a few courageous men were saved when they made themselves small



Nguneme

and hid inside the horn; ferocious blue-backed sea lions broke several teeth when they unsuccessfully attempted to break the horn.

Appearance: The horn is made of a rough grayish-white material, and is curved into a single smooth arc. The mouthpiece is slightly more than six inches in diameter, and can be sealed by a magical door-like flap of material on the inside of the mouthpiece.

Value: 150,000 gold pieces.

Nguneme

When this charm is placed in a room, it will give a -10 (-50%) penalty to any thieving ability that the thief uses within 24 hours.

Nguneme is the name of a common gbo, which is a protective charm of the Dahomey people of West Africa. It is composed of an akuko leaf, which is left in a person's residence to protect his possessions against thievery.

Although the Nguneme is commonly placed behind doors and under windows, its presence in a room compels any thief to make a saving throw vs. Magic. If the thief fails, the charm's power immediately takes effect. One saving throw will be required for each Nguneme in the area.

Failure to make the saving throw means that a character or being who enters the area planning to steal from the Nguneme's owner (this includes theft of information and scouting) immediately suffers a penalty of -50% in every action attempted for the next 48 hours. This will make it very difficult for the thief to Move Silently, Hide in Shadows, and the like. The penalty also applies to such actions as combat, saving throws, and fast talking. Each Nguneme will remain potent for about 30 days.

GM NOTE: Keep in mind that any form of loss or harm that occurs to the owner of the nguneme will activate the charm.

Appearance: The Nguneme is made of a sacred akuko leaf that has been flattened and oiled.

Value: 1,000 gold pieces.



Nibelungen Treasure

Nibelungen Treasure

- Varies in amount; 1D100 x 10,000 gold pieces.
- Ring causes personal treasure, including the Hoard, to increase by 1% per month.
- Curse causes possessor of treasure to suffer a penalty of -1%, cumulative per week the treasure is owned on all saving throws and actions.

Nibelungen Treasure or "Rhinegold" is a great hoard of cursed gold which forms the basis of the epic Nibelungenlied as well as Wagner's operatic *Ring Cycle*.

Nibelungs were the children of the mist, a race of dwarfs; in Scandinavian versions the gold belonged to Andarvi, who cursed the gold to cause the death of any who would own it because the treasure was originally extorted from him.

The value of the hoard can vary tremendously when it is first found; the amount is 1D100 x 10,000 gold pieces.

There is a ring (40% chance of finding) in the hoard which, if worn, will cause the wearer's personal treasure (including the Nibelung gold) to increase at a rate of 1% per month, up to the hoard's natural limit of 1,000,000 gold pieces.

Unfortunately, the curse causes a 1% penalty per week cumulative to fall upon the owner(s) of the treasure. This penalty affects all aspects of the character's life, including saving throws, combat, reaction rolls, etc. Small wonder that most who possess the Rhinegold soon meet their death!

A character can end the curse's penalty by abandoning the entire treasure, plus any increase due to the ring, plus anything bought or gained through the aid of the treasure, and finally by having a cleric cast a Remove Curse spell on the cursed individual. Any subsequent recovery of the treasure will cause the curse's penalty rate to immediately resume at the point that it was at when the treasure was abandoned.

Appearance: Distinguished only by the large amount of the treasure and the fact that it is strictly gold (no silver, platinum, etc.), the Nibelungen has been discovered by many who were sadly unaware of its identity. Frequently it is found guarded by a dragon.

Value: 1D100 x 1,000 gp.

Nightingale Poison

- If saving throw fails, victim is unable to sleep for the rest of his life; he will lose 1 life energy skill level every week until death occurs at the negative one level.
- Neutralization requires the clerical spells Neutralize Poison and Cure Disease to be cast on the victim within 15 minutes of each other. In addition, one Restoration spell must be cast for each life energy level which needs to be restored.

Nightingale Poison is based on the European folk belief that the nightingale never sleeps. The formula for a potion composed of various parts of the nightingale comes from Westphalia; to be effective, this poison must be taken in a drink.

The imbiber of the poison is allowed a saving throw vs. Poison. If he fails to make his save, he will be unable to sleep for the

rest of his life. This is immediately devastating to a spellcaster, because absolutely no spells can be memorized or obtained beyond those which are currently in the character's memory. Lack of rest makes magic-users unable to concentrate and clerics unable to meditate; this fatigue even prevents the copying of scrolls or transferring spells into books.

One week after the character consumes the poison, he will lose one life energy skill level, and he will lose one skill level for each week thereafter. If a character reaches a negative skill level, he will die.

To end the ravages of this poison, the victim must receive a Neutralize Poison spell in conjunction with a Cure Disease spell; they must be administered within 15 minutes of each other to be effective. In addition, any life energy skill levels lost can only be restored through a clerical Restoration spell.

Appearance: The poison is a black, oily syrup with a tangy, gamey taste.

Value: 2,000 gp per dose.

Nimrod's Robe

Wearer adds +3 (+25%) to his chance to hit and to damage when hunting or combatting monsters of animal intelligence or lower.

Nimrod is mentioned in the Bible as a king of Babylon. He is described as a great hunter, and some stories claim that it was his clothing or robe that aided him in the hunt. Nimrod's robe will give the wearer a bonus of +3 (+25%) to hit and to damage when hunting animals or fighting creatures with animal intelligence or lower.

Appearance: This is a plain robe made of forest green linen.

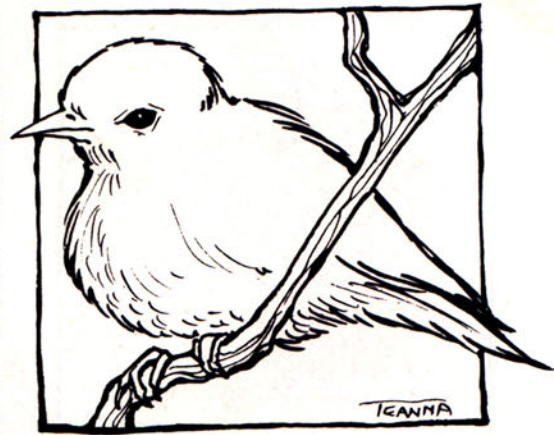
Value: 30,000 gold pieces.

Niord's Glove

Absorbs up to 1,000 liters of liquid at a rate of 1 liter per second; liquid can be wrung out at ¼ this rate.

Niord's Glove is derived from Norse mythology; it is also the appellation given to the common sponge.

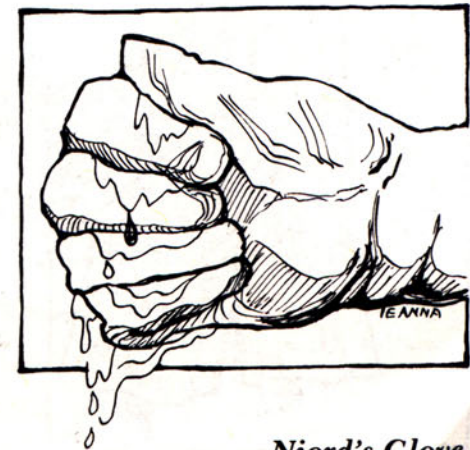
Niord was the god of the coastal waters, as opposed to the fearsome Aegir, the god of the open seas. Niord's glove has the capacity to absorb and dispense any liquid up to a maximum of 1,000 liters. The absorption takes place at a rate of 1 liter per second; the glove can be wrung out at the rate of 1 liter every 4 seconds.



Nightingale Poison



Nimrod's Robe



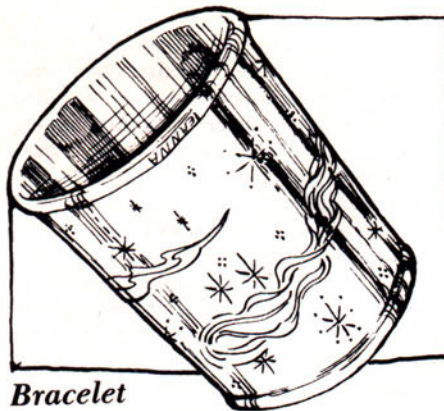
Niord's Glove



Nuts of Knowledge



No-Cha's Trousers



Bracelet

The weight of Niord's glove will never increase, regardless of how much liquid it contains, thus it is a favorite item for water storage in desert caravans.

Appearance: Niord's glove appears to be a padded gauntlet of stained, worn leather, but it feels spongy to the touch. The glove will swell a little bit as it absorbs liquid, but even at maximum capacity it will be only slightly larger than normal.

Value: 750 gold pieces.

No-Cha's Items

Trousers

Make water boil within 100-yard radius.

Bracelet

- +2 (+10%) to hit as missile weapon. Target must save vs. Death Magic or die. If save is successful target still takes 1D10 HTK of damage.
- Can produce 1 fireball each day of 7D10 points; range is 100 feet, burst radius is 20 feet.

Bow of Demon Slaying

Negates magical pluses required to hit. A successful strike necessitates a saving throw vs. Spells for the demon; if the save fails, the demon is destroyed in this plane of existence.

No-Cha, in Chinese mythology, is described as the unruly son of Li Ching, the prime minister of heaven.

Any character who wears No-Cha's red silk trousers and enters any water will cause the water to redden and boil within a 100-yard radius for as long as he remains in the water. This will not harm the wearer.

No-Cha's golden bracelet is a deadly missile weapon; if it is thrown and a hit occurs, the target must make a saving throw vs. death magic or die instantly. If the save is successful, the target takes 1D10 HTK of damage. Treat the bracelet as a throwing knife or a hand axe to determine ranges, etc. The bracelet can also produce

one fireball of 7D10 HTK per day, up to a range of 100 feet and with standard radius (20 feet).

No-Cha's **bow** is used to slay demons, and it is well-equipped. When a character is attacking demons or demonic opponents, the bow negates any special defenses the demon might have (such as "requires +2 or better weapon to hit"); a normal arrow from this bow can hit and do damage to the demon. In addition to doing normal damage, the target must make a saving throw vs. Spells or be slain instantly (at least in this dimension or plane of existence). Arrows fired from this bow leave a comet-like trail in the air.

Appearance: The trousers are made of lustrous red silk, with an embroidered golden dragon winding around the legs.

The gold bracelet is unmarked except for an etching of a comet, with its tail arcing through the stars.

The bow is a medium composite bow, and etched with an engraving of the Chinese ideogram that represents the destruction of demons.

Value: Trousers 1,000 gp.
Bracelet 20,000 gp.
Bow 20,000 gp.

Nuts of Knowledge

Consumer understands the languages of all animals, plants and the wind for a period of 1 year.

Nuts of Knowledge are referred to in the fairy tales of Ireland. According to the story, there is a magical hazel tree which bears one nut of knowledge once a year, on the Eve of Beltane (May 1, Celtic May Day).

The tree hangs over a river in which a large salmon calmly waits for the nut to drop. The nut cannot be picked from the tree or it will lose its power; it must be caught as it falls, before it hits the river and the salmon gets it.

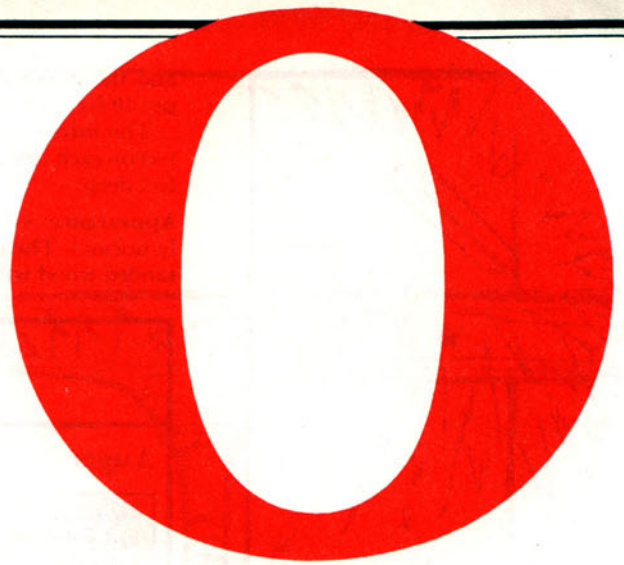
Anyone who eats a nut of knowledge is given the ability to understand the languages of all animals, plants, and even the wind for one year. Suggested side effects include the ability to predict weather 4D6 hours in advance by listening to the wind.

Note: The character can speak the languages of animals, but this will not automatically make them friendly and willing to aid the character.

Another suggested effect of consuming this nut is an alignment shift toward neutral, or at least becoming more nature-oriented; the more a character understands nature, the more he wants to be in harmony with nature. Also, as the year draws to a close, he will feel a pressing desire to obtain another nut of knowledge.

Appearance: This large tree has only one fruit-bearing branch which overhangs the river, thus making the nut difficult to reach. There is only one nut of knowledge produced by this tree each year.

Value: 10,000 gold pieces.



Ob
Obstacle Items
Hair Brush
Thorn
Mirror
Odin's Magic
Auger
Whetstone
Spear Gungnir
Charms of Odin

Oenone's Unguents
 Old Man of the
 Mountain's Belt
 Opal of Power
 Ophir
 Orpheus' Lyre
 Osiris' Scale of Truth

Ob

Possessor can cast perfect ventriloquism up to 30 feet away.

Ob is a device which contains or summons a familiar spirit, according to ancient Hebrew belief. The Witch of Endor, the famous oracle of Saul's defeat, was called *baalat ob* ("possessor of an ob") in Biblical text. In other places, this expression meant ventriloquism, a skill which was assumed to be the work of a spirit.

The possessor of an ob can use it to cause a voice to issue from any object within a 30-foot radius. Normal ventriloquism rules apply: no sound will come from the caster, but his mouth and tongue must be free to move. He cannot talk normally at the same time as his thrown voice is speaking. With the ob, the thrown voice can be placed and directed perfectly, although no increase in mimicking ability is given.

Appearance: The ob is a mummified, shrunken human head, about the size of a grapefruit.

Value: 1,000 gold pieces.



Ob

Obstacle Items

Hair Brush

Becomes ground covered with spikes, 300 feet square; proceed at ¼ normal speed or suffer 1D4 HTK per 10 feet moved.

Thorn

Turns into a thicket 300 feet square; it can be safely negotiated at 1/10 normal speed or suffer 2D4 HTK per 10 feet traversed.

Mirror

Turns into a lake 300 feet square; water is 30 feet deep in the center.

Obstacle Items are a folktale motif found all over the world. A hero is always fleeing some monster or evil enemy, and when he throws a particular object behind him it becomes something larger, which delays the pursuer. Three of the best known obstacle items are the hairbrush, the thorn, and the mirror.

When the **obstacle item** is thrown down, there is a 10-second delay as it grows to full size; if the item is not flung far behind and the user does not run, he may find himself caught in the area of effect. All objects are usable only once.

The bristles of the **hair brush** form sharp spikes that cover an area of 300 feet square. The area can be safely negotiated at ¼ normal speed. If the pursuer attempts faster movement, he will suffer 1D4 HTK of damage per 10 feet of area traversed.

The single **thorn** becomes a thorn thicket that covers a square 300 feet on a side. This area can be safely negotiated at 1/10 normal speed (as above); any faster movement



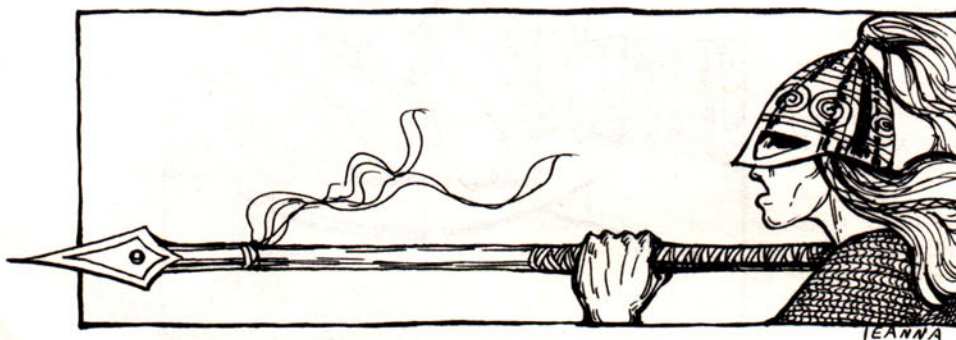
Obstacle Items



Odin's Magic Whetstone



Charms of Odin



Spear Gungnir

and the pursuer suffers 2D4 HTK points per 10 feet of area traversed.

The *mirror* becomes a square lake, 300 feet on each side. The center of the lake is 30 feet deep.

Appearance: All items appear to be perfectly normal. The brush is a piece of square, sanded wood with animal bristles.

The thorn is tapering and about three inches long.

The mirror is rectangular metal, five inches by three inches. These items are frequently found together.

Value: Brush 2,000 gold pieces.
Thorn 3,000 gold pieces.
Mirror 5,000 gold pieces.

Odin's Magic

Auger

Drills one-inch diameter hole through any substance at a rate of one inch per minute.

Whetstone

When thrown into the air, makes targets within 100 yards save vs. Magic at -4 (-20%) or be dazzled and blinded for 1D6 rounds.

Spear Gungnir

Never misses its target; does 2D10 HTK.

Charms Of Odin

Each of these is usable once per day:

- *Charm of Healing* cures 2D12 HTKs of damage.
- *Charm of Blunt Blade and Soften Staff* reduces damage to 1 HTK per strike of all enemy weapons within 100 yards (strength bonus can increase) for 20 minutes.
- *Charm of Foreknowledge* allows caster to know if any being within 100 yards has intentions of carrying out any evil act within minutes.
- *Charm of Freeing Prisoners* will automatically break any chains or manacles, or open any locks within a 30-foot radius.

- *Charm of Stopping Missile* will stop any missile within 100 yards of the caster, even in mid-flight, causing it to drop straight down.
- *Charm of Reversing Effect* will cause a spell or rune with an area of effect within 50 feet of the caster to double back on him.
- *Charm of Quenching Fires* will cause any normal or magical fires within a 100-foot radius to be extinguished.
- *Charm of Storms* can rouse or calm a storm at sea in 1D10 rounds.
- *Charm of Magician Trapping* causes a spellcaster within 100 feet to save vs. Spells or be trapped in a rapid, helpless whirl for 2D6 rounds.
- *Charm of Invulnerable Allies* makes all friendly beings within 100 yards invulnerable to metal weapons or fire for the next 30 rounds.
- *Charm of Speaking with Dead* allows the caster to converse with any dead being he knew in life or whose remains he is within 10 feet of for a period of 5 rounds. The spirit is under no compulsion to cooperate.
- *Charm of Seduction* gives caster 75% chance of success with non-player characters.
- *Charm of Faithfulness* prevents recipient from betraying caster for the next 24 hours.

Odin is the Norse all-father, ruler of Asgard and insatiable seeker of knowledge. He acquired his store of knowledge through a long process, questioning everyone he met in the world while travelling as a wanderer in his blue cloak and wide-brimmed slouch hat. The hat covers the socket of his missing eye. He forfeited the eye in exchange for a drink from Mimir's Fountain (q.v.), which gave him vast knowledge.

Odin's knowledge of runes and charms is a result of his extraordinary self-sacrifice (he wounded himself with his own spear and hung upside-down from the world-ash Yggdrasil, studying the runes of Nifflheim). With a painful effort, he freed the

runes and was thus able to resurrect himself and learn them.

Odin's *spear*, a large and fabulous weapon, is named Gungnir. When it is cast, it never misses its mark. It does 2D10 HTK of damage when it hits, regardless of any defenses the target might have.

The *auger* drills a hole one inch in diameter at a rate of one inch per round. Odin used this to drill through a mountain and then turned himself into a worm. He was thus able to breach the defenses of the giantess Gunnlod and secure the hydromel, the mead of knowledge made by the dwarves from wise Kvasir's blood.

Odin's *whetstone* can be thrown into the air, where it will circle, dance, and give off sparks. This dazzling display will have the effect of stunning any character within 100 yards who is not forewarned to hide his eyes. Viewers are allowed a saving throw vs. Spells at a penalty of -4 (-20%)

Odin's Charms

These charms are brief poems (the GM can make up the actual verses as he sees fit) that can be learned and used by any type of character class, but which cannot be taught or transmitted to others by mere mortals.

The charms should be found piecemeal, one or two at a time. A charm might be found as an incomprehensible rune on a strange blue rock which, when touched or picked up, disappears (teleports randomly 1D100 miles) but transfers or instantly ingrain the knowledge of the charm to the person that activated it.

Each charm is usable only once per day. Most charms require about 2 segments or 12 seconds to vocalize; the one exception is noted.

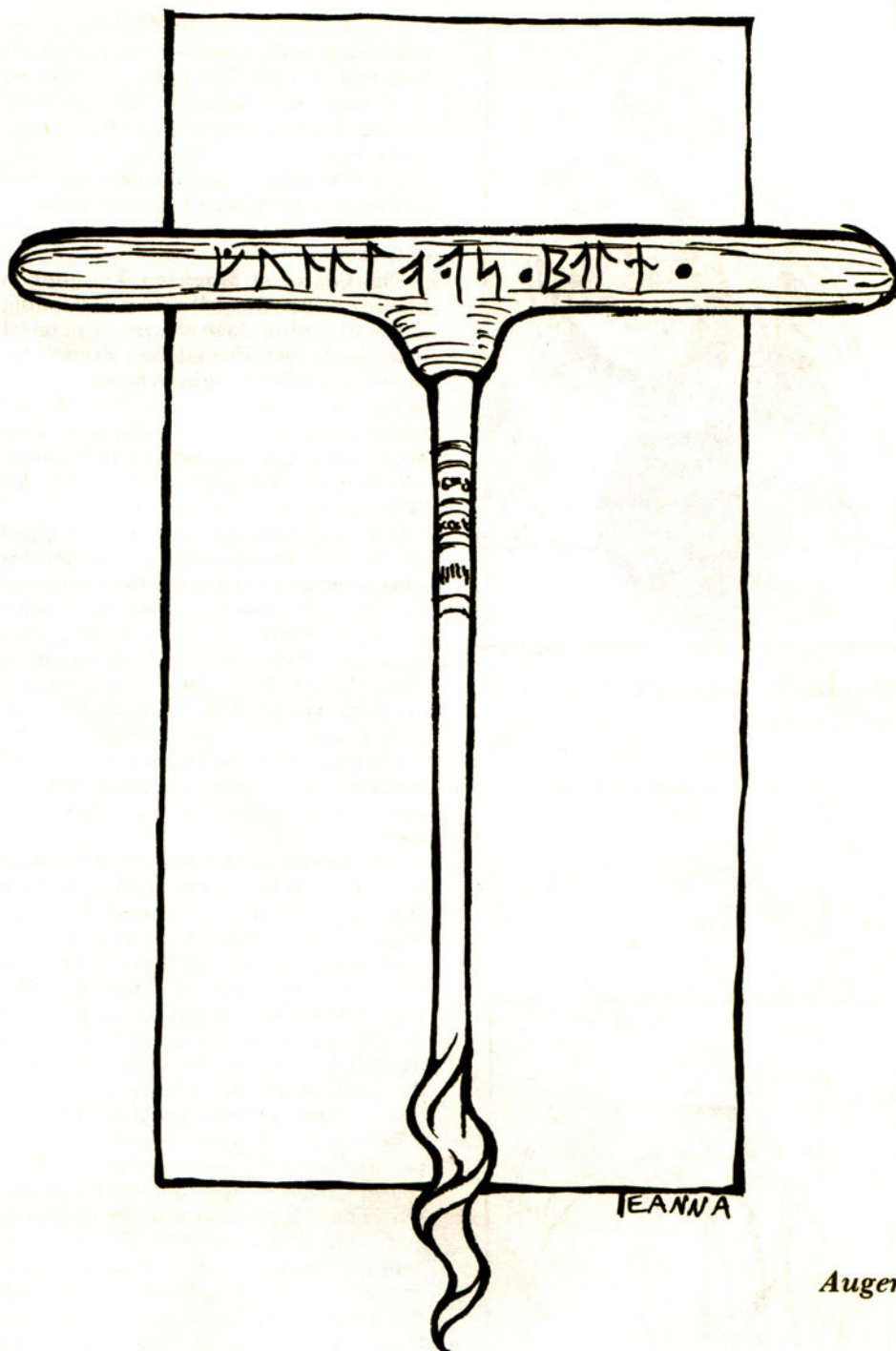
It is suggested that a Dispel Magic or similar spell be allowed to counteract the effects of charms. The skill level of the charm to be dispelled is the skill level of the charm caster. Some of the charms are so powerful that the GM may decide not to certain ones in a campaign.

The *Charm of Healing* requires a touch, and this will cure 2D6 HTK of damage.

The *Charm of Blunt Blade and Soften Staff* magically dulls the blades and points and softens the handles and shafts of weapons. Thus, any enemy entering a 100-foot sphere around the caster has any damage done by the affected weapons reduced to only 1 HTK of damage per successful hit, even if the weapon is magical. Any strength bonuses that the attacking characters have should be added to the 1 HTK of damage. Any enemy entering and then leaving the sphere still retains the reduced effectiveness of his weapons for the duration of the spell, which is 20 rounds.

Although he was a strict god of justice, Odin was considered a patron of prisoners also, particularly of those who were unjustly imprisoned.

The *Charm of Freeing Prisoners* causes any chains or manacles to break and any locks to open, within 30 feet of the caster.



Auger

This spell has no duration; only items within the sphere of effect at the time the charm is uttered will be broken or opened. The caster can specifically exclude certain items from the charm's effect, even if they are within the radius of influence.

The *Charm of Stopping Missiles* is a unique spell because, once it is learned, it can be activated merely by a glance; no vocalization is necessary. The caster can stop any missile within 100 yards simply by looking at it and willing it to stop. The missile will freeze where it is and fall straight to the ground, even if the missile is in mid-flight or under propulsion.

The use of this charm does not harm the missile weapon or render it harmless; a

boulder flung from a catapult that is halted in mid-flight 30 feet above the ground will certainly affect those upon whom it drops.

The *Charm of Reversing Effect* is defensive, returning a spell to impact upon its caster. The spell's area of effect, path of travel, or target point must be within 50 feet of the character using the Charm of Reversing. The original caster of the spell will then become the target point or center of the area of effect for the spell. Range limitations are ignored in this case; the Charm imbues the spell with equal and opposite directional energy. The spell which is reversed does not have to be offensive or harmful in nature.



Oenone's Unguents

The *Charm of Extinguishing Fires*, when cast, will instantly extinguish all fires within a 100-foot radius, even if the fire is magical. It will not keep newly started fires out, however, if rekindling conditions exist.

The *Charm of Storms* can calm the most furious storm or turn a calm sea into a tempest in 1D10 rounds. This item works only at sea.

The *Charm of Magician Trapping* is usable against all spell-casters (including characters using these charms or magical items with spell-like effects). Even Odin was susceptible to magic, so he was pleased to learn this charm. Any enemy spellcaster within 100 feet when this charm is sung must save vs. Spells or he will find himself whirling rapidly and uncontrollably for 2D6 rounds.

During the spell's duration, the trapped spell-caster can do nothing, and even his words emerge from this whirling prison as an incomprehensible jumble. Even when the charm is finished, the disoriented character will be unsteady and will operate at reduced effectiveness for another round if his Stamina (or Constitution) is 11 or less (55% or less).

Charm of Invulnerable Allies makes all friendly beings within 100 yards invulnerable to metal weapons and fire for 30 rounds.

The *Charm of Speaking with Dead* allows the caster to converse with the spirit of any dead being that he knew in life or any being if he is within 10 feet of the being's remains (or monument). The conversation can last a maximum of 5 minutes. The spirit is under no compulsion to cooperate with the caster, and the caster (or someone nearby) must speak one of the languages the spirit knew in his lifetime.

The *Charm of Seduction* gives the caster a 75% chance of success of seduction (-5% per skill level of opponent over 15). This charm only works with non-player characters. The charm will cause the subject to become strongly attracted to the caster. The subject will be willing to do anything for the caster as long as he/she doesn't put his/her life in jeopardy. Any further ramifications of this are left to the GM, who is advised to use discretion.

The *Charm of Faithfulness* prevents the recipient from betraying the caster in any way for a period of 24 hours.

The *Charm of Foreknowledge* allows the caster to know if anyone within 100 yards has evil intent or is planning a mischievous or questionable act within the next 24 hours. This charm only works for the melee round after it is sung. The intent or act does not have to be planned against the caster of the charm. The charm-singer will know which character or characters are planning something, but no details concerning what or when.

Appearance: Gungnir is a magnificent spear, 8 feet in length with a broad head and a massive haft. It has no distinguishing marks.

The whetstone is a rectangular solid, about 2 inches by 4 inches by 9 inches; it is composed of an unbreakable, uncuttable material.

The auger consists of a metal screw-bit tip with a crosswise handle of wood for torque. The screw bit magically extends as far as necessary to drill through the surface.

Value: Gungnir 20,000 gp.
Whetstone 10,000 gp.
Auger 8,000 gp.

The Charms have no monetary value.

Oenone's Unguents

Heals all HTK damage up to maximum normal points.

Oenone was a nymph who, according to Greek mythology, was the daughter of the river god Cebren and the wife of Paris of Troy. Her healing potions and unguents were renowned throughout the civilized world, for one dose healed all HTKs of damage instantly to the victim's normal maximum. The unguents do not restore lost energy or life skill levels or lowered attributes, but do cure any type of physical damage.

Appearance: The unguents are found in jars of dark glass, containing one dose each. When the lid is opened, a powerfully aromatic and medicinal smell will be noticed.

Value: 3,000 gold pieces per dose.

Old Man of the Mountain's Belt

Gives assassins +10% bonus on all skill rolls.

Old Man of the Mountain is the traditional name given to the leader of the Assassin cult. In Syria during the Crusades, knights often encountered tales about this symbol of power and slaughter.

The most renowned of the Old Men of the Mountain was Rashid ad-Din Sinan, who sometimes gave the slayer only the name of his victim, with no other information. Wearing the belt of the Old Man of the Mountain, the traditional symbol of office, will increase an assassin's skill roll chances by a 10% bonus. No effect will be gained by non-assassins using the Belt. Only assassination/thieving skills are increased.

Appearance: The belt is made of rope strands woven into a flat belt of normal width. The buckle is a grinning skull carved out of hard, gray, pewter-like metal.

Value: 5,000 gold pieces.



Old Man of the Mountain's Belt

Opal of Power

Gives wearer the power to see in the dark 120 feet away; not affected by nearby light or heat sources.

Opal of Power is a very rare configuration of the opal, a fairly common gemstone. When the rare black opals are at least the size of a pea, they may be opals of power. An opal of power will give the wearer the ability to see in the dark for a distance of up to 120 feet away, as well as slightly more acute day vision. The night vision is not infravision or ultravision, and cannot be affected by nearby light or heat sources.

Appearance: Opals are characterized by bright glints of many colors within them. Opals of power are invariably large black opals; some say that the gem's power increases with its size.

Value: 2,500 gold pieces.

Ophir

City located near source of easily obtainable gold.

Ophir is a city mentioned in the Bible as a rich city and a source of fine gold.

Modern scholars believe that Ophir may have been in the southern part of the Arabian peninsula that is now Yemen. If any player characters venture there, they will not find that gold has lesser value. It is easily mined, but the price is supported because it is Ophir's only important export.

Orpheus' Lyre

- 50% base chance to charm any living being or intelligent nonliving being.
- + 45% chance if player is a bard.
- Subtract target's (Magic Resistance) percent.

Orpheus, according to ancient Greek mythology and tradition, was the son of Calliope (a Muse) and a great musician of Thrace. Orpheus was considered by some cult followers to have actually existed.

The myth about Orpheus concerns his entering the underworld to try to obtain the release of his dead wife Eurydice. He played his lyre so skillfully that Hades and Persephone were persuaded to set Eurydice free from the underworld. The only condition of her release was that he must not look back toward her until they had reached the

outer world. Near the entrance, Orpheus looked back to be sure Eurydice was there, and she vanished.

Orpheus could charm stones and trees to gather and dance around him. Orpheus' lyre cannot be played by mortals to achieve the same effect. However, after 4 weeks of practice, anyone can play the lyre to charm almost any being. Bards require no practice.

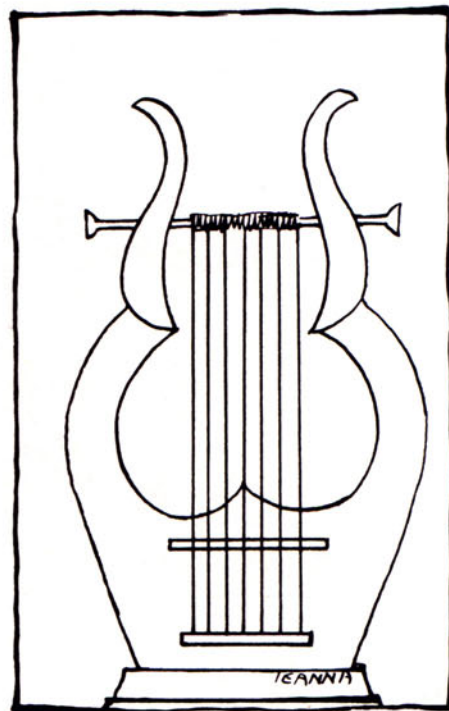
The base chance of charming with the lyre is 50% (95% for bards); this is reduced by the target's Magic Resistance.

Charm attempts can be made only against characters within earshot; earshot range will vary according to conditions (acoustics, background noise, etc.). Only one charm attempt per four hours per being can be made with the lyre.

The caster must play for one complete round before the charm can take effect; if the player is interrupted (including struck by a weapon), the charm attempt for that round is ruined.

Appearance: The lyre is polished hardwood, with a rich, resonant soundboard. No special markings are engraved on it.

Value: 29,000 gold pieces.



Orpheus' Lyre



JEANNA



Osiris' Scale of Truth



Osiris' Scale of Truth

Detects untruths with 100% accuracy.

Osiris was the king of the gods, according to Egyptian mythology. He also served as the judge of the dead. When someone died, an elaborate trial followed, which culminated in the weighing of the dead person's heart against the Feather of Truth. Those whose hearts were heavy with evil deeds were devoured by Ammit, the hippopotamus-lion-crocodile. Those who passed the test were allowed to dwell with the gods in Aalu, the Field of Reeds in the west.

If any item belonging to a living person is placed in the Scale along with the Feather of Truth, the Feather will maintain balance only as long as the person speaks the truth. If he speaks an untruth (even unknowingly), the other side of the scale will outweigh the feather.

Appearance: This item is a balance scale in the shape of Osiris, with his arms as the arms of balance. The entire scale is made of gold. The Feather of Truth comes from an ibis, and is such a pure white that it hurts the eyes to look at it.

Value: 25,000 gold pieces.

P

Pan's Pipes
 Pande Weapons
 Parasurama's Axe
 Parijata
 Peaches of Immortality
 Pearl
 Periclymenus' Girdle
 Perkunas's Bullets
 Perseus' Items
 Sickle
 Kibisis
 Philosopher's Stone

 Philtre of Stamina
 and Endurance
 Phurbu
 Pleiadic Rain Charm
 Polyidus' Herb of Resurrection
 Pot of Capturing
 Potion of Aging
 Potion of Curing
 Potion of Dispelling
 Potion of Healing
 Prester John's Emerald Scepter
 Prince Kobo's Brush
 Puca

Pan's Pipes

Drive enemies within 100 yards mad with fear for 1D10 hours; saving throw vs. Spells at -5 (-25%).

Pan has become known as the Arcadian god of flocks and shepherds. The worship of Pan spread to all of Greece, and came to encompass all things pastoral. He is often pictured as a two-legged goat from the waist down, and is credited with inventing the pan-pipes, which are made of reeds.

Pan promised to help the Greeks in the battle of Marathon, and during the fray he routed the Persian armies, instilling "Panic Terror" by playing his pipes. Pan was a leader of the satyrs, and in his hands the pipes also had the effect of removing inhibitions.

Characters who find Pan's pipes are able to play them after two weeks of practice. Thereafter, when the pipes are played, enemies within 100 yards must make a saving throw vs. Spells at a penalty of -5 (-25%). Those who fail will be driven mad with "Panic Terror" for 1D10 hours, during which time they will try to avoid conflict. The GM should allow modifiers for specialized magical resistances.

Only one attempt per three hours per listener can be effective. If a character plays the pipes in a battle where 100 enemies are within the range and 55 of them make their saving throws, none of those 55 beings have

to save vs. the pipes again for at least three hours. Any beings that are not in the original radius, and who enter it later when the pipes are still playing, must also save.

The spell of the pipes takes effect in the middle of a combat round if the player has been uninterrupted in his playing (including being struck by a weapon or spell, etc.) for that round. Otherwise the effect will be negated, and no save will be required.

Appearance: Pan's pipes are bevelled reeds, flush on the mouthpiece side and uneven in length. The reeds are held together by a flat piece of wood or by twine.

Value: 100,000 gold pieces.



Pan's Pipes

Pande Weapons

Add +1 (+5%) bonus to chance to hit and to damage.

Pande are the blacksmiths of the isle of Bali, revered as a separate caste for their magical skill with iron and steel. Any weapon made by one of the pande automatically has a +1 (+5%) bonus to its chance to hit and to damage.

Appearance: Crafters of the kris-daggers, the pande always make their blades serpentine in shape.

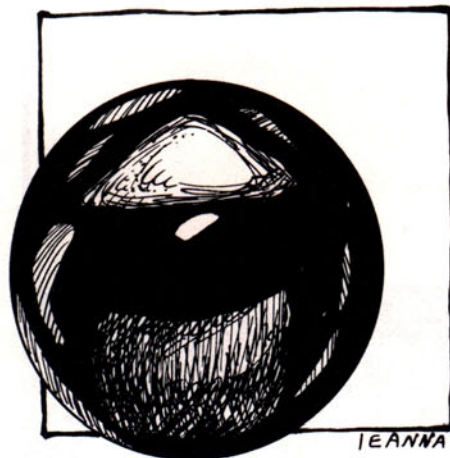
Value: Add 2,000 gold pieces to weapon's base value.



Pande Weapons



Peaches of Immortality



Pearl



Parasurama's Axe

- +3 (+15%) bonus chance to hit and to damage in combat.
- Treat all deities and demigods as AC 6 regardless of their own magical or innate defenses.
- Requires strength of 18 or better to use (Maximum normal human strength).

Parasurama means literally "Rama with the axe", so it is not surprising that this is the weapon most often associated with him. Parasurama, in Hindu mythology, is the sixth avatar (incarnation) of Vishnu and the first Rama. He is a god of great strength; thus lifting his axe requires a strength of 18 or better (the maximum normal human strength).

This Rama's first act was to slay a goddess, who was later restored to life. The blade, a gift of Siva (Hindu god of luck), treats deities as if they were mortals of armor class 6. In addition, for those strong enough to use it, Parasurama's axe provides a bonus of +3 (+ 15%) both to the chance to hit and to damage.

Appearance: Forged from one piece of ebony steel, the haft is wrapped with fiber or cloth to provide a good grip.

Value: 60,000 gold pieces.

Parijata

Produces any object wished for, once per week per being.

Parijata is the celestial tree of coral, according to Hindu mythology. It is planted in the god Indra's heaven, Svarga, and will produce any object wished for, to a maximum of once per week per being. The being must meditate within 10 yards of the *parijata* for a full week before the request is made.

Although the tree is located on one of the higher planes of existence, an intrepid band of adventurers might reach it with great difficulty. If so, follow the general guidelines for a limited wish with these restrictions: only material, nonliving objects can be produced.

In general, nothing larger than the wishing being may be conjured using the *parijata*, and the greedier the wish the more likely something will go wrong with it.

The latter condition is left to the GM's judgement; the GM should decide what the appropriate consequences are. For example, if a player character wishes to personally keep all of the gold and magic items that the rest of his party will find, he will somehow end up with nothing the next time that the party finds treasure.

Appearance: The *parijata* is a large tree ade of glistening, multicolored coral. It radiates an iridescent aura which soothes and tranquilizes anyone within 100 yards of it.

Value: Priceless.

Peaches of Immortality

Each peach eaten precludes aging, illness from disease, or natural death for 1 year.

Peaches of Immortality, are mentioned in Chinese mythology. The legend stems, perhaps, from the same source as the Persian legend of the "plant of eternal life", supposedly found by King Gilgamesh.

According to the Chinese legend, the peach trees that grows the immortal fruit are located on the Five Wondrous Islands and guarded by the sorceress Hsi Wang Mu. Eating one peach prevents the consumer from aging, succumbing to disease from any source, or from dying of natural causes for one year; the effects of the peaches are cumulative.

The deities have a strong interest in preventing the supply of these peaches from becoming depleted. Therefore, no grove is within 15 miles of another; each grove has 1D10 trees, each of which produces 1D4 of the special peaches along with normal fruit. Each tree bears fruit only once per year, and the seeds are sterile.

Appearance: The tree upon which the fruit of life grows appears to be a normal peach tree, except for its vibrant-colored blossoms. The peaches of immortality are identical to the normal fruit, and are mixed in among them, but they will radiate a magical aura.

Value: The peaches are virtually never found on the prime plane of existence, therefore, the value is 30,000 gold pieces.

Pearl

Powdered and dissolved in wine, pearls become an antidote to poison. Adds +1 (+ 5%) bonus to saving throw per 250 gold pieces value of the pearl.

Pearls have long been regarded as gems with magical properties or fantastic orig-

ins; the Chinese believed that dragons spit pearls.

A freshly powdered pearl dissolved in wine (or lemon juice) will aid in a saving throw vs. Poison. The more valuable the gem, the greater the bonus. The saving throw is increased by +1 (+5%) for every 250 gold piece increase in the pearl's value. For example, a pearl worth 0-249 gold pieces would add nothing; 250-499 gold pieces adds +1, and so on.

Appearance: Although pearls are available in a wide range of lustrous colors, the most common is white; the most prized pearl is black.

Value: Varies.

Periclymenus' Girdle

- Allows wearer to shapechange into any living form.
- Transformed being has the physical (but not magical) powers of the new shape.

Periclymenus, according to Greek mythology, was the son of King Neleus of Pylus. He was notorious as a shapechanger. Few people knew that Periclymenus' girdle enabled him to shapechange into any living form. In a battle with Heracles, Periclymenus held his own until he assumed the form of an eagle; then Heracles killed him with one blow of his mighty club.

The girdle has an unlimited number of uses; the wearer only assumes the physical abilities of the new form (such as flight, water breathing, etc.) and not the magical abilities (spells, magic resistance, etc.).

Appearance: The girdle is a broad band made of small metal scales, plated with gold and adjustable to any waist size.

Value: 5,000 gold pieces.

Perkunas' Bullets

Sling stones will always hit the target; damage is 1D4 + 3 HTK.

Perkunas, the thunder god of Lithuanian mythology, is derived from the Scandinavian Thor.

The best-loved god of the Balts, Perkunas was renowned as an untiring foe of the devil. He frequently enlisted human aid in his skirmishes, though he remained incognito, and would reward the humans at the end with some sort of magical gift. The bullets that he left were known even in the age of gunpowder, so if the GM's campaign uses firearms, these bullets can be useful and will be found in the correct calibers.

The bullets' greatest property is that they will always hit their target; the damage is the standard 1D4, plus a 3 HTK bonus. There is a 50% chance that the bullet's magical ability will vanish each time that it is used (check after the hit and damage).

Appearance: Standard round sling bullets, of a very hard, unknown metal. When the bullets strike a target, a clap of thunder is heard.

Value: 800 gold pieces per bullet.

Perseus' Items

Sickle

+5 (+25%) to chance to hit and to damage vs. creatures with petrification attack; +3 (+15%) vs. others.

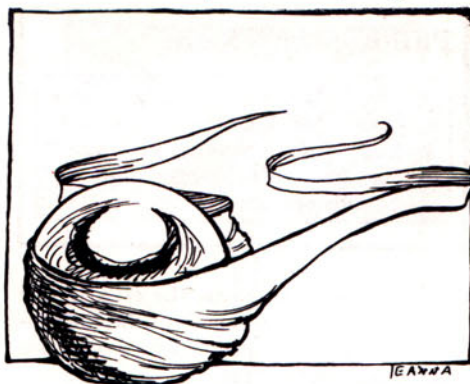
Kibisis

Holds 1 cubic yard weightless.

Perseus is a great hero of Greek mythology, the son of Zeus by the mortal woman Danae.

Among the greatest of Perseus' adventures was his mission to kill Medusa the Gorgon, and later the rescue of Andromeda from the sea dragon. To aid him on this quest, Athena and Hermes gave him information and magical items. Some of these items are discussed elsewhere (q.v. Athena's shield and Hades' Helm of Invisibility).

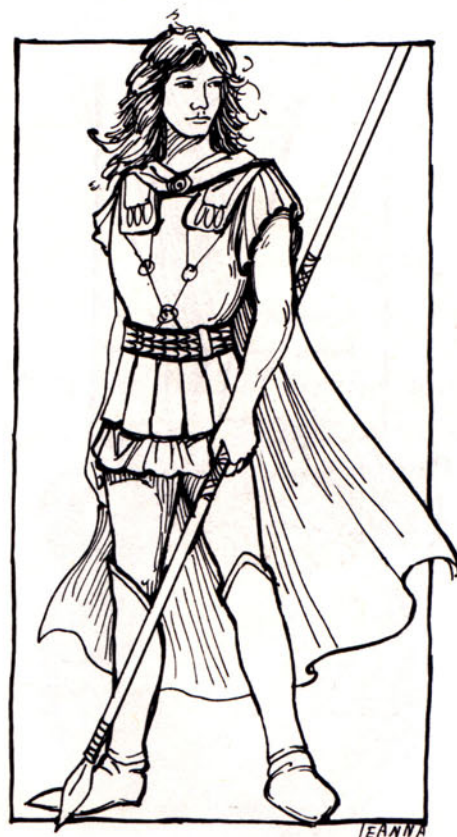
The **sickle** of adamantite was a gift from Hermes. It gives the bearer a +3 (+15%) bonus to the chance to hit and damage, and a +5 (+25%) bonus vs. opponents that use petrification attacks (i.e., Medusa, Gorgon).



Perkunas's Bullets



Perseus's Sickle



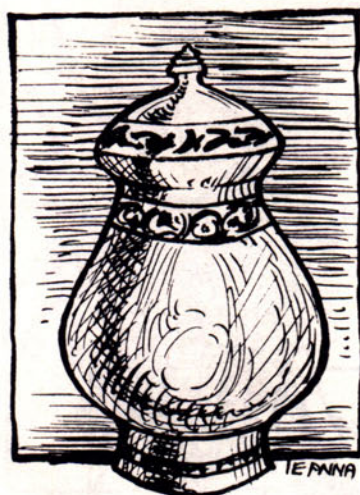
Periclymenus' Girdle



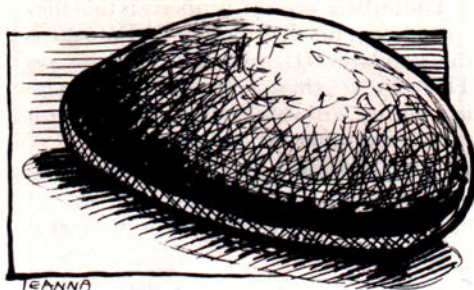
Kibisis



Phurbu



Philtre of Stamina and Endurance



Philosopher's Stone

The *kibisis* was obtained from the nymphs. It looks like a large wallet or alternately, like a carrying bag with a shoulder strap. The space inside is dimensionally transcendental, so up to a cubic yard of material will fit into the bag, which appears from the outside to contain less than two cubic feet.

Anything that is stored inside the *kibisis* is weightless and perfectly preserved; no time passes inside the bag. This means that the *kibisis* is ideal for storing food or highly dangerous objects (such as Medusa's head, which was how Perseus put it to use).

Appearance: The sickle is made of adamantine, which is a super-metal that is assumed to be forged by Hephaestus and is the color of gleaming bright steel. The sickle will never tarnish.

The *kibisis* appears to be a normal travelling bag of worn leather; close observation may reveal that absolutely nothing can be seen on the bag's inside when it is open.

Value: Sickle9,000 gp.
Kibisis.....30,000 gp.

Philosopher's Stone

- Makes an elixir which transmutes one metallic element into another.
- Each ounce of stone can make enough elixir to transmute 10 pounds of metal.

Philosophers' Stone was the crux of the alchemists' research; many of the foundations of modern chemistry were laid down during the search for it.

When the *Philosopher's Stone* is ground and mixed with certain oils and chemicals, an elixir of transmutation is formed. Each ounce of *philosophers' stone* makes enough elixir to transmute 10 pounds of metal from one element into another. It was generally thought that the *philosopher's stone* would turn lead into gold.

Appearance: A dark, grayish-black, hard stone, resembling basalt (or a whetstone) in texture.

Value: 500 gp per ounce.

Philtre of Stamina and Endurance

User may exert self to maximum capacity for 24 hours without rest, food, drink, or negative effects from exertion.

Philtre of Stamina and Endurance comes from the ancient Chinese mythology, though many cultures have tales of a similar item. This potion allows a character to run at full speed in armor and pack, and then fight a battle without any negative effects from fatigue.

The effects of this item last for 24 hours. No rest is required during this period, although it may be taken voluntarily to recover spells. No food or drink is required during this period.

Appearance: This philtre is a viscous, alcohol-based liquor, dull blue in color. It has a strong aroma and has an aftertaste reminiscent of vegetables.

Value: 400 gold pieces per dose.

Phurbu

Nail acts as dagger, with a +10 (+50%) bonus added to character's chance to hit and damage vs. demons and undead. Damage is 1D4+10 HTK of damage vs. demons and undead, 1D4+2 HTK of damage vs. others. If dagger is made of iron or silver, damage increases to (1D6)+2 (1D6+10 vs. demons and undead).

Phurbu is a large nail, generally wooden, used by Tibetan sorcerers and priests to attack, drive off, or impale demons and undead. Treat as a dagger in combat, with damage halved vs. opponents that are neither demons nor undead; vs. demons or undead, the *phurbu* is +10 (+50%) to hit and to damage (1D4+10 HTK).

Appearance: Though the *phurbu* is usually made of wood, it is sometimes made of iron or silver for increased potency. It is inscribed with mystical symbols along its length. The *phurbu* is triangular and wedge-shaped. It varies in length from 8 to 10 inches, with a broad head at one end so that it can be driven with a hammer.

Value: 20,000 gold pieces.

Pleiadic Rain Charm

Once per week has 75% chance to bring a one-hour rain to a radius 1D100 miles from charm.

Pleiadic Rain Charm is Arabian in origin. The Pleiades is a constellation which brings rain, according to the beliefs of Arabian nomads.

The Pleiadic Charm has been an important possession of kings and chieftains, who have fought wars over it. Once per week, the possessor can command it to bring rain; there is a 75% chance that rain will fall, regardless of current weather, within 1D20 rounds. The radius of the rain will be 1D100 miles, and the rain will last for 1 hour (6 turns). This is not a storm, but a heavy rain.

Appearance: It is a disc of gold, with seven small diamonds set in the positions of the stars; the disc is a pendant on a gold chain of large links.

Value: 100,000 gold pieces.

As jewelry: 1,000 gold pieces.

Polyidus' Herb of Resurrection

Will restore full life, skill level, and HTK points to any corpse with head and torso intact if the corpse has been dead less than 21 days.

Polyidus, in Greek mythology, was a soothsayer of Argos. He fulfilled a prophecy which led him to the discovery of a magical herb which enabled him to restore life to Glaucus, son of Minos.

The herb must be crushed and its oil applied all over the body of the corpse. The corpse's head and torso must be intact; the limbs can be missing. If any limbs are missing, the character's full HTKs are not restored (minus 15% per missing limb), and there is danger of additional bleeding upon resurrection. In addition, the being must have died within 21 days prior to the herb's application or life cannot be restored. If the corpse is in reasonable condition (minor cuts and wounds are acceptable), life will be restored with full strength, skill level, and HTK points.

Appearance: The herb is extremely rare, and its appearance is only hinted in herbalists' legends. It is only found in tombs, usually near serpent dens. The shrub blooms once per year, and no transplant attempts have ever succeeded. One entire plant is necessary to treat one human-sized body.

NOTE: This herb will revive non-humans, animals, and plants as well.

Value: 100,000 gold pieces per plant.

Pot of Capturing

When pot is pointed at opponent, he must save vs. magic to avoid being sucked into the pot and held there powerless.

Pot of Capturing comes from the myths of many different tribes of the North American Indians. Usually the pot is owned by an old woman who, by tilting the pot toward a passerby, can suck the person into it.

The pot can only be used against one being per round, and the victim gets a saving throw vs. magic. If the saving throw fails, the target is drawn into the pot, where he is held powerless in an extradimensional space.

Up to 12 beings can be held in stasis inside the pot, and the holder of the pot can release captured beings one by one or all at once, but the selection of which being is to be released is random and determined by the pot.

Appearance: A black cast iron kettle that holds 10 gallons.

Value: 10,000 gold pieces.

Potion of Aging

Adds 5D10 years of age to appearance of imbiber; mental, physical, and all other characteristics and attributes are unchanged.

Potion of Aging is described in the fairy tales of Ireland. It is used most frequently as a disguise. The consumer appears to be 5D10 years older than his current age. However, strength, intellect, and all abilities remain unchanged. The effect lasts until a Dispel Magic spell is cast or until a Potion of Dispelling has been consumed.

Appearance: The potion is a thin, white fluid with the smell and taste of watered buttermilk.

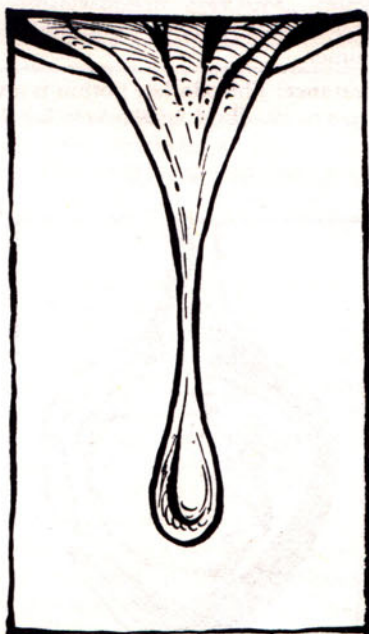
Value: 600 gold pieces.



Polyidus' Herb of Resurrection



Pot of Capturing



Potion of Aging



Pleiadic Rain Charm



Potion of Curing

Potion of Curing

Cures 1D8 +1 HTK of damage when imbibed.

Potion of Curing is the magical potion equivalent of a small clerical spell, handy for characters to have in combat situations. Swallowing this potion cures 1D8 + 1 HTK of damage. Legend holds that both this potion and the *Potion of Healing* (q.v.) were formulated by Asklepios.

Appearance: This potion is thin, runny, and blood red in color. It has a chalky taste and is odorless.

Value: 100 gold pieces.



Potion of Dispelling

Potion of Dispelling

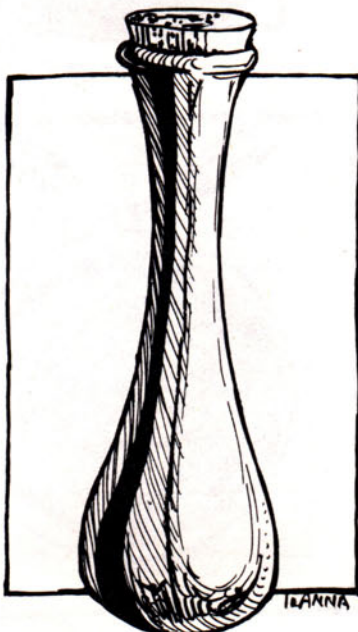
- Automatically dispels any magical effects that have been voluntarily received by consumer.
- 75% chance of dispelling magical effects that have been involuntarily inflicted upon consumer.

Potion of Dispelling is an extremely valuable, highly prized concoction. It allows alchemists, magic-users, and others to take extended-duration magical effects upon themselves and remove them at will, as well as providing an advantage against spells inflicted upon the user by malefactors.

This potion automatically dispels any magical effects that have been voluntarily accepted by the consumer (whether originating from the consumer or from another). The potion also has a 75% chance of dispelling any spell or magical effects that have been involuntarily received by the consumer.

Appearance: The odorless potion is a vile, green, viscous fluid with a very brackish taste.

Value: 10,000 gold pieces.



Potion of Healing

Potion of Healing

- Heals all damage (except 1D4 HTK points) to a character.
- Cures any disease.

Potion of Healing is mentioned in *The Thousand and One Nights* (the *Arabian Nights*), which refer to a drink so potent that it brought the hero back from the very brink of death to full health, except for a few scratches. In game terms, this potion will heal any disease and all damage done to a character except for 1D4 HTK points.

Appearance: The potion is an unpleasant, bitter, yellowish oil with the odor of camphor.

Value: 2,000 gold pieces.

Prester John's Emerald Scepter

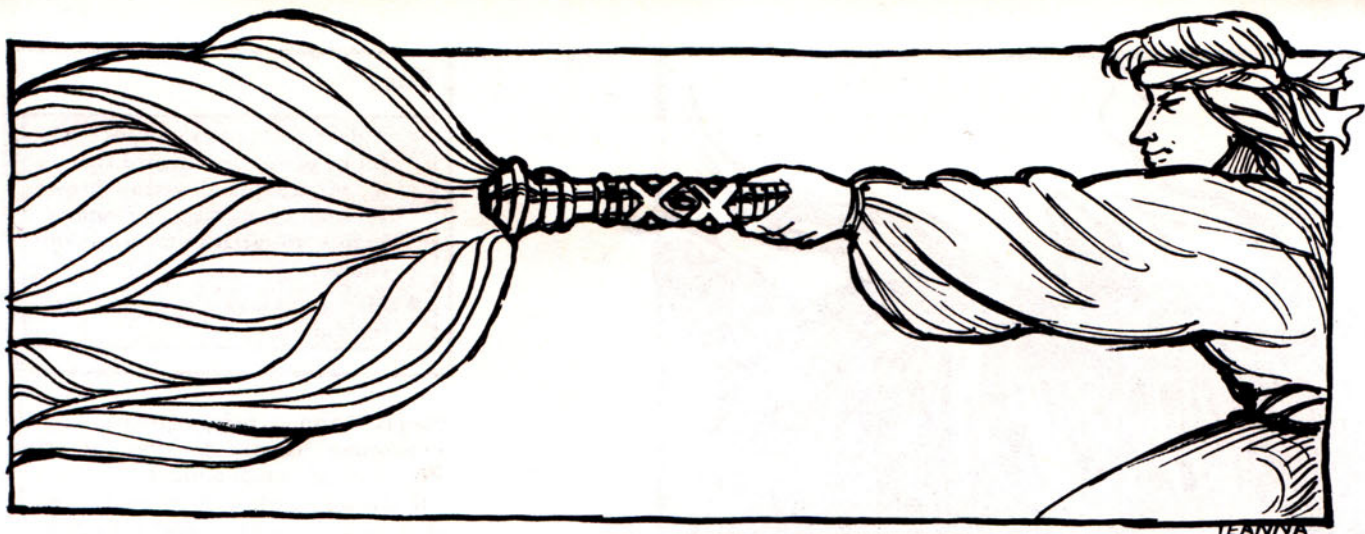
- Controls temperature in a five-mile radius.
- Turns up to 200 liters of water per day into wine.
- Summons 1 game animal per day, painlessly kills it, skins it, and prepares it for cooking.
- If immersed in dragon blood, the scepter gains the power to cast up to 10 flame strikes, maximum once per day, for 6D10 HTK; range 50 feet; area 10-foot diameter by 30-foot high cylinder; save for ½ damage.

Prester John, according to medieval European legends, was a presbyter (elder priest) as well as a king in a Christian land of fabulous wealth, far to the east of Persia. It is believed that these legends stem from Crusaders' tales of King John Nestorian, or possibly the patriarch John of India; both sources may be apocryphal, however. John's kingdom was renowned for its emeralds. The three largest and most perfect emeralds were set in the scepter which *Prester John* carried.

The scepter can control the temperature within a five-mile radius, thus enabling the user to create a Camelot-like climate at will. The temperature must be consistent throughout the zone; that is, the temperature could not be 72 degrees within the first mile, -25 degrees for the next three miles, and 150 degrees for the next mile—the temperature must be the same throughout the five-mile radius.

Another power popular with *Prester John*'s followers was the ability to turn water into wine. Up to 200 liters of water per day can be transformed by using the scepter.





Prester John's Emerald Scepter

Upon request, the scepter can summon one game animal per day (assuming there is one within a five-mile radius) to the wielder. Upon another command, the scepter will painlessly kill the animal, skin it, and dress it. This is particularly useful in the wilderness.

If the scepter is immersed in the fresh blood of a fire-breathing dragon, one of the emeralds will turn red. Then the scepter can cast 10 flame strikes, but only a maximum of one per day.

The flames appear in a cylinder 10 feet in diameter and 30 feet high, and anything within that area takes 6D10 HTK of damage. A successful saving throw vs. spell (or vs. magical fire) will result in one-half damage.

Other marvels of Prester John, which have been related but not confirmed (and which the GM may or may not wish to put into play) include a river which flows from Paradise. One drink from the river will cure all present disease and prevent all future disease, and keep a person's body and attributes at the age of thirty no matter how long he lives.

The river also contains pebbles of gold and silver. There is a sea of sand which has edible fish in it, and a river of fire in which salamanders live. Eagles bring gems which will restore sight to the blind and, if made into a ring, will turn the wearer invisible. An herb called asidios exists which drives out evil and impure spirits and forces them to reveal their place(s) of origin.

Prester John's palace is said to have gates of magical sardonyx, which will neutralize any poisons that come into the palace. The courtyard is paved with onyx, which strengthens the courage of duelists and soldiers. A magical mirror reveals all plots and subterfuge within the boundaries of John's kingdom and in all neighboring domains. The dining hall is enchanted so that no matter how hungry one is upon entering, one is completely satisfied upon leaving, even if no food has been eaten! Gold is mined at night by large, man-eating ants; and dragons have been tamed and are used as mounts for John's "air cavalry".

Appearance: The scepter is made of a fine steel alloy of unknown composition, with Biblical inscriptions of platinum and gold, written in Coptic, Greek, and Aramaic along its length. Eight large emeralds of power are inset into the scepter: five are associated with the weather control, one with transforming water into wine, one with summoning the game animal, and the largest (in the tip) with the flame strikes. This last gem may actually resemble a ruby if the scepter has been previously charged in dragon's blood and less than 10 of the resulting flame strikes have been used.

Value: 100,000 gold pieces.
Jewelry value: 12,000 gold pieces.

Prince Kobo's Brush

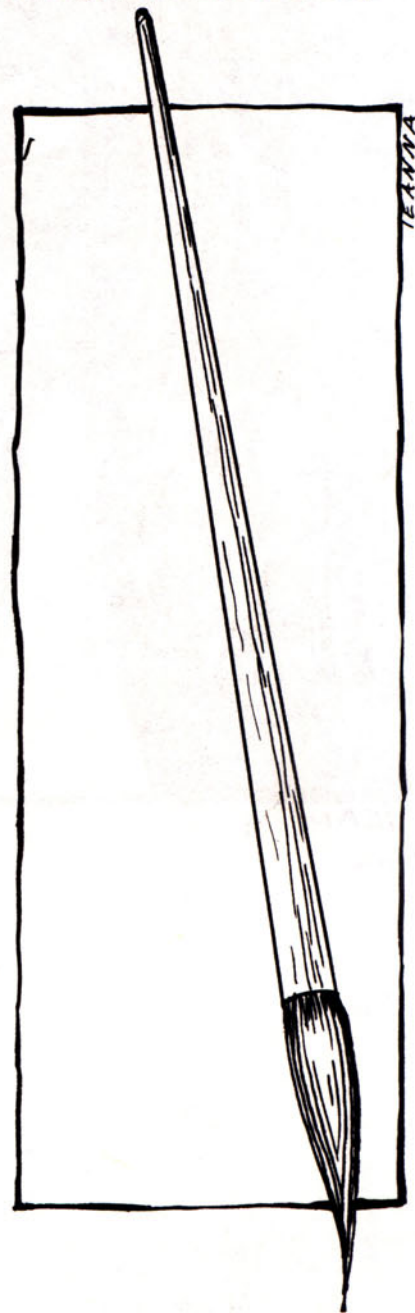
Can write a message on water or other liquid, which can be read when the liquid is poured.

Prince Kobo's Brush comes from legends of Japanese mythology. Prince Kobo's magical lettering brush will write on water (or any other liquid).

The brush is dipped in ink or paint, and the user can then write or draw on the surface of the liquid as if it were paper. It is suggested that the water be put into a shallow rectangular pan for both writing and reading. The water with the writing on it can then be poured into any bottle, vial, or container and transported. When the water is poured out, the words will become readable again. Messages, maps, and even scrolls and spells are said to have been transported secretly in this manner.

Appearance: This wonderful item resembles a standard Japanese calligraphic writing-brush, although its bristles are always uniform and neat and are remarkably easy to keep clean.

Value: 2,000 gold pieces.



Prince Kobo's Brush



Puca

- Aids those to whom it feels grateful by giving the favored character +4 (+20%) to all saving throws vs. undead, as well as a similar bonus to attacks against the character.
- May grant power of understanding animal speech.

Puca is a harmless being of Irish folklore, a transformer usually described as being either animal or half-animal.

If the puca, while in animal form, is aided by a character, it may (75% chance) grant the character a protection against spirits; +4 (+20%) bonus to any saving throw vs. undead, and a +4 bonus to the chance to hit and to damage against undead opponents; this bonus lasts for 30 days. The puca may also (45% chance) grant a person the ability to understand (but not to speak) animal languages; this is a permanent gift.

Appearance: Unknown, but Puca often assumes the shape of animals or demi-animals; frequently thought of as black or dark, occasionally described as horned.

Value: Not applicable.

Puca

AC: -1, *HTK:* 4D8, *M:* 18"

Alignment: Chaotic/Good, *IT:* Average

Att: As per animal, *Dm:* As per animal

THACO: As per animal

Size: As per animal

Special: Invisible at will.

JEANNA

Puca

Qaf
Quirin Stone

Q

Qaf

Emeralds are found here in great quantity.

Qaf, in Arabic and Moslem mythology, is the great emerald range of mountains that encircles the world beyond the ring of ocean. The word also refers specifically to the Caucasus range. Qaf is supposed to be the home of the jinn, so the range might actually exist on another plane of reality. This would account for the recurrent tales; its description as beyond the end of the world and the difficulty of finding it.

If adventurers manage to locate Qaf, they will also find as many emeralds as they can carry. There is little doubt that the jinn and other creatures which inhabit the plane make the adventure risky and harrowing.

Quirin Stone

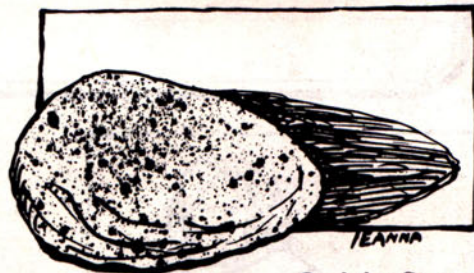
When placed under pillow, it makes a person talk in his sleep, revealing his closest secrets and answering all questions truthfully without waking him up.

Quirin Stone is a rare, magical stone that is found occasionally (5%) in the nest of a

lapwing bird. If the quirin stone is placed under the pillow of a sleeping person, that person will talk in his sleep and reveal all of his closest secrets. The sleeper will also truthfully answer any questions put to him during the night without awakening, and with no memory of anything having occurred after awakening. The sleeper can, however, awaken at any time if an extraordinary noise or other circumstances occur.

Appearance: A small, gray pebble, mottled like a bird's egg, ranging in size from a pea to a marble.

Value: 2,000 gold pieces.



Quirin Stone



Qaf

R

Ragnar Lodbrok's Armor
Rahab's Amulet
Ran's Net
Raphael's Sword
Ravana's Phylactery
Rip Van Winkle Potion
Rishi's Ring of Transference
Rising Rock
Robin Hood's Items
 Longbow
 Longsword
 Cloak
Rope of Trickery
Rosemary
Round Table
Ruby of Foretelling
Rue and Vervain
Rumplestiltskins'
Spinning Wheel



Ragnar Lodbrok's Armor

Ragnar Lodbrok's Armor

Leather armor gives wearer an Armor Class of -2.

Ragnar Lodbrok (or "Lothbrok") was a great Viking and the king of Denmark for most of the 8th century. He was also known as a dragon-killer in legend, and claimed that his magical armor of oxbide leather protected him during fights. Ragnar was eventually killed by King Ella of Northumberland, who removed the magical armor and threw Ragnar into a snake-pit. It is said that Ragnar sang a joyous death song, "...laughing I die!", prototypical of the defiant Viking spirit when facing death. Ragnar's sons, who later founded the city of London, exacted revenge upon Ella by carving the image of an eagle upon him.

This armor is treated as leather armor in all respects, including character class restrictions. It gives the wearer an Armor Class of -2.

Appearance: This appears to be a complete set of leather armor made from a rather rugged oxbide, treated for toughness.

Value: 40,000 gold pieces.

Rahab's Amulet

Within 1 mile of lake, sea, or ocean, the amulet has 25% chance per day to summon a giant sea monster (random monster).

Rahab the Rager was one name given to a Biblical dragon or sea serpent mentioned occasionally throughout the Old Testament. Rahab was also the name given to the harlot in Jericho who assisted the Israelites; it is generally thought that she was a priestess of the sea goddess, Rahab.

The amulet will radiate magic, and is indeed quite powerful. If it is within one mile of a lake, sea, or ocean, there is a 25% chance per day that it will summon some sort of large sea monster (GM's choice, according to circumstances).

The cults that worshipped monsters never grasped the fact that once a monster is summoned, the creature is not under anyone's control and will quite often make a meal of the summoning clergy.

Identification magic will reveal that the amulet can summon powerful creatures and seeks to be near the sea, but it will not indicate whether or not the summoned creatures can be controlled. Augury spells, if successful, will indicate woe for the person who is wearing the amulet.

Appearance: The amulet is oval, made of finely wrought silver depicting waves on a seashore. The centerpiece of the amulet is a handsome aquamarine.

Value: 10,000 gold pieces.

As jewelry: 1,200 gold pieces.

Ran's Net

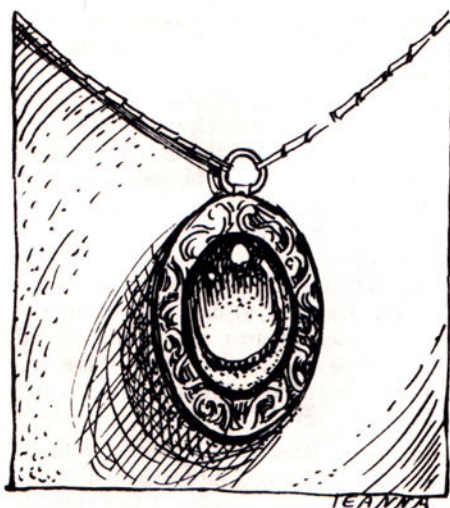
- Covers an area within a 100-foot radius from caster; all characters within this area (including the caster) must save vs. death magic or be trapped under the net.
- Has an Armor Class of 0.

Ran is the Norse goddess of storms and of the drowned. She is also Aegir's wife. Ran dragged sailors down with her net; they remained in her halls forever, and those who carried gold to appease her were well treated, feasting on lobster, prawns, and other seafood delicacies.

Ran's net appears to be similar to any type of casting net, magical or otherwise, until it is thrown. When the net is cast, no matter what precautions have been taken, the caster and all beings within 100 feet must save vs. death magic as the net magically grows (if on a vessel, the vessel must also make a saving throw). Those who fail the saving throw feel the net cling to them and briny water will start to surround them; they have 10 rounds to make 5 cuts in the net to make a hole large enough to escape.

Each trapped character must attempt to cut the net individually; no one can escape through another person's exit (the net clings too tightly). Characters who made the saving throw or those beyond the radius can attempt to aid those inside, but it is dangerous; each successful cut inflicts normal damage upon the trapped character (cuts cannot be for subdual damage) since the net is so close. Successful cuts done from the outside count toward the total 5 needed to free one character. Magical attacks like Magic Missile count as one automatic hit on the net. More powerful magical attacks cannot be cast due to the cling of the net.

The net is treated as a target with Armor Class 0, and there are weapon modifications based upon length, space required, etc. Any cutting surface can be used—extrapolate from these examples. Daggers gain a +4 (+20%) bonus; shortswords and hand axes gain a +2 (+10%) bonus; broadswords have no bonus or penalty; long-swords and battle axes have a -2 (-10%) penalty; bastard swords, pole arms, etc. have a -4 (-20%) penalty. Weapons in hand may be dropped and exchanged for weapons located in the front torso region, the belt, and the legs; slung weapons and weapons on the back on backpacks can not be used.



Rahab's Amulet



Raphael's Sword

Characters that can breathe water or who do not require air have, for practical purposes, all the time they need to cut free; there is no limitation on the number of their attempts. A character who fails to get free will drown within a period of time dependent on his Stamina: a character with less than 15 points of Stamina has 5 segments to escape, a character with 15-16 points has 10 segments, and a character with 17-18 points has 15 segments. The drowned character's body will also disappear because he has gone to dwell with Ran in her underwater halls. The net is always under the control of Ran, no matter where or by whom it is cast.

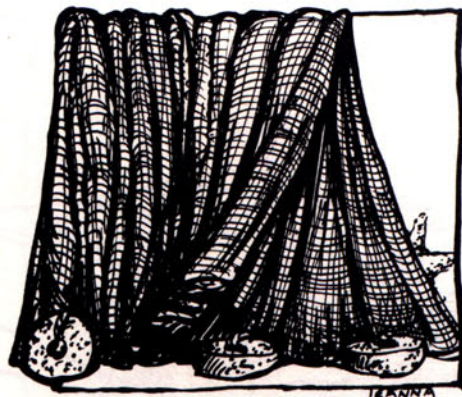
No amount of strength can break this net without a weapon. Note that there is no safe way to cast this and avoid its effects, except for some sort of teleportation—and casting a spell is difficult when one is drowning.

Appearance: The drowning net exactly resembles all other types of nets, being approximately 10 feet square. The $\frac{1}{4}$ foot mesh is made of rope. The net radiates a magical aura if it is detected for.

Value: 1,000 gold pieces.

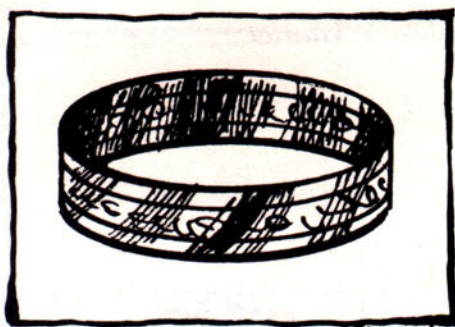
Raphael's Sword

- Cures any and all diseases in the character who is touched by the flat of the sword.
- +1 (+5%) bonus to chance to hit and to damage; +5 (+25%) bonus to chance to hit and to damage vs. demons or creatures of evil alignment. Base damage is 1D10 HTK.
- Does 1D10 HTK damage to creatures of evil alignment who touch it.



Ran's Net

Raphael, or Suriel, is one of the seven archangels of Judeo-Christian beliefs. His special province is the souls of men, and he is



Rishi's Ring of Transference

known as the healer and dissipater of disease. Raphael fought and overcame the demon Asmodeus.

Any being of evil alignment that dares touch the sword will receive 1D10 HTK per touch; conversely, any being that is gently touched by the flat of the sword will be healed of any and all diseases. Beings of neutral and good alignment that use the sword find it does a base damage of 1D10 HTK, and has a +1 (+5%) bonus to the chance to hit and to damage. When the sword is used against opponents of evil alignment (especially demons), there is a bonus of +5 (+25%) to the chance to hit and to damage.

Appearance: Raphael's sword is a long-sword, with a hilt of gold and a blade made of metal gleaming with white fire, though it radiates no heat.

Value: 20,000 gold pieces.



Rip Van Winkle Potion

Ravana's Phylactery

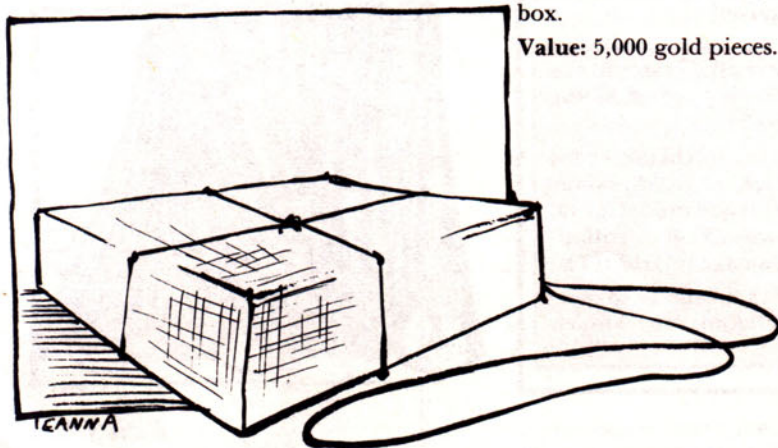
Gives the wearer invulnerability to attacks by gods.

Ravana, according to Hindu mythology, was the demon king of the rakshasas; he was the incarnation of evil, and the ravisher. His strength was such that he could split mountain tops, and by doing devotion to Brahma and placing the blessed writings in a phylactery, he gained invulnerability to attacks by the gods; the phylactery gives no protection against mortals, animals, etc. According to the myth, Vishnu became incarnated as Ramachandra (Rama) so that Ravana could be slain.

Note that the phylactery only protects against direct attacks by a god while the god is in his divine form; the gods can summon mortal or animal assistance or attack indirectly.

Appearance: The phylactery is a rectangular box, tightly covered with unbleached linen; a thong, which allows it to be worn about the arm or head, is connected to the box.

Value: 5,000 gold pieces.



Ravana's Phylactery

Rip van Winkle Potion

Drinker falls asleep for 20 years (no saving throw) or until a Dispel Magic spell of at least skill 10 is cast.

Rip van Winkle is the hero of Irving's story that is based on the Catskill Mountains legend: he went into the mountains to hunt and to escape his nagging wife, drank a strange brew with some even stranger fellows that were playing ninepins, and fell asleep for 20 years.

Any character that drinks this potion gets no saving throw; the character is asleep for 20 years or until a spell of Dispel Magic of at least skill 10 is cast upon the sleeper. While he is asleep, he will age normally, but miraculously will require neither food nor water as sustenance (a side effect of the potion).

Appearance: A brewed concoction resembling effervescent ale, with the taste of unfamiliar but not unpleasant spices. It is sometimes found in kegs, jugs, and flasks as well as in vials.

Value: 5,000 gold pieces.

Rishi's Ring of Transference

Allows wearer to duplicate and use all attributes of any one being within 100 feet; one use per 24 hours; successful saving throw made by the target being negates this.

Rishi was a holy man and sage of Hindu mythology, as well as a saint and the son of Brahma. Traditionally, there are seven Rishi, each one possessing amazing powers which makes him equal or superior to gods.

The ring of transference allows the wearer to absorb all the abilities of one being that is within 100 feet. This means that the ring wearer duplicates that being's Armor Class, HTK, spellcasting abilities, magic resistance, chance to hit, damage capabilities, etc. Note that the target character still has all of his original abilities since his abilities are merely copied and not taken from him. If a spellcaster is the target, then only those spells the target has currently in mind can be captured.

Only one attempt per 24 hours can be made with the ring, and any attributes transferred are kept for use at any time until the 24-hour duration is up. If the target makes a saving throw vs. spell magic, the attributes are not captured.

Appearance: The ring is an alloy of gold and brass, and has one of the seven proper names of the Rishi inscribed in Sanskrit. It would take a very knowledgeable sage to identify the markings without considerable research.

Value: 50,000 gold pieces.

Rising Rock

If a person sleeps upon the rock, it rises into a sheer mesa 1D10 x 10 feet high and 5D4 feet in diameter.

Rising Rock is a magical item found in the legends of many Indian tribes of western North America. When a person or an animal falls asleep on the rock, he finds that the rock has risen to a great height and he can't get down without aid.

For game purposes, the rock is small and flat, and can be slipped under someone who is already sleeping as well as being placed for someone to sleep upon later.

The rock will start to grow 1D10 minutes after being placed under a sleeping character or after someone falls asleep on top of it; it will increase in diameter until it is at a maximum diameter of 5D4 feet, (this process takes less than a minute). It will then rapidly increase in height, forming a vertical, mesa-like formation with a height of 1D100 x 10 feet.

The rock's walls are sheer, but they can be climbed by thieves at the normal percentages. The growth of the rock itself is silent, but if material objects are displaced or crushed by the growth, they may make noise which could alert bystanders or awaken the sleeper. This would happen, for example, if the rock was placed under a mattress in a 2nd floor inn—first the bed would creak and break, and it wouldn't be too long before both the bed and the rock crashed through the floor.

Appearance: A disc-shaped piece of shale or sandstone, 4 to 6 inches in diameter.

Value: 1,000 gold pieces.



Rising Rock

Robin Hood is a legendary nobleman-turned-outlaw of English legend, who robbed wealthy clergymen and merchants and distributed the wealth to widows and orphans, especially Saxons.

It is believed that Robin Hood was born in 1160 and was, in fact, Robert Fitzooth, Earl of Huntingdon, in Locksley, Nottinghamshire. A loyal supporter of King Richard the Lionheart, Robin's title and lands were stripped by Prince John and given to his cohort, Sir Guy of Gisborne. Many of Robin's legendary adventures involved bedeviling John Gisborne, and the Sheriff of Nottingham.

Robin's **longbow** has a bonus of +5 (+25%) to the chance to hit and to damage, and when it is used by a ranger, it can be fired at twice its normal rate.

Some say Robin was gifted by a forest god, perhaps Herne, who gave Robin a magical **longsword**, one of the legendary seven swords of Wales. The longsword was charged with the powers of light and darkness. Robin's longsword possessed the power of radiating continual light in a 60-foot radius, bright enough to dispel even the most powerful magical darkness. It is +3 (+15%) to the chance to hit and to damage vs. all opponents, and is +5 (+25%) vs. opponents of evil alignment.

Robin's **cloak** can provide perfect camouflage in outdoor environments 95% of the time. This ability to disappear among the grasses and trees of Sherwood Forest was one of the things that made capturing Robin and his band so difficult.

Appearance: The sword is a longsword, with the power runes of light and order etched into its gleaming blade. The hilt is functional, not decorative.

The bow is a longbow made of the stoutest yew; it is rough-hewn rather than rounded and polished, and has no identifying marks.



Robin Hood's Cloak

Robin Hood's Items

Longbow

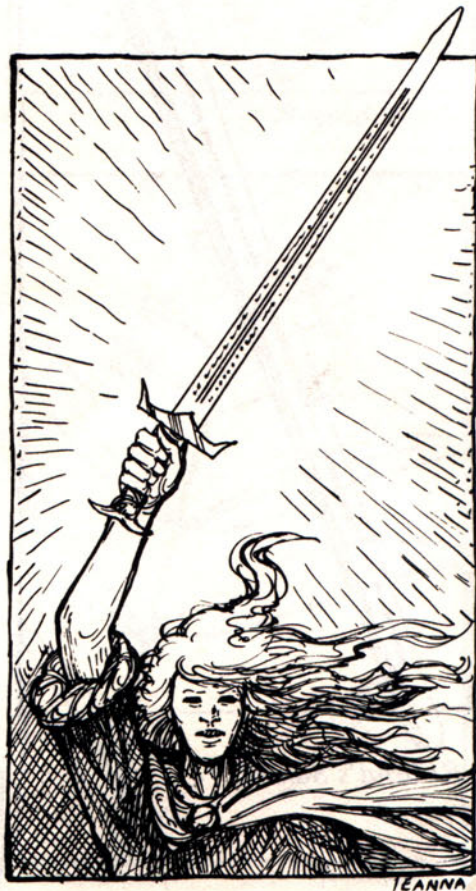
Has a +5 (+25%) bonus to chance to hit and to damage; rangers fire it at twice normal rate.

Longsword

Has a +3 (+15%) bonus to chance to hit and to damage, or +5 (+25%) vs. opponents of evil alignment. Sword has ability to shine with continual light for a 60-foot radius, upon wielder's desire; this light will dissipate any darkness, including magical.

Cloak

Gives 95% probability of camouflage in outdoor settings.



Longsword



Longbow

Robin's cloak is hooded, drab forest green, and fastened with a brooch of dulled bronze in the shape of a crescent moon, which is the symbol of Herne the Hunter.

Value: Sword20,000 gp.
Bow22,000 gp.
Cloak20,000 gp.

Roland's Horn and Sword

Horn

Can be heard by any ally up to 1,000 miles away.

Sword

Has +2 (+10%) bonus to chance to hit and to damage.

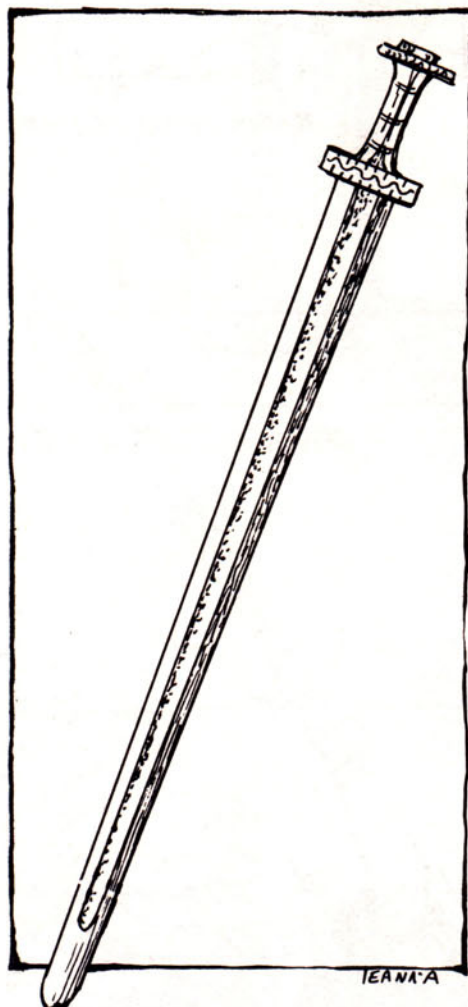
Roland was a legendary soldier of the late ninth and early tenth centuries. He was the stepson of Ganilon, an advisor to the emperor, Charlemagne. During Roland's final battle, a clear blast from his horn was heard by his friends and allies throughout the kingdom. As he died, Roland plunged his sword, Durendal, deep into the ground so that no foe could use it. Charlemagne's forces, alerted by the horn, won the battle. They recovered Roland's body and his possessions and entombed them together.

The **horn** does not sound louder than a normal horn, but any ally within 1,000 miles of the blower will be able to hear it as a distant sound. Non-allies out of normal earshot will hear nothing unusual.

The **sword** Durendal gives a +2 (+10%) to the chance to hit and to damage. In addition, if the wielder rolls an unadjusted 20 on his D20 roll to hit, an extremity of the opponent has been severed. To determine what has been cut off, roll 1D6. If the result is 1 or 2, the head has been cut off; 3, the right arm; 4, the left arm; 5, the right leg; 6, the left leg. If the opponent is non-humanoid, use these numbers as guidelines and adapt them to the target's actual physical shape.

Appearance: Durendal is a longsword with a wider blade than usual. The hilt is rather ornate, in the fashion of Charlemagne's nobility, and the name "Durendal" is engraved in small letters on one side of the blade near the hilt.

Value: Horn7,000 gp.
Durendal30,000 gp.



Roland's Sword



Roland's Horn

Rope of Trickery

- When thrown into the air, it will hang vertically at its full length (20 feet), unsupported.
- Characters can climb the length of the rope to escape difficulties, or disappear at the top.
- One or two characters can enter the space at the top, pull up the rope, and remain there for 2D100 minutes.

Rope of Trickery is found only in India, where it is used in a performance by fakirs, yogis, and other itinerant religious zealots.

Although many Europeans claim to have seen the rope trick, no one has ever come forward to perform it before professional magicians or photographers, even when great rewards are offered.

The trick consists of a conjuror throwing the rope up into the air, where it remains suspended. An assistant, usually a young boy, climbs the rope and disappears into thin air at the top. After a while, the conjuror shouts angrily for the youth to descend, and when there is no response, he climbs the rope with a knife drawn and disappears. An unseen commotion follows and what appear to be parts of the boy's body (arms, legs, etc.) fall to the ground. The conjuror descends, wipes his knife, and the unharmed youth appears from out of the crowd of spectators.

A character can throw the rope into the air, where it will remain suspended. Two characters can climb the rope, one at a time, and they will seem to disappear at the top. They have entered a small pocket of dimensionally transcendental space that is big enough for just two characters and the rope, which can be pulled up after them. When the rope is lowered again, the characters can descend. In any event, the dimensional pocket exists for only 2D100 minutes; at the end of that time, if the characters have not descended, they will fall from a height of 20 feet to the spot from which the rope was thrown. The duration roll is made secretly by the GM; the characters do not know how much time is allotted. There is sufficient oxygen for the maximum duration with no discomfort.

The rope can also be used as a normal rope. The rope can only be used magically (i.e., suspended in mid-air, and climbed) once per 60 minutes. If the rope is ever severed, it will lose all of its magical properties.

Appearance: The rope is woven hemp, one-half inch in diameter. It has amazing strength, and will support over 1,000 pounds. It is 20 feet long.

Value, 17,000 gold pieces.

Rosemary

Tea made from the herb enables its imbibor to permanently remember everything (except spells) that is seen for the next 24 hours.

Rosemary is a fragrant herb that grows on a shrub in Southern Europe and Asia Minor. In ancient Greece, students wore rosemary in their hair to strengthen their memory. In modern times, it has come to stand for fidelity and romantic remembrance. It is said to be a favorite plant of the elves.

A character who drinks a tea made from rosemary will be able to permanently remember everything that he sees or hears for the next 24 hours. This includes the contents of books (the books must be read, not just glanced through), conversations, physical details, etc.. For this reason, rosemary is a favorite substance of both scholars and spies.

The effect does not include permanent memorization of spells; the memories can be forgotten in any normal way including, but not limited to, amnesia and psionic or mental attacks or diseases.

Appearance: The appearance of the plant is known to nature-oriented characters. Rosemary tea is fragrant and aromatic; its potency lasts only one hour after the tea is brewed.

Value: 50 gold pieces per dose.

Round Table

Expands to accomodate up to 1600 people.

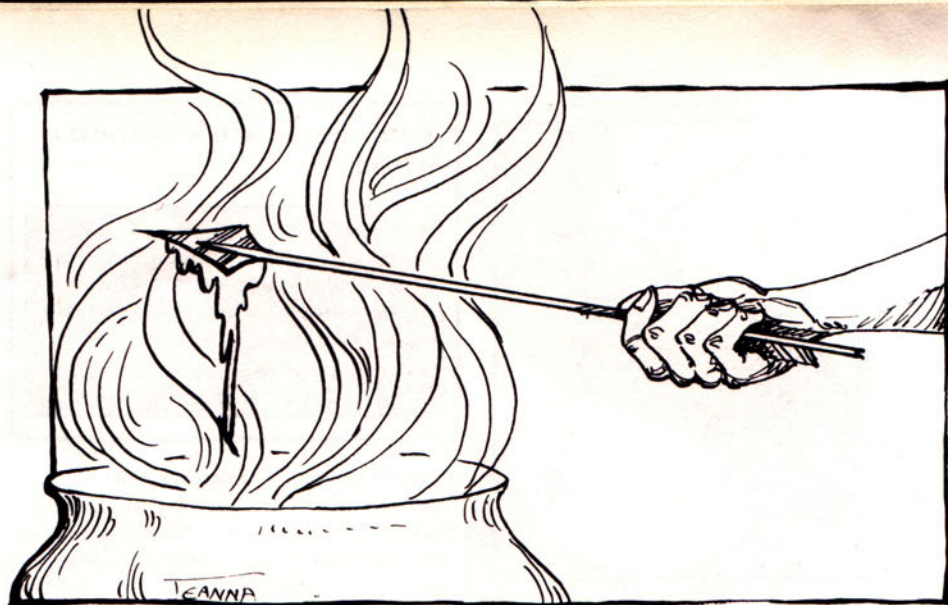
Round Table is from the legend of King Arthur, and is probably based on the old Irish custom of seating 12 honored warriors around the royal couch. According to the Arthurian story, to prevent strife over seating precedence, Arthur had a round table made, which was enchanted to expand and accommodate as many people as necessary.

Appearance: The Round Table is generally believed to be made of oak, with legs carved in the shape of dragons' or lions' legs and claws. In some descriptions, the name of the knight magically appears to mark his place when he is named a Knight of King Arthur.

Value: 10,000 gold pieces.

Ruby of Foretelling

Turns cloudy 1D10 rounds before ill fortune strikes nearby.

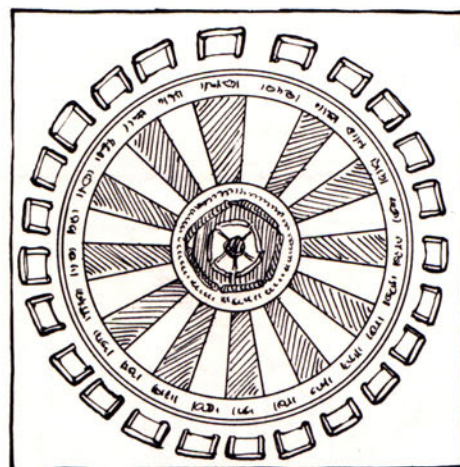


Rue and Vervain

Ruby is a red gemstone, a crystallized form of corundum. Certain special rubies are known as Rubies of Foretelling, because they will turn cloudy and lose their luster shortly before impending disaster or bad luck strikes nearby. In game terms, the effect will show 1D10 rounds before the unfortunate incident occurs. The ill luck does not have to strike the holder of the ruby, but may befall his friends and associates as well.

Appearance: As a gem ruby, usually of the tar variety, with a normally bright luster.

Value: Variable—twice the value of an ordinary gem.



Round Table

Rue and Vervain

Weapons boiled in rue and vervain add +1 (+5%) to the chance to hit (but not to damage) for 1 week.

Rue is a perennial, woody herb. Its powerful, bitter taste has made it respected as a folk medicine since ancient times. If a weapon (or its striking surface) is boiled in a mixture of rue and vervain (any of a certain genus of plants) that weapon will increase its chance to hit (but not to damage) by +1 (+ 5%) for one week.

Appearance: Both rue and vervain can be identified by alchemists and druids, although vervain is more common.

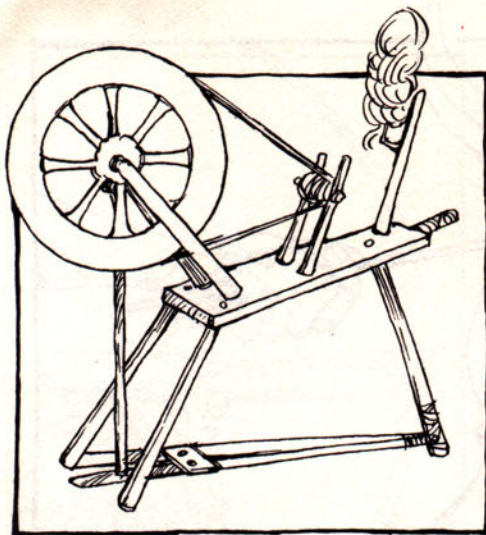
Value: 200 gold pieces per dose (enough to treat 10 arrows or one hand weapon).



Ruby of Foretelling



Rosemary



***Rumplestiltskin's
Spinning Wheel***

Rumplestiltskin's Spinning Wheel

- Spins flax into an equivalent weight of gold; maximum 250 pounds (1,000 pounds for dwarves or gnomes); wheel disappears after 12 hours.
- A price or promise is always exacted for the loan of the wheel.

Rumplestiltskin's Spinning Wheel comes from a familiar German fairy tale; a mother boasts to the prince that her daughter can spin flax into gold, which her daughter can't do. A mysterious dwarf named Rumplestiltskin appears and does the work with

his magical spinning wheel, but tries to claim the daughter's firstborn as a payment. When he comes to collect the child, the girl learns his name. As a result, she doesn't have to give up her baby.

Rumplestiltskin (or whatever magical being offers the wheel to characters) will not do the work for them, but will exact a very high price for the wheel. There will always be some loophole, but it should be extremely difficult to escape payment (a 5% or less chance). The wheel will magically disappear at the end of 12 hours, no matter what efforts are made to prevent it from doing so.

Appearance: The wheel looks like a normal wooden spinning wheel; the wood is natural, with no paint, varnish, or shellac.

Value: Variable; price will be high.

S

Silver Items

Silver Bullet (or weapon)

Silver Nails

Sabdabhedhi Bolt
Saga's Charm
Saint George's Lance
Saint Nicholas' Sack
Sampo
Sani's Eye
Sapphire
Scarab Ring
Scythes' Exercises
Seide
Seven-League Boots
Sferra Cavallo
Shapeshifting Skin
Shirt of Nessus
Shoes of Vidar
Shu
Siegfried's Sword

Silver Bell of Lohebgrin
Silver Branch
Singing Harp
Skanda's Javelin
Skofnung
Sleipnir
Solomon's Seal
Spear of Bishamon-ten
Spear of Armor Piercing
Spike of Huang T'ien Hua
Spruce Cone
Staff of Multiple Striking
Stromkarl's Tunes
Surtr's Flaming Sword
Sword of Distance Cutting
Sword of Light
Sword of Sir Balin

Sabdabhedhi Bolt

Will always successfully hit the noisiest target within 100 yards.

Sabdabhedhi Bolt is referred to in Indian mythology. It is attracted by sound, and when it is fired from a crossbow, it will always successfully hit the target that is making the most noise within 100 yards. If the surrounding area is silent or all of the noise is equal in volume, the bolt will hit the closest target in a straight-line flight path. The bolt does normal damage; in all other respects it is like any other missile, except that its chance of breaking each time it is used is 10%. Sabdabhedhi missiles are sometimes (20%) normal arrows rather than quarrels or bolts.

Appearance: A stylized drawing of human ears is the only distinguishing mark on these special missiles.

Value: 200 gold pieces apiece.

Saga's Charm

Enables wearer to consume any amount of intoxicants without becoming drunk.

Saga is a Norse goddess who has the interesting ability to drink any amount of mead, ale, or liquor without getting drunk. She bestowed a charm as a favor to a few mortals.

This charm allows the wearer to consume any amount of intoxicating substance without the normal effects of slowed reflexes or dullness of mind. Any normal physical effects of consuming a great deal of liquid will, however, remain.

Appearance: The charm is usually in the form of an amulet that is worn either around the neck or as a bracelet. The charm is made of silver, and depicts an overflowing drinking-horn.

Value: 700 gold pieces.

Saint George's Lance

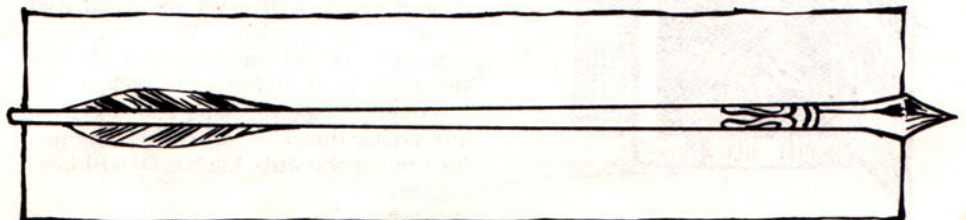
- **Bonus of +5 (+25%) to chance to hit and to damage when used vs. dragons, dragon-type monsters, or any reptile.**
- **Lance's touch cures infertility in women.**

Saint George is the patron saint of England, Portugal, and other countries. His battle with the dragon is well known, but stories of his ability to cure infertility in women was generally only related to adult listeners.

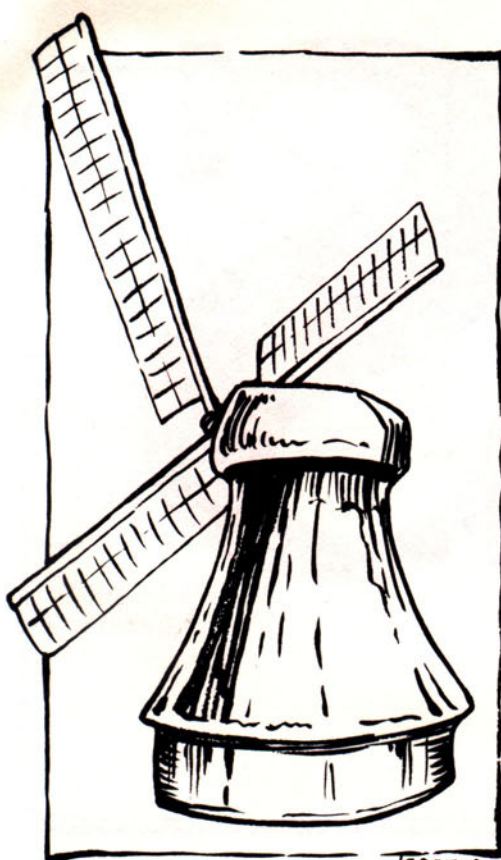


LEANNA

Saga's Charm



Sabdabhedhi Bolt



Sampo



Saint Nicholas' Sack

Characters using St. George's lance will find that it is +5 (+25%) both in the chance to hit and to damage when it is used against dragons, dragon-type monsters, or any reptile. Touching the lance will make barren women fertile, a valuable power when one is dealing with nobles who are desperate for heirs.

Appearance: St. George's Lance is a full-sized horseman's lance with a guard, although it can be set vs. charge (as a pike) when the wielder dismounts. There is a Greek cross (all four arms are of equal length) near the handguard.

Value: 20,000 gold pieces.



Saint George's Lance



Sani's Eye

made of brown leather, with a looped drawstring so that it can be worn on the belt.

Value: Sack.....25,000 gp.
Cake3,000 gp.

Sampo

Produces 10 gold pieces per day plus enough food and drink for 100 people.

Sampo is a wonderful item that is often mentioned in the epic mythological songs of Finland. A village which possesses the sampo can live without worry, for it will bring good fortune, wealth (10 gold pieces per day), and enough food and drink for up to 100 people. If there are less than 100 people in the community, the amount of food and drink is adjusted accordingly.

The original sampo was forged by the hero Ilmarinen for a northern queen. In return, the queen promised the hand of her daughter in marriage. When the queen refused to give up her daughter, Ilmarinen and two other great heroes, Vainamoinen and Lemminkainen, mounted an expedition to take the sampo back by force if the queen would not share its wealth and bounty. She refused, and a magical struggle ensued, during which the sampo was broken and fell into the sea. The queen retained only a small part of the sampo, and many other pieces were washed up and collected by Vainamoinen, who wanted to bring prosperity to his land.

Appearance: Debate rages over whether the sampo was an idol or a small mill, like the Scandinavian Grotti mill. Scholars disagree about its shape and size, although it was portable enough to take on a small ship.

The sampo was likely a small mill, about four feet tall and three feet in diameter, and probably weighed about 300 pounds. It is made of iron, gold and silver. In any form, its identity will be readily apparent once it starts producing its bounty.

Value: 25,000 gold pieces.

Saint Nicholas' Sack

- Always full of grain, no matter how many times it is emptied.
- Cakes made from the wheat from the sack reduce the change of seafaring mishaps by 25% when they are carried aboard a ship.

Saint Nicholas is the patron saint of Russia, sailors, thieves, and children. The historical Saint Nicholas was born in Lycia, Asia Minor, in the fourth century. After he became a bishop, a great famine hit the region. Nicholas took grain from passing ships with a promise that their holds would be full of grain again when they reached their destinations, and miraculously they were. At this point, sailors became converts of Saint Nicholas, and looked to him to bless their voyages.

Saint Nicholas' sack is small, but it is always bulging with grain. If it is emptied by handfuls, the sack will never be more than half-empty, magically replenishing itself. If the grain is poured out until the sack is completely empty, there is a 50% chance that it will never replenish itself again.

Sea vessels that carry a cake made from the wheat from St. Nicholas' sack are 25% less likely to have mishaps: add +5 (+25) to any saving throw or roll concerning misfortune for the ship. Each cake will last 6 months.

Appearance: The sack appears to hold a little more than a quart of material. It is

Sani's Eye

Target must make saving throw vs. death magic or be decapitated.

Sani is the Hindu god of bad luck, and the personification of the planet Saturn. He became very angry when he was not invited to the celebration of the birth of Ganesa. Enraged, Sani came uninvited to the affair and, with one glance of his glowering eye, the child Ganesa's head dropped off. The

gods replaced the head with a young elephant's head, which explains Ganesa's appearance.

Sani's deadly eye is held as an artifact by a secret cult of worshippers. When the eye is revealed (usually by some sort of shutter device), the person at whom the eye is glaring must make a saving throw vs. Death Magic or be decapitated. If more than one target is in the line of sight, the GM should roll serially to determine which target is affected. Only one target can be affected per combat round, and only targets with heads can be affected.

The eye has the same armor class as leather, and it is invulnerable to magic. It can, however, be easily destroyed by physical blows if someone gets close enough to strike.

Appearance: Sani is described as a black man dressed completely in black; his eye is completely black as well. It is rumored to be kept in a box or lantern-like device.

Value: 10,000 gold pieces.

Sapphire

Can be swallowed to heal 1D4 HTK of damage per 100 gold pieces of the sapphire's value.

Sapphire is a gemstone, a transparent blue variety of corundum. In ancient times, many powers were ascribed to it, especially the ability to heal all sorts of ailments. It was said to increase strength and energy, improve eyesight, cure fevers and ulcers, and prevent plague and pox.

A character who swallows a sapphire will be healed of 1D4 HTK of damage for each 100 gold pieces of the sapphire's value. If the sapphire is worth less than 100 gold pieces, no HTKs are restored; if the value is 100-199 gold pieces, 1D4 HTK are cured; 200-299 gold pieces, 2D4 HTK are cured, and so on. Note that a swallowed sapphire, unlike many items, will be completely digested.

Appearance: Blue-green, deep blue, or black.

Value: Variable.

Scarab Ring

- Gives a 90% chance of being raised from dead immediately after death; chance cannot be modified.
- If successful, wearer will recover 50% of original HTKs.
- Usable only once.

Scarab Ring is an item that dates far back in antiquity, at least to 3500 B.C. Amulets

and rings were based on the scarab beetle, which is found in the Mediterranean region and has become associated with rebirth and spontaneous generation. Scarab rings were popular with Egyptian kings.

Characters who wear a scarab ring have a 90% chance to be raised from the dead by the power of the ring. This chance occurs immediately after a character reaches zero or less HTK. The chance cannot be modified by any means, powers, characteristics, etc. If the die roll is successful, the character is restored to 50% of his normal full HTK. The scarab ring is usable only once.

Appearance: The scarab on the ring is a representation of the beetle *Scarabaeus sacer* carved in green stone and set in gold.

Value: 50,000 gold pieces.

Scythes' Exercises

If this rigorous exercise program is followed, the strength of a character can be increased.

Scythes, the son of Herakles and Echidra, was a very strong man who became the king of the Scythians. It was said that Scythes inherited great natural strength, but through rigorous, unbroken training he increased his strength until he could bend a horseshoe with his bare hands. Scythes boasted that any man who followed his example could do the same.

The exercises are part of a routine that takes at least two hours per day to complete. No equipment is required, since the exercises work the character's muscles against each other.

Any character who finds the exercises in a book or on scrolls and who follows them daily for five game weeks will, at the end of the five weeks, find his strength increased by the amount shown on the table. Note from the table below that there can be less of an actual increase in strength the higher the starting strength is; beyond a starting strength of 15, there is a chance of no increase at all.

The exercises may be used only once per character, and must be performed every day to maintain the strength. If a character is prevented from doing his daily exercise routine (for any reason) one point of extra strength is lost per week of incapacitation. Once the program is interrupted, that character may not use the exercises again.



Scythes' Exercises



LEANNA
Scarab Ring



LEANNA
Sapphire



Shapeshifting Skin

CURRENT STRENGTH (3-18 Scale)

D6	9 or less	10-11	12-14	15	16	17	18
1	+3	+3	+2	+1	0	0	0
2	+3	+3	+2	+1	0	0	0
3	+4	+3	+2	+1	0	0	0
4	+4	+4	+3	+2	+1	+1	0
5	+5	+4	+3	+2	+1	+1	0
6	+5	+4	+3	+3	+2	+2*	+1*

*Moves to percentage strength if used. If 18 is the absolute limit, these advancements are converted into bonuses on feats of strength.

Appearance: The exercises are found in a book or in a series of scrolls. These non-magical exercises are usable by any character class.

Value: 30,000 gold pieces.



Sferra Cavallo

Seide

Gives possessor +1 (+5%) bonus on all saving throws.

Seide are sacred stones of the Lapp people. The possessor of one of the rare, oddly-shaped stones will gain a +1 (+5%) bonus on all saving throws.

Appearance: The seide are usually dark or black, and almost always smooth like stones from a river. They are often found in animal or human forms.

Value: 20,000 gold pieces.

the descent, however, will not harm him. The jump is completed in one round.

Anything the character can carry and still jump normally can be carried on the long jump. A seven-league jump can be made only once per day; while he is making the jump, a character follows an arc with a maximum height of 300 feet.

Optional Rule: The distance travelled can be variable, (1D4 + 19) miles, for example. Characters with good dexterity (and practice) may learn to control the boots for shorter jumps, but will never reduce landing location variability beyond a radius of ½ mile. This means that a well-practiced character with high dexterity could still miss by as much as half a mile, or he may be right on target.

Appearance: These boots are supple, extremely comfortable leather knee boots. There is no indication of special powers besides a faint magical aura.

Value: 20,000 gold pieces.

Sferra Cavallo

Noiselessly opens any locked door, gate, or portal with a touch.

Sferra Cavallo is the name of the leaf of an extremely rare plant that is found only in barely accessible regions of the highest mountains.

When a leaf of this plant is treated with oils and potions that are known only to a few magic-users and alchemists and then carefully dried, it becomes a potent item.

Touching the dry leaf to the lock will open any normally locked portal silently. The leaf will even open magically held or locked portals.

The Sferra Cavallo is very vulnerable to fire and crushing.

Appearance: Unknown except to a few (5%) botanists, alchemists, and magic-users.

Value: 12,000 gold pieces per treated leaf; 5,000 gold pieces per untreated leaf.



Seven-League Boots

Seven-League Boots

Enable wearer to leap 7 leagues (approximately 21 miles) once per day.

Seven-League Boots are mentioned in the Norse legends of Hermod, who is one of Odin's sons. Hermod aided in the attempts to recover Balder from the underworld.

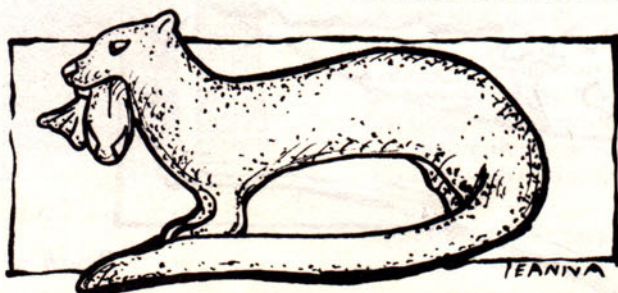
The boots will function as normal, comfortable boots until a character attempts to make a long jump or leap; if the character is outside at the time, he will jump a distance of 21 miles. If the wearer is inside, his leap will describe an arc that ends at whatever blocks the path of the character's intended flight.

Note that while a character is in the air, he has no control of his altitude, speed, etc;

Shapeshifting Skin

Character putting on this animal skin becomes the animal but retains his own mind. The character can leave the skin at any time and resume human form.

Shapeshifting stories are among the most common in mythology and legends throughout the world. Frequently, stories are told of some animal shedding its skin to become human. If the skin is stolen, the animal is forced to remain human until it finds its skin again.



Seide

A Chinese story tells of a man who hides himself and then witnesses a fox approach, turn a somersault, shed its skin, and become a beautiful girl. The man stole the skin and married the girl. She retrieved the skin one day, slipped into it, and was never seen again.

A character who finds and uses a shape-shifting skin will find that as soon as he puts it on, he becomes the animal. His human memory and intellect remain, but his senses and physical attributes are those of the animal.

Note that all skins fit so snugly that the character must be naked to wear them, and while in the animal's form, the character must perform a somersault to step out of the skin.

A D10 is rolled to randomly determine the type of animal skin that may be found:

D10 RESULT	TYPE OF SKIN
1-7	Fox
8-9	Seal
10	Swan

Appearance: As per animal type, but found inside-out and not tanned or treated.

Value: 10,000 gold pieces.

Shirt of Nessus

When the shirt is put on, it clings to wearer and immolates him for 10D10 HTK of damage; successful save for ½ damage.

Shirt of Nessus is from a story in Greek mythology. The centaur Nessus ran off with Herakles' wife Deianira, and Herakles fatally wounded him with a poisoned arrow. Nessus told Deianira to dip a shirt in his blood and send it to Herakles if she ever thought his love for her was fading; he told her that the shirt was supposed to restore Herakles' love for her. Years later, when Herakles became infatuated with Iole, Deianira sent him the shirt. Herakles put the shirt on and it clung to his skin and caught fire, mortally injuring him.

A character who puts on the shirt of Nessus will not notice anything unusual until the shirt is completely on; it will then constrict and become impossible to remove by any means. It will immediately burst into flame, immolating the character for 10D10 HTK of damage (½ the damage if a successful save vs. Spell is made). Other characters within 10 feet of the burning character will take half of the damage from the indicated 10D10 amount, or a quarter of the damage if a successful save is made. The shirt is consumed after one use.

Appearance: The shirt is made of fine linen and is a deep reddish brown, the color of dried blood. The shirt will appear to be a natural dyed color rather than a stain. The shirt will radiate a magical aura if it is detected for.

Value: 20,000 gold pieces.



Shoes of Vidar

Shoes of Vidar

Enable wearer to walk in absolute silence.

Shoes of Vidar are mentioned in Norse mythology. Vidar, a son of Odin, was silent, deliberate, and had shoes with very thick soles that enabled him to walk in absolute silence.

A character wearing the shoes of Vidar will be able to walk in absolute silence. Note that while the shoes allow silent movement, they will not diminish the noise made by jangling armor, etc.

Appearance: Low leather shoe-boots, with very thick soles.

Value: 10,000 gold pieces.

Shu

Legendary treasure city of Alexander the great.

Shu is the legendary capital and treasure city of Alexander the Great, according to the Kipling tale, "The Man Who Would Be King." *Shu* is located in the mountainous reaches of Kafiristan in a hidden region, and gold is said to lie exposed in the rock there "like suet in mutton".

The region is reputed to be near Sikandr-duru nur, and to have changed little since Alexander's time. The people await the king's return, a common folktale motif all over the world.

Appearance: Unknown. Gold is said to be a common metal there, used for dining utensils and cups in the poorest homes.

Value: Incalculable.

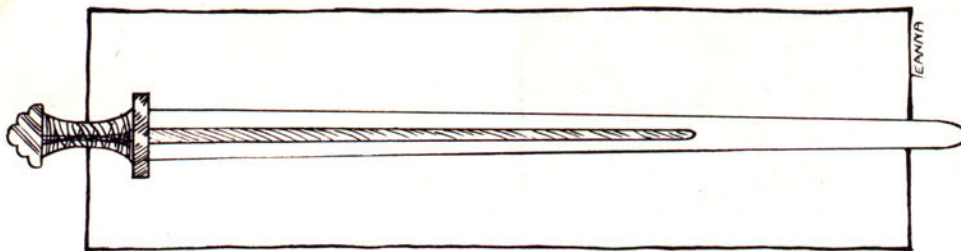


Shirt of Nessus



JEANNA

Shu



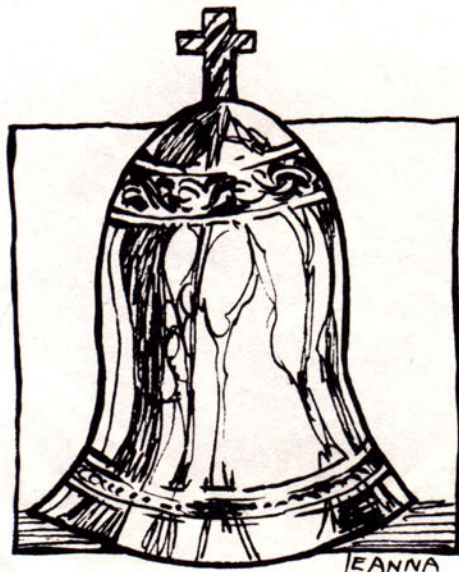
Siegfried's Sword



Silver Nails



Silver Bullet



Silver Bell of Lohengrin

Siegfried's Sword

- +2 (+10%) bonus to chance to hit and to damage; +7 (+35%) bonus when used vs. dragons.
- Damage 2D4 HTK vs. small or medium-size opponents; 2D8 HTK vs. Large opponents; plus applicable bonuses.
- Unmodified to hit roll of 19 or 20 vs. a dragon requires the dragon to make a saving throw vs. Death Magic. If unsuccessful, the dragon dies immediately. If successful, dragon loses 50% of its remaining HTK points or the sword's usual damage result, whichever is greater.
- Can locate dragons within a 10-mile radius.

Siegfried's Sword, called Balmung, was a gift from Alberich (q.v.), the king of the dwarfs. Prince Siegfried was a hero of the classic story, the Nibelungenlied, and is called Sigurd in a different version of this classic story from the Volsunga Saga.

Siegfried engaged in a fearsome struggle with the dragon Fafnir but, with the aid of the sword Balmung, Siegfried emerged victorious. When Siegfried bathed in Fafnir's blood, he became invulnerable, except for a spot on his shoulder that was covered by a leaf during the bath.

The sword Balmung is normally a +2 sword, but it 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 (a D20 result of 19 or 20 unadjusted by any bonuses), the dragon must make an immediate saving throw versus Death Magic at a penalty of -4 (-20%) or be slain instantly. If the saving throw is successful, the dragon loses half its remaining HTKs or suffers the full damage of the sword, whichever is greater.

"Normal" damage from the sword is 2D4 HTK of damage vs. small or medium-size opponents, and 2D8 HTK of damage vs. large opponents; in both cases, the applicable magical bonus is added, so normal damage vs. a dragon could be as much as 23 points (or more if the wielder has other damage bonuses).

NOTE: The Death Magic effect of the sword is effective only when fighting drag-

ons, the purpose for which this sword was forged.

Balmung also has 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 is within the radius). Within 100 yards of the dragon, the sword will glow bright red, so much so that it might alert enemies to the wielder's presence if the sword is not sheathed.

Appearance: The sword Balmung seems to be a cross between a bastard sword and a two-handed. The hilt is jewelled truesilver, the blade is an alloy of truesilver and red gold, which gives it a pale pink color in the proper light. This light rose color intensifies and glows when dragons are nearby, as described above.

Value: 30,000 gold pieces.

Silver Items

Silver Bullet (or weapon)

Needed to harm ghosts, sorcerers, witches, giants, or were-creatures.

Silver Nails

Will secure a coffin so that undead cannot escape.

Silver is found in a pure mineral state; as such, it was one of the first metals to be discovered. The similarity between the color of silver and the color of the moon has led to magical associations since ancient times. A silver bullet or weapon is needed to harm ghosts, sorcerers, witches, giants, or were-creatures.

A coffin secured by at least 10 silver nails will safely imprison undead so that they cannot escape.

Value: Varies according to caliber of bullet or weight of nail.

Silver Bell of Lohengrin

Ringling the bell causes 1D10 knights with longwords to appear. The knights are skill levels 1D6 + 4 and Armor Class 2.

Silver Bell of Lohengrin is an item from Teutonic mythology. Ringling the bell causes 1D10 knights, armored in plate and shield (AC 2), to appear. They will all be skill level 1D6 + 4, and each will be armed with a longsword. The knights are of Lawful Good alignment.

Some legends say that the knights are Crusader bodyguards of King Richard or Knights Templar. In any event, they will not necessarily act according to the summoner's wishes, but rather to their own alignment as the situation dictates.

The knights will remain for 1 hour or until they are slain, at which time they will vanish. If some or all of them are slain at one summoning, the full number may still appear at another summoning. The bell can be rung 10 times before it will shatter.

Appearance: A handbell made of silver, with a handle shaped like a cross.

Value: 10,000 gold pieces.



JEANNA

Silver Branch

Silver Branch

When shaken, any being within 50 feet must save vs. Spell or fall into a deep sleep for 12 hours.

Silver Branch is from Old Irish mythology. In ancient times, Cormac Mac Art won and used it. When this branch is shaken, it causes any beings within 50 feet, other than the being who is shaking the tree, to make a saving throw vs. Spell. If the roll fails, the victim falls into a deep sleep from which nothing can awaken him, unless he is attacked. Once a saving throw is made, the victim cannot be put to sleep by the silver branch for at least 24 hours.

Appearance: A tree branch sculpted of silver. At the end of the branch are three golden apples; the chime they make when the branch is shaken produces the magical effect. Beings that save successfully will hear the music.

Value: 15,000 gold pieces.

Singing Harp

Harp plays and sings by itself; any song heard once can be reproduced perfectly.

Singing Harp comes from the stories of Jack and the Beanstalk, and was owned by the cloud giant.

The harp is enchanted so that it can play itself and sing any song that it has heard once. There is a 10% chance that anyone within hearing distance will stop all activity and listen for 1D8 rounds.

Appearance: The harp is made of gold, and the upper part is sculpted into a beautiful woman's head. The lips move when the harp sings.

Value: 3,000 gold pieces.

Skanda's Javelin

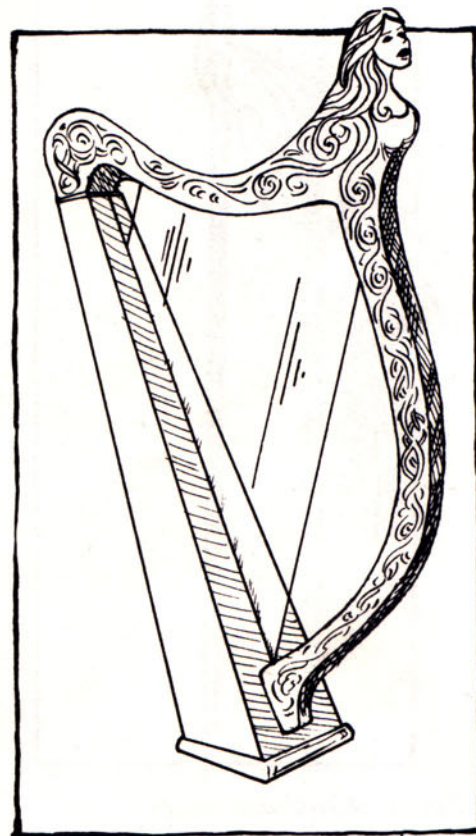
Will cause 10 cubic yards of target stone to split, crack, or crumble if the roll to hit would score against Armor Class 0.

Skanda, the Hindu god of war and one of Siva's sons, is the patron of thieves. Pursuing the Daitya Bana (who attacked the gods), Skanda hurled his javelin at the mountain Krauncha and split it open.

When the javelin is used by a mortal, it will split or crumble 10 cubic yards of rock or stone if a successful roll to hit vs. Armor Class 0 is made by the character. The javelin is not damaged by this effect. It can also do normal javelin damage vs. an opponent.

Appearance: This is a normal wooden javelin with a flint head.

Value: 10,000 gold pieces.



JEANNA

Singing Harp

Skofnung

- Any character using it fights as a skill 12 fighter.
- Any being can be struck and affected by this weapon, regardless of special or magical defenses or specifications, like "only struck by +2 or better weapon."
- Fighters of skill 12 or higher will fight at one skill level higher than their statistics.

Skofnung is the name of the sword used by Hrolf Kraki, the most famous Danish king of the heroic age. Hrolf was a great fighter, who was as magnanimous as he was strong. It is said that the spirits of Hrolf's twelve loyal berserker guards are embodied in the sword Skofnung, which gives the sword its abilities.



Sleipnir

Any character who can legitimately use a sword will fight as a skill 12 fighter. Fighter characters of skill 12 or above will fight at one skill level above their actual statistics when they are using the sword. In addition, Skofnung can hit against foes who are normally struck only by weapons with "plus" magical bonuses.

Appearance: Skofnung is a marvelous longsword, with a gleaming blade of true-silver and hilt of gold alloy. Twelve small diamonds adorn the hilt of the weapon.

Value: 30,000 gold pieces.

Sleipnir

- Can gallop 3 times faster than the fastest mortal horse either on land or in the air.
- Can travel through the planes of existence.

Sleipnir is the eight-legged, grey steed of Odin in Norse mythology. This wonderful horse is faster than any living being, three times as fast as the fastest horse on Earth. *Sleipnir* can travel in the air as easily as he can on the ground.

If the rider forms a mental picture or image of another dimension or plane of existence, *Sleipnir* can travel across the planes to it. Travel in this mode is accomplished at one plane per turn.

Appearance: *Sleipnir* is a horse of great size, perhaps 25 hands high. He has an ashen grey coat, but his most distinguishing feature is his eight legs.

Sleipnir

AC: 2, **HTK:** 96, **M:** 72"

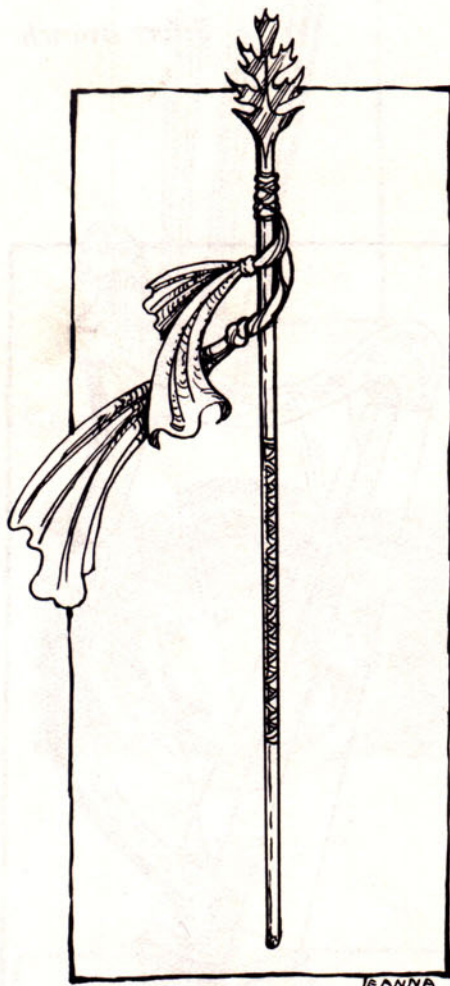
Align: Neutral, **IT:** Average

Att: 4, **Dm:** 1D6, **THACO:** 9

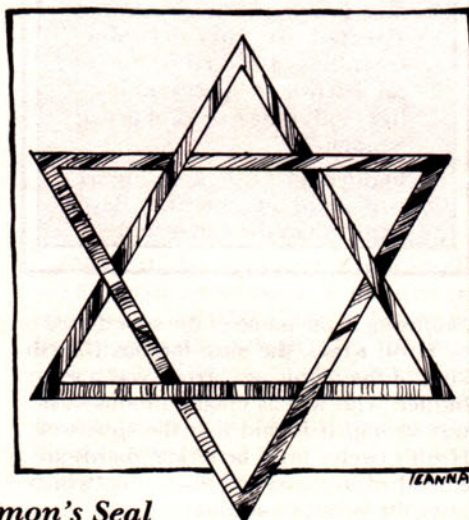
Size: L

Special: (See above)

Value: 40,000 gold pieces.



Spear of Bishamon-ten



Solomon's Seal

Solomon's Seal

- When worn as amulet, wearer cannot catch a disease; previously caught diseases will not be cured, but will not worsen either.
- No magically summoned being can cross or break this barrier.

Solomon's Seal has been used since ancient times as an amulet to keep away fever and disease; any character wearing such an amulet will not contract any disease, and the progress of any previously contracted disease will be arrested. A cold will not remain at one stage forever. Diseases like lycanthropy, leprosy, etc. from which one does not completely recover, will not progress.

The Seal also provides protection against magically summoned beings; no being summoned in this manner can break the seal when it is properly made, hence its use on djinni bottles and lamps, in circles of protection, etc. Only a few magic users and clerics know how to make this seal.

Appearance: A six-pointed star made by two intertwined equilateral triangles of different colors, one rotated 45 degrees but in the same plane as the other. To be completely effective, the triangles should be made of two metals of different colors, gold and platinum being the most common.

Value: Variable.

Spear of Bishamon-ten

- +1 (+5%) bonus to chance to hit and to damage.
- Demon opponents are instantly slain if a hit is scored.

Spear of Bishamon-ten is recounted in Buddhist legends. Originally one of the four heavenly kings and the guardian of the North, Bishamon-ten later became a god of war and a protector of the law and of human life vs. demons.

Bishamon-ten's spear (or lance) has a +1 (+5%) bonus to the chance to hit and to damage vs. all opponents, but if a successful hit is scored vs. a demon, the demon is instantly slain. This weapon can strike any demonic opponent, regardless of magical safeguards or prohibitions, if a successful to hit score is rolled.

Appearance: A slender shaft is adorned with a knotted piece of cloth near the tip. The tip is shaped like a many-pointed leaf, and made of a black, very hard substance.

Value: 5,000 gold pieces.

Spear of Armor Piercing

Ignores armor and shield in figuring "to hit" chances.

Spear of Armor Piercing is from a story told by the Fulbe tribe in Africa of a magical spear known as the Goruba-Dike. This magical spear, whether thrust or thrown, passes through armor as if it were not there. Any armor or shield, including magical bonuses from those items, is ignored in calculating armor class. The target's agility and dexterity, combined with his magical items, affect the target's chances vs. this spear.

Note that the spear gives no bonus vs. the natural armor class of monsters, but will affect those that use actual armor and/or shield.

Appearance: The spear is much like the southern assegai, made of a slender hard dogwood shaft with a broad iron tip.

Value: 25,000 gold pieces.

Spike of Huang T'ien Hua

- Projects a narrow, burning beam, which does 1D6 + 6 HTK and can burn any metal.
- Always hits.
- 1D6 uses per day, rolled secretly by GM.

Spike of Huang T'ien Hua is found in Chinese mythology. When the demon Huang T'ien Hua removes the silk sheath from this magical spike, a laser-like narrow beam shoots forth. The beam can burn and kill. It does 1D6 + 6 HTK of damage, always hits, and can burn through the hardest metals.

The number of uses per day varies; the GM rolls 1D6 secretly to determine how many times it can be used that day.

Appearance: The iron spike is 7½ inches long, and is sheathed in a silk purse with a drawstring; the sheath is usually red, but the color can vary. The beam color is usually red or blue.

Value: 25,000 gold pieces.

Spruce Cone

Can imitate any sound or voice.

Spruce Cone is a rare and wonderful item found in the tales of the Tlingit Indians. In one of their folk stories, the magical spruce cone was used by the story's hero to confound pursuit.

When the cone is blown or spoken into, it can imitate any sound or voice. Thus, a character who uses the cone can imitate a cougar's roar, the sound of a fire, faraway riders, etc.

The cone cannot actually "throw" sounds, but it can make a sound or voice seem to be distant. The cone is particularly effective when it is used in conjunction with a Ventriloquism spell.

Appearance: Looks like a typical spruce or fir cone, although it will not decay and will radiate magic.

Value: 6,000 gold pieces.

Staff of Multiple Striking

Successful strike inflicts 1D6 HTK on 1D20 opponents.

Staff of Multiple Striking comes from the stories and folklore of the African Mande tribe. According to legend their hero, Karsa Kena Gananina could kill up to 20 antelope with one blow of his iron staff.

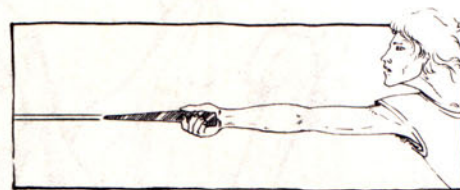
A character using the staff must make a successful roll to hit vs. one opponent; this will inflict 1D6 HTK of damage on the opponent and will cause equivalent damage to the nearest 1D20 opponents. If fewer than 20 opponents are present, there is no carry-over damage.

Appearance: A thin iron staff, three-quarters of an inch in diameter and five feet long.

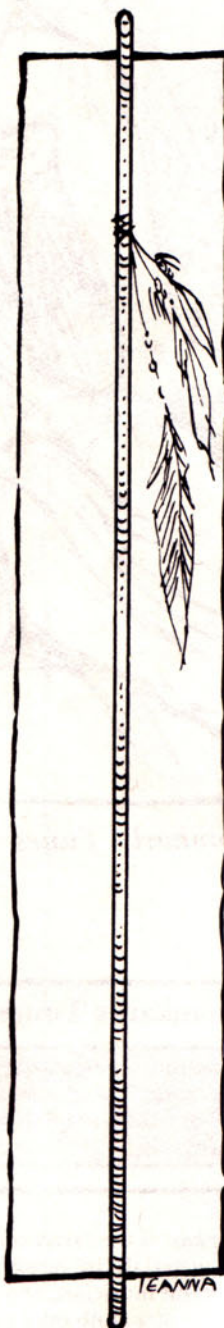
Value: 20,000 gold pieces.



Spear of Armor Piercing



Spike of Huang T'ien Hua



Staff of Multiple Striking



Stromkarl's Tunes

Stromkarl's Tunes

One tune causes everything within the sound of the music to dance about wildly and helplessly for 3D10 turns.

Stromkarl is the "river man", or the spirit of a waterfall in Scandinavia. He is a wonderful musician, and in return for the sacrifice of a lamb on a particular day, he will teach ten of his eleven tunes to humans. It is said that, on occasion, a mali-

cious being will steal the eleventh tune from the Stromkarl, transcribe it, and leave it for humans to find. Should any mortal dare to play this tune, everyone and everything—the player's character, nearby party members, non-player characters, plates and cups, benches and chairs—within the sound of the music will dance wildly about for 3D10 turns.

Appearance: At first it resembles a lively dance tune, but the music seems to get louder and impossibly fast, progressively demanding more energy and agility of the dancers.

Value: Not Applicable.

Surtr's Flaming Sword

- Requires strength of 18 or higher (100% normal human maximum) in order to use the sword.
- +5 (+25%) bonus to chance to hit and to damage; +2 (+10%) vs. fire creatures; +8 (+40%) vs. cold or ice creatures or Asgardian beings.
- Everything struck by the sword must make a saving throw vs. magical fire at a -2 (-10%) penalty; failure means that whatever is struck catches fire, even if it is normally non-flammable.

Surtr is the king of the flame giants and ruler of Muspellheim in Norse mythology. On the day of Ragnarok, he will lead the fire giants against the Asgardians, slaying Frey, who will valiantly fight him without a weapon. Fires caused by Surtr's sword during this battle will consume the world, with the exception of one protected forest.

This sword requires the maximum possible normal strength for a human (18, or 100%) to use it. It adds a bonus to the chance to hit and to damage of +5 (+25%) vs. most opponents. When the sword is used vs. fire creatures it is less effective, with only a +2 (+10%) bonus; when it is used against cold or ice creatures, or against beings from Asgard it is more effective, with a +8 (+40%) bonus.

Everything struck by the sword (for example, the shield of an opponent if a shield catch is indicated) must make a saving throw vs. Magical Fire at a penalty of -2 (-10%); creatures or objects that fail the saving throw are set ablaze. Even items which would normally be considered non-flammable such as steel, rocks, etc. will burn if successfully struck.

Appearance: Surtr's sword is a large, broad long sword which requires mortals to grip it with both hands to use it in combat. Unsheathed, the blade is instantly blazing, and it generates bright light in a 100-foot radius.

Value: 100,000 gold pieces.

Sword of Distance Cutting

Can attack and damage opponents up to 50 feet away, if line of sight is unobstructed.

Sword of Distance Cutting is from European legends about the master of a keep who could cut or kill people across the room without leaving his chair.

If the opponent is within 50 feet and the direct line between the two characters is unobstructed, a roll to hit is made as if the wielder and his target were in normal

melee combat. If the line of sight is obstructed, the item or being closest to the wielder will be attacked instead. The sword has no magical bonuses, but will radiate a magical aura if it is detected for.

Appearance: 90% of the time this item is a short sword, and the rest of the time it can be any of the other types of swords.

Value: 25,000 gold pieces.

Sword of Light

Provides daylight-equivalent light within a 100-foot radius.

Sword of Light is from the Irish fairy tale of Prince Cart's adventure at the Well of D'yerree-in-Dowan. This long sword, when unsheathed, casts a bright, daylight-equivalent light for a radius of 100 feet. This light protected Prince Cart from the evil shades that haunted the region. If it is desired, the sword can be pointed to produce a narrow beam of light, like a flashlight.

Appearance: A long sword with the Gaelic word for "light" burned into its wooden handle. The metal of the blade appears to be truesilver.

Value: 1,000 gold pieces.

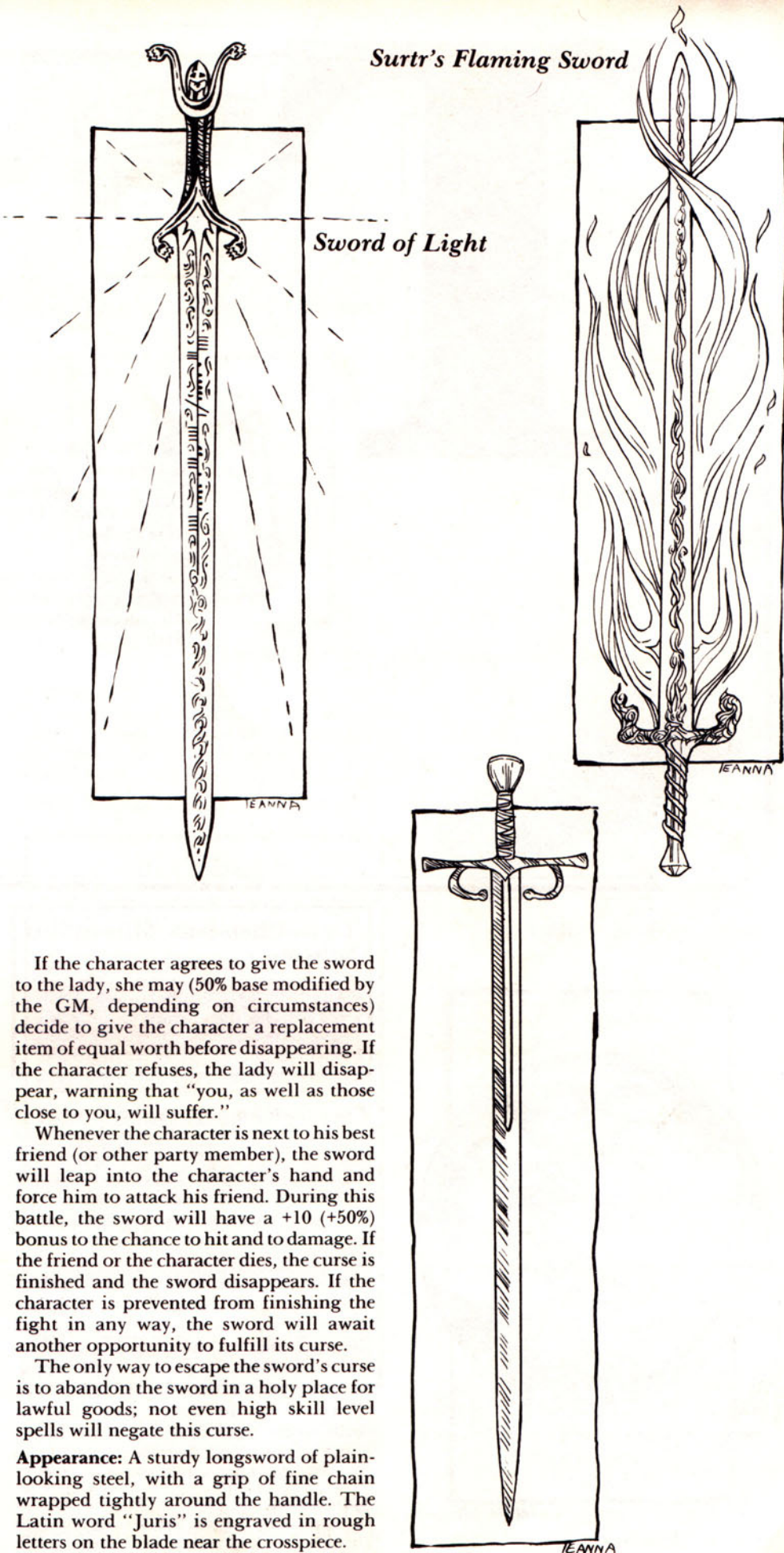
Sword of Sir Balin

- +2 (+10%) bonus to chance to hit and to damage.
- Can hit any magical opponent.
- Cursed to attack the possessing character's best friend at +10 (+50%) bonus if the sword is not returned upon request.

Sword of Sir Balin comes from one of the Arthurian legends. Sir Balin was given a sword that enabled him to kill enchantresses and other magical opponents, but he broke a promise to give it back when the request was made. This cursed him, and later the sword forced him to kill his best friend.

In game terms, the sword has a +2 (+10%) bonus to the chance to hit and to damage, and can strike any magical opponent (such as those with a protective spell or those normally hit only by +1 or better weapons).

When someone acquires the sword, the GM secretly rolls 3D100; in this number of days, a beautiful lady will appear to the character who has the sword and ask for it back. She will recite all of the exploits the sword has had, including those in which the character has used it, as proof of ownership.



If the character agrees to give the sword to the lady, she may (50% base modified by the GM, depending on circumstances) decide to give the character a replacement item of equal worth before disappearing. If the character refuses, the lady will disappear, warning that "you, as well as those close to you, will suffer."

Whenever the character is next to his best friend (or other party member), the sword will leap into the character's hand and force him to attack his friend. During this battle, the sword will have a +10 (+50%) bonus to the chance to hit and to damage. If the friend or the character dies, the curse is finished and the sword disappears. If the character is prevented from finishing the fight in any way, the sword will await another opportunity to fulfill its curse.

The only way to escape the sword's curse is to abandon the sword in a holy place for lawful goods; not even high skill level spells will negate this curse.

Appearance: A sturdy longsword of plain-looking steel, with a grip of fine chain wrapped tightly around the handle. The Latin word "Juris" is engraved in rough letters on the blade near the crosspiece.

Value: 6,500 gold pieces.

Sword of Distance Cutting

T

T'ai-i-Chen-jen's
Miraculous Sphere
Talisman of Mapping
Thjalfi's Ring of Fleetness
Thimble Boat
Thor's Items
Mjolnir (War Hammer)
Iarn Greiper (Iron Glove)
Megin-gjard (Magic Belt)
Staff

Thunder Boomerang
Thyme
Tiresias' Staff
Tobacco
Topaz
Trumpet of Demon Resistance
Trumpet of Fear
Trumpet of Warning
Trumpet of Wishes
Turquoise
Tyrfing



*T'ai-i-Chen-jen's
Miraculous Sphere*

T'ai-i-Chen-jen's Miraculous Sphere

Anything hit by sphere takes 4D10 HTK and is then turned to stone (no saving throw).

T'ai-i-Chen-jen was a Taoist priest of ancient China. According to legend, he tossed a small globe containing nine fire spirits and a goddess that is mounted on a phoenix. When the globe struck the pair, they were enveloped in a whirlwind of flame. They were then turned into stone and crashed to earth.

A character must make a normal "to hit" roll when attempting to hit with the sphere. If a hit is scored, the target and anything else in physical contact with him at the time (including horses, melee opponents, etc.) take 4D10 HTK of damage. The objects struck are then turned to stone (with no saving throw) as a whirlwind of flame appears and then dissipates. Each sphere is good for only one use.

Appearance: A small sphere of crystal about the size of a golf ball, inside of which are fiery flecks of yellow, red, and orange.

Value: 5,000 gold pieces.

Talisman of Mapping

- Type 1 enables the wearer to draw a perfect map of any territory that the wearer has travelled.
- Type 2 enables the wearer to change a map; actual terrain features within a 100-yard radius will change correspondingly.

Talisman of Mapping is described in Chinese mythology. Type 1 was a divine gift to a surveyor and mapmaker. Type 2, which allows terrain features to be changed, belonged to a god.

The Type 1 Talisman enables the wearer to draw a perfect map of any territory he has traversed. The map will be draftsman quality and in perfect scale. However, the map will not show secret doors and passages that have not been discovered by the mapper's group. The mapper must remain stationary during the time necessary to complete the map.

The much rarer Type 2 Talisman requires that a correct map of the area within a 100-yard radius of the mapper be drawn. If the talisman is then touched to that map, any changes the mapper makes

to the map within the next 60 seconds will occur on the terrain! Hills can be leveled and the courses of rivers altered, which makes this item prized by kings and generals. Only one 60-second period per map is allowed; any further changes require that a new map be prepared and used.

Appearance: Both types are usually brooches of platinum. Engraved on each talisman is a circle of laurel leaves surrounding a geometric compass and a quill pen. Type 2 is a little larger and more ornate than Type 1.

Value: Type 114,000 gp.
Type 2100,000 gp.

Thjalfi's Ring of Fleetness

Wearer has ground movement rate of 20".

Thjalfi was a young peasant of Norse mythology. He accompanied Thor and Loki on a journey, where they encountered a group of giants. Each group boasted that they could outperform the other, and so tests were arranged. Surprisingly, Loki was not able to eat as much as his opponent, Thor was unable to lift a huge cat off the ground, and fleet Thjalfi, whose ring made him faster than any god or giant, was easily outdistanced by his foe. Then their host revealed himself to be the magician Utgard-Loki, and told how he had tricked them. Loki's opponent was Logi—fire itself; Thor had been trying to lift Jormungandr the Midgard Serpent, and in lifting the "cat's paw" had created earthquakes; and Thjalfi had been trying to outrace Hugi, which was thought.

Thjalfi's ring will give characters the ability to outrun most creatures, for it enables its wearer to attain a speed of 20".

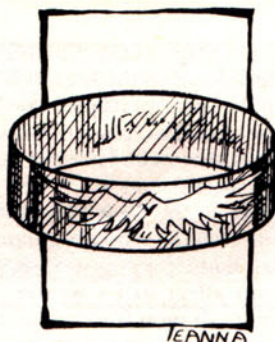
Appearance: The ring, unlike most magical rings, is made of iron; yet it will never rust. The stylized symbol of a hawk in flight is engraved on it.

Value: 17,500 gold pieces.

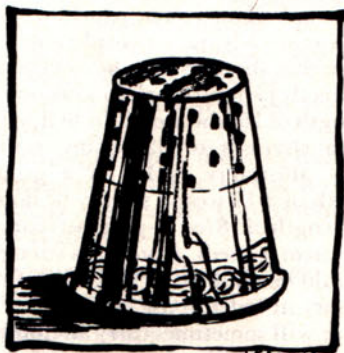
Thimble Boat

Thimble, when thrown into liquid, becomes an oared boat large enough for 10 characters.

Thimble Boat is from Irish folk tales. In many quests, the hero would be aided by a boat which folded up to become a thimble. When thrown onto water or other liquid, the thimble instantly became a boat with oars, large enough to hold 10 characters and their belongings.



Thjalfi's Ring of Fleetness



Thimble Boat

Appearance: The thimble is quite ordinary-looking, although there is a wave-pattern design engraved along its mouth. The boat looks like a large rowboat. It is made out of metal and yet still floats.

Value: 3,000 gold pieces.

Thor's Items

Mjolnir (War Hammer)

Has a +5 (+25%) bonus to hit and to damage; 50% chance a successful strike will have a 6D6 Lightning Bolt behind it, no saving throw. Requires strength of 23 to use; returns unerringly to thrower's hand.

Iarn Greiper (Iron Glove)

Enables wearer to grasp an object of any temperature without discomfort.

Megin-gjord (Magic Belt)

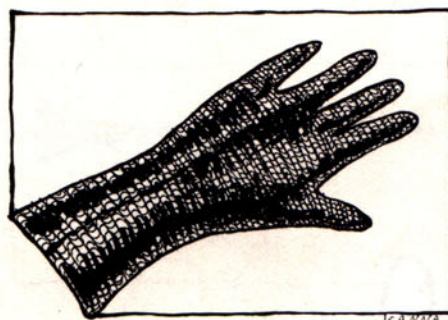
Doubles the strength of its wearer.

Staff

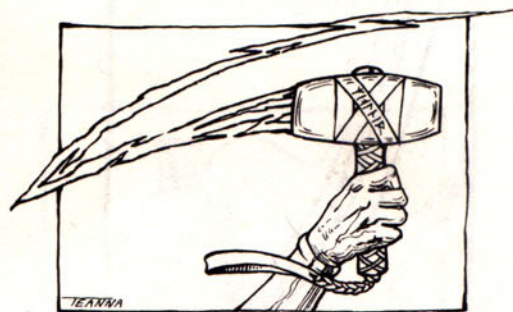
Is unbreakable.



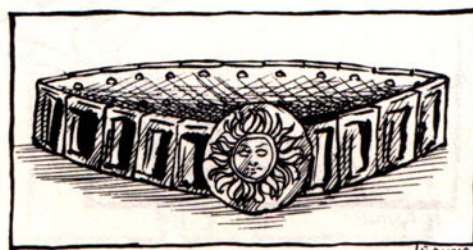
Talisman of Mapping



Iarn Greiper (Iron Glove)



Mjolnir (War Hammer)



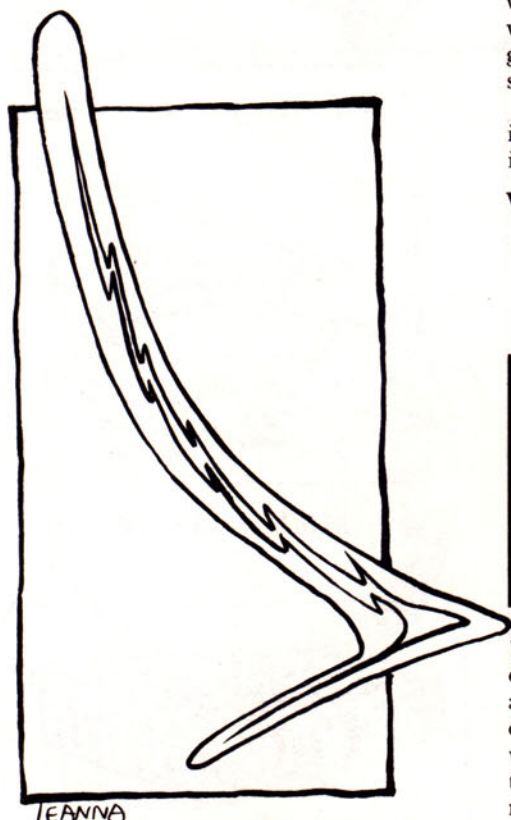
Megin-gjord (Magic Belt)

Thor is one of the greatest of the Teutonic gods; son of Odin, he was god of thunder and of the common man. He often protected earth and Asgard from enemies.

All of the items, except Mjolnir, were gifts from the devoted giantess Grid, who aided Thor against the trickery of Loki and the giant Geirrod.



Thyme



Thunder Boomerang

Mjolnir is the magical *war hammer* that returns to the hand of its thrower. It is often red-hot from the speed of its passage. It has +5 (+25%) bonus to the chance to hit and to damage, but requires a godlike strength of 23 in order to use it.

Iarn Greiper is the *iron gauntlet* that Thor used to catch the returning hammer; this glove can handle very hot or very cold items with no affect to its wearer. Heat (even magical or dragon fire) and cold will do no damage to this glove or the hand inside.

Megin-gjord, the *magical belt*, doubles the strength of its wearer, which, in Thor's case, was already quite considerable.

Note that the 3-18 (and beyond) scale is not directly proportional, so someone with a strength of 16 who wears the belt will not have a strength of 32. Using standard weight allowance tables as a guide, a strength of 8-17 would simply be doubled to a strength of 18 (or 18-plus-percentage, if that system is used). A previous strength of 19 would be doubled to 23, the minimum necessary in order to use Mjolnir.

Thor will sometimes carry an unbreakable *wooden staff* that has been cut from the world-tree.

Appearance: Mjolnir looks like a war hammer or mallet, with a short handle (the dwarven smiths were disturbed during the forging). It has leather thongs that have a loop at the end so the hammer can be worn on the belt, if necessary.

Iarn Greiper is a gauntlet of pliable iron mail, with layers of incredibly small rings which give great flexibility. Iarn Greiper will never rust. Megin-gjord is a broad golden belt that gleams with the fire of the sun.

The staff is seven feet long and four inches in diameter, shod at both ends in iron. It appears to be made of ash.

Value: Mjolnir 100,000 gp.
Iarn Greiper 10,000 gp.
Megin-gjord 10,000 gp.
Staff 500 gp.

Thunder Boomerang

- All within hemisphere of 100-yard radius must save vs. Spells or be deafened for 10 rounds.
- Minimum strength of 11 required to use it.

Thunder Boomerang comes from the tales of the Australian aborigines; the gods made a special boomerang that made the sound of thunder when it was thrown. This sound will deafen any being that fails its saving throw vs. Spells; this effect lasts for 10 rounds.

The area affected by the boomerang is a hemisphere of a 100-yard radius in front of the thrower, which is roughly the area covered by the boomerang's flight path. If

thrown inside in an area of less than the 100-yard radius and less than 20 yards high, the effect will spill backward as well as forward, affecting the thrower and his party. A minimum strength of 11 is required to use this object.

Appearance: A boomerang made of polished mahogany wood. An aboriginal symbol for ziggurat or lightning bolt is painted on one blade.

Value: 3,000 gold pieces.

Thyme

Adds +1 to Strength for 1D4 hours.

Thyme is a pungent herb with aromatic leaves that are used as a seasoning and in potions. Beloved by fairies, a sprig of thyme was also given by medieval ladies to their knights in order to increase their strength.

Prepared in potion form, thyme will give the drinker increased Strength by +1 (3-18 bell curve scale) for 1D4 hours. The potion must be consumed hot to be effective. If more than one of these potions is imbibed in a week's time, the imbiber will become immune to the potion's effects.

Appearance: Well-known to herbalists and cooks.

Value: 50 gold pieces per potion.

Tiresias' Staff

- Gives holder the ability to see normally in total darkness or when blinded.
- Gives holder the ability to communicate with any bird.

Tiresias was a famous soothsayer of ancient Thebes, according to Greek myth. He was blinded (accounts differ as to what caused this) and was also transformed into a woman for several years. He became a great arbitrator of arguments between the sexes, even among gods, since he lived as both a man and a woman. His staff was a gift from Athena, and while he was holding it, he had the power to see normally, even in total darkness.

To the holder of the staff, all is illuminated as if by bright daylight, so there is no lantern or torch vision range limit in a dungeon when this item is used. A character holding the staff will also be able to communicate with any species of bird, although the bird may not necessarily wish to communicate with or help the character. If the character is nature-oriented, has a history of treating animals with kindness, or is of good alignment, the birds will

know and will be much more likely to help the character.

Appearance: The staff is made of oak, and has a bronze shoe on one end. Engraved on the shoe is a bird, and carved into the wood near the top of the staff is a pair of human eyes.

Value: 20,000 gold pieces.

Tobacco

When rubbed on as a poultice will nullify the effects of and cure damage done by magic missiles.

Tobacco, a member of the nightshade family, is a plant that is commonly cultivated in the New World. South American Indians believe that a poultice made from tobacco will extract magic missiles from patients' bodies and heal any resulting damage.

Any character that is hit by a magic missile, whether from the spell or a physical magical missile shot from a weapon, may remove the missile at any time and heal any damage from it by rubbing a poultice of tobacco onto the effected area.

The poultice will also negate indirect effects that are caused by the missile. For example, it would neutralize the poison from a poisoned +2 arrow as well as heal its damage. The correct potion has to be made by an alchemist or herbalist in order for it to work.

Appearance: Recognizable by almost any character type.

Value: 10 gold pieces per poultice.

Topaz

When worn over the heart, it will enable the user to survive without drinking fluids for up to 7 days. Each day that it is used the topaz shrinks by 1/7.

Topaz is a crystal that is classified as a semi-precious stone. When a topaz worth at least 500 gold pieces value is worn as an amulet over the heart, the character can survive for up to 7 days without drinking water or other fluid.

Each day that the topaz is so used, it shrinks permanently by one-seventh its original size and value; if the stone is used for a week, it will vanish altogether, and the character will once again require water normally.

Appearance: Topaz is a transparent gem, ranging in color from yellow to gold. So-called Oriental topaz is actually a yellow sapphire, and does not have the power to prevent thirst. The amulet can be of any metal or design, but is usually worn as a pendant from a necklace.

Value: Variable—base 500 gold pieces.

Trumpet of Demon Resistance

Any demon or demonic being within a cone of 50 feet length and 25 feet diameter (at the widest point) must save vs. Spell at -4 (-20%) or flee for at least 24 hours.

Trumpet of Demon Resistance comes from the mythology of Bali. This trumpet produces a cone of sound extending 50 feet from the trumpet and having a maximum diameter of 25 feet. Any demon or demonic being within that area must save vs. Spells at -4 (-20%) or flee in fear and not return for 24 hours.

The trumpet can be used any number of times, and each time it is used the demon must make another save. Only one blast per round is allowed.

Appearance: Generally made from a conch or other type of shell.

Value: 2,500 gold pieces.

Trumpet of Fear

- Listeners must save vs. Spells or retreat in fear for 1D10 rounds.
- Has a 50-yard radius of affect.
- Can be used only twice per day.

Trumpet of Fear was used in Chinese mythology by Chi-you. His trumpet produces the sound of a dragon's roar, and any who hear it are required to make a saving throw vs. Spells or retreat in fear for 1D10 rounds. This trumpet can be sounded only twice per day, and affects every being within a radius of 50 yards in front of the character blowing the trumpet.

Appearance: A straight trumpet, about 3 feet long, made of brass. A silk banner, depicting a red dragon on a blue background, is attached to the trumpet.

Value: 30,000 gold pieces.

Trumpet of Warning

Sounds by itself if any sentient being comes within 300 yards of it.

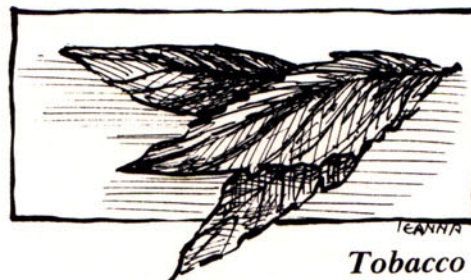
Trumpet of Warning comes from various folktale motifs known throughout the world. Generally these trumpets are found on statues which face outside the walls of a city or a palace. One of these trumpets will sound by itself if any sentient being comes within 300 yards of it, although it can be directed to cover only the front of a wall and not within.

Appearance: A 2-foot long brass trumpet with a double-loop spiral, but no valves.

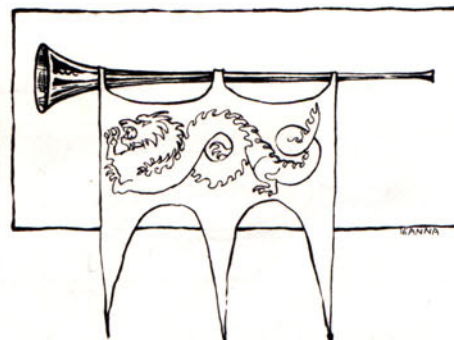
Value: 1,000 gold pieces.



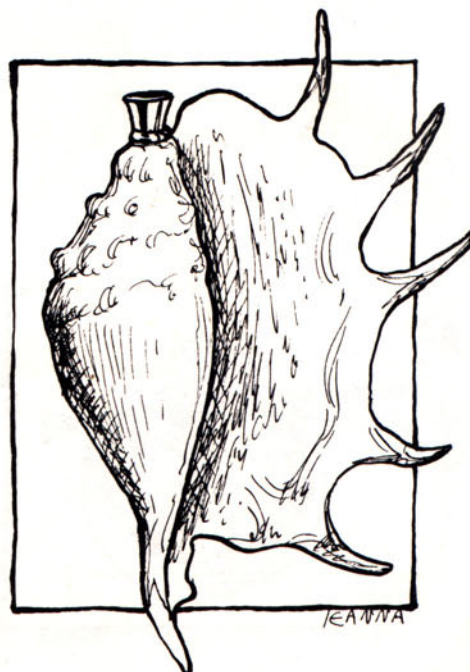
Topaz



Tobacco



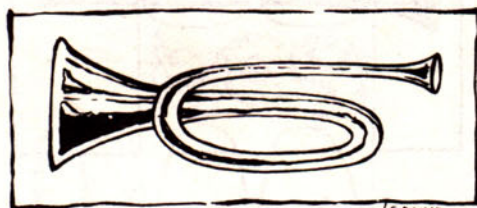
Trumpet of Fear



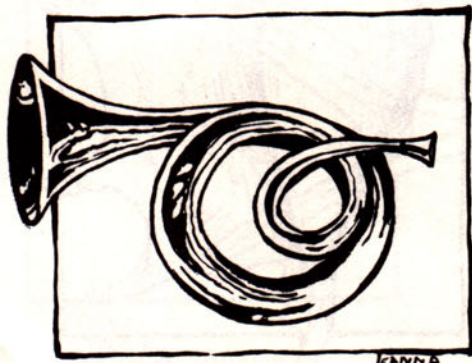
Trumpet of Demon Resistance



Turquoise



Trumpet of Wishes



Trumpet of Warning



Tyrfing

Trumpet of Wishes

Grants 1D4 wishes.

Trumpet of Wishes is found in a number of folktale story patterns.

When a character first blows the trumpet, he alone hears a voice tell him that he has been granted a wish; the player has 60 seconds of actual time to state the wish. If the wish has not been stated within 60 seconds, it is forfeited.

A trumpet can have 1D4 wishes, although some of them may have been previously used. Each owner of the trumpet does not get 1D4 wishes; this is the total number of wishes available from the trumpet.

The GM should use the usual guidelines concerning wishes; as a general rule, the greedier the wish the more it should be twisted by the GM. If more than one wish is available from the trumpet, the character must blow the trumpet again to be granted the next wish.

Appearance: A bugle-shaped horn, made of a strong silver alloy.

Value: 5,000 gold pieces per wish remaining.

Turquoise

Wearer can never be involuntarily dismounted from his steed.

Turquoise is one of the lesser ornamental gemstones. Certain perfect turquoise stones—those which are perfectly round—exert a magical power which enables a rider to stay mounted on his steed, even at times when he would otherwise be unhorsed, such as in combat.

Each time the gem uses its magical influence, 1/5 of the stone breaks off. A crack runs circumferentially around the stone, and the outer part breaks off, revealing a smaller, spherical turquoise. After the fifth break, no part of the stone remains.

As long as the rider remains conscious, he can exercise his option to use the stone

or not. However, the decision not use it must be made quickly for if the rider delays, the stone will automatically function to keep him mounted.

Appearance: Turquoise is opaque, and can vary from blue to bluish-green to greenish gray. It is often mottled with other colors or impurities. The stone must be worn externally as a necklace or bracelet to be effective.

Value: 1,000 gold pieces.

Tyrfing

- **+2 (+10%) bonus to chance to hit and to damage.**
- **If a natural, unmodified 20 is rolled in combat, the sword Tyrfing will dance or fight by itself for 1D6 rounds.**
- **Once drawn, must shed blood before it can be resheathed.**

Tyrfing is the name of a famous sword of Norse mythology. Forged for the dwarves of Angantyr, its strength and sharpness give it a +2 (+10%) bonus to the chance to hit and to damage. Furthermore, if a natural, unmodified 20 is rolled for the chance to hit while using Tyrfing in combat, the sword will magically dance or fight by itself for 1D6 rounds while the owner retreats out of combat or fights somewhere else (the latter option being preferred by Tyrfing, a sword with a Viking spirit!).

At the end of its "dancing" period, Tyrfing flies to the hand of its owner. Once drawn from its scabbard, Tyrfing cannot be sheathed until it has drawn blood. If the last enemy in a battle is killed before Tyrfing has scored a hit, it will wound its wielder, automatically hitting and doing maximum damage. The sword is also believed to carry an ancient curse which will bring doom to any who use it. The doom may come immediately, or it may come later, but that it will happen is inevitable.

Appearance: Tyrfing is a long sword with a blade and hilt of truesilver. Runes which name it and which give it its magical power are etched on its blade.

Value: 5,000 gold pieces.

U

Ull's Items

Bow

Skis

Unicorn's Horn

Ull's Items

Bow

Adds +7 (+35%) to chance to hit and to damage.

Skis

Propel themselves without any effort by owner at speed of 18".

Value: Bow35,000 gp.
Skis10,000 gp.

Unicorn's Horn

- Will sweat if it contacts poison.
- Magic wand made from it will never lose its power.

Unicorn is a fabulous creature known to most European mythologies: a horse with a single horn extending from its forehead. Wild, intelligent beings, unicorns are extremely difficult to befriend.

It is reported (but not confirmed) that unicorns shed their horns annually, therefore, some may be obtained without violence. Most of the horns on the market are fakes, however. A genuine unicorn's horn will sweat if it comes into contact with poison; since this is one of the few foolproof tests for poison, these horns are widely sought by anyone who fears that attempts on his life may be made.

It is also said that a magic wand made from a unicorn's horn will never lose its magical power. This means that no charges will ever be lost from a wand of this rare material.

Appearance: The horn is a white, opaque, hard material in a straight spiral.

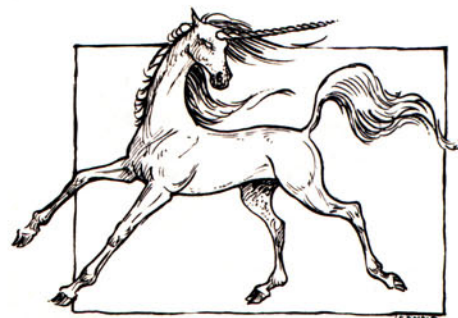
Value: 30,000 gold pieces per horn.



Ull's Skis



Bow



Unicorn's Horn

Ull was the Norse god of archery and skiing. He was peerless with his *bow*, and even mortals who use it find that their chances to hit and damage increase by an amazing +7 (+35%). Even though this is a large longbow, the wielder is permitted two shots per round.

Ull's *skis* will magically propel their wearer across level terrain and even up hills at a speed of 18", obeying the wearer's mental commands about direction, stopping, etc. The skis also convey a miraculous sense of balance so that the wearer will never fall while travelling on the skis.

Appearance: The bow is a large longbow made of ash, with the symbol of a tree carved into its grip.

Ull's skis are broad and thick, in the ancient style, with leather strappings.

V

Vainamoinen's Items

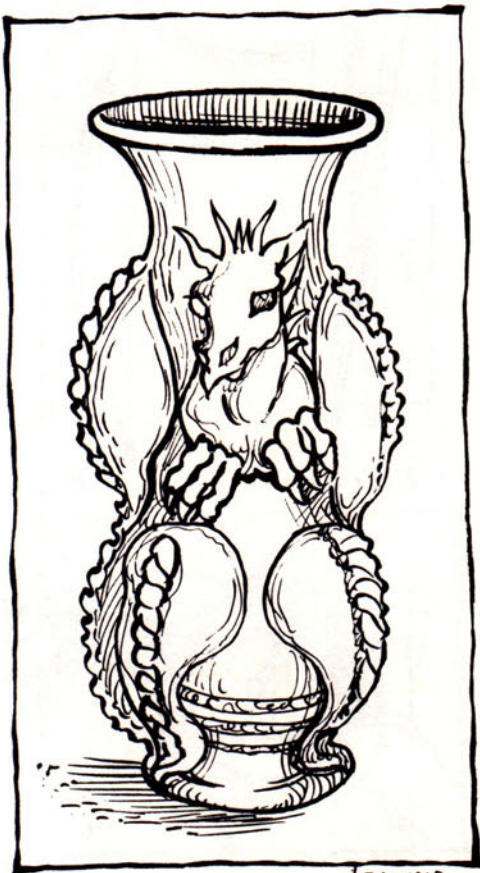
Unguent

Scythe

Valkyries Arm Bracelet

Varuna's Noose

Vishnu's Mace



JEANNA

Vainamoinen's Unguent



JEANNA

Scythe

Vainamoinen's Items

Scythe

Is +4 (+20%) to hit and to damage; can fell any tree with one blow.

Unguent

Cure any disease and heal all damage.

Vainamoinen is the principal hero of the Finnish mythological runes. He was a great magician and singer, and he also invented the harp. Born in the mouth of a river, he is a mortal hero, not a god.

Vainamoinen is a shipbuilder with a love of sea voyages, as well as a great protector of his people against dark forces, especially witches. As a culture hero, he is also known to help with agricultural matters and can fell any tree with one blow of his *scythe*. His scythe is a formidable weapon in combat, as well; it has a bonus of +4 (+20%) to the chance to hit and to damage.

A powerful witch once sent horrible diseases against Vainamoinen's people. Therefore, he developed *unguent* which will cure a character of any disease, and also heal the character of all HTKs of damage suffered up to the character's normal maximum.

Appearance: The scythe is a bit larger than normal, and is made of a glistening metal that does not tarnish.

The unguents are usually found in earthenware containers (one dose per container) which can be ingested or rubbed on. The containers have indecipherable runes on them; a sage, however, will be able to identify them as Finnish in origin.

Value: Scythe 11,000 gp.
Unguents ... 4,000 gp per dose.

Valkyries Arm Bracelets

- Upon command, can blind anyone watching for 1D10 rounds.
- Enables character to fly or travel ethereally on a horse.
- Invulnerable to non-magical weapons.
- Wearer's kiss means death to recipient in 1D10 rounds. No saving throw.

Valkyries, in Norse mythology, were the battle-maidens of Odin, who flew over mortal conflicts and carried selected warriors to be one of the Einheriar in Valhalla.

Arm bracelets gave these golden-haired women the power to make their horses fly and/or travel on the ethereal plane of existence, where they made their selections from among the mortals.

The bracelets can also dazzle upon command. They will blind anyone who is watching and who does not make a saving throw vs. Spells. The effects last for 1D10 rounds. The wearer of these bracelets is also invulnerable to non-magical weapons and attacks.

It was thought that when the Valkyries were sighted, a battle was imminent. It was also believed that the Valkyries would give a kiss of death to those Odin had chosen for immortality; thus any human kissed by a character of the opposite sex who is wearing one of the arm bracelets will die in 1D10 rounds with no saving throw. The character can, of course, be resurrected through the usual methods.

Appearance: The arm bracelets are made of a gleaming white metal of unknown composition.

Value: 100,000 gold pieces.

Varuna's Noose

- 90% chance to ensnare and keep beings of evil alignment helpless.
- 60% chance to ensnare and keep beings of neutral alignment helpless.
- Usable only by characters of good alignment.
- Range of 25 feet.

Varuna is the supreme deity of the Vedic mythology, ruler and judge of the gods, and guardian of the cosmic order.

Varuna's divine noose can be used by any being of good alignment, but it will function only as a normal rope in the hands of a character of neutral or evil alignment. When it functions magically, it can be thrown at a target up to 25 feet away.

If the target is of evil alignment, there is a 90% chance that the noose will hit and ensnare the target, holding him helpless until he is released by command of the rope's thrower. If the target is of neutral alignment, the chance of success drops to 60%. This rope cannot be cut, burned, broken, or harmed in any way.

Appearance: Perfectly woven of hemp fiber, approximately ½ inch in diameter and 25 feet long. At one end is a noose or slipknot that cannot be loosened by a character inside the noose.

Value: 15,000 gold pieces.

Vishnu's Mace

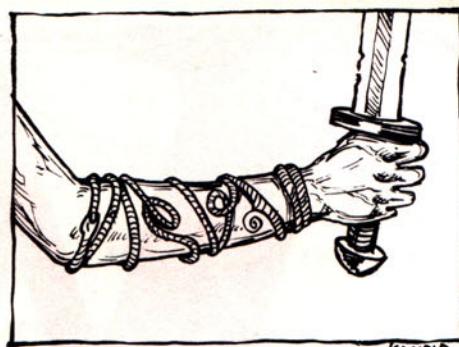
- +5 (+25%) bonus to the chance to hit and to damage.
- Undead successfully struck by the mace may be turned or disrupted as if the mace wielder were a skill 14 cleric.

Vishnu is the second god of the Hindu triad, called the Preserver. His avatars (incarnations) fought on the side of good and for justice. Vishnu's powerful mace has a +5 (+25%) bonus to its chance to hit and to damage.

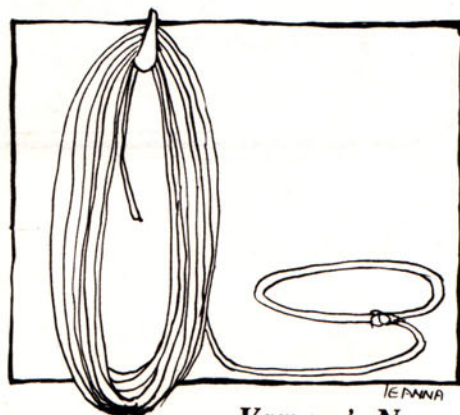
If an undead creature is struck by the mace, the creature is immediately subject to turning or disruption as if the wielder of the mace were a skill 14 cleric, regardless of the character's actual class and skill level. Each time an undead creature is struck, it is again subject to turning.

Appearance: The mace has a slender haft with a flanged, pear-shaped head. It is made entirely of black iron.

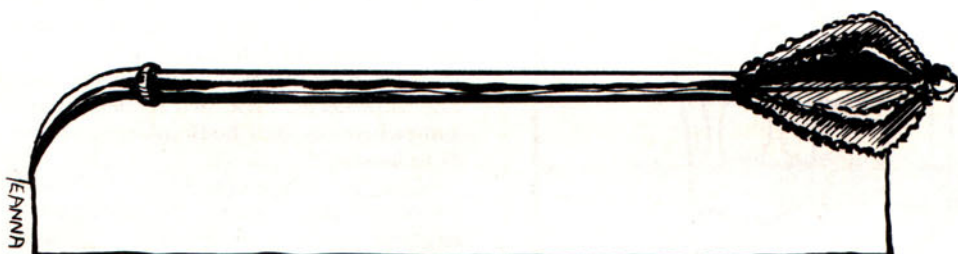
Value: 18,000 gold pieces.



Valkyries Arm Bracelet



Varuna's Noose



Vishnu's Mace

W

Water from Underworld Rivers
Well de D'yerree
Were-shifting Ointment
Whetstone of Obstruction
White Staff of Meldorf
William of Cloudesly's Bow
William Tell's Crossbow
Witch's Items
Broom (staff or pitchfork)
of Flying
Ring of Protection
Wand
Wooden Head of Warding

Water from Underworld Rivers

- **Water from Lethe causes the drinker to forget everything he has learned up until that moment.**
- **Water from Styx gives skin Armor Class equal to plate armor (AC 3).**

in a negative modification of -10% to that character's reaction toward the affected character.

Appearance: Both rivers flow slowly, for they have the endless patience of eternity. They are murky and the water is dark, almost black. The waters have the flat taste of distilled water.

Value: Lethe.....1,000 gp/dose.
Styx 20,000 gp/immersion.



Water from Underworld Rivers and its magical properties is a well known motif in all classical mythologies, especially the Greek. Both of these rivers in the nether regions were rarely seen by living beings.

The souls of dead men drank of the River Lethe to forget everything about their past lives and to be prepared for reincarnation. Any character who ingests as little as one swallow of undiluted water from the Lethe will forget everything he knows.

Water from the Styx, on the other hand, toughens flesh so that it is the equivalent of plate armor (AC 3). Achilles was immersed in this river, yet he had a small vulnerable spot at one heel. Characters who protect themselves in this way must always leave one unprotected area, two inches square, somewhere on their body (player's choice as to location).

Note that skin hardened by water from the Styx is unpleasant to the touch, and a negative modifier of -5% is accumulated each time the skin is touched by the same character. For example, shaking hands twice with the same character would result

Well de D'yerree

One drink will heal all wounds, cure any disease, or restore a lost limb.

Well de D'yerree is located in Dowan, according to the Irish fairy tale. Although the well is difficult to locate, the miraculous powers of its waters make the search worthwhile.

One drink of water from this well will heal all of a character's wounds, cure him of any disease, and even restore a lost limb or organ, restoring the character's HTKs to full normal.

Appearance: The well is unremarkable, except that the shaft goes quite deep before hitting the water level (75 feet). It has a bucket with a rope tied to it; the rope is wound around a spindle which is cranked with a handle.

Value: 10,000 gold pieces per dose.

Water from Underworld Rivers

Were-shifting Ointment

- Transforms character into predominant were-creature of region he inhabits for 6 hours.
- Causes alignment shift toward evil, even when human form is resumed.

Were-shifting Ointment was discovered and used by evil sorcerers, according to European folktales. When this ointment is rubbed onto the skin (either voluntarily or involuntarily), the character transforms into the predominant or fiercest type of were-creature of the region that he inhabits. The effect lasts for 6 hours.

When he shifts back into human form, he will have full memory of the events that passed while he was in were-form. The arcane and evil nature of this ointment causes any characters who use it to sustain an alignment shift toward evil.

Appearance: This pungent, aromatic ointment is made from obscure herbs. A ranger may sometimes (5% times the ranger's skill level) identify this ointment by its odor.

Value: 250 gold pieces per application.

Whetstone of Obstruction

- When thrown to ground, becomes 1D100 times larger than base size of 1" x 4" x 9".

Whetstone of obstruction comes from tales of the Tlingit Indians. It is one of many objects which enlarge and become obstacles during magical flight.

When it is thrown to the ground, this stone will enlarge to 1D100 times its original size, which is 1" x 4" x 9". The whetstone can only be used once; once it is enlarged, it stays enlarged forever.

Appearance: A rectangular solid of the dimensions described above, cut perfectly, highly polished, and seemingly made from one piece of basalt.

Value: 500 gold pieces.

White Staff of Meldorf

- Any creature struck by staff must make saving throw vs. petrification or turn to stone.
- Touch returns petrified beings to their flesh form.

White Staff of Meldorf is an item from Teutonic mythology. Although it is drui-

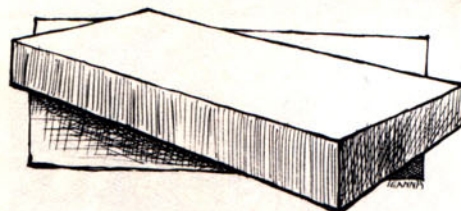
dic in nature, this staff can be used by any character class. Any creature struck by the staff must make a successful saving throw vs. Petrification or turn to stone immediately.

Since only physical contact is necessary (rather than penetration), ignore armor class due to armor or armor-like hide, but count dexterity and magical bonuses toward armor class. A roll to hit is needed only if the target is aware of the striker and is trying to avoid being hit. The staff also does normal weapon damage as per quarterstaff.

The touch of the staff can also reverse the process and turn stone into flesh. This will work not only with previously petrified beings, but will also bring statues to life if they are sufficiently lifelike. Statues animated in this manner have the armor class of flesh rather than stone and are mindless, but they can obey simple commands from the character that animated them.

Appearance: A six-foot long white wooden staff, probably of ash. No distinguishing mark is visible on it. Attempts to cut, burn, or break it will always fail.

Value: 30,000 gold pieces.



Whetstone of Obstruction



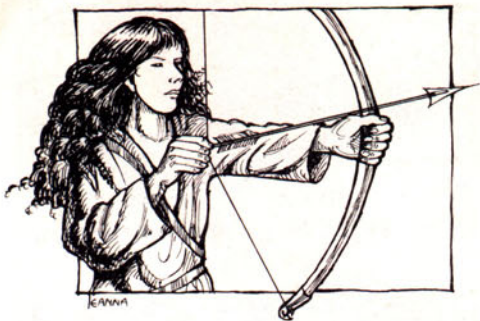
Well de D'yerree



Were-shifting Ointment



White Staff of Meldorf



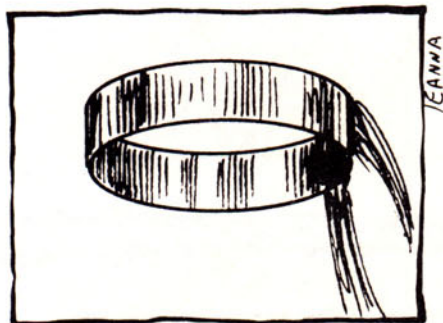
William of Cloudesly's Bow



William Tell's Crossbow



Witch's Wand



Ring of Protection

William of Cloudesly's Bow

- +1 (+5%) bonus to chance to hit and to damage.
- Doubles the usual rate of fire for shortbow.

William of Cloudesly is the third member of the trio of outstanding outlaw archers of England, along with Adam Bell (q.v.) and Clim of the Clough (q.v.). William's shortbow cannot match the distance of his friends' longbows, but its magical charm enables the user to fire twice as many arrows as normal.

If missile fire is allowed at the beginning and end of a round (segments 1 and 10), the extra shots will come in segments 4 and 7. In addition to the bow's speed, it also gives the archer a +1 (+5%) bonus to the chance to hit and to damage.

Appearance: A rather stout yeoman's shortbow, made from yew.

Value: 20,000 gold pieces.

William Tell's Crossbow

If shot is carefully aimed (firing rate $\frac{1}{2}$ normal), hit is automatic and no roll is necessary.

William Tell is a Swiss national hero, a product of a 14th century legend.

According to the legend, Tell, a renowned archer, was forced by a tyrannous governor named Gessler to shoot an apple that was placed on the head of Tell's son. Tell carried 2 bolts to the test, and after aiming carefully, he split the apple from a great distance. When Gessler asked him what the second bolt was for, Tell said that it was meant for Gessler's heart had the first shot missed. For this, Gessler had Tell imprisoned, but he soon escaped, ambushed Gessler, and kindled the Swiss desire for freedom which soon led to the overthrow of imperial rule.

Tell's crossbow adds no special bonuses if it is fired at the normal rate. However, if it is aimed carefully for at least 1 round before it is fired (i.e. fired at $\frac{1}{2}$ normal rate), the bolt will automatically hit its target if it is within crossbow range.

Appearance: To external appearances, this is a normal light crossbow; a Swiss cross is carved into the stock. The weapon will radiate a magical aura if detected for.

Value: 10,000 gold pieces.

Witch's Items

Broom (staff, or pitchfork) of Flying

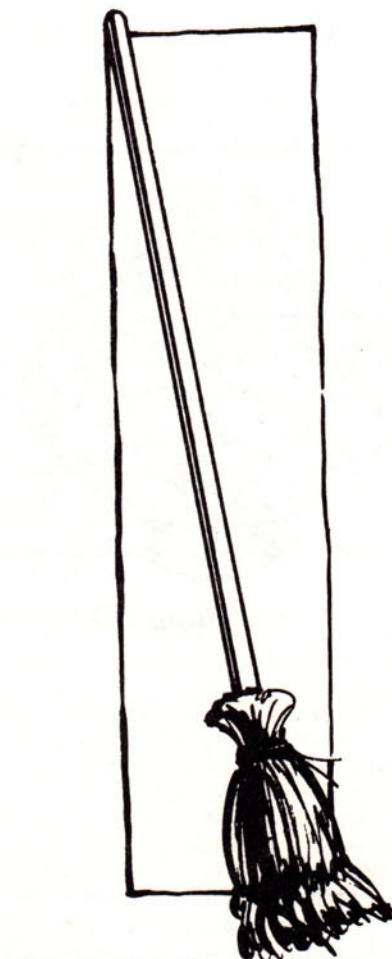
Travels at a speed of 22".

Ring of Protection

Gives an Armor Class of 0.

Wand

Provides invisibility at will; also adds bonus of +4 (+20%) to holder's saving throws and gives penalty of -4 (-20%) to the saving throws of enemies at which it is pointed that round.



Broom (staff or pitchfork) of Flying

Witch is a universal concept, found in mythologies worldwide. In Europe, witches were known as wise women and learned shaman priestesses. This idea became transformed by Christian beliefs into the malignant witches of the current connotation.

Contrary to popular opinion, witches did not fly just on brooms; they could use pitchforks, staves, animals, or even fly unaided. If a character finds a witch's **broom (staff, pitchfork, or other item) of**

flying, it should be noted that separate command words are needed to start the item flying and to stop it, although the flier can change direction and altitude by leaning. The broom of flying travels at a speed of 22".

The witch's reputation for invulnerability was greatly enhanced by an item common among the more powerful witches, a **ring of protection**. The ring gives the wearer Armor Class 0.

The fact that the witch's **wand** was defensive as well as offensive is little known. The wand gives the wielder a bonus of +4 (+20%) to all saving throws, as well as inducing a penalty of -4 (-20%) to all saving throws made by the being at which the wand is aimed.

A witch can point a wand and cast a spell in the same melee round. In fact, no offensive power ever shoots forth from the witch's wand; the wand merely makes the target more vulnerable to the witch's own spell powers. The wand also allows the holder to become invisible at will.

Appearance: The wand is usually oak, although it is sometimes made of hickory or ash; the bark is whittled off, and the wand tapers to a very thin point at one end. The ring is an unmarked band of solid gold. Any implement used in flying looks and functions exactly like its mundane counterpart until the proper command word is given.

Value: Wand25,000 gp.
 Ring27,000 gp.
 Flying Item10,000 gp.

Wooden Head of Warding

- When triggered, cone of sound covers 90 degrees in front of head and extends 1 mile. All life forms within that cone must save vs. death magic or die immediately, except that the first 200 feet of the cone are harmless.
- Usable twice per day.

Wooden Head of Warding comes from the folklore of the Maoris of New Zealand.

According to legend, the North Island of New Zealand once had a fortress that was guarded by a tower. In the tower was a large wooden head, with crocodile teeth and mother-of-pearl eyes. When strangers approached the fortress, priests would alert the head and it would shout. Near the head and within the walls of the fortress, the vibrations from this sound were slight and harmless. After two hundred feet, however, the sound became so intense that it would shake any living thing to death.

Characters who use the wooden head of warding may activate it verbally or leave it to activate itself under predetermined circumstances (e.g., "Activate if any life form over 2 feet in height approaches."). A cone extends from the mouth of the head, covering 90 degrees of arc and extending one mile. The narrowest 200 feet of the cone (nearest the mouth) are harmless and no saving throw need be made. Any living



Wooden Head of Warding

being within the outer part of the cone, however, must make a saving throw vs. death magic or die instantly, shaken apart by sound. The head can be activated only twice per day.

Appearance: The head is twice the normal size for a human head, and is strikingly well-detailed. The eyes are mother-of-pearl, and the teeth are actual crocodile teeth.

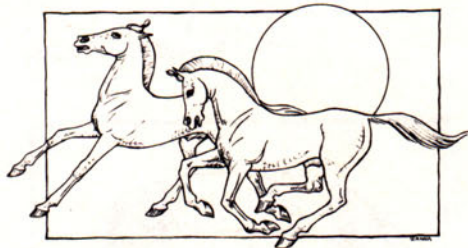
Value: 100,000 gold pieces.

X

Xanthos and Balios

Xanthos and Balios

- Horses with speed of 24" and power of speech.
- Can prophesy once per day.
- Immortal; cannot be harmed or affected, except by deities.



Xanthos and Balios

Xanthos and Balios are the names of two immortal horses. Of uncertain parentage, the horses were reputedly either sired by Zeus or Zephyrus (the west wind). Their mother was a harpy named Podarge, which means "fleetfoot". Xanthos and Balios were the wedding gift of Poseidon to King Peleus, and during the Trojan War they served as the chariot horses of Achilles.

Xanthos and Balios can gallop at a speed of 24", which makes them among the fastest land creatures. They are immortal, and cannot be harmed or affected except by deities (or the expressly designated subordinates thereof). Because they are immortal, they require no food or water, although they will consume them normally when either is available.

Both horses can speak and understand Greek, Trojan, and Common languages, and they are quite intelligent. Once per day, each horse may prophesy, but whether the prophecy has any relevance to the party is a decision the GM must make.

If they are well-treated and richly rewarded, the horses will be more likely to prophesy answers to questions the owner might have. On the other hand, if the horses are ill-treated or insulted, they may prophesy doom for the owner instead (though they can neither cause nor expedite this doom). The most famous example of the latter occurred when Achilles got angry with the horses for allowing the killing of Patroclus. Xanthos replied that a god had killed Patroclus and that a god would soon kill Achilles, too.

Appearance: Both of these horses are large white stallions. Xanthos has yellow eyes, Balios has deep brown eyes. Neither horse will be happy if saddled, but those who ride them bareback will find it as easy to stay on these magical horses as if they were wearing saddles.

Value: 50,000 gold pieces each.



Yama's Noose
Yarrow
Yech's Cap
Yima's Ring and Goad

Yama's Noose

If wrapped around a body before death, or within 5 rounds after death, spells to return character's HTKs to a positive value will resurrect him.

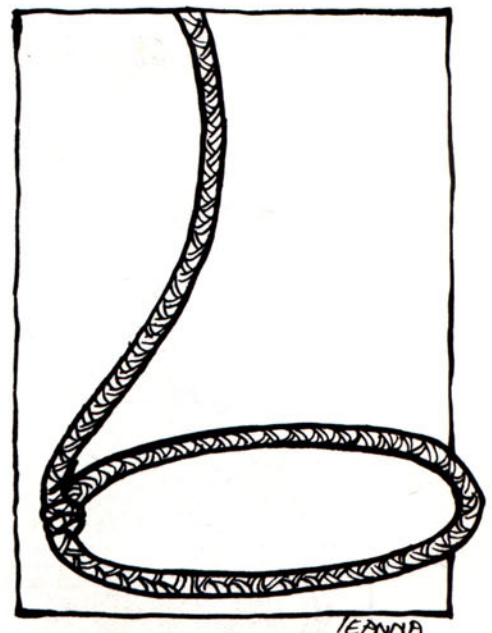
Yama is the king or the judge of the dead in both the Hindu and Vedic mythologies of India. When a person nears death, Yama's messengers bind his spirit with the magical noose and then take it to Yama, where an account of the man's life is heard and judgement is rendered. The spirit is then rushed to the body before cremation so that the spirit has a physical frame.

Sometimes the noose of Yama is left in this material plane, and when it does, it is a

powerful magical item. When it is wrapped around a dying character (or one that has died within 5 rounds of the present), the power of the rope keeps the spirit from separating from the body after death. This means that a resurrection spell will not be necessary to revive the character—simply curing him so that his HTKs resume a positive value will bring him back to life with no other limitations. A cure spell must be placed on the body no more than 21 days after the moment of death for this to work, however.

Appearance: Yama's noose is woven of four colors of hemp: green, the color of Yama; red, the color of Yama's garments; black, for those souls Yama will send to one of the 21 hells; and white, for the souls which will be conducted to heaven.

Value: 25,000 gold pieces.

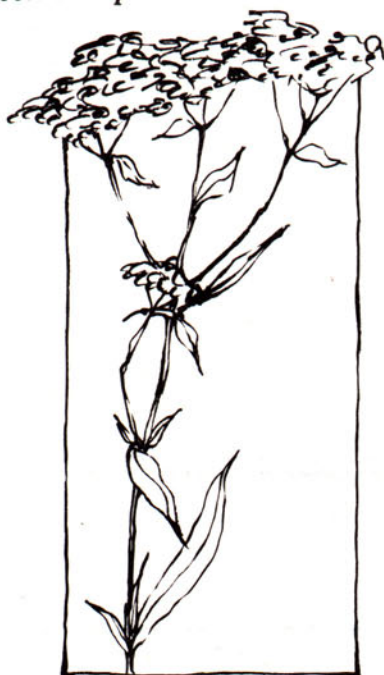


YAMA

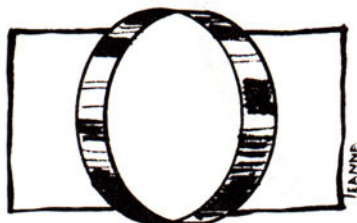
Yama's Noose



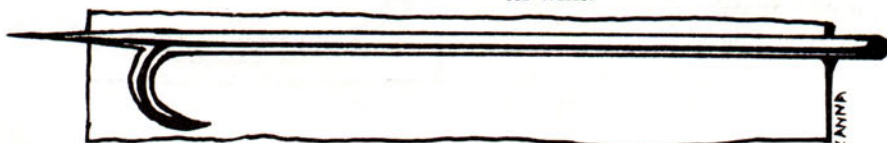
Yech's Cap



Yarrow



Yima's Ring
and Goad



Yarrow

Heals all damage done by edged or pointed weapons.

Yarrow, sometimes called milfoil, is an herb known throughout the world for its healing powers. Its botanical classification, *Achillea millefolium*, testifies to the legend that Achilles discovered its healing powers for battle wounds. It was called "soldiers' woundwort" in the Middle Ages, and "life medicine" by the Navaho of North America.

A poultice made from yarrow will heal all damage from edged or pointed weapons or devices, and will prevent infection and disease in wounds. HTK inflicted by blunt weapons or from causes other than those specified will not be cured. Yarrow will heal the damage and draw out poison from needles or spikes.

Appearance: Found in every monastery in Europe, this herb is well known to any alchemist, naturalist or healer. It is a strong-scented plant that bears small white flowers.

Value: 500 gold pieces per dose. One dose is sufficient to cover all of the wounds on one person's body, but due to its nature, it cannot be split and used on more than one character.

Yech's Cap

- Wearer may assume any shape of human-size or smaller.
- Wearer can become invisible at will.
- Wearer's strength increases by 3.
- Only one of the above powers can function at one time.

Yech is a type of humorous demon from American Indian folklore. The yech is usually found in the form of a small, dark-colored animal (about a cat's size) wearing a white cap.

The yech's favorite game is to lead travellers astray. To do this it will even assume the guise of another human. Anyone who can seize the yech's cap and place it under a millstone will own the cap, for though a yech's strength is fantastic, it cannot lift a millstone without pinching its fingers. It would soon either give up and leave or offer to become the character's devoted servant. In either case, the character wins.

The cap has three powers, but only one of them can be used at a time. It can render its wearer invisible, or allow its wearer to shapeshift or assume any form that is human-sized or smaller. The cap can also increase its wearer's strength by 3 points. This increase even goes into the superhuman range: 18 increases to 21, 20 increases to 23, etc..

Appearance: The cap is white and shaped like a shell; it will magically adjust to fit the head of the wearer. Unless the cap is invisible, however, its odd appearance may distract from disguises or call humorous attention to its wearer.

Yech

AC: 2, **HTK:** 3D8, **M:** 12"

Align: Chaotic/Neutral, **IT:** Average

Att: 1, **Dm:** 1D6, **THACO:** 19, **Size:** S

Special: Infravision, Darkness 10', Teleportation, 30% chance of Gate in one type I demon.

Value: 25,000 gold pieces.

Yima's Ring and Goad

- Either item protects owner from disease.
- Either item protects owner from foul weather.
- Possession of both protects owner against aging and natural death.

Yima, according to Persian mythology, was the king of men during the Golden Age, who later became ruler of the realm of the dead. Mortals who possess either or both of Yima's items, his golden ring and the golden goad (a pointed stick for driving cattle), will notice a beneficial effect.

The owner of either item will not contract or suffer from any disease. Also, the owner of either item will not suffer from, nor be harmed in any way by foul weather; this must be interpreted by the GM to fit the circumstances. For example, a drought would qualify as bad weather, and the lands near the owner of one of these items would get plenty of rain. On the other hand, a storm might be in progress, but the owner of one of these items would never be struck by lightning or swept away by a flood.

If a character is lucky enough to possess both the ring and the goad at the same time, he will cease to age and will not die from natural causes.

Appearance: Both the ring and the goad (a 3-foot pointed rod) seem to be made of a very hard alloy of nearly pure gold.

Value: Ring 30,000 gp.
Goad 35,000 gp.
Both together 100,000 gp.

Z

Zlotobaba

Zlotababa

For every 500 gold pieces offered, there is a 10% chance that a limited wish will be granted.

Zlotababa is the name of a famous idol that stood at the mouth of the Ob River in Russia. Called the Golden Old Woman, it was worshipped by the tribes of the region, the Ugrians and Voguls. If offerings of precious furs were made to the idol, sometimes small or limited wishes were granted.

The offering must be furs. Each time a minimum of 500 gold pieces in furs is offered, the furs will vanish and there is a 10% chance that a limited wish will be granted to the supplicant. Note that the chance is not cumulative and will never increase; 3 offerings of 500 gold pieces worth of furs, each get three 10% chances, not one 30% chance. An offering of 5,000 gold pieces still gets only once 10% chance.

Appearance: The idol is about 10 feet tall. It represents an old woman sitting with one child on her knee and another standing beside her. The idol may be solid gold or it may only be covered with gold.

Value: Not applicable



IZANIYA

Zlotobaba

RANDOM TREASURE DETERMINATION TABLE

How to use the Random Treasure Determination Table:

The purpose of this table is to allow the Gamemaster to randomly select treasures from *Fantastic Treasures I* or *II* for planned placement in a dungeon or for spur-of-the-moment treasures needed for the lairs of randomly encountered monsters. A 1D1000 dice roll is required, using 3 10-sided dice of different colors (or rolling 1D10 3 times in succession); the first result is read as the hundreds digit, the second is the tens digit, the last is the units digit. A roll of 0, 4, and 7 would be read as 047, for example. Find the number range of result on this table, and the treasure listed to the right is the item randomly selected. If you do not have *Fantastic Treasures I* (a grave error which you should rectify at once!!—the Author) and you roll 001-639, adding 640 to the result will usually give a number in the *Fantastic Treasures II* range. For those few occasions when this results in a number over 1,000 a more drastic solution is required—roll again.

The average chance for any particular item to show up using these tables is a little over 2 chances in a thousand, although a number of unique or very powerful/expensive items will only show up one time in a thousand. Nevertheless, don't be a slave to the dice! A scouting party of half a dozen orcs will not be carrying around the Aegis! If the GM disagrees with what the dice indicate, he/she has not only the right but the obligation to change the result, by rolling again or by choosing a different item. Remember, since all of the items in these books are magical, the roll for magical items among the treasure must be successful first. Another guideline to remember is that items belonging to gods were rarely given away; they were more often loaned for the duration of some highly dangerous quest. Bearing these cautions in mind, the GM is left to his task.

A

001 Aaron's Rod
002-003 Aarvak's Shoe
004-006 Abracadabra Amulet
Bag of the Winds
023-025 Agaric
026-027 Agni's Javelin of Flame
028-030 Ahayuta Achis' Staves
436-437 Ailric's Longbow
034-036 Aine's Magical Peas
037-039 Airi's Hidden Treasure Map
040-041 Aitvaras
042-043 Akonda
044-045 Akpou
046-047 Al's Scissors of Blinding

Aladdin's Treasures
048-050 Flying Carpet
051-052 Jewel Trees
053-054 Lamp
055-056 Ring

Alberich's Magic Items
057-058 Belt
059-060 Sword
061-062 Tarnkappe

063 Alexander's Cup
064-065 Ali Baba's Charm

066-068 Alicanto
069-070 Alimagba Charm
071-074 Allheal
075-076 Alligator Teeth
077-078 Allison Gross's Wand
079-081 Alraun's Good Luck Charm
082-083 Ama-tsu-mara's Mirror
084 Ambrosia
085-087 Amethyst
088-089 Anapel
090-091 Ankh

Annwfn's Treasures
092-093 Inexhaustible Cauldron
094-095 Well of Sweet Water
096-098 Antaeus' Boots of Wrestling
099-100 Antero Vipunen's Gift
101-102 Aphrodite's Girdle

Apples
103-104 of Ate
105-106 of Conle
107-108 of Hesperides
109-110 of Prince Ahmed
111-112 Aqhat's Bow
113-114 Arachne's Tapestry
115-116 Argus's Figureheads

Arjuna's Treasures
117-118 Magic Bow
119-121 Magic Tome
122 Ark of the Covenant
Arrows
123-124 of Artemis & Apollo
125-126 of Earthquake Creation
127-128 of Flying
129-130 of Island Creation
131-133 Ladder
134-135 of Loha Penu
136-138 of Passage Detection
139-140 of Ten Geris
141-142 of Whistling
143-144 Without Bow
145-146 Asklepios's Staff
147-148 Atalanta's Sandals
149-150 Autolykus's Boots of Silence
151 Avalon
152-153 Avenger's Sword
154-155 Awl Boy's Corn
156-157 Ax of Paul Bunyan
158-159 Ayar Magic Items

B

Baba Yaga's Items
160 Hut
161 Well
162 Iron Kettle
163-165 Bag of Crushing
Bagpipes
166-168 of Charming
169-170 of Time Distortion
171-172 Balmung

173 Balor's Eye
174-175 Barashnum
176-178 Basil
179-180 Beans of Magic
181-183 Bear's Ears
184-186 Bell of Driving
187-188 Bellerophon's Bridle
189-191 Beltane Cakes
192-193 Beowulf's Sword
194-196 Berries of Stamina

197-198 Bhumiya's Ring
199-200 Biersal
201-202 Bodn
203-204 Borneo Magic Spells
205-206 Boxing Gloves of Polydeuces
207-209 Bracers of Defense
210 Bragi's Harp of Life
Bran's Magic Items
211-212 Boots
213 Cauldron

214-215 Silver Staff
216 Brazen Serpent
217 Brisingamen
218-219 Bucephalus
220-221 al-Buraq

C

222-224	Caduceus	236-237	Castle of Floating Granite	248-250	Chang Tao-Ling's Spell Book
225-226	Caeneus's Spear	238-239	Caswallan's Sword	251-252	Clim of the Clough's Longbow
227-229	Cap o' Rushes	240-241	Catseye of Power	253-255	Clover Charm
230-231	Carbuncle of Power	242-243	Cephalus' Perfect Spear	256-257	Cormac's Cup
232-233	Cardea's Charm		Chang Kuo Lao's Items	258	Cornucopia
234-235	Cassandra's Crown	244	White Donkey	259-260	Cu Roi's Robe of Disguise
245	Peach	246-247	Charm of Death	261-262	Cuchulain's Spears & Horse

D

Daedalus' Magic Items	Diamond King's Items	305-306	Dvalin's Smithy Tools
263-264 Ball of String	282-283 Sword	307-308	Dvergar's Cap & Cloak
256-266 Wings of Flying	284 Parasol		Dwarven Magic
Dagda Mor's Magic Items	285 Guitar	309-310	Stones
267 Cauldron	286 White Rat	311-312	Iron Rod
268 Pigs	287 Diancecht's Spring	313-313	Loaves
269 Fruit Tree	288-290 Didi Charm		
270 Harp	Doc Cu'o'c's Items		
271 Club	291-292 Axe		
272-273 Daikoku-ten's Wooden Mallet	293-294 Charm		
David's Magic Items	295-296 Doctor Li's Talisman		
274-275 Cuirass	297-298 Dor-Je		
276-277 Shield	299-301 Dracaena		
278-279 Sling	302-303 Dragon's Teeth		
280-281 Helm	304 Draupnir		

E

315-316 Eira's Amulet
317 El Dorado
318-319 Eros' Weapons
320-321 Everfull Bottle
322-323 Everfull Horn of Freyja
324-325 Everlasting Loaf
326 Excalibur

F

Faerie Magic Items	338-339 Faustian Spells	365	Blodug-hofi
327-329 Cap & Cloak of Invisibility	340-342 Feathers of Attack	366	Dancing Sword
330-331 Ointment	343-345 Forgall Manach's Magic Castle	367	Freyr's Charm
332-332 Harp of Charming	356-358 Forseti's Charm		
333 Spells:	359-360 Fountain of Hippocrene		Fudo-myoo's Items
Fear.	361 Fragarach	368-369	Magic Lasso
Fog.	362 Freyja's Falcon Skin Cloak	370-371	Sword of Mercy
Fairy Horse.	Freyr's Magic Items	372-374	Friar Tuck's Quarterstaff
334-335 Faet Fiada	363 Gullin-bursti	375-377	Frithiof's Sword
336-337 Fakir's Butter Jar	364 Skidbladnir	378-379	Frodi's Magic Millstones

G

Gabriel's Items	384-385 Galahad's Shield	391-392	Gawain's Magic Girdle
380 Sword	386-387 Gandharva Weapons	393	Geush Urvan's Relics
381 Trumpet	388 Ganymede's Horses	394-395	Giant-Slaying Club
382-383 Gagates	389-390 Garuda's Charm	396	Gigantes' Herb of Invulnerability

397 Gjall
398-399 Glas Gaibleann
400-401 Glass Mountain
402 Gleipnir
403 Golden Fleece
404 Goose of Golden Eggs
405 Grail, The
406-407 Gran
Grimhild's Potions
408-409 Forgetfulness

410-414 Sleep
415-416 Suggestion
417-418 Grougald'r Spells
419-420 Gullveig's Charm
421 Gungnir
422-423 Gwydion's Crystal Sphere
424-425 Gyges' Ring of Invisibility
426 Hades's Helm
427 Hag of Beare's Elixir of Regeneration
428-430 Halak's Petrification Powder

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