

Encyclopedia Magica™

Accessory

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Volume Three

Pick of Earth Parting to Thesis on Conditional Ruptures (Spellbook)

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Pick

The pick is a tool that looks like a simple cross between an axe and a hammer. It is usually used during mining operations as a digging tool.

of Earth Parting

XP Value: 5,000

GP Value: 25,000

Tome of Magic

This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have strength of 17 or better. By repeatedly swinging the pick at elemental earth, the wielder can carve out a 10- by 10- by 60-foot tunnel per round. The pick's magical properties create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

Cursed Pick of Earth Parting

XP Value: —

GP Value: 5,000

1992 Fantasy Collector Card 635

This item functions almost exactly like the uncursed item of the same name, it allows the wielder to cut through elemental earth at a rate of 10 feet by 10 feet by 60 feet per round. The wall surfaces are clean and excavated rubble magically disappears. Unfortunately the user discovers, after six rounds that he or she has consistently varied the digging direction by 1° per foot, resulting in a 360° turn and a circular tunnel. Furthermore, any dwarf who uses the pick finds that all dwarven mining abilities are lost until a *remove curse* spell is cast.

Pick of Propitiousness

See *Stringed Instruments*

Pick of Strumming

See *Stringed Instruments*

Pie

of Four-and-Twenty Blackbirds

XP Value: 250

GP Value: 800

POLYHEDRON*Newszine 23

This magical pie looks and smells delicious, and causes no ill effect if eaten. If the proper command is spoken while holding the pie, it opens and releases 24 black pterodactyls who can understand and will obey the holder of the pie.

They will fight or carry if so instructed, but are too dim-witted to report observations or carry messages. They disappear when slain, and cannot be replaced. This item functions once.

of Raspberries

XP Value:

GP Value: 700

Polyhedron Newszine 23

This pie is identical to the *pie offour-and-twenty blackbirds*, but, when commanded to release, it instead emits a long, loud burbling sound, audible to all within 120 feet regardless of walls or doors.



Rhubarb

XP Value: 700

GP Value: 2,100

POLYHEDRON Newszine 23

This pie is also identical to a *pie offour-and-twenty blackbirds*, but when commanded to release its residents, it produces a cloud of reddish smoke in an area 60 feet across and 20 feet high. All within the cloud start to argue about meaningless things for three rounds; After that, each victim may make a saving throw vs. spell to negate the effect. Those who fail continue to argue even if attacked; those who make a successful saving throw may act normally. The smoke does not itself cause an NPC or monster

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to attack, though a PC may respond violently if desired and if appropriate to the alignment of the character.

Pigment

Pigments are powders that have been mixed with water, oil, or other liquid to produce a colored paste or paint. Most pigments are made from a single substance, but some are blends to produce a particular hue.

Bell's Palette of Identity

XP Value: 1,000 **GP Value:** 5,000

Tom of Magic

This device offers protection against *polymorph* spells and other magical effects that change a person's physical appearance.

The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate. Any time a character carries this self-portrait on his or her person, the portrait suffers the effects of unsuccessful saving throws when *massmorph*, *polymorph other*, *polymorph any object*, or *seeming* spells are cast on the owner. The portrait also suffers the effects if a character steps in front of a *mirror of simple order*.

The character's saving throw is made normally. If successful, the spell simply fails. If the saving throw is unsuccessful, the portrait is altered, reflecting the effect of the spell, but the character remains unharmed. Once the portrait suffers these effects, it no longer can offer protection for the person it represents.

A person on the Plane of the Gray Waste, carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to gray while the person retains all of his or her color. After two weeks in that plane, the character makes a saving throw against being trapped in the Gray Waste. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it.

There is always a risk that some denizen of the Gray Waste will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind on this plane. A single *Bell's palette of identity* can be used to paint 1d4+1 portraits.

of Blackmoor

XP Value: 300 **GP Value:** 2,500

GREYHAWK" Adventures

This set of multicolor paints was enchanted when the city of Blackmoor was in full power. After the city and castle fell into ruin, the wizard used the paints to insure his own survival in the hostile land.

Each set has five applications of each color. Each color comes in a tiny jar held in a *box of holding* (as the smallest *bag of holding*). The paint is applied all over the body of the user and lasts for 24 hours. During this time its effects can only be taken away by a remove curse.

- **Red** transforms the user into a 7th-level fighter with an AC of 2, a *two-handed sword* +1, and 70 hit points.
- **Blue** transforms the user into a 7th-level priest with an AC of 3, a *footman's mace* +2, and 60 hit points. Spells should be selected immediately—three 1st, three 2nd, two 3rd, and one 4th-level spell.
- **Green** transforms the user into a 7th-level ranger with an AC of 4, a long bow +3, and 56 hp.
- **Black** transforms the user into a 7th-level thief with an AC of 6, a dagger +2, and 32 hp.
- **White** transforms the user into a 7th-level paladin with an AC of 1, a long sword +3, and 67 hp.
- **Brown** Transforms the user into a 7th-level druid with an AC of 6, a quarter staff +2, and 44 hp.

Using the paints twice in a 24-hour period results in the instant death of the user. Upon return to normal, the user regains 1d10 lost hit points. For purposes of operating in the assumed class, all ability scores are treated as at least the minimum starting scores required for the class for the duration of the effect. A transformed character has all the memories of the original character but all the powers of the new class. Failure to adhere strictly to the limits of the assumed class breaks the magic and restores the original form. A transformed character is proficient in the new weapon magically acquired (that vanishes with the effect) and in any weapons known and used before the transformation.

of Longevity**XP Value:** 5,000**GP Value:** 25,000

DUNGEON* Magazine 10

The pigments necessary to paint a portrait of longevity are created from the blood of the subject to be painted, many hard-to-acquire materials, and a *wish* spell, which gathers the necessary life force from the surrounding land (often causing plagues and other natural disasters). The pigments may be altered to paint other subjects by use of *limited wish* and *alter reality* spells, applied together with the blood and sweat of the new subject.

Nolzur's Marvelous Pigments**XP Value:** 500**GP Value:** 3,000

DUNGEONMASTER* Guide

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create an object of 1,000 cubic feet by depicting it in two dimensions over a surface 100 feet square. Thus, a 10- by 10-foot rendition of a pit would result in an actual 10- by 10- by 10-foot pit; a 10- by 10-foot depiction of a room would result in a 10- by 10- by 10-foot room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, but monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (a floor, wall, ceiling, or door).

From 1d4 containers of pigments are usually found, normally with a single instrument about 1-foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments, precious metals, gems, jewelry, ivory, appear to be valuable but are actually made of tin, lead, paste gems, brass, bone, and similarly worthless materials. Normal armor or weapons can, of course, be created.

In a DRAGONLANCE® Campaign: *Nolzur's marvelous pigments* are called *Branchala's paints* on Ansalon.

Yellow Kohl**XP Value:** 5,000**GP Value:** 25,000

The Emirates of Ylaruam

Kohl is a greasy, pigmented eye makeup. An evil alchemist has discovered a formula that turns 1d10 pounds of metal into gold. He concealed it by fashioning it and its container to resemble a woman's makeup case. The stratagem backfired; an apprentice in his shop mistook the substance for real kohl, and sold it to a woman.

Pill

Pills are small water-soluble tablets that serve a number of purposes. First, pills can be swallowed to relieve the symptoms of a number of ailments. Second, they can be dissolved in fluids to produce a desired effect.

Desalination Tablet**XP Value:** 10**GP Value:** 100

Port of RAVEN'S BLUFF*

These orange pills are about the size of a marble. Each pill transforms one gallon of seawater into fresh, drinkable water. Incidentally, each pill also causes 1d4 points of damage to water weards and water elementals.

Hangover Relief**XP Value:** 40**GP Value:** 200

DRAGON™ Magazine 73

This small pouch contains 2d6 pills, each shaped like a huge teardrop. If a pill is dissolved in water, and the water is immediately consumed, all effects of alcoholic hangovers disappear.

of Plentiful Water**XP Value:** 100**GP Value:** 500

DRAGON Magazine 73

These blue pills are about the size of aspirin tablets, usually found in a group of 2d10. When covered with spittle, a pill expands and changes within 10 seconds, becoming one gallon of water. Customarily, one would dab the pill in one's mouth and then quickly pop it into a waterskin or bucket to expand. If the pill is left in the mouth, the water may (5% chance) drown the victim as it expands and is forced into the lungs. (The chance rises to 50% if no one is present to help the victim. Back-slapping or some similar action helps the victim to expel most or all of the water.) If the pill is swallowed, the victim's stomach may burst (10%

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chance), resulting in death, but in any case it causes incapacitating discomfort.

Pillow of Regeneration

XP Value: 800

GP Value: 4,000

POLYHEDRON Newszine 43

Usually found mixed with bedclothes or on furniture, this magical cushion doubles the rate at which hit points are regained and cuts by half the time needed in rest to regain spells. Time must be spent actually reclining against the cushion.

Pipe of Heated Wind

XP Value:

GP Value:

DRAGON Magazine 73

This pipe looks like a curved metal pipe that is closed at one end. When the command word inscribed on the side is spoken, hot air streams from the open end. It is ordinarily used to dry things, especially hair.

Pitcher

A pitcher is a container used to hold fluids. Pitchers normally have elaborate handles sturdy enough to hold the weight of the pitcher as well as any fluid poured into it.

of Blending

XP Value: 300

GP Value: 1,500

DRAGON Magazine 73

This is a black, covered pitcher or cylinder with one button on it. Objects are placed in the pitcher, the button is pushed one or more times, and the lid is closed; the item then blends, smashes, and breaks up whatever is inside. However, if anything harder than food or similarly soft material is blended, the item probably ceases to function permanently. Chunks of ice are the hardest usable material, and only if they are in a supporting liquid. The number of times the button is pushed determines how long the smashing goes on.

Continuous Water

XP Value: 600

GP Value: 1,800

DRAGON Magazine 73

This is a half-gallon open glass pitcher. Each day up to five gallons of water can be poured from the pitcher, provided it has not been tightly covered at any time in the preceding 24 hours.



Plank

XP Value: 700

GP Value: 3,500

War Captain's Companion

This magical item is popular among the piratical and privateering humans throughout the Grey-space crystal sphere. When extended, the plank magically stretches far beyond the gravity plane and atmosphere envelope of the ship. Prisoners destined to "walk the *plank*" are sent out on it to be sent adrift in wildspace and suffocate.

On *the plank*, a step taken is actually the equivalent of four steps, meaning a character taking yard-long strides actually moves 4 yards with every step. This allows the blindfolded *plank* walker to be set adrift much faster than normal. It also helps alleviate the irritating tendency of prisoners to stand at the brink of disaster overlong. The *plank* can be extended once an hour.

Plate

The term "plate" describes two kinds of objects. One type of plate is a shallow, circular dish made of earthenware, wood, or metal. These are used to hold food. Another kind of plate is a flat, polished piece of metal that is engraved and etched with symbols, drawings, and writing. This type of plate is used during the minting process.

Book**XP Value:** 750 **GP Value:** 3,750

The Book of Marvelous Magic

This item may be found in one of two forms—either as a round paper seal affixed to the inside front cover of a book (magical or otherwise), or as a fine pewter dinner plate, 1-foot in diameter. If found as a paper seal in a book, a command word causes the entire book to turn into a pewter plate, returnable by use of another command word. If found in pewter form, the command turns it into a normal, but blank spell book (with affixed book plate seal), usable by any wizard. The book thus created can hold up to 20 spells, and no more.

of Counterfeiting**XP Value:** 1,200 **GP Value:** 6,000

The Book of Marvelous Magic

This fine, pewter dinner plate, on command, causes one gold piece to appear upon it. The gold may bear a perfect replica of a seal of any local or royal mint, or plain and featureless, as commanded by the user. A coin thus created is not magical, but it cannot be differentiated from normally minted coins. However, there is a 1% chance per use that the reigning mintsmith sees a vision of user and plate producing counterfeit coins. The plate functions once per day.

Dinner**XP Value:** 600 **GP Value:** 3,000

The Book of Marvelous Magic

This fine pewter dinner plate, a foot in diameter, produces food if it is warmed slightly over a cooking fire. It produces three such meals per day, each containing enough food for one human-sized being. The food is tasty and nutritious, regardless of who is eating it.

Leomund's**XP Value:** 700 **GP Value:** 3,500

DRAGON Magazine 28

These devices appear in many forms, sometimes as platters, sometimes plates, mugs or goblets, but in all cases they are made of engraved silver, gold, or platinum. The value of the metal and engraving is not visible until the plate is commanded to function. When told to fill itself, it produces an excellent meal of epicurean quality (enough for 4 people in the case of a platter). The plate or platter functions three times a day. The

item must be cleaned with *sweet water* or *holy water* at least once a week or it will never function again. Cleaning is not necessary if the item has not been used during any given week.

Platter of Purity**XP Value:** 1,000 **GP Value:** 5,000

Needle

This golden serving platter is 1-foot wide and 2 feet long, with golden handles on each end. Any consumables placed on its surface become purified in three rounds, poisons are negated and potions are turned to pure water. No living thing can be affected, nor any nonconsumable items.

Platter of Purity II**XP Value:** 500 **GP Value:** 5,000

POLYHEDRON Magazine 26

The *platter of purity* is a golden serving platter 1-foot wide and 2 feet long, with golden handles on each end. Any consumables placed on its surface are purified in three rounds. Poisons are negated, but, unfortunately, potions are turned into pure water. No living thing can be affected, nor can any nonconsumable items.

Plumalitter**XP Value:** 800 **GP Value:** 5,000

Maztica Campaign Set

The *plumalitter* is a work of featherweaving that is the only Maztican equivalent of a wagon. It is a rectangle of thick, fluffy plumage some 6 feet wide, 10 feet long, and 1 foot thick. It can carry up to 750 pounds. It requires a command word, but not an *elevate* spell, to activate. It will follow the one who commands it, matching his speed at a movement rate up to 18. It can rise or lower at a rate of 30 feet per round.

Plumastone**XP Value:** 1,600 **GP Value:** 8,000

Maztica Campaign Set

The artisan who creates this talisman must be a weaponmaker as well as a master of pluma. An item of plumastone is an enchanted weapon with an obsidian tip or edge. It can be a maca, a knife, a bundle of three spears, or a quiver of 10 arrows.

The objects are not subject to the normal breakage rules of obsidian-tipped weapons. In addition, each receives a +2 benefit to attack, and a +3 to damage.

Poker

A poker is a metal tool used to tend fires. It is simply a rod with a prong near the end, designed to move burning logs. Most pokers are 2 to 4 feet long and made of wrought iron.

Draw

XP Value: 600 **GP Value:** 3,000

The Book of Marvelous Magic

This item appears to be and functions as a *poker of fire control* in all respects, but it has a 25% chance per use of malfunctioning. If so, the user is drawn into the fire being controlled (no saving throw). All control of the fire is immediately lost, and all of the victim's fire resistances are temporarily negated. The victim then takes fire damage based on the size of the fire—1d6 points per round from campfires, up to 3d6 points per round from large blazes. The fire magically continues to burn, regardless of any magical or ordinary attempts to douse it, and the victim cannot be removed until a *remove curses* spell is applied.

of Fire Control

XP Value: 5,000 **GP Value:** 25,000

The Book of Marvelous Magic

This poker may be placed into flames and a command word spoken. After that, by concentrating for one round, the user may reduce the fire to mere embers or increase it to a great bonfire. The poker affects only normal fires and has no effect on magical flames. It functions three times a day for up to one hour per use; if the user's concentration is broken or the fuel is consumed by the great bonfire (burning at 10 times the normal rate), the effect ends.

of Searing

XP Value: 700 **GP Value:** 3,500

The Book of Marvelous Magic

When commanded, this poker heats itself to red-hot temperature. The poker may, after that, be used as a spear, inflicting 1d6 points of fire damage in addition. No saving throw applies, but any magical or innate fire resistance negates the heat damage. The poker cools in one turn but may be heated three times per day. Any additional heating does not gain the heat damage bonus and there is a 10% chance that it may crack and destroy the poker.

of Summoning

XP Value: 600

GP Value: 3,000

The Book of Marvelous Magic

This poker appears to be, and functions as, a *poker of fire control* in all respects. On command, it summons a 12-HD fire elemental (AC 0; Dmg 2d8) that obeys the summoner as long as the poker is held with both hands. The summoner must concentrate to control the elemental and is subject to the usual rules for summoning and controlling elementals.

Polearm

Polearms are melee weapons that have blades or heads mounted on wooden shafts that are 4 to 6 feet long. Because of their length, all polearms are two-handed weapons. Depending on the type of head, a polearm can thrust, chop, stab, or hook opponents.

Roll	Polearm Type
01-02	Attached Gaff-Hook
03-04	Awl Pike
05-07	Bardiche
08-09	Bee de Corbin
10-11	Bill-Guisarme
12-13	Bill Hook
14-16	Dragon's Paw
17-18	Fang
19-20	Fauchard
21-22	Fauchard-Fork
23-24	Footman's Pike
25-27	Fuxina Trident
28-29	Gaff-Hook
30-31	Glaive
32-33	Glaive-Guisarme
34-36	Goblin Stick
37-38	Guisarme
39-40	Guisarme-Voulge
41-42	Gythka
43-44	Harberd
45-47	Hook-Falchard
48-49	Horseman's Pike
50-51	Impaler
52-53	Lajatang
54-66	Lotulis
57-58	Lucern Hammer
59-60	Luqu Trident
61-62	Main-Gauche
63-64	Mancatcher
65-67	Military Fork
68-69	Nagimaki

70-71	Naginata
72-73	One-Handed Trident
74-76	Partisan
77-78	Pincher Staff
79-80	Pitchfork
81-82	Poleaxe
83-84	Ranseur
85-86	Sode Garami
87-88	Spetum
89-90	Tetsubo
91-92	Trident
93-94	Trikal
95-96	Two-Handed Trident
97-98	Voulge
99-00	Weighted Pike

Baphomet's Bardiche

XP Value: 11,200 **GP Value:** 80,000

The Lost Caverns of Tsojcanth

Baphomet's bardiche, is a long poleaxe that inflicts 3d4+8 points of damage and causes armor, shields, and weapons struck by it to save vs. crushing blow or be destroyed.

Belial's Military Fork

XP Value: 11,000 **GP Value:** 75,000

Monster Manual II

Belial uses a huge *military fork* +4 in combat. This weapon causes the creature struck to save vs. spell or be affected as if smitten by a *symbol of pain*.

Blessed Trident

XP Value: 2,400 **GP Value:** 16,000

Otherlands

Land-based paladins seek out *holy avenger* swords, rare swords that give many abilities to the paladins who wield them. *Holy avengers* are even more scarce under the seas. The paladins in the Order of the Dolphin use special tridents created by the Dargonesti wizards and priests. To a nonpaladin, the trident acts as a +1 weapon with no other abilities. In the hands of a paladin, it becomes a +4 weapon, that does +8 points of damage against lawful or chaotic evil opponents.

In addition, the trident bestows 25% magic resistance to the wielder. The trident also can *cure serious wounds* and *know alignment*, each three times a day. The trident also enables the paladin to communicate with any sea creature encountered.

Trident of Commanding Water Creatures

XP Value: 1,200 **GP Value:** 6,000

GREYHAWK

This device functions in the same manner as a *staff of commanding*, but it functions only with regard to water-dwellers within a 60-foot radius of its user. It functions for 12 turns each time it is used, and it has 24 charges. It may not be recharged.

Fisher's Trident of Fish Command

XP Value: 500 **GP Value:** 4,000

1992 Fantasy Collector Card 24

The Fisher's chaotic good trident is the archetypal version of its kind. It uses no charges in its function. The trident magically causes all fish to stay 10 feet or more away. It also forces all fish within 10 feet to roll a successful saving throw vs. spell or they are forced to obey any simple commands of the user (such as "attack that creature" or "swarm around that group of creatures"). The trident is also a +3 magical weapon in its own right (5 Ego points).

Fork of Jabbing

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This copper-colored fork is identical to a *fork of travel* but when commanded to function, it attacks the user. It hits every round, inflicting 1 point of damage each time, regardless of Armor Class, immunities, or other defenses. It can only be stopped by a *remove curse* spell, but is treated as AC 0 for the attempt at touching it. This remedy causes the fork to disappear.

Fork of Travel

XP Value: 2,000 **GP Value:** 10,000

The Book of Marvelous Magic

This copper fork may be placed at any intersection, and it will point (on command) toward either the most dangerous, safest, shortest, or longest route, as desired by the user. It may be used three times per day. For answers about distance, the destination must be known and named.

Lacedonbane

XP Value: 1,000 **GP Value:** 10,000
 DRAGON Magazine 48

This *+1/+3 vs. lacedons* weapon is frequently found in the possession of a triton or in a triton lair. All tridents of this sort have a neutral good alignment and are most effective when used against the marine variety of the ghou.

Mephistopheles's Fork

XP Value: 3,200 **GP Value:** 16,000
 Monster Manual II

This great, three-tined *fork +3* can, on command, deliver 3d4 points of cold, electrical, or fire damage, saving throw vs. spell applicable. Each function is usable three times per day. These damage points are in addition to all other damage caused by the weapon.

Niord's Great Trident

XP Value: 4,200 **GP Value:** 21,000
 DRAGON Magazine 110

Niord uses a *great trident +4*, that combines the powers *offish command* and *submission*, striking

for 3d10 points of damage with a *+4* bonus. (Strength bonuses are added after that as well.) Those not of lawful good alignment are unable to grasp this trident.

O-Wata-Tsu-Mi's Jade Trident

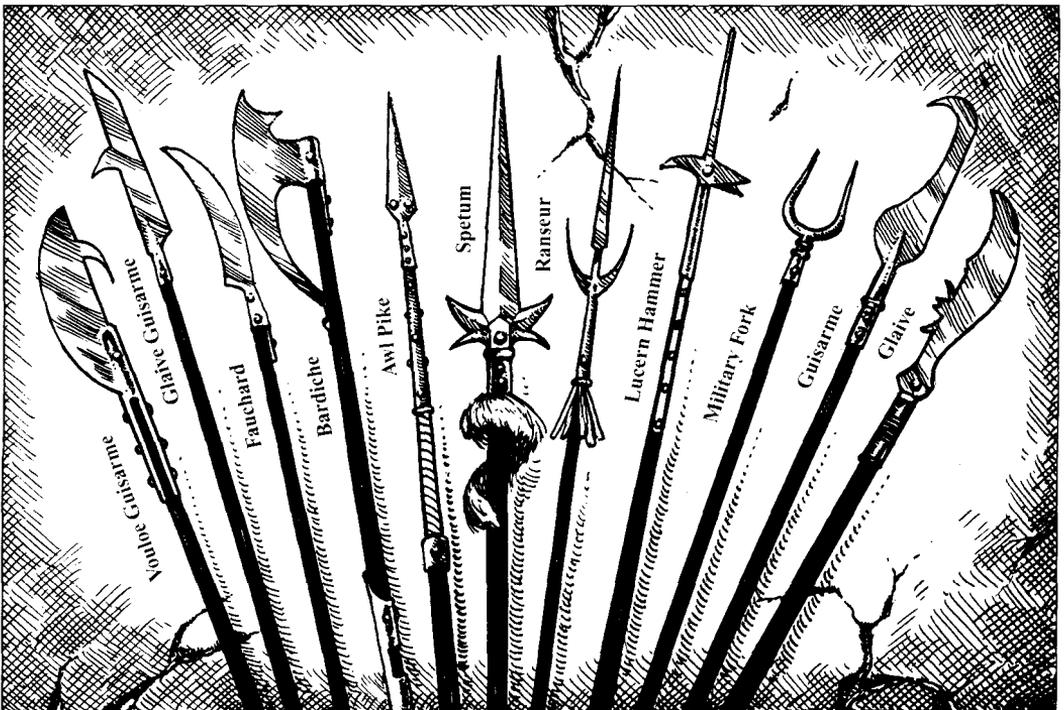
XP Value: 2,100 **GP Value:** 10,500
 Legends & Lore

When struck by the avatar's jade trident, victims must save vs. petrification or be stuck on its prongs. In such cases, the avatar may elect to turn the shaft of the trident, rotating the razor sharp prongs and doing 2d10 points of automatic damage each round. This weapon is also called *Shio-Zuchi's Trident*.

Persana's Trident

XP Value: 3,000 **GP Value:** 15,000
 Monster Mythology

The avatar's *trident +3* paralyzes opponents by touch for 3d4 turns unless a successful saving throw is made vs. paralyzation at -2.



Pitchfork of Penetration

XP Value: 700 **GP Value:** 3,500
 The Book of Marvelous Magic

This three-pronged item has a 3-foot-long handle but otherwise appears to be identical to a normal farmer's tool. It can be used on the Prime Material Plane to attack a creature on the Ethereal Plane, requiring only a normal attack roll. The user must be able to see ethereal things to use the fork (by a *detect invisible* spell or other means). The pitchfork inflicts 1d6 points of damage plus Strength bonus per hit. In addition, if an attack is successful, the user may pull the victim from the ether into the Prime Material Plane. The victim may make a saving throw vs. spell to avoid being drawn across.

Poseidon's Trident

XP Value: 2,000 **GP Value:** 10,000

Legends & Lore

Any being hit by Poseidon's avatar's trident must save vs. paralyzation or be stuck on its prongs. They will remain there until removed by another character (inflicting 1d10 additional points of damage) or released by the avatar himself.

Reptilebane

XP Value: 1,000 **GP Value:** 10,000
 DRAGON Magazine 48

This weapon is especially effective (+3 on attack and damage rolls) against dragon turtles, lizardmen, dinosaurs, crocodiles, and other types of aquatic and nonaquatic reptiles.

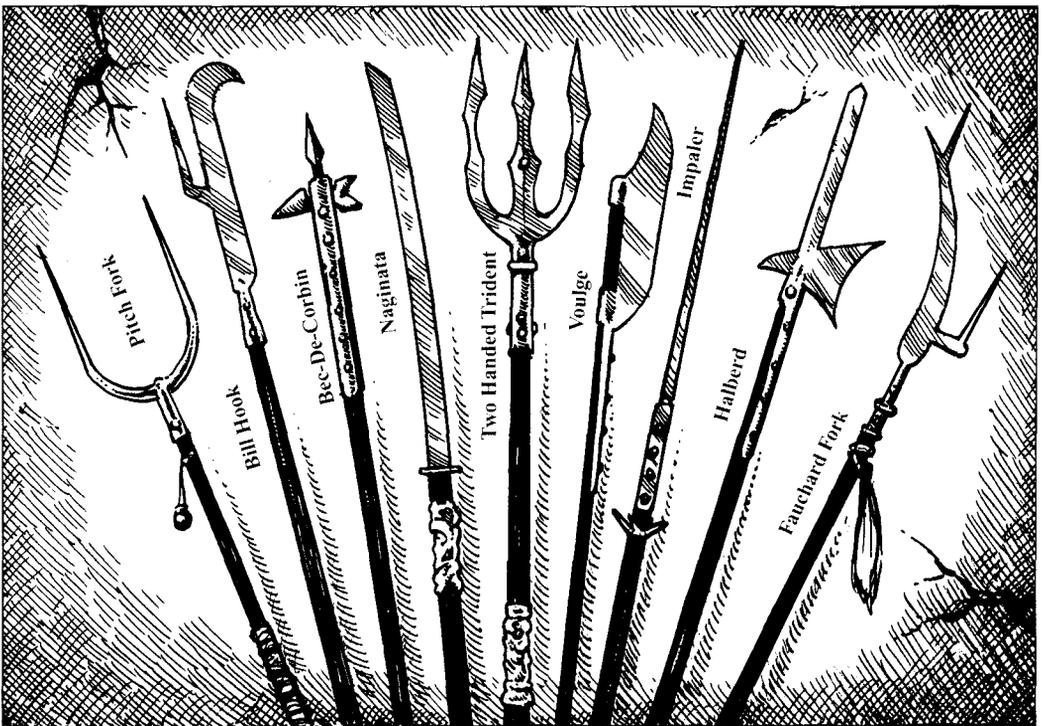
Rutterkin

XP Value	GP Value
+1: 1,000	6,000
+2: 2,000	12,000
+3: 3,000	18,000

Outer Planes MC Appendix

The least tanar'ri, rutterkins, use a polearm with a double crescent head. The weapon weighs eight pounds, is Size L, has a Speed Factor of 8, and causes 1d10/1d8 points damage.

Roll	Attack/Damage Modifier
01-05	+1
06-08	+2
09-00	+3





Saw-Toothed Glaive

XP Value: 2,000 GP Value: 15,000

Monster Manual II

These appalling weapons are used by various types of lower planar beings in the pursuit of evil. The *saw-toothed glaive* is a +3 weapon equipped with a treblehook at the base of the blade. The treblehook curves backward and is used to entangle or snag opponents closing or fleeing, causing an additional 1d3 points of damage above and beyond the glaive's normal damage. The victim is held fast unless a successful open doors roll is made.

Trident of Elemental Death

XP Value: 800 GP Value: 10,000

DRAGON Magazine 91

Another item manufactured by the most powerful sahuagin priests, this weapon gives its wielder a +2 combat bonus against creatures like tritons, water weirds, and water elementals; +1 against all others. As with the dagger *dolphins' bane*, this weapon has a lawful evil alignment and function as a -1 weapon in the hands of anyone of another alignment. Only the most powerful sahuagin warriors carry them.

Trident of Fish Command

XP Value: 500 GP Value: 4,000

DUNGEON MASTER Guide

This three-lined fork atop a stout rod 6 feet long appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing the throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (fear, hunger, anger, indifference, repletion). Fish who make the saving throw are free of empathic control, but they cannot approach closer than 10 feet of the trident. In addition to ordinary fish the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity. A trident of this type contains 1d4+16 charges.

Trident of Fish Control

XP Value: 500 GP Value: 4,000

BLACKMOOR*

On a successful strike or touch, this trident will allow the wielder to control any nonairbreathing, swimming creature (save vs. spell applicable).

Trident/Military Fork

XP Value: 750 GP Value: 6,000

DUNGEON MASTER Guide, 1st Edition

This weapon is about 6 feet long. Upon command, the middle tine of the trident retracts into the pole while the shaft of the weapon lengthens to 9 feet, creating a military fork with a short center spike. The changing of the form of the weapon from trident to fork or vice versa requires one round.

Trident of the Oljatt Sea

XP Value: 1,500 GP Value: 12,000

GREYHAWK Adventures

Rumored to be a weapon of sahuagin fighters, this weapon gives a bonus of +2 to attack and damage. Once per turn, it can fire a jet of steam in an area 60 feet long, 20 feet high, and 20 feet wide. The steam inflicts 6d6 points of damage, half if a successful saving throw vs. spell is made.



When fired underwater, the steam travels only half the distance, and causes half damage (a saving throw for X damage is applicable).

Trident of the Phlogiston

XP Value: 1,800 **GP Value:** 18,000

War Captain's Companion

This special weapon was designed by an unknown power, and is extremely old. The blades show centuries of nicking armor. Thousands of polishings, rust removals, and sharpenings are evident. The leather-bound hilt looks worn, tattered, and partially rotted. The trident appears on the verge of uselessness. It is actually a *trident* +4, which causes 1d6+5 points of damage to small and human-sized opponents, and 3d4+4 points of damage to larger opponents (this damage includes the +4 bonus).

When wielded on a world, it acts as a *trident* +4, and nothing more. When wielded in wild-space or in hostile, other planar environments, it can purify enough air for one person to use in a single day.

When wielded in the phlogiston, it has the powers stated above, as well as its greatest power. When the weapon strikes an opponent of opposite alignment to the wielder (as given on the table below), the weapon creates a concentrated bead of fire when the opponent is struck. This detonates on the target only—the wielder is protected by the length of the shaft. The *2-foot fireball* inflicts 1d3 points of fire damage plus the level of the trident's wielder upon the opponent (a 6th-level wielder would inflict 7-9 points of fire damage in addition to the trident damage). The alignment oppositions are:

LG—CE	NG—NE
CG—LE	LN—CN

It takes a week for the weapon to adopt the alignment of a new owner, after that time it will register as the owner's alignment if tested.

Trident of Submission

XP Value: 1,250 **GP Value:** 12,500

DUNGEON MASTER Guide

A weapon of this nature appears unremarkable, exactly like any normal trident. The wielder of a *trident of submission* causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round instead of

attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent ceases to fight and surrenders, overcome with a feeling of hopelessness. The duration of the hopelessness is 2d4 rounds. After that the creature is normal again. The trident has 1d4+16 charges.

Trident of Warning

XP Value: 750 **GP Value:** 7,500

DUNGEON MASTER Guide

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 1d6+18 charges in a trident of this type, each charge sufficient to last for two rounds of scanning.

Trident of Yearning

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

A *trident of yearning* looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to be immersed in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest and deepest body of water available—in any event, one that is sufficient to completely cover his or her person. Once there, the character immerses—permanently.

The character cannot lose his or her grip on the trident, and only a *water breathing* spell (after submersion) or a *wish* can enable the character to do so. The trident is otherwise a -2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

Uluth'gak's Gythka

XP Value: 1,000 **GP Value:** 7,500

1992 Fantasy Collector Card 136

This magical weapon consists of a thick shaft with a set of metal blades mounted at both ends. Uluth'gak is very proud of this particular weapon, for it was given to her by her clutch-leader when she came of age. Its superior attention to detail and magical enchantments (+2 enhancement) have helped Uluth'gak to become a keen warrior.

Water Elemental Slayer

XP Value: 800

GP Value: 10,000

DRAGON Magazine 48

Creatures most severely affected by this trident include all those known or thought to be native to the Elemental Plane of Water, such as tritons, water weirds and water elementals—the attacker gains an additional +2 on the attack. Another of the items crafted by sahuagin priests, this trident is normally only found in the possession of the most powerful members of that society.

Wave

XP Value: 3,000

GP Value: 20,000

White Plume Mountain

Wave, a neutral *trident* +3, does 1d10 points of damage per strike. It has a 14 Intelligence and an Ego of 20. Its special purpose is death or disfigurement to all who won't convert to the worship of Poseidon (or any similar sea-god).

It functions as a *trident offish commanding* and as a *trident of warning*. It also *finds water*, confers *water breathing* and *underwater action* upon the bearer, and confers a *cube offorce* ability. It possesses speech and telepathy (in the common tongue as well as the languages of all sea creatures).

On a natural roll of 20, in addition to its normal damage, *wave* dehydrates its opponent, draining one-half of his or her remaining hit points (compute normal damage first).

Zezen Washio's Trident

XP Value: 2,200

GP Value: 11,000

Ochimo: The Spirit Warrior

Zezen Washio, a 6th-level Samurai, owns a *trident* +3 with an Intelligence of 15. It has the power to *detect magic* in a 10-foot radius, detect large traps within 10 feet, and detect precious metals in a 20-foot radius. It is semi-empathic with an Ego of 6.

Pool

A pool can be anything from a simple, backwater pond to a small lagoon.

Dimensional

XP Value: 2,000

GP Value: 10,000

Escape from Thunder Rift

A *dimensional pool* can appear as a small pond, an ornate reflecting pool, or anything in between. The pool's form is decided by the wizard who creates it. These pools can be used to travel from

one dimension to another. The pool reflects some far-off scene in a shimmering image on its surface, and any creature submerging itself in the pool finds itself transported to that scene (immersion must be complete for the magic to work).

To control the destination of the pool requires a magical talisman that the wizard enchants at the same time that the pool is created. The *pool talisman* is made of nixie, merman, and nuckalavee hairs magically encased in a large diamond. The process ruins the diamond's value as a precious stone but creates a powerful tool for traveling the dimensions.

To change the pool's destination, the bearer of the *pool talisman* simply stares at the water and concentrates, and the pool's image shifts to the place or dimension the user has in mind. The pool remains fixed on that location, and may transport anyone submerged in its waters, until the *pool talisman* holder changes the destination again.

Unless an individual holds the talisman, however, the journey is one-way; the talisman-bearer may return to the pool (with up to six comrades) by simply concentrating upon it while immersed in a normal body of water.

Golden

XP Value: 1,000

GP Value: 5,000

The Hidden Shrine of Tamoachan

The fluid in this basin is magical as long as it remains in the basin. If it is removed, it is just colored water. Anything stuck into the liquid reacts with the fluid so that the second time that the item or an item of the same material is stuck into the pool, it will turn to gold. The item remains gold for only two turns.

Mellenea's Pool Portal

XP Value: 4,000

GP Value: 20,000

Rogue's Gallery

The magical pool portal is the favored mode of planar travel for psionicist Mellenea, but hers is not the only one known to exist. Rumors persist of one somewhere in a Sla-mori beneath Qualinost, Ansalon, and on other worlds as well. Methods of activating the portal vary from merely touching the magical liquid to placing astrally-linked material in it and performing an incantation, but the result is the same as invoking the Psychoportive Discipline, Probability Travel—sending the traveler, including his or her physical body, into the Astral Plane.

of Tears

XP Value: 2,000

GP Value: 10,000

Dungeonland

The water falls down a surface of rocks and undergoes a brief magical change. At its beginning it is merely water, and when it falls into the pool, it becomes normal once more. If taken during the course of its fall, however, the liquid is magical. A draft of one pint volume has some effect, similar to a potion. To determine the results, use the table below. Note that the **Potion Miscibility Table** must be used if more than one such drink is taken. Storage of the liquid in any sort of container causes it to lose all of its magical properties instantly.

Ten feet from its edge, the water is 10 feet deep. It is 30 feet deep in the center. Visibility is 3 feet clearly, 6 feet dimly.

Roll Magical Effects

- 1 **Baldness:** Hair regrows naturally in time.
- 2 **Color Change:** Any bright color covers skin for 1d6+6 turns.
- 3 **Diminution:** As the potion of the same name.
- 4 **Divisibility:** Can become two exact duplicates for 1d6+6 rounds.
- 5 **Dragonfly Control:** Ability to control normal insects of this sort for 1d6+6 turns.
- 6 **Gaseous Form:** As the potion of the same name.
- 7 **Gaseousness:** Belching for 1d6+6 hours.
- 8 **Giant Feet:** Feet grow one foot or more in length for 1d6+6 rounds.
- 9 **Growth:** As the potion of the same name.
- 10 **Hairiness:** All hair grows longer, thicker, and quite bristly, remaining until trimmed or shaved.
- 11 **Human Controlled:** The speech of any human will act as *suggestion* spell for 2d6+6 turns.
- 12 **Invisibility to Self:** Unable to see any part of self or possessions for 1d6+6 rounds.
- 13 **Levity:** Overcome by urge to be witty, tell jokes and puns, and laugh at others for 1d6+6 rounds.
- 14 **Philter of Loaf:** Sit with feet up or lie

around 1d6+6 turns.

- 15 **Plumpness:** Immediate weight gain of 1d10+20% for 1d6+6 turns.
- 16 **Spud:** Tuberous growth pops out of ear every round for 1d6+6 rounds.
- 17 **Super Hedonism:** Relax, smell flowers, enjoy scene, and seek pleasure for 1d6+6 turns.
- 18 **Sweat Water:** Perspire very freely for 1d6+6 rounds, and must drink 1d4 quarts of liquid after that.
- 19 **Water Breathe:** Must inhale water for 1d6+6 rounds.
- 20 **Yodeling:** Overcome with desire to climb atop anything and yodel as loudly as possible for 1d6+6 turns.

Porpherio's Garden

XP Value: 6,000

GP Value: 45,000

Beyond the Crystal Cave

The garden stands atop a small hill. It is in the shape of an ellipse about 2,600 feet long and 1,900 feet wide at its widest place. It is entirely surrounded by an impenetrable *force wall* created by Porpherio. The wall is a complete ellipsoid (a solid oval-shaped body)—thus tunneling or flying gain invaders nothing if they attempt to enter the garden. In addition to being impenetrable, the wall has strange properties. When viewed from a distance, it is transparent—the garden is visible from afar, from inside the garden there is an excellent view of the surrounding countryside. When approached, the wall gradually becomes opaque. It begins to mist over when the viewer is 30 feet away and, as someone begins to approach, the opacity increases until about 10 feet away, when vision through the walls becomes impossible.

Just prior to his death, Porpherio laid five great enchantments on the entire garden area that are still in effect.

- The flow of time in the garden has been slowed in relation to the outside world so that all that dwell inside age very slowly. This may pose a problem for the adventurers since, when they return to the outside world, they may have been absent some time. They will not, however, suffer any ill effects on their return (like unnatural aging), apart from a partial loss of memory. This enchantment also means that from the inside of the garden the passing of time (the passage of the sun and other time effects) on the outside appears to be going at the expected rate.

Thus, characters are not aware of the slowing of time within the garden.

- No fire, natural or magical, can be made to burn in the garden.
- Magical or psionic flying, and *levitation* cannot be performed in the garden.
- No matter what the season outside the garden, inside it is always summer. During the garden's nights, a little light rain (from small, magically produced clouds) provides whatever moisture the plants need.

Because of Porpherio's first enchantment, time within the garden moves about 700% slower than that on the outside. For each day spent in the garden, two years pass in the outside world; for each hour spent in the garden, one month passes. The DM must therefore take care recording time.

It is possible that characters will try to destroy *the forcefield*. Physical assault cannot harm it, though a magical assault may cause a temporary weakening of the field. For this to occur, a spell cast by a wizard of 20th level or above is required. Any weakening of the field, however, causes a *temporal wind* to sweep the caster into a time vortex. The DM may choose to have the caster arrive in a random dimension, at a random time.

As a consequence of the enchantments Porpherio cast, the entire garden and all its contents and inhabitants show a strong *dweomer* if *detect magic* is cast. Further, such detection indicates all possible forms of magic—conjunction, alteration, abjuration, and others are present, thus making the use of *detect magic* spells and even artifacts useless. Because the garden has a highly magical nature, there are other interesting side effects.

First, druids operate within the confines of the garden at one level higher than normal. This affects their spell abilities, hit points and saving throws. Druids gradually become aware of their new powers during the first six turns spent in the garden. The advancement is temporary, lost when the druid returns to the outside world. As the advancement of druids represents their greater oneness with the garden, the loss of the benefits should not cause the druids injury. Thus, the loss of the hit points never reduces a druid to 0 or less.

Then too, many spells do not operate or have different effects:

- **Spells that do not operate:** *animal summoning I*, *animal summoning II*, *animal summoning III*, *burning hands*, *call lightning*, *charm monster*, *charm person*, *charm person or mammal*, *charm*

plant, *conjure fire elemental*, *control weather*, *control winds*, *creeping doom*, *delayed blast fireball*, *earthquake*, *entangle*, *explosive runes*, *find familiar*, *fire charm*, *fire seeds*, *fire shield*, *fire storm*, *fire trap*, *fireball*, *flame arrow*, *flame strike*, *fly*, *hallucinatory forest*, *hallucinatory terrain*, *hypnotism*, *incendiary cloud*, *insect plague*, *jump*, *levitate*, *mass charm*, *produce fire*, *produce flame*, *pyrotechnics*, *reverse gravity*, *summon insects*, *wall of fire*, and *weather summoning*.

- **Spells that do not have their usual effects:** A *chariot of Sustarre* cannot operate through the time barrier. *Command* operates, but creatures do not obey (this may confuse the caster as he or she will be of the opinion that *command* operates normally). *Conjure elemental* does not conjure a fire elemental, though other elementals may be conjured as normal. *Dimension door* takes the traveler through the time barrier, but only to the Astral Plane. *Dispel magic* only works on a single, specific item; it cannot be used on areas of the garden. *Drawmij's instant summons* works, but articles called from outside the barrier are lost in time. A *glyph of warding* will not produce a fire glyph. *Predict weather* works, but the forecast is always "fine." *Snake charm* would work, but there are no snakes in the garden. *Snare* operates, but not against the interests of the garden. *Suggestion* and *mass suggestion* have the same limitation as *snare*. *Trip* is also subject to the *snare* limitation.

The only entrance to the garden (apart from planar travel) is through a cave complex under the southwestern side of the hill on which the garden stands. These caves were formed by the river that once flowed freely from the garden but which now, due to the time change, no longer reaches the cave opening. Over the eons, the original river bed in the surrounding countryside was refilled and covered without trace. If the area is searched, the entrance to the cave complex may easily be found.

The garden grounds, portions of which can be seen through the barrier, are extremely well maintained and beautifully ordered, as if by a team of expert gardeners. The grounds fall into two distinct categories: woodland and lawn.

The woodlands are pleasant, sunny, open places with the trees well spaced and a rich greensward studded with a multitude of flowers. Unless otherwise indicated, there is a generous collection of tree species and other plants includ-

ing tropical, subtropical and temperate. Tree species present include almond, ash, beech, birch, box, cedar, chestnut, cypress, elm, holly, mahogany, maple, olive, poplar, redwood, rowan, willow, and yew—oak is present but not common. Pundits among the players may complain about the mixture of species (for example, shrubbery and grass growing beneath a beech tree), the DM should remind the players that the area is magical and almost anything can happen.

The woodlands are threaded with pathways, they are obvious when trod upon or crossed, slight depressions in the turf that bear no flowers. But, once abandoned, a path may only be found by crossing it. When not on a path, a party cannot follow a planned route, as the woods are confusing. On each turn roll 1d6:

Roll	Direction
1-2	The party wanders at 45° to the left of their chosen route.
3-4	They go where they intend.
5-6	They wander at 45° to the right of their chosen route.

The lawns are not difficult to cross; characters may go anywhere on them without difficulty and without becoming lost. As in the woodland, the paths cannot be seen unless followed or crossed. Despite their neat appearance, the lawns are never cut, but, like all else here, grow under the direction of the songs of the Green Man persuaded by to become the keeper of the garden.

The garden inhabitants, including a pair of rarely seen lovers, are potentially hostile to any intruders. If the party does no harm, they meet nothing worse than extreme indifference—though some inhabitants attack on sight or under certain circumstances (left to the DM's imagination). Any form of aggression (physical or verbal) or any hint that the party has come to take away the two lovers results in an assault by the inhabitants. Under no circumstances can the garden's inhabitants (including those *charmed* by the fountain *All Heal*) be persuaded, *charmed*, hypnotized, or controlled into betraying the two lovers they believe to be Caerwyn and Porpherio reborn. During conversation with some of the more garrulous creatures (for example the leprechauns), hints may be dropped that somewhere there is a palace. The Palace of Spires once stood as the residence of Caerwyn and Porpherio in the



garden, but now exists as their tomb in a parallel dimension. It may only be reached via the teleport mechanism in the garden maze.

Not all the garden denizens were present in Porpherio's time. A treant has made a home here (although how it managed to gain access to the garden is a mystery to the other inhabitants) and the Green Man now tends the plants and animals at Porpherio's behest. Two human adventurers, Hamish and Argus, managed to enter the garden, drank from the fountain *All Heal* and so resolved to remain.

Should the party indulge in combat in the garden, there is a chance that the Green Man will appear. If the party kills anything, the odds of his appearance are one in six.

Generally, the garden inhabitants will not attack druids or nonevil elves unless attacked by them. Though the various creatures refrain from attacking, certain other classes are less restrained.

Portable Bridge

XP Value: 10,000

GP Value: 50,000

The Complete Wizard's Handbook

This is a bridge that can be folded up and carried in a pocket. When unfolded, the bridge can span a river or chasm without the use of pillars or other supports. The portable bridge is as strong as a bridge made of stone.



Portable Hole

XP Value: 5,000 GP Value: 50,000

DUNGEON MASTER Guide

A portable hole is a circle of magical cloth spun from the webs of a phase spider and interwoven with strands of ether and beams of Astral Plane luminaries. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out simply by taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked

into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the plane, the *portable hole* and *bag of holding* are destroyed in the process.

Portable Shadow

XP Value: 1,000 GP Value: 7,000

The Complete Ranger's Handbook

Similar in appearance to a portable hole, a *portable shadow* resembles a gauzy black circle about 10 feet in diameter that can be folded up into a packet about 6 inches square. When unfolded and laid on any horizontal surface, the *portable shadow* looks like any normal area of shade, as dark as a shadow cast by a tree or another solid object under a midday sun. This magical item is useful for concealment and makes as good a hiding place as any naturally shaded area; rangers, thieves, and others have their normal chance of hiding in shadows when standing in a *portable shadow*. The shadow can be picked up by lifting the edge and folding it like a tablecloth.

Dungeon Masters should use common sense adjudicating the use of a *portable shadow*. If a character attempts to use it to hide in shadow while crossing a featureless plain, the presence of a "black hole" attached to nothing is more likely to attract attention than to divert it. However, it can provide a shady place to cool off, away from the desert sun.

Portable Spring

XP Value: 2,500 GP Value: 12,500

Secrets of the Lamp

This blue piece of cloth becomes a bubbling spring, pouring forth 100 gallons of water a day whenever it is placed on the ground. Like a *portable hole*, the spring can be picked up and moved as a piece of cloth, allowing the spring to travel with the owner.

Postern-1

See *Diving Bell*

Pot of Plant Protection

XP Value: 200 GP Value: 1,000

DRAGON Magazine 73

This is a simple clay plant pot (size varies). Any insect entering the pot, or alighting on a plant

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growing in the pot, dies if it is of a species harmful to that plant. *Pots of plant protection* are usually found in groups of Id4, never singly.

Potion

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks and other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 1, but the potion doesn't take effect until an additional initiative modifier delay of Id4+1 has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately; this imposes a speed factor delay of Id4+1. Potions can be compounded by wizards at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Spell Research rules in the *DMG*.

Roll	Potion type
01-10	Brew
11-20	Concoction
21-30	Cordial
31-40	Elixir
41-50	Extract
51-60	Koumiss
61-70	Mixture
71-80	Philter
81-90	Potion
91-00	Tonic

Identifying Potions: Generally, potion containers should bear no identifying marks, so the PCs must sample each container to find the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, when created in different labs, might smell, taste, and look differently.

Combining Potions: The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions

is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If you drink another potion within one turn of drinking one with Permanent duration, check on the Potion Compatibility Table. The exact effects of combining potions can't be calculated, because of differences in formulae, fabrication methods, and component quality employed by various wizards. Therefore, it is suggested that the following table be used, with the following exceptions:

- *Delusion potions* mix with anything.
- *Treasure finding potions* always yield a lethal poison.

Secretly roll 1d100 for potion compatibility giving no clues until necessary. The effects of combining specific potions can be preset as a plot device at your option.

Roll	Result
01	Explosion. If two or more potions are swallowed together, internal damage is 6d10 points. Anyone within a 5' radius takes 1d10 points of damage. If the potions are mixed externally (in a beaker, say), all within 10' radius suffer 4d6 points of damage, no saving throw.
02-03	Lethal poison results. Imbiber is dead. If externally mixed, a poison gas cloud of 10' diameter results. All within the cloud must roll successful saving throws vs. poison or die. (A <i>treasure finding potion</i> always creates a lethal poison when combined with another potion.)
04-08	Mild poison causes nausea and the loss of 1 point each of Strength and Dexterity, no saving throw. One potion is canceled and the other is at half strength and duration. (Randomly decide which is canceled.)
09-15	Potions can't be mixed. Both potions are totally destroyed—one cancels the other.
16-25	Potions can't be mixed. One potion is canceled, but the other remains normal (random selection).
26-35	Potions can't be mixed. Both potions function at half normal efficacy.

- 36-90 Potions can be mixed and work normally, unless their effects are contradictory (*diminution* and *growth*, for example, simply cancel each other). (A *delusion* potion can be mixed with all other potions.)
- 91-99 Compatible result. One potion (randomly selected) has 150% its normal efficacy. The DM can rule that only the duration of the augmented potion is extended.
- 00 Discovery. The mixing of the potions creates a special effect—only one of the potions functions, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the DM's discretion.)

Potion Duration: Unless otherwise stated, the effects of a potion last for four complete turns plus $1d4$ additional turns ($1d4+4$).

In Kara-Tur: Potions in the Land of Fate are usually found in small crystal bottles, slightly pyramid-shaped in that the base is wider than the mouth. The mouth is stoppered with crystal, and sealed with wax. The bottles are heavy and quite resilient, and gain a +2 on saving throws against crushing blows. In addition, these bottles are often labeled to indicate their contents. As an option, the DM may on the following table to determine if the bottle is labeled and labeled correctly:

Roll	Label
1-2	Bottle is labeled correctly.
3-5	Bottle is unlabeled.
6	Bottle is labeled incorrectly.

For incorrectly-labeled bottles, the DM may roll again on the chart to determine the incorrect label, and note it accordingly in his or her own notes. An Intelligence check may indicate to a player character that a bottle may be mislabeled, but only if the character has encountered that form of potion before ("It looks cloudier than any *extra-healing potion* you've ever seen . . .").

In a DARK SUN* Campaign: Potions come in the form of magical fruits or berries. The juices of the fruit hold the magical properties of the potion and the fruit must be eaten to release the

magical effect. On Athas, potions are never found as fluids in flasks or vials.

Any juicy berry or fruit may be enchanted with a potion. Since the juice itself holds the potion, drier fruits such as dates cannot be so enchanted. The type of fruit chosen to house the potion has no effect; any fruit can contain any potion.

Any potion, elixir, philter, or oil can be enchanted into a fruit. On Athas, these may be referred to as potions or fruits, interchangeably (a *potion of giant strength* is the same as a *fruit of giant strength*).

Once the skin of the fruit is broken, it must be eaten within one turn or the potion's magic is lost. Whereas normal fruits may only remain ripe for a few days or weeks before they begin to rot, potion fruits have their period of ripeness greatly extended. Once enchanted with a potion, a fruit remains ripe for 99 years. After that time, the enchantment fades and the fruit rots normally. The entire fruit must be eaten to gain the effect of the potion. This takes an entire round.

Fruits that are enchanted with oil or salve magic must be crushed and the juice allowed to run over the user, which takes two rounds.

Potion fruits cannot be identified by taste. A *detect magic* spell can identify a fruit or tree as magical, but only *identify* or similar magic provides a positive identification.

Potion fruits can be combined. Different potion fruits eaten concurrently all have their effects on the consumer. Potion fruit duration is $4+1d4$ turns unless otherwise stated in the description.

of Absorption

XP Value: 700

GP Value: 1,200

POLYHEDRON Newszine 65

This powerful concoction protects the drinker from one specific kind of energy or attack form for six rounds per draft. The drinker swallows the potion and concentrates on a particular type of attack, such as fire, and the potion's effects allows the character to ignore 20 points of fire damage per round for six rounds. These potions are usually found in flasks that contain four doses. The type of attack named must be specific. For example "melee attack" is too general, but "blunt attack," or "slicing attack" are specific enough to work.

of Advanced Meditation

XP Value **GP Value**
 Normal: 300 700
 Special: 400 850

POLYHEDRON Newszine 65

A psionic character imbibing this potion gains a +2 on all Power Scores in the primary discipline and a +1 to all Power Scores in other disciplines for 1d8+4 rounds. A rare 5% of these potions also negate the ill effects of rolling a natural 20 on a power check. These potions are useless to non-psionic characters.

of Agility

XP Value: 500 **GP Value:** 900

DUNGEONS & DRAGONS® Rules Cyclopedia

The user's Dexterity score becomes 18, and all **applicable** bonuses are immediately gained. The effect lasts for one turn.

of Aging

XP Value: — **GP Value:** 500

POLYHEDRON Newszine 65

Drinking this potion increases the imbiber's age by 1d20 years, changing ability scores as detailed in the *PHB*.

of Alternate Profession

XP Value: 250 **GP Value:** 700

POLYHEDRON Newszine 65

This potion allows the drinker to temporarily gain the 1st level abilities of any class of the character's choosing. This includes abilities such as a priest's to turn undead or a ranger's tracking ability. The duration of the potion is 2d4 turns.

of Ambrosia

XP Value: 200 **GP Value:** 300

DUNGEONS & DRAGONS Master Set

This is a *potion of immortality*, but with a short duration. Repeated quaffs are needed to maintain Immortal status. While under the influence of this potion, (lasting 1d4 years), the user does not age and is immune to all aging attacks.



Amalgamous

XP Value **GP Value**
 Type I: 1,200 9,350
 Type II: 550 900
 Type III: 700 1,450

The Secret of Bone Hill

A unique feature of this module was that potions crossed with other potions were featured as the PC rewards. The three resulting potions are listed below.

- **Type I:** *Potion of polymorph self* crossed with a *potion of vampire control*: This one is a real discovery, but when tested it gives no indication of its nature other than a "good feeling," a "warm tingling," or "an unexplained desire." After quaffing this potion, the subject becomes nervous and excitable. He or she wants to do "something" but does not know what, and caution is not exercised by this character. The very next living thing the character mentions, however, is what he or she becomes! (Character classes are not considered "living things" for this purpose. If the next living thing is an elf wizard, the drinker of the potion becomes an elf—but not a wizard.) The effect lasts for 2d6 days. Objects worn are allowed a save of 12 or better or they become part of the *polymorph*, unless the altered form is one that wears simi-

lar gear under normal circumstances. The *polymorphed* form still has the same mind, but the abilities could be radically changed. If no form is seen within 24 hours of game time no transformation occurs.

- **Type II:** *Potion of gaseous form* crossed with a *potion of invisibility*: Testing this liquid produces translucence in the entire figure. If the entire potion is consumed, the figure becomes gaseous and then vanishes. His or her items will become gaseous as well. Obviously, he or she cannot communicate at all in this state. Vision is likewise slightly obscured. Hearing is quite impossible. Only taste and smell are fully activated. A vague sense of touch, especially temperature sensitivity, does exist. The character has a MV rate of 9, slightly slower if penetrating a small hole, cracks under a door, or other small spaces. After 20 rounds the *invisibility* wears off and the cloud is visible. The cloud remains gaseous for a further eight turns. The cloud can be damaged by lightning and magical fire, and a whirlwind does double damage.
- **Type III:** *Potion of longevity* crossed with a *potion of speed*: A test sample produces a craving for the rest unless a save vs. poison is made. If the save is successful, the character talks rapidly for a few minutes but feels terribly robust and hardy. The full potion causes the character to become five years younger while being able to move at a 50% bonus for 30 rounds. The character must also, however, suffer two system shock rolls. If either check fails the character takes 2d10 points of immediate damage.

of Animal Control

XP Value: 250

GP Value: 400

DUNGEON MASTER Guide

This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals the size of giant rats; 3d4 animals of about human size; or 1d4 animals weighing about $\frac{1}{2}$ -ton or more. The type of animal that can be controlled depends upon the potion, as indicated by a 1d20 die roll.

Roll	Animal Type
01-04	Mammal
05-08	Avian
09-12	Reptile/Amphibian

13-15	Fish
16-17	Mammal/Avian
18-19	Reptile/Amphibian/Fish
20	All of the above

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids.

Antidote

XP Value: 200

GP Value: 400

DUNGEONS & DRAGONS Rules Cyclopedica

The user becomes completely immune to certain poisons and gains a +2 bonus to all saving throws vs. poison. The weakest type of antidote protects against the poisons of all creatures with 3 Hit Dice or less; stronger antidotes counteract the poisons of larger creatures. Poisons avoided for the duration of the potion (by successful saving throws) have no effect after the duration ends.

Roll 1d10 to determine what types of poisons the antidote protects against.

Roll Effected Poisons

1-4	Poisons from 3-HD (or lesser) creatures
5-7	Poisons from 7-HD (or lesser) creatures *
8-9	Poisons from 15-HD (or lesser) creatures
0	All poisons

*A *potion of poison* is normally treated as poison from a 7-HD monster. The DM can adjust this option as necessary.

of Anti-Magic

XP Value: 800

GP Value: 2,400

POLYHEDRON Newszine 65

When this potion is ingested, it *dispels magic* on the imbiber, negating any spell or magical effect the character may be under. For example, it negates *charms*, *geas*, and *curses*.

Anti-Sleep

XP Value: 350

GP Value: 500

POLYHEDRON Newszine 67

Imbibing this mystical draft makes a creature immune to all magical *sleep* effects for eight hours. The need for normal rest is not negated, however, so a very tired drinker still could fall asleep.

of Arcane Comprehension

XP Value: 400 **GP Value: 1,200**

DUNGEON Magazine 35

The formula for this magical draft was developed by the alchemist-wizard Jocasta to facilitate the organization of her spell library. It grants the imbiber the ability to *read magic* for as long as the potion lasts, but, more importantly, it enhances a Spellcaster's comprehension of all written spells. This allows the user to cast spells from scrolls (or books) or scribe them into a personal spell book without fear of failure due to the level of the spell. This does not, however, allow the user to cast spells inappropriate to class. A typical, single-draft vial of *a. potion of arcane comprehension* lasts for 3d10 hours.

of Archmagedom

XP Value: 450 **GP Value: 1,200**

POLYHEDRON Newszine 65

Similar to *a. potion of wizardry*, this grants a wizard a temporary increase of 5 levels for 1d4+2 turns. It improves the effected character's Hit Dice, attack rolls, and saving throws. In addition, it allows the character to cast spells 5 levels higher. The drinker does not gain any additional spells.

of Black Sight

XP Value: 500 **GP Value: 900**

Vale of the Mage

This potion enables the imbiber to see as well in darkness as in daylight. This does not work in magical darkness. The potion's effects last for 10d8 minutes.

of Blending

XP Value: 300 **GP Value: 500**

DUNGEONS & DRAGONS Rules Cyclopedia

The user may change at will to any color, pattern, or combination of colors. Only colors can be altered, but all items carried are affected. The user, hidden by this chameleonesque camouflage, can rarely be detected (10% chance) unless the observer can *detect invisible things* or possesses *truesight* (as the priest spell) or a similar ability.

of Blindness

XP Value: — **GP Value: 250**

POLYHEDRON Newszine 65

When a character quaffs this potion, he or she is *blinded*, per the 2nd-level wizard spell of the same name. Its effects last for 2d4 turns.



of Bouncing

XP Value: 250 **GP Value: 400**

POLYHEDRON Newszine 65

The drinker of this potion begins to *bounce* 1d6+4 feet above the ground with each step taken. The effects of the potion last 1d10+10 turns.

of Bubbles

XP Value: 50 **GP Value: 250**

POLYHEDRON Newszine 65

Upon consuming this potion, the imbiber begins to spew forth a mass of bubbles. If the imbiber closes his or her mouth, the bubbles spew forth from the ears and nose. The duration of the potion is one week, and during that the time the affected character makes all attacks and saving throws at -2.

of Chameleon Power**XP Value: 350****GP Value: 700**

POLYHEDRON Newszine 65

This small potion appears to contain a swirling mass of colors. When quaffed, it causes the drinker to blend into the background for 1d4 turns. If the character remains immobile, there is only a 10% chance of being seen. However, if the character moves, that chance increases to 30%. A *detect invisibility* spell cannot reveal someone using a *chameleon powerpotion*.

of Childishness**XP Value: —****GP Value: 400**

POLYHEDRON Newszine 65

A character drinking this *cursedpotion* regresses physically into the body of a child, age five. The character remains unchanged intellectually, and all equipment and clothing are left at adult size. The potion's effects on the character are permanent unless a *restoration* spell is cast within three weeks, otherwise only a *wish* can restore the character.

of Clairaudience**XP Value: 250****GP Value: 400**

DUNGEONMASTER Guide

This potion empowers the creature drinking it to *hear* as the 3rd-level wizard spell of the same name. However, the potion can be used to *hear* even in unknown areas within 30 yards. Its effects last for two turns.

of Clairvoyance**XP Value: 300****GP Value: 500**

DUNGEONMASTER Guide

This potion empowers the individual to see as the 3rd-level wizard spell, *clairvoyance*. It differs from the spell in that unknown areas up to 30 yards distant can be *seen*. Its effects last for one turn.

of Clarity**XP Value: 550****GP Value: 1,100**

POLYHEDRON Newszine 65

This potion works on the character drinking it as the 6th-level wizard spell *true seeing*, granting that ability for 1d6 turns. The potion also negates the effects of *afeblemind* spell.

Clay**XP Value: 900****GP Value: 2,700**

POLYHEDRON Newszine 65

The imbiber of this potion, along with all clothing and all items worn, turns into soft sculpting clay for two turns. During this time, the clay can be sculpted by anyone, thereby changing the imbiber's appearance. When the potion's duration expires, the drinker turns back to flesh and any changes made to the clay now a permanently fixed—whether the changes were to body or clothing. Only a *wish* can restore the character's original appearance.

Clean And Dry**XP Value: 100****GP Value: 250**

POLYHEDRON Newszine 65

When this potion is quaffed, the imbiber's body, clothing, and equipment become instantly clean and dry—as if after a bath and a thorough steam-cleaning of possessions.

Clearwater**XP Value: 200****GP Value: 300**

BLACKMOOR

Removes all salt from water in a 10-foot globe around the point of release.

of Climbing**XP Value: 300****GP Value: 500**

DUNGEONMASTER Guide

Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A *climbingpotion* is effective for one turn plus 5d4 rounds. The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb—01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

Chance to Fall**Armor**

Studded leather	1%
Ringmail	2%
Scale mail	4%
Chain mail	7%
Banded or splinted armor	8%
Plate mail	10%
Field plate	10%
Full plate	12%
Magical armor, any type	1%

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of Controlling Damage

XP Value: 400 **GP Value: 2,000**

Mordenkainen's Fantastic Adventure

This potion is usable by all classes. When imbibed, the effects are realized immediately. Damage to the user is lessened by 2 points per Hit Die of any damage dealt after drinking the potion, including damage from spells, weapons, falling, etc. When damage caused by combat is given in "points," the potion negates one-third of the total. The duration is 3d8 rounds.

of Cold Resistance

XP Value: 250 **GP Value: 500**

POLYHEDRON Newszine 65

Drinking this potion gives an individual magical invulnerability to all forms of normal cold, such as snow, ice, and arctic winds. In addition, it gives resistance to the cold generated by spells such as *ice storm*, *wall of ice*, and *cone of cold*, and it offers resistance from icy dragon breath—all damage from such attacks are -2 per each die of damage (minimum 1 point of damage per die). The potion's duration is 1d4+4 turns.

of Confusion

XP Value: — **GP Value: 250**

POLYHEDRON Newszine 65

The imbiber of this potion instantly becomes confused for 1d4+4 rounds and does one of the following (roll 1d4):

Roll	Effect
1	Stand still and do nothing.
2	Attack the nearest creature.
3	Give away weapon or favorite magical item.
4	Wander off in a daze.

of Contact Disruption

XP Value: 400 **GP Value: 800**

POLYHEDRON Newszine 65

When consumed, this potion removes one tangent gained by a psionicist who is attempting to establish contact with the imbiber. For example, if the imbiber is under a two-finger contact, it is reduced to a one-finger contact. The potion lasts 1d4 rounds, and it eliminates one tangent each round.



of the Corrosive Touch

XP Value: 700 **GP Value: 1,200**

POLYHEDRON Newszine 65

This mixture gives the drinker the ability to dissolve material with a touch of the hands. Once activated, the *corrosive touch* remains for 2d12 rounds whether the affected character wants it to or not. The character can dissolve 1 cubic foot of nonliving material such as soft stone or wood per round if actively trying to touch as much material as possible. This ability can be used to cut holes in walls, sculpt statues, create handholds in sheer cliffs, and so forth. Tougher materials, such as gemstones, hard rock, or metal, dissolve at half the rate, and acid-resistant materials, such as ceramics or crystal dissolve at one quarter the rate. Involuntary *corrosive touches* dissolve 1 to 4 cubic inches of material depending on its strength. Enchanted items gain a saving throw vs. acid. *Corrosive hands* are deadly in combat, inflicting 1d8 points of damage per hit.

of Craftsmanship**XP Value: 400** **GP Value: 800**

POLYHEDRON Newszine 65

These potions, created by the gnomish wizard Fip Cranktip, improve a character's nonweapon proficiencies. The imbiber quaffs the potion while thinking about a particular skill, and the potion grants a 20 in the ability score in that skill for 24 hours. Multiple *craftsmanship potions* can be consumed without fear. However, each potion imbibed produces a side effect, which also lasts 24 hours. Roll on the table below to figure out the side effect for the character:

Roll	Effect
01-16	Grows chicken feathers.
17-24	Gains <i>X-ray vision</i> .
25-31	Facial hair turns green.
32-37	Goblinoids of the opposite sex are attracted to the user.
38-45	Grows in the dark.
46-55	Shrinks to 50% of normal height.
56-60	<i>Transported</i> to the Ethereal Plane.
61-67	Continuously bloated with and releasing air.
68-78	Turns into a 4-foot-long, yellow butterfly with human hands.
79-94	Gains 20 pounds.
95-00	Roll twice more, ignoring this result after that.

of Creation**XP Value: 250** **GP Value: 400**

POLYHEDRON Newszine 65

This potion does nothing if ingested. However, if it is poured on the ground, it creates a permanent object. The object is most often the one pictured **on** the potion's container. The majority of these potions create furniture, shields, ladders, and other nonmagical items.

Cure Disease**XP Value: 400** **GP Value: 750**

DRAGON Magazine 2

This potion acts as the priest spell *cure disease*.

of Curing Lycanthropy**XP Value: 250** **GP Value: 2,000**

POLYHEDRON Newszine 82

Drinking this rare potion cures the imbiber of any form of lycanthropy. If the imbiber does not suffer from lycanthropy, a saving throw vs. poison must be made or the character falls unconscious for 4d4 turns due to the potent ingredients in the liquid.

of Danger Detection**XP Value: 250** **GP Value: 600**

POLYHEDRON Newszine 65

This powerful elixir is effective for 4d4+4 turns. It enables the character drinking it to detect anything representing immediate or potential danger within 100 feet indoors and 100 yards outdoors. It *detects traps*, vipers, or any objects or creatures threatening the user. The imbiber can detect dangers that are *invisible*, ethereal, astral, out of phase, hidden, or disguised. The user feels a tingling at the back of the neck when faced with a danger. However, the exact nature of the danger is not revealed. For example, while the user can detect a dangerous trap, the type of trap cannot be discerned.

Dark Draft of the Voodoo Masters**XP Value: 600** **GP Value: 2,400**

POLYHEDRON Newszine 65

This four-dose potion was created by savage wizards practicing voodoo. Unlike other elixirs, a *dark draft* is meant to be mixed with other potions. The user must mix ¼ of this potion with any other magical potion. Also, a fingernail, lock of hair, or other bit of organic matter from the intended target must be added to the concoction. When consumed, the drinker thinks of an intended target, and if that target is within 50 miles, the potion takes effect on that person. The victim is not allowed a saving throw. For example, a character who mixed a *dark draft potion* with an *elixir of madness* can inflict *madness* upon the target. A *dark draft* does not work with poisons or nonmagical oils.

of Deafness**XP Value: —** **GP Value: 800**

POLYHEDRON Newszine 65

This potion affects the character drinking it as the 2nd-level wizard spell of the same name. However, the saving throw allowed is vs. poison instead of spell. Its effects last for 4d4 turns.

of Defense

XP Value	GP Value
+1:200	1,000
+2:400	2,000
+3:600	3,000
+4:800	4,000
+5: 1,00	5,000

DUNGEONS & DRAGONS Rules Cyclopeda

The user gains a bonus to Armor Class, which lasts for one turn only. Roll *Id10* to find the power of the potion.

Roll	Defense Value
1-3	+1
4-5	+2
6-7	+3
8-9	+4
10	+5

of Deftness

XP Value	GP Value
Dex 17: 500	800
Dex 18: 700	1,000
Dex 19: 900	1,200
Dex 20: 1,000	1,300
Dex 21: 1,200	1,500

POLYHEDRON Newszine 65

This family of five *potions* is sought after by those who need extra quickness. The potions increase Dexterity to various levels. Consult the table below.

Dexterity	Duration
Dex 17	1 day
Dex 18	12 hours
Dex 19	9 hours
Dex 20	6 hours
Dex 21	2 hours

of Delusion

XP Value: —	GP Value: 150
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DUNGEONMASTER Guide

This potion affects the mind of the character so that he or she believes the liquid is some other potion (*healing*, for example, is a good choice—damage is "restored" by drinking it, and only death or rest after an adventure reveals that the potion only caused the imbiber to believe it was beneficial). If several individuals taste this potion, it is 90% probable that they all agree it is the same potion (or whatever type the DM selects).

of Digestion

XP Value: 200	GP Value: 500
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POLYHEDRON Newszine 65

The character consuming this potion immediately finds all organic substances appetizing. Furthermore, the user can digest any organic substance with no ill effects. This concerns only digestion, so while a plank of wood can provide nourishment, the character must break it into pieces before he can swallow it. The duration is *Id4* days.

of Digging

XP Value: 400	GP Value: 1,200
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POLYHEDRON Newszine 65

This potion enables the drinker to dig through dirt, rock, or stone with bare hands. In this manner, the individual can travel through the ground—at normal movement rates—by creating a tunnel roughly his or her own size. However, any tunnel the digger creates has an 80% chance of collapsing behind the user. While this could be useful in undermining castle walls, it means that other characters are taking a risk if they choose to follow the digger. As long as the digger keeps moving, it is assumed there is an air pocket surrounding the character. However, if he or she pauses for more than three rounds or encounters a mishap, such as running into an underground lake, the character's air supply rapidly disappears. A single potion lasts for *Id4+4* turns.

of Diminution

XP Value: 300	GP Value: 500
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DUNGEONMASTER Guide

After drinking this potion, the individual (and everything carried or worn) diminishes in size—to as small as 5% of normal. The percentage of the potion consumed determines the amount a character shrinks. For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus *Id4+1* turns.

of Direction

XP Value: 350	GP Value: 800
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DRAGON Magazine 91

The effects of this drink last much longer than most potions, continuing for *12d4* hours. Consumption of this potion enables a character to retrace a path over any solid terrain, in effect preventing the character from getting lost. If a *maze*

spell is cast at a person under the influence of this potion, the user re-emerges from the *maze* after only one round. If the reversed form of *find the path* is cast at such a character, the spell and potion cancel each other out; the potion is neutralized, and the spell does not take effect.

This potion does not have the same effect as *find the path*, in that it does not provide clues to the shortest path to a desired location. Note that the user is only able to retrace a path traveled from the moment the drink is consumed to the moment the drink wears off. Any distance covered before or after that is not automatically recalled. Once the potion wears off, the enhanced memory of the terrain is forgotten; one must then rely on a map of the area to successfully retrace the path.



of the Dracolich

XP Value: 1,000 **GP Value: 2,500**

FORGOTTEN REALMS® MC Appendix

The creation of a dracolich is a complex process involving the transformation of an evil dragon by arcane, magical force. The most notorious practitioners of these magical arts are the members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have

been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that is to hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value, and resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them & *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

Roll	Result
01-10	No effect.
11^0	Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1d2 rounds.
41-50	Potion does not work. The dragon dies. A full <i>wish</i> or similar spell is needed to restore the dragon to life; a <i>wish</i> to transform the dragon into a dracolich results in another roll on this table.
51-00	Potion works.

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it can neither be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host

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must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it never accepts the spirit. The following modifiers apply to the roll:

- 10 If the corpse is the spirit's own former body (which can be dead for any length of time).
- 4 If the corpse is of the same alignment as the dragon.
- 4 If the corpse is that of a true dragon (any type).
- 3 If the corpse is that of a fire drake, ice lizard, wyvern, or fire lizard.
- 1 If the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other reptile.

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it does not regain the use of its voice and breath weapon for another seven days (note that it is not able to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon.

If the animated corpse is not the spirit's former body, it immediately becomes a protodracolich. A protodracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a dracolich. A protodracolich can neither speak nor cast spells further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its Strength, movement, and Armor Class are those of the possessed body.

To become a full dracolich, a protodracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a protodracolich can always sense the presence of its original body, regardless of the distance. A protodracolich tirelessly seeks out its original body to the exclusion of all

other activities. If its original body has been burned, dismembered, or otherwise destroyed, the protodracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the disintegration). If a protodracolich is unable to devour its original body, it is trapped in its current form until slain.

A protodracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possessions). If the spirit successfully repossesses its original body, it again becomes a full dracolich. If the spirit possesses a different body, it becomes a protodracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

of Dragon Breath

XP Value: 500

GP Value: 1,400

Draconomicon

There is a formulation of this potion corresponding to each of the major races of dragonkind. Thus, there are 23 types of *potions of dragon breath*, including amethyst, black, blue, brass, bronze, brown, cloud, copper, crystal, deep, emerald, gold, green, mercury, mist, red, sapphire, shadow, silver, steel, topaz, white, and yellow.

If a dragon drinks a full draft of one of these powerful potions, it can immediately use the breath weapon attack of the corresponding type

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of dragon. The damage inflicted is that of a dragon one age category lower than the drinker. (For example, an adult green drinks a *potion of red dragon breath*. It is able to breathe flame inflicting the same damage as a young adult red—10d10+5 points of damage.) This newly gained breath weapon is in addition to the dragon's own breath weapon.

The formulations of these potions are very tricky, and it's very easy to make a mistake. To reflect this, there's a 20% chance that any given potion is defective. A defective potion can be:

Roll	Effect
01-50	Totally Ineffective.
51-75	Poisonous. Roll a successful saving throw vs. poison or suffer 3d20 points of damage.
76-00	Catastrophic Failure. This horrible consequence means that the first time the dragon tries to use its newly gained breath weapon, the attack form is triggered internally, inflicting the full damage on the breathing dragon (no saving throw allowed).

The effects of a *potion of dragon breath* last 1d4 hours, or until the drinker has exhausted the newly gained breath weapon. These potions are highly toxic to nondragons (roll a successful saving throw vs. poison with a -4 penalty, or die horribly in 1d4 rounds).

of Dragon Control

XP Value: 700 GP Value: 7,000

DUNGEON MASTER Guide

This potion enables the individual drinking it to cast what is, in effect, a *charm monster* spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5d4 rounds.

There are various sorts of dragon potions, as shown below:

Roll	Dragon Type
01-02	White Dragon Control
03-04	Black Dragon Control
05-07	Green Dragon Control
08-09	Blue Dragon Control
10	Red Dragon Control
11-12	Brass Dragon Control

13-14	Copper Dragon Control
15	Bronze Dragon Control
16	Silver Dragon Control
17	Gold Dragon Control
18-19	Evil Dragon Control
20	Good Dragon Control ²

¹ Black, Blue, Green, Red, and White.

² Brass, Bronze, Copper, Gold, and Silver.

In a DRAGONLANCE Campaign: *Potions of dragon control* do not exist on Ansalon.

of Dragon Control II

XP Value: 700

GP Value: 7,000

Oriental Adventures

While *potions of dragon control* do exist in the lands of Kara-Tur, they do not affect the same types of dragons as those listed in *potion of dragon control I*. Instead, use the table below to determine the dragon affected:

Roll	Potion
01-02	Chiang Lung Control
03-04	Pan Lung Control
05-07	Yu Lung Control
08-09	Shen Lung Control
10	Li Lung Control
11-12	Mist Dragon Control
13-14	Cloud Dragon Control
15	Lung Wang Control
16-17	T'ien Gold Dragon Control
18-19	Evil Dragon Control
20	Good Dragon Control

of Dragon Control III

XP Value: 700

GP Value: 7,000

DUNGEONS & DRAGONS Rules Cyclopedica

There are several different types of this potion, one corresponding to each dragon type. The user may control up to three small dragons at once, but the dragons do get saving throws. Large and huge dragons are not affected by these potions. The controlled dragons do whatever is commanded of them except cast spells. They are hostile when the control ends. Roll 1d20 to find the type of dragons affected.

Roll	Dragon Controlled
01-05	White (or Crystal)
06-10	Black (or Onyx)
11-14	Green (or Jade)

Roll Dragon Controlled

15-17	Blue (or Sapphire)
18-19	Red (or Ruby)
20	Gold (or Amber)

The DM can roll 1d100, and on 01-30 the potion actually affects the gemstone dragon equivalent (crystal instead of white, onyx instead of black, etc.).

of Dragon Sight

XP Value: 200 GP Value: 1,000

Dragon Dawn

This potion bestows excellent *vision* on the imbiber. Under its influence, a character can see for three times the normal range of vision, and can see as well as a dragon at night (treat as *infravision* with twice normal range). While affected by this potion, a character suffers no range penalties for long distance attacks with missile weapons.

Dragon's Blood

XP Value: 400 GP Value: 700

DRAGON QUEST* Game

This magical potion is thick and sour tasting. Whether or not it actually has any dragon's blood in it is unknown. When a hero takes a drink of *dragon's blood*, his or her Strength score increases to 18 for one full battle. *Dragon's blood* comes in a bone flask that holds enough liquid for three drinks before it is empty. Any type of hero may use this potion.

of Dreaming

XP Value: 300 GP Value: 500

Land of Fate

This potion grants the imbiber a vision of that which he or she most desires. The imbiber drinks the potion before retiring, and names the person, object, or setting sought. That evening, a dream reveals something about the desired—a location, a magical guardian, other individuals nearby, potential dangers, some clue. Only one thing is revealed about a person, object, or setting per dream. Upon awakening, the dream remains in the imbiber's mind so that he or she may use the clues provided there as a guide. A dreamer seeking water may have a marid appear, pointing to the east, where water is in the "waking" world within easy walking distance. A dreamer seeking a lost gem may see a deep cavern, where a great

ghul hunkers over the gem, indicating the creature guarding the gem.

The DM determines the nature of the clue: a direction, a location, or an individual involved in the search in the dream. If no clues are available (DM's decision) or the item searched for is magically protected or not in existence, the individual has instead a vivid nightmare. The DM may feel free to pepper the dream with horrific images, foreboding of doom, and dangers to the dreamer and the dreamer's party.

of Dreamspeech

XP Value: 800 GP Value: 1,200

DUNGEONS & DRAGONS Rules Cyclopeda

If the user speaks to one sleeping or paralyzed creature within 30 feet, the creature hears and silently answers as if awake. The user hears the responses by ESP and is able to understand the language used. The creature is not compelled to be truthful. Dead and undead creatures cannot be affected, but cursed sleeping victims are within the power of the potion. The effect lasts for 1 turn only, and it applies to only one sleeping or paralyzed creature.

of Drunkenness

XP Value: — GP Value: 250

DRAGON Magazine 179

Upon imbibing this potion, the individual immediately becomes horribly, totally inebriated. Role-playing aspects of this situation are left to the player and the DM, but in game terms the individual is -4 for all attack rolls as well as all proficiency checks. An Intelligence check is required each time an affected Spellcaster attempts to cast a spell to see if it is cast correctly (failure means merely that the spell is lost), and all spells cast have a +2 bonus on saves. The effects last six hours, followed by three hours of splitting headaches (no spellcasting allowed, -1 on attack rolls).

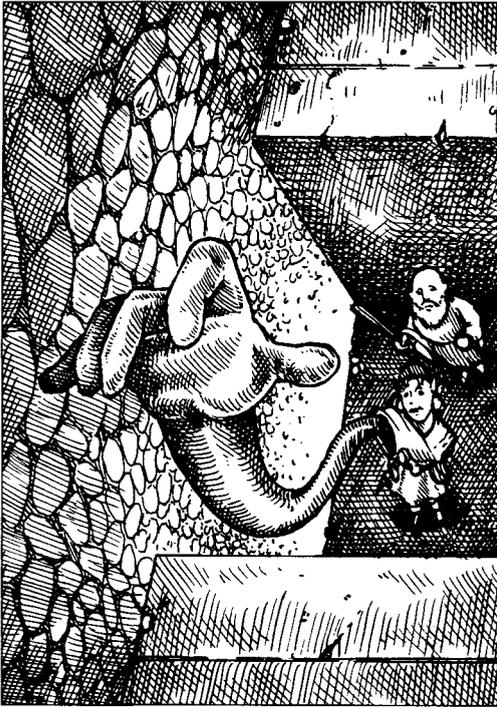
of Elasticity

XP Value: 300 GP Value: 800

DUNGEONS & DRAGONS Rules Cyclopeda

The user may stretch his or her body, plus all equipment carried, to nearly any form—flat, long, anything—to a maximum of 30 feet in length or a minimum of 10 inches thick. Items carried cannot be used or dropped unless they are first returned to normal form. While in "stretched" form, the user

cannot attack or cast spells, but takes half damage from blunt weapons (mace, hammer, giant-thrown boulder, others). The effect lasts for one turn only.



of Elasticity II

XP Value: 300 **GP Value: 800**

The Complete Wizard's Handbook

A character consuming one dose of this potion is able to stretch his or her legs, arms, neck, or any other appendages up to a distance in feet equal to twice the character's Constitution score; for instance, a character with a Constitution of 15 can stretch up to 30 feet. A character can stretch only one appendage at a time; for instance, one arm, one finger, or just the neck. Whenever any appendage is stretched, a Constitution Check must be made; if it fails, the stress of the stretch causes 1d6 points of damage. The potion lasts for 1d4 turns; during this time, the character can make as many stretches as desired, as long as a check for damage is made for each stretch.

of Elemental Control

XP Value: 600 **GP Value: 1,800**

Tome of Magic

When this potion is consumed, the imbiber can influence one or two elementals in a manner

similar to a *charm monster* spell. The elementals must be within 60 feet of the imbiber and are allowed a saving throw vs. petrification to avoid the effect. If only one elemental is influenced, it is subject to a -4 penalty on its save. If two are influenced, their saving throws gain a +2 bonus because the effect of the potion is weakened.

If either elemental is controlled by another wizard, it gains a +2 bonus to its saving throw. Note that if the elemental was summoned by the 5th-level *conjure elemental* spell, the summoner has a 50% chance of dispelling the creature. Control lasts for 5d6 rounds.

The type of elemental subject to a particular potion is randomly determined.

Roll	Elemental Type
1	Earth
2	Air
3	Fire
4	Water

of Elemental Form

XP Value: 400 **GP Value: 700**

DUNGEONS & DRAGONS Rules Cyclopedica

There are four types of this potion: Earth, Air, Fire, and Water (equal chances for each). The user may change into the form of an elemental (of the appropriate type) and back to normal form as often as desired while the potion lasts. Each change of form takes 1 round. While in elemental form, no special immunities are gained, but the special attacks of each elemental are usable. Note that a *protection from evil* effect does not block a character using this potion. The user's Armor Class and hit points do not change. The duration is one turn only.

of Enlightenment

XP Value: 500 **GP Value: 900**

Wonders of LANKHMAR™

This potion was first created by two poorly-schooled alchemists. These potions are actually failed *potions of flying*, *clairvoyance*, and *Clairaudience*. These alchemists kept notes on these failures as they made them, and thus are able to reproduce them as often as they like. The potions' only effects are to make the imbiber believe they are *flying* or *clairvoyant*. In truth, they might be standing in the street drawing stares. They mix into these potions the juice squeezed from the

taro root. This extract causes the potion to become unbearably addictive. (Imbibers must make a saving throw vs. spell at a cumulative -4 per draft.) Once the person becomes addicted, there is a cumulative 1% chance per potion of feeling no effects from the potion. Then people begin to consume multiple potions.

If the character should take more than one of these potions in a day, which after a while is assured, he must roll 1d10 and consult the table below.

Roll	Effect
01	Explosion. Damage is 6d10 points.
02-03	Lethal Poison. Imbiber is Dead.
04-08	Mild Poison. Causes nausea and loss of 1 point each from Strength and Dexterity for 1d8 days.
09-10	No special effect.

The only way to end the addiction of the potion is to cast a *cure disease* on the character, otherwise, the addiction continues. Once the addiction has taken hold, the character cannot choose to stop. A cure must be obtained.

of ESP

XP Value: 500 **GP Value: 850**

DUNGEON MASTER Guide

The *ESP potion* bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds.

of Ethereality

XP Value: 300 **GP Value: 500**

DUNGEONS & DRAGONS Rules Cyclopeda

The user can become ethereal once, at any time during the potion's duration, and may thereafter remain ethereal for up to 24 hours, returning to the Prime Material Plane at will. Once returned to the Prime Material Plane, the potion does not enable the user to become ethereal again.

of Explosions

XP Value	GP Value
Bottle: 450	900
Vial: 75	150

DRAGON Magazine 91

Though this potion appears to be like any other drinkable fluid, it is not meant to be consumed. The liquid is a powerful, magical explosive that

only requires contact with the open air and a physical disturbance of some sort (being dropped or thrown, struck with an object, or shaken vigorously) to set it off. *Potions of explosions* are found in tightly sealed bottles, similar to most potion containers. The container is generally fragile, of a ceramic or glass material that would probably break (save vs. crushing blow) if thrown against a hard surface. Most of these containers, of course, are wrapped in cloth or stored where they aren't likely to be broken or jostled.

If the entire bottle of liquid is thrown and breaks, this will generate a blast of 30 feet in radius, doing 6d6 damage to all within this area (save vs. breath weapon for half damage). Sometimes a "dose" of this liquid comes packaged in six small glass or ceramic vials that can be thrown separately. Each exploding vial does 1d6 damage to any character or creature within a 5-foot-radius. The small size and light weight of these vials makes them difficult to throw accurately; attacks intended to hit a creature directly are made at -2 to attack rolls. The vials are especially fragile, taking a -2 penalty on any saving throw to determine breakage. The victim of a direct hit from a vial or an entire bottle of this liquid takes half damage if a save vs. breath weapon succeeds, but must make the saving throw at a -6 penalty.

If an intended target is missed, the projectile continues until it strikes the ground or some other solid object—possibly causing damage to someone else in the vicinity of the impact point. If the container hits its target but does not break, the liquid inside is not set off, and the container can be picked up and rethrown. The container must make a saving throw vs. normal blow if it is dropped from a height of 5 feet or less. In addition, there is a 50% chance that the liquid will explode if the container is shaken or jostled vigorously for longer than one segment. The same 50% chance applies on each consecutive segment; for example, if a character with a *potion of explosions* in a backpack moves at faster than walking speed for three consecutive rounds, three separate rolls are made to see if the liquid explodes.

If someone tries to identify this potion by taking a small taste, several things can happen. Opening the bottle and exposing the contents to the air activates the explosive fluid, and there is

a 5% chance that the character doing so inadvertently jars the bottle enough while opening it to set off the explosive. No saving throw would be given to the opener against the explosion in this case. If a tiny bit is swallowed to sample the potion, the drinker feels his heart accelerate and feels as if he or she has just sampled *a. potion of speed*. This effect is felt only for one round, and does not actually give the drinker any of the benefits of such a potion. If the entire contents of a bottle or vial are drunk, the character must make a system shock roll. If the roll fails, the liquid explodes inside the drinker, doing 6d6 (or 1d6) damage and requiring another system shock roll to avoid immediate death. If the first system shock roll succeeds, the drinker becomes extremely ill and is incapacitated for 3-6 hours—unable to walk without assistance, attack, or defend. *Potions of explosions* are extremely rare. Few alchemists will agree to manufacture this liquid because of the great danger involved, and even fewer treasure hoards contain it.

of Extra-Healing

XP Value: 500 **GP Value: 1,000**

DUNGEONMASTER Guide

This potion restores 3d8+3 points of damage when wholly consumed, or 1d8 points of damage for each one-third that is drunk.

of Fire Breath

XP Value: 400 **GP Value: 1,000**

DUNGEONMASTER Guide

This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small drafts. One draft allows the imbiber to breathe a *cone offire* 10 feet wide and up to 20 feet long that inflicts 1d10+2 points of damage. A double draft doubles the range and damage. A triple draft trebles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage with no saving throw allowed.

of Fire Resistance

XP Value: 250 **GP Value: 400**

DUNGEONMASTER Guide

This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a *wall offire*, a *fireball*, fiery dragon breath, and similar intense flames and heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

of Fire Vulnerability

XP Value: — **GP Value: 250**

POLYHEDRON Newszine 65

This potion, frequently identified as a *potion of fire resistance*, causes the imbiber to become very sensitive to heat, thus suffering twice the amount of damage caused by normal fire. In addition, the imbiber also suffers +2 to each die of damage sustained from molten lava, magical fire, and fiery dragon breath. If a saving throw is applicable, the imbiber suffers a -4 penalty. The effects of this potion last for 1d4+4 turns.

of Fluidness

XP Value: 750 **GP Value: 1,500**

POLYHEDRON Newszine 65

The imbiber of this potion—and all items worn or carried—turns into a one gallon puddle of liquid. The effects of this potion last for 1d8 hours, and during that time the character can flow through cracks and grates, under doors, hide in ponds, pools of rain, and other bodies of liquid. Attacks against a character in this form are at -2, and the user suffers only half damage. However, ice-based attacks cause an extra +1 per die of damage.

of Flying

XP Value: 500 **GP Value: 750**

DUNGEON MASTER Guide

A *flying potion* enables the individual drinking it to *fly* in the same manner as the 3rd-level wizard spell, *fly*.

of Forewarning

XP Value: 600 GP Value: 1,200

POLYHEDRON Newszine 65

Many rulers have become dependent on this magical draft. It is a potent brew which allows the imbiber to enter a trance for one turn and "see" the future. This vision is a possible future, and the imbiber learns an important piece of information regarding a future event.

of Forgetfulness

XP Value: 400 GP Value: 800

DRAGON Magazine 28

Upon imbibing this potion a character completely forgets everything that occurred in the last 24 hours, including spells memorized and even experience points gained during that period. This potion has only a temporary effect if less than the full volume is consumed. Adding % of the potion to a nonalcoholic beverage produces a memory lapse of mundane knowledge only—full memory returns 50% of the time in 1d4 hours. Adding it to an alcoholic beverage gives the beverage a terrible taste and produces rage in the drinker 90% of the time.

of Forgetfulness II

XP Value: — GP Value: 250

POLYHEDRON Newszine 65

Imbibing this honey-flavored potion causes amnesia for 2d10 days. The drinker does not remember his or her name, friends, faces, or other things of importance.

of Fortitude

XP Value: 900 GP Value: 1,500

DUNGEONS & DRAGONS Rules Cyclopeda

The user's Constitution score becomes 18, and the imbiber immediately gains the corresponding hit points (if any). Points of damage to the user are taken from the magically gained hit points first. Damage applied to the user's original hit points remains after the duration ends until cured by the usual means.

Foul Water

XP Value: — GP Value: 200

POLYHEDRON Newszine 65

If this liquid is consumed, the imbiber must save vs. poison or become ill for three days. The liquid is intended to be added to other liquids to change them into stale, undrinkable water. Further, *foul*

water doubles the potency of poisons and ruins magical potions. The contents of a single container can change up to 1,000 cubic feet (7,500 gallons) of pure, fresh water into polluted, salty water. It turns up to 100 cubic feet of wine or oil (750 gallons) into mild acid. The effects of the potion are permanent, although the liquid may be purified magically after an initial period of 5d8 rounds.

of Freedom

XP Value: 500 GP Value: 900

DUNGEONS & DRAGONS Rules Cyclopeda

The user cannot be affected by paralysis of any sort nor by *holdperson* or *hold monster* spells.

of Fresh Air

XP Value: 350 GP Value: 700

POLYHEDRON Newszine 65

When this potion vial is opened, up to 125,000 cubic feet of air is cleansed, making it safe to breathe. It neutralizes any gas, mist, or vapor. This fluid is handy for those long spelljamming adventures when the adventurers really have no idea where they're going or how long it will take to get there.

of Fright

XP Value: 100 GP Value: 250

POLYHEDRON Newszine 65

This liquid temporarily causes the imbiber to decrease three levels in hit points, combat ability, and saving throws for 4d4 rounds. If the character is slain while at reduced hit points, he or she is dead, but can be *resurrected* normally.

of Frost Resistance

XP Value: 250 GP Value: 400

DRAGON Magazine 91

This potion grants immunity to the ill effects of all forms of normal cold down to -100° F. Partial resistance to magical *cold* is also granted; saving throws vs. cold spells are made at +4 on the die, and damage from cold attacks is reduced by 2 points per die of damage, down to a minimum of one point per die. If only half a dose is consumed, the potion's benefit against magical cold is halved (-2 on saves, -1 on each damage die), but the protection from normal cold is unchanged. A full dose lasts one turn (10 rounds); a half dose lasts five rounds. Note that the icy breath weapons of creatures such as white dragons, winter

wolves, and hoar foxes are included in the category of magical *cold*.

of Fur Growth

XP Value: 125 **GP Value:** 250

POLYHEDRON Newszine 65

This thick liquid is either brown or black and tastes like roasted game. When imbibed, the drinker immediately sprouts a shaggy coat of fur, 6-inches thick. The fur lasts 1d4+7 hours, after which time it falls off harmlessly. It protects the character from temperatures to -30° F, but tends to make wearing armor impossible. The potion is prized by adventurers planning arctic forays.

of Gaseous Form

XP Value: 300 **GP Value:** 400

DUNGEON MASTER Guide

By imbibing this magical liquid, the individual causes his or her body, as well as anything carried or worn, to become gaseous. The *gaseous form* is able to flow at a base speed of 3 per round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed.) The gaseous form is transparent and unsubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A *whirlwind* inflicts double damage upon a creature in *gaseous form*. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (1d4+4 turns).

of Genius

XP Value: 300 **GP Value:** 800

POLYHEDRON Newszine 65

The character who quaffs this potion gains +4 to Intelligence for 2d4+4 rounds.

of Ghostliness

XP Value: 600 **GP Value:** 1,800

POLYHEDRON Newszine 65

This potion gives the drinker, and any nonliving items carried or worn, the ability to pass through all other objects for 2d4+4 turns, as if the PC were a ghost. Further, the effected character is immune to normal weapons while in

this state, and magical weapons inflict only half damage. While in this condition, the ghost character cannot pick up objects, cast spells that require material components, or physically enter melee.

of Giant Control

XP Value: 600 **GP Value:** 1,000

DUNGEON MASTER Guide

A full potion of this draft must be consumed for its effects to be felt. It will influence one or two giants like a *charm monster* spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonus—effectively weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.

Roll	Giant Type
01-05	Hill Giant
06-09	Stone Giant
10-13	Frost Giant
14-17	Fire Giant
18-19	Cloud Giant
20	Storm Giant

In Kara-Tur: The only type of giant control potion commonly found in Kara-Tur is the *potion of hill giant control*.

of Giant Control II

XP Value: 600 **GP Value:** 1,000

Land of Fate

In Zakhara, this potion affects the following types:

Roll	Giant Type
1-8	Hill Giant
9-11	Desert Giant
12-13	Reef Giant
14-15	Jungle Giant
16-17	Stone Giant
18	Fire Giant
19	Cloud Giant
20	Storm Giant

Giant Strength

XP Value	GP Value
Cloud: 700	1,300
Fire: 650	1,200
Frost: 600	1,100
Hill: 500	900
Stone: 550	1,000
Storm: 750	1,400

DUNGEONMASTER Guide

This potion can be used only by warriors. When a *giant strength potion* is consumed, the individual gains great Strength and attack roll bonus when scoring a hit with any handheld or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table.

d20 Roll	Str Equiv	Wt Allow	Dmg Plus	Rock		
				Hurling Rng	Dmg	Bend Bars/Lift Gates
01-06	Hill	485	+7	80yd	1d6	50%
07-10	Stone	535	+8	160yd	1d12	60%
11-14	Frost	635	+9	100yd	1d8	70%
15-17	Fire	785	+10	120yd	1d8	80%
18-19	Cloud	935	+11	140yd	1d10	90%
20	Storm	1,235	+12	160yd	1d12	95%

Glitz & Klax's Potion*

XP Value: 'A **GP Value:** X

Inside RAVEN'S BLUFF™, The Living City

Glitz and Klax specialize in minor potions, magical mixtures that have about $\frac{1}{10}$ the power of full-strength potions. For example, a *minor potion of growth* causes the imbiber to grow about 7 inches; a *potion of treasure finding* can lead the imbiber to dropped coins. Duration of minor potions is half of the full-strength varieties.

A minor potion affects only the imbiber, so circus goers are not able to obtain anything like a *potion of human control* or a *philter of love*.

Cost for the potions and philters range from 10 sp to one gold piece. G'Ned Klax is not the Realms' most organized person, so there is a 5% chance that any potion purchased is actually full-strength.

of Gluttony

XP Value:— **GP Value:** 100

POLYHEDRON Newszine 65

This potion causes the imbiber to become insatiably hungry, consuming everything edible in sight for 1d12 rounds

of Golden Silence

XP Value: 250 **GP Value:** 400

POLYHEDRON Newszine 65

This renders the vocal chords of the imbiber useless. No spells requiring a vocal incantation can be cast until after the effects of the potion wear off in 1d4+4 turns. This potion is usually found in a flask containing three doses.

of Good Humor

XP Value: 500 **GP Value:** 1,100

POLYHEDRON Newszine 65

This potion, if imbibed, grants the drinker uplifted feelings and a cheery disposition. However, the potion is more useful if a stick is inserted into the vial. When this occurs, the potion freezes and can be pulled from the vial by the stick. When the frosty version of the potion is eaten, the character gains the cheery disposition mentioned above, needs no further nourishment for the day, and operates as if under a *bles* spell. The duration of the potion in either form is 2d12 hours.

Gray Slumber

XP Value: 250 **GP Value:** 600

POLYHEDRON Newszine 65

The imbiber of this potion falls into a deep sleep for 1d6+4 turns. The character cannot be awakened unless *dispel magic* is cast. Further, the character appears to be dead, the skin takes on a gray pallor. This potion is often used to feign death.

of Greensprouting

XP Value **GP Value**
 Normal: 300 600
 Rooting: 250 600

POLYHEDRON Newszine 65

This potion allows the drinker to *polymorph* at will into a green, leafy bush with thick bark. The bush takes one-half damage from bludgeoning weapons and is AC 5. The potion's duration is 2d10 days; 10% of the potions cause the bush to become rooted to the spot, not allowing the character to change back to proper form until it wears off.

of Growth

XP Value: 250 **GP Value:** 300

DUNGEONMASTER Guide

This potion causes the height and weight of the person consuming it to increase. Garments and

3808

other worn and carried gear also grow in size. Each one-fourth of the liquid consumed causes a 6-foot growth in height—in other words, a full potion increases height by 24 feet! Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

of Healing

XP Value: 200 **GP Value: 400**

DUNGEON MASTER Guide

An entire potion must be consumed in a single round. If this is done, the potion restores 2d4+2 points of damage (see *extra-healing*).

of Heroism

XP Value: 300 **GP Value: 500**

DUNGEON MASTER Guide

This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if the character has fewer than 10 levels of experience.

Level of Imbiber	Number of Levels Bestowed	Additional Temporary Hit Points
0	4	4d10
1st-3rd	3	3d10+1
4th-6th	2	2d10+2
7th-9th	1	1d10+3

When the potion is quaffed, the individual fights as if he or she were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit and bonus points. This potion can only be used by warriors.

Horn of Plenty

XP Value: 250 **GP Value: 500**

POLYHEDRON Newszine 65

This magical elixir allows the imbiber to *create food and wine*. One cubic foot of food and one gallon of wine can be created per round for 1d8+4 rounds. All of the food is fresh, roasted or chilled as desired by the imbiber, and the wine is of good quality.

of Housecat Control

XP Value: 250 **GP Value: 550**

DRAGON Magazine 30

The presence of Fran's familiar (a large white cat) caused the creation of *the potion of housecat control*. It allows the user to control one housecat for a number of rounds equal to his or her Wisdom. It does not work, however, on familiars—this was said to have been one reason for suspecting less than dire causes for Orlow's disappearance.

of Human Control

XP Value: 500 **GP Value: 900**

DUNGEON MASTER Guide

A *potion of human control* allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a *charm person* spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses to Hit Dice are rounded down to the lowest whole die (1+2 HD = 1 HD, 2+6 HD = 2 HD). This potion lasts for 5d6 rounds. The types of humanoids that can be controlled are randomly determined.

Roll Human/Humanoid Controlled

01-02	Dwarves.
03-04	Elves/Half-Elves
05-06	Gnomes
07-08	Halflings
09-10	Half-Orcs
11-16	Humans
17-19	Gnolls, Orcs, and Goblins
20	Elves, Half-Elves, and Humans

In Kara-Tur: when finding the type of creature that can be controlled, use the following table:

Roll Potion Controls

01-02	Korobokuru
03-05	Hengeyokai
06	Spirit Folk
07-15	Human
16	Tengu
17-19	Korobokuru, Hengeyokai, and Humans
20	Gajin

Hummingbird Nectar**XP Value: 200****GP Value: 450**

DRAGON QUEST Game

This unusual drink tastes very much like honey, but it is no thicker than water. Anyone who drinks this amber liquid is able to move twice as fast as usual for one encounter. In other words, the hero may take two actions each turn while everyone else only gets one. *Hummingbird nectar* is found in crystal globes. Each globe holds one dose of the liquid. The globes are always found in groups of three. Any type of hero may use this potion. If a hero already has had a *haste* spell cast on him or her, the *hummingbird nectar* won't work.

of Immunity**XP Value****GP Value**

To ageing: 600

1,200

To disease: 200

600

To death magic: 200

600

To normal weapons: 200

600

To poison: 200

600

Poison: —

—

POLYHEDRON Newszine 65

This very rare, very potent elixir confers upon the imbiber a permanent immunity. Approximately one in 10 is *curse*d. Consult the table below:

Roll Benefit

01	Immunity to normal weapons.
02-04	Immunity to death magic.
05-07	Poison. Instant death, no saving throw.
08-10	Immunity to poison.
11-14	Immunity to magical <i>ageing</i> .
15-20	Immunity to disease.

Immunization From Lycanthropes**XP Value: 300****GP Value: 500**

DRAGON Magazine 2

Protects user from contracting lycanthropy for one month. There is a 1% chance of contracting the disease from the serum, however.

of Infravision**XP Value: 200****GP Value: 500**

POLYHEDRON Newszine 65

This potion bestows upon humans a 60-foot *infravision* for 1d8 turns. Characters possessing *infravision* have their ranges increased by 60 feet.

of Inner Strength**XP Value: 250****GP Value: 700**

POLYHEDRON Newszine 65

Psionic characters imbibing this potion have their current Psionic Strength Points increased by 35%, allowing the PSPs to be increased above their normal maximum. The additional PSPs remain until the points are used. This potion affects only psionists.

of Insulation**XP Value: 250****GP Value: 600**

POLYHEDRON Newszine 65

This potion gives the drinker +4 on all saves vs. electrical attacks, including blue dragon breath, and reduces damage suffered by 2 points per die.

of Intensity**XP Value: 400****GP Value: 750**

Vale of the Mage

Quaffing this potion causes all spells cast by the imbiber within the next three rounds to have the maximum effect. For example, a priest drinking this potion can *cure* the maximum amount of hit points possible with *healing* spells during the next three rounds, or a wizard can cause the maximum amount of damage with *&fireball* or any other spell during the potion's duration.

However, there is a drawback to the potion. It so drains the imbiber of energy following its three-round duration that the imbiber cannot cast spells during the three rounds following the potion's expiration.

of Invisibility**XP Value: 250****GP Value: 500**

DUNGEON MASTER Guide

This potion confers *invisibility* similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the *invisible* state. The individual possessing this potion can quaff a single gulp—equal to *V*» of the contents of the container—to bestow *invisibility* for 1d4+2 turns.

of Invulnerability**XP Value: 350****GP Value: 500**

DUNGEON MASTER Guide

This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or fewer than 4 Hit Dice. Thus, an 8th-level

character without a magical weapon could not harm the imbiber of an *invulnerability potion*. The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to saving throws vs. all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

of Iron Handedness

XP Value: 300 **GP Value: 600**

POLYHEDRON Newszine 65

Drinking this potion turns a character's hands into iron-hard weapons, enabling him or her to deflect weapons barehanded. The hardened hands are able to chop through wood or can be used as melee weapons, inflicting 1d12 points of damage per successful hit. The effects of the potion last 1d6+4 rounds.

Istar's Truth

XP Value: 750 **GP Value: 1,400**

DRAGONLANCE" Adventures

This is a potion used in the courts of Istar to ascertain the truth in matters brought before the kingpriest or his appointed ministers. The potion forces its recipient to truthfully answer a number of questions. The person who administers the potion can ask the victim 2d4 questions requiring yes or no answers and 1d4 questions requiring longer responses. (An example of a question requiring a longer response: "What happened to you three days ago?") The victim is allowed a saving throw with a -5 penalty to the die roll. If the save is successful, then the potion simply makes the victim sleepy but does not cause a loss of control of the will. The victim can then give false answers.

The length of the answer to a question is up to the victim so long as it is absolutely truthful and answers all the stated parts of the question. The DM can use this opportunity to impart important information to the PCs. The formula is known to any good priest in Istar of at least 5th level.

In a DRAGONLANCE Campaign: This formula was lost in post-Cataclysm Ansalon.

Kanzaz

XP Value: 400 **GP Value: 900**

POLYHEDRON Newszine 65

When this potion is consumed, the imbiber is instantly *transported* to his or her place of birth.

Kur's Drink

XP Value: 400 **GP Value: 800**

DRAGONQUEST Game

This mysterious potion was created by a strange order of holy men who live their lives locked away in a forgotten monastery. The potion comes in a silver flask that holds enough liquid for three drinks. Each drink restores 2d4 hit points to a wounded hero. Any type of hero may use *Kur's drink*.

of Language Learning

XP Value: 600 **GP Value: 1,300**

POLYHEDRON Newszine 65

When consumed, this potion allows the imbiber to master an unknown language by concentrating on a race of people or a type of creature. Each flask typically contains four doses of the potion, each dose enabling a new language to be learned. The languages learned are permanent.

of Lethargy

XP Value: — **GP Value: 250**

POLYHEDRON Newszine 65

This potion acts as the 3rd-level wizard spell *slow* on the person drinking it. Its effects last for 1d4+4 turns.

of Levitation

XP Value: 250 **GP Value: 400**

DUNGEONMASTER Guide

A *levitation potion* enables the consumer to *levitate* in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual, to a maximum weight of 600 pounds. The consumer can carry another person, as long as the total weight is within this limit.

of Lichdom

XP Value: 1,000 **GP Value: 2,500**

Lords of Darkness

To become a lich, a wizard or wizard/priest must attain at least the 18th-level of experience as a wizard. The candidate for lichdom must have access to the spells *magic jar*, *enchant an item*, and *trap the soul*. *Nulathoe's ninemen*, a 5th-level wizard spell that serves to preserve corpses against decay, keeping them strong and supple as in life, is also required.

The procedure of attaining lichdom is ruined if the candidate dies at any point during the process.

Even if successful *resurrection* follows, the operation must be started anew. The process involves the preparation of a magical phylactery and a potion. Most candidates prepare the potion first and arrange for an apprentice or ally to raise them if ingestion of the potion proves fatal. Preparation of the phylactery is so expensive that most candidates do not wish to waste all the effort of its preparation by dying after it is completed but before they are prepared for lichdom.

The nine ingredients of the potion are as follows:

- Arsenic (2 drops of the purest distillate).
- Belladonna (1 drop of the purest distillate).
- Blood (1 quart of blood from a dead unicorn yearling killed by wyvern venom).
- Blood (1 quart from a dead demihuman slain by a phase spider).
- Blood (1 quart from a vampire or a being infected with vampirism).
- Heart (the intact heart of a humanoid killed by poisoning, a mixture of arsenic and belladonna must be used).
- Reproductive glands (from seven giant moths dead for less than 10 days, ground together).
- Venom (1 pint or more, drawn from a phase spider less than 30 days previous)
- Venom (1 pint or more, drawn from a wyvern less than 60 days previous)

The ingredients are mixed in the order given by the light of a full moon, and must be drunk within seven days after they combine into a glowing bluish, sparkling black liquid. All of the potion must be drunk by the candidate, and within six rounds will produce an effect as follows (roll percentile dice):

Roll	Effect
01-10	All body hair falls out, but potion is ineffective (the candidate knows this). Another potion must be prepared if lichdom is desired.
11 ⁰	Candidate falls into a coma for 1d6+1 days, is physically helpless and immobile, mentally unreachable. Potion works; the candidate is aware of this.
41-70	Potion works, but candidate is <i>feeble-minded</i> . Any failed attempt to cure the candidate's condition is 20% likely to slay the candidate.
71-90	Potion works, but candidate is <i>paralyzed</i> for 2d6+2 days (no saving throw,

curative magic notwithstanding). There is a 30% chance for permanent loss of 1d6 Dexterity points.

- 91-96 Potion works, but candidate is permanently:
- 01-33 Deaf
- 34-66 Dumb
- 67-00 Blind
- The lost sense can only be regained by a *wish* or *limited wish*.
- 97-00 Death. Potion does not work.



The successfully prepared candidate for lichdom can exist for an indefinite number of years before becoming a lich. He or she does not achieve lichdom upon death unless preparation of his or her phylactery is complete. A successfully prepared candidate may appear somewhat paler of skin than before imbibing the potion, but cannot mentally or magically be detected by others as ready for lichdom. The candidate, however, is always aware of readiness for lichdom, even if *charmed* or insanity or memory loss occurs. (A *charmed* candidate can never be made to reveal where his or her phylactery is—although the candidate could be compelled to identify what the phylactery is, if shown it.)

The phylactery may take any form—it may be

a pendant, gauntlet, scepter, helm, crown, ring, or even a lump of stone. It must be of inorganic material, solid, and of high-quality workmanship if of human manufacture. The phylactery cannot be an item having other spells or magical properties on or in it. It may be decorated or carved in any fashion.

Enchant an item is cast upon the phylactery (this is one of the rare cases in which this spell can be cast on unworked material), a process requiring continual handling of the phylactery for a long time. The phylactery must successfully make its saving throw as noted in the spell description. It must be completely enchanted within nine days (not the 24 hours normally allowed by the spell). Note that the "additional spell" times given in the *enchant an item* spell description are required.

When the phylactery is made ready for enchantment, the candidate must cast *trap the soul* on it. Percentile dice are rolled; the spell has a 50% chance of working, plus 6% per level of the candidate (or caster, if it is another being) over 11th level. The phylactery glows with a flickering blue-green, *faerie firelike* radiance for one round if it is successfully receptive for the candidate's essence.

The candidate then must cast *Nulathoe's nine-men* on the phylactery, and within one turn of doing so, cast *magic jar* and enter it with his or her life force. No victim is required for this use of *magic jar*.

Upon entering the phylactery, the candidate instantly loses one experience level along with its commensurate spells and hit points. The essence and lost hit points remain in the phylactery, which becomes AC 0 and has those hit points from now on. The candidate is now a lichnee, and must return to its own body to rest for 1d6+1 days. The ordeal of becoming a lichnee is so traumatic that the candidate forgets any memorized spells of the top three levels available, and cannot regain any spells of those levels until the rest period is complete. (Candidates usually then resume a life of adventuring to regain the lost level.)

The next time the lichnee candidate dies, regardless of the manner or planar location of death, or barriers of any sort between corpse and phylactery, the candidate's life-force goes into the phylactery. For it to emerge again, there must be a recently dead (less than 30 days) corpse within 90 feet of the phylactery. The corpse may

be that of any creature, and must fail a saving throw vs. spell to be possessed. If it makes its saving throw, it never receives the lich. If the creature had 3 Hit Dice or fewer in life, it saves as a 0-level fighter. If it had 3+1 HD or greater in life, it saves as if it were alive, with the following alignment modifiers:

LG, CG, NG:	+0
LN, CN, N:	-3
LE:	-A
NE:	-5
CE:	-6

The candidate's own corpse, if within range, is at -10, and may have been dead for any length of time. The lichnee may attempt to enter its own corpse once per week until it succeeds. (A phylactery too well hidden might never offer the lichnee a corpse to enter. Many lichnee commit suicide to save themselves such trouble.) When the lichnee enters its own corpse, it rises in 1d4 turns as a full lich, with all memorized spells and all undead abilities described in the MONSTROUS MANUAL™ accessory.

of Life Stealing

XP Value: 800

GP Value: 1,800

POLYHEDRON Newszine 65

This potion gives the drinker the ability to drain levels like a vampire. The duration of the potion is 1d4+4 rounds, and during that time the user can drain two life levels each time someone is successfully touched. The victim is allowed a saving throw vs. spell to avoid the level drain.

of Life Suspension

XP Value: 500

GP Value: 1,200

POLYHEDRON Newszine 65

The imbiber of this potion falls into a coma for 30 days. During this time, healing takes place as if the character were resting. This potion is often used by adventurers on characters who have been poisoned or cursed; buying time to find cures. The duration of the coma only can be interrupted by a *haste* spell.

of Lightning Form

XP Value: 500

GP Value: 1,500

POLYHEDRON Newszine 65

Drinking this magical liquid causes the user and anything worn or carried, to assume a vaguely

humanoid, electrical form. This form, which lasts 5d4 rounds, is able *to fly* at a speed of 96, MC D. Each round the form can attack all creatures within a 10-foot-radius by arcing from target to target, striking as if each victim were AC 10, and causing 1d6+2 points of damage per successful attack. Because of the speed of the character, there is a 25% chance of striking any friendly targets within range.

of Longevity

XP Value: 500 **GP Value: 900**

DUNGEON MASTER Guide

The *longevity potion* reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks. Each time one drinks a *longevity potion*, there is a 1% cumulative chance the effect is the reverse of what the consumer wants—all age removed by previous drinks are restored.

Love

XP Value: 200 **GP Value: 300**

DRAGON Magazine 43

The potion has the effect of *charming* an individual who drinks it and does not save successfully vs. spell. Each potion has a maximum duration of one week, with a 15% chance each day (cumulative) that the potion wears off at the end of the first through sixth days. Victims who make a successful save vs. spell are not affected.

of Luck

XP Value: 600 **GP Value: 1,500**

DUNGEONS & DRAGONS Rules Cyclopedica

This potion makes the user *lucky*. The player of the character using this potion may choose the result of any one roll, rather than rolling a random result (attack or damage roll, saving throw, or any other). Other players' rolls cannot be affected, nor are the Dungeon Master's rolls affected. The effect lasts for 1 hour or until the *luck* is used.

of Lycanthropy

XP Value	GP Value
Werewolf: 50	500
Wereboar: 50	500
Werebear: 50	500
Wererat: 50	500
Werewolf: 50	500
Werefox: 50	500
Weretiger: 50	500
Werebadger: 50	500

POLYHEDRON Newszine 65

This foul, enchanted mixture contains the blood of a lycanthrope. The character who quaffs the potion notices no ill effects until the first full moon. At that time, he or she turns into a lycanthrope, the same as contracting the disease by fighting one. Use the following table to determine the type of lycanthropy.

Roll	Effect
1	Werewolf
2	Wereboar
3	Werebear
4	Wererat
5	Werewolf
6	Werefox
7	Weretiger
8	Werebadger

Mage Wine

XP Value: 400 **GP Value: 900**

POLYHEDRON Newszine 65

This potion is only usable by mages and bards. When imbibed, the drinker can immediately recall a spell cast earlier in the day. The recalled spell must be cast within the next 24 hours.

of Magic Blocking

XP Value: 400 **GP Value: 900**

POLYHEDRON Newszine 65

The imbiber of this potion is immune to all magical weapons for 1d4+1 turns.

of Magic Enhancement

XP Value: 500 **GP Value: 1,200**

POLYHEDRON Newszine 65

When this potion is swallowed by a Spellcaster, the next 1d4 spells have maximum duration, range, effect, and damage. Any nonspellcasters imbibing this potion suffer 1d12 points of damage.

Magic Peas

XP Value: — **GP Value:** 250

POLYHEDRON Newszine 65

This unique potion confuses even the worst glutton. When poured on any surface, the potion creates a plateful of delicious smelling, sweet peas. However, once someone tries to eat the peas, the peas magically roll away, making them impossible to eat. The effect lasts for 1d6 turns. However, if the potion is imbibed, the drinker becomes ill for 1d4 hours, as the peas churn about in his or her stomach. A character can neither attack nor defend while effected in this way.

of Magic Resistance

XP Value: 500 **GP Value:** 900

Book of Lairs

This potion causes the drinker to always make successful saving throws vs. all forms of magic for 5d4 rounds.

of Magic Resistance II

XP Value: 900 **GP Value:** 2,000

POLYHEDRON Newszine 65

Five doses are found in 95% of the vials found, the other 5% contain seven doses. Each dose lasts 4d4 rounds and confers a 10% magic resistance to the drinker—or adds 10% if he or she already has a magic resistance. If more than one potion is imbibed, the results are not cumulative; the effect only lasts an additional four rounds.

of Magic Shielding

XP Value: 450 **GP Value:** 900

POLYHEDRON Newszine 65

When a character drinks this potion, a *minor globe of invulnerability* springs up to envelope the user. The duration is 1d8+3 rounds.

of Magnetism

XP Value: 250 **GP Value:** 800

POLYHEDRON Newszine 65

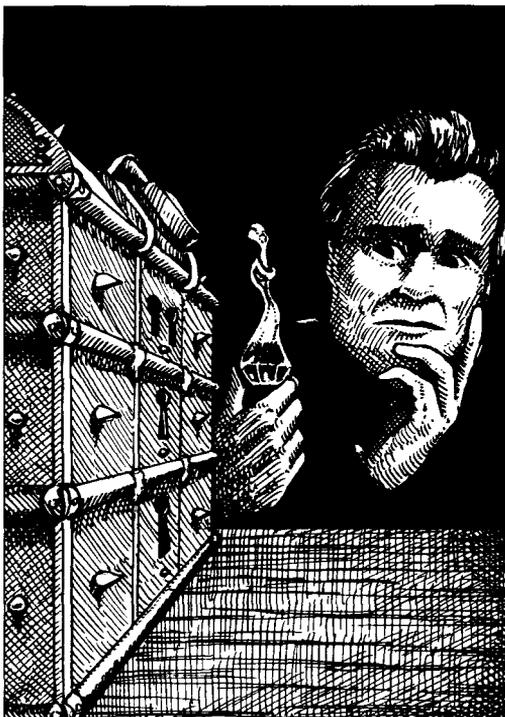
When this potion is quaffed, the drinker generates a 20-foot field of magnetism. All iron objects of 50 pounds or less are attracted to his or her body. Sharp and pointed objects have a 50% chance of piercing the imbiber. The duration is 5d4 rounds.

of Magnification

XP Value: 250 **GP Value:** 700

POLYHEDRON Newszine 65

This *potion's* properties are not revealed until it is mixed with a second potion. The imbibor of the combined *potions* receives the maximum effectiveness and duration of the second potion. For example, mixing a *potion of magnification* with a *potion of magnetism* gives the latter potion a duration of 20 rounds, or mixed with a *potion of extra healing* would heal 27 points of damage.



of Master Thievery

XP Value: 500 **GP Value:** 1,200

The Complete Thief's Handbook

This potion gives the thief a temporary increase in levels if he or she has fewer than 13 levels of experience. The number of levels gained depend on the thief's level, as shown below.

Level of Imbiber	Levels Bestowed	Added Hit Points	Increase in each Skill
1st-3rd	5	5d6	+20%
4th-6th	4	4d6+1	+16%
7th-9th	3	3d6+2	+12%
10th-12th	2	2d6+3	+8%

The thief acts as if at the experience level bestowed by the magic of the potion. Damage sustained is taken first from magically gained temporary extra hit points. So far as thieving skills are concerned, the potion affects these all equally by the increase shown. The effects of this potion last for 5d6 rounds.

of Merging

XP Value: 500 **GP Value:** 900

DUNGEONS & DRAGONS Rules Cyclopedia

The effect of this potion is quite unusual. The user can permit others to actually *merge* their forms with the user's, including all equipment, as if all were gaseous. A maximum of seven other creatures can *merge* with the user of the potion. The *merging* cannot be forced; the user can, at will, prevent anyone from *merging*. A creature *merged* with the user can leave the *merger* by merely stepping out. No creature *merged* with another (including the user) can attack or cast a spell, but may speak. Damage to the user of the potion does not affect those *merged*.

of Metal Immunity

XP Value: 1,000 **GP Value:** 2,500

POLYHEDRON Newszine 65

This thin liquid has a metallic hue and tastes chalky. It grants the character quaffing it immunity to metal. Metal weapons pass harmlessly through the body, metal armor falls through the body, and the user can pass through metal doors. The effects of the potion last 1d4+4 rums.

of the Midas Touch

XP Value: 500 **GP Value:** 1,500

POLYHEDRON Newszine 65

Metal turns to gold when touched by a person who consumes this potion. However, touching gold turns it to lead, and magical metals and metals weighing more than 10 pounds cannot be altered. The potion's duration is 1d4 turns. Transformed metals revert to their original form after one hour.

Mind Dampening

XP Value: 400 **GP Value:** 900

DRAGON Magazine 2

This potion renders the user immune to psionic location or attack (including *crystal ball* and *ESP*) for one week. The user may not employ psionic powers during this period. It renders psionic devices inoperative for that period also (*ESP medallion, amulet of inescapable location*).

of Mind Focusing

XP Value: 800 **GP Value:** 1,700

POLYHEDRON Newszine 65

When this potion is ingested, the drinker's Intelligence and Dexterity are increased by one, to a maximum score of 18, for 1d4 hours.

of Mind Restoration

XP Value: 650 **GP Value:** 1,300

DRAGON Magazine 91

When consumed, this magical liquid *cures* any form of normal or magical insanity, and restores *feble-minded* characters to health. If a psionic character who was attacked while defenseless later drinks this potion, it cures any psychic damage suffered except for death, idiocy, the permanent loss of an attack or defense mode, or a robotic state. This potion also enables a psionic character to recover Psionic Strength Points at twice the normal rate for two hours after the potion is consumed.

Mirage

XP Value: 1,000 **GP Value:** 2,500

POLYHEDRON Newszine 65

When poured on the ground, this potion creates a mini-environment, about 100 yards in diameter. The environment is essentially a tropical paradise with temperatures ranging from 75° to 80° and a small waterfall cascading into a pool. The paradise lasts for 1d4+4 hours. Adventurers and explorers seek these *potions*, as they provide oases in the desert and warm retreats in arctic climes.

of Mirrored Eyes

XP Value: 600 **GP Value:** 1,400

POLYHEDRON Newszine 65

This thick liquid has a silvery hue and is almost always odorless. When consumed, the eyes of the imbiber change to silver orbs with no pupils. The

3855

drinker can see perfectly well, but light is reflected off his or her eyes, granting protection from petrification and all other gaze attacks. This potion is prized by adventurers, and has made the reputation of the Basilisk Exterminating Company. *The potion's* duration is 1d4+4 turns.

of Missile Protection

XP Value: 400 **GP Value:** 800

DRAGON Magazine 91

The effects of this magical potion last for 3d6 rounds. When consumed, the potion gives partial protection from all magic missile attacks. The drinker gains a saving throw vs. spell each time he or she is hit by a single *magic missile*; if the throw is successful, no damage is taken from the missile. If the throw fails, only 1 point of damage is taken from the *missile*. Separate throws are required for each *magic missile*, so a target struck by five of them from an 11th-level wizard must save five times.

of Monster Creation

XP Value: 200 **GP Value:** 400

POLYHEDRON Newszine 65

When this rainbow colored liquid is poured on the ground, four hobgoblins spring to life and begin battling the character holding the empty vial. The hobgoblins fight until destroyed or the character is killed. This potion was created for fighters wishing to practice without leaving the comfort of their homes. If the potion is consumed, the imbiber suffers 1d12 points of damage and is incapacitated for 1d8 hours.

Hobgoblins (4): Int Average; AL LE; AC 5 (10); MV 9; HD 1+1; hp 9 each; THACO 19; #AT 1; Dmg 1d8; SZ M; ML 12; XP 35.

of Neutralization

XP Value: 200 **GP Value:** 600

DRAGON Magazine 189

This potion is valuable in emergency situations. If a character who has been poisoned by any means drinks this potion before death occurs, the potion *neutralizes* the toxin instantly.

of Noxious Resistance

XP Value: 400 **GP Value:** 900

POLYHEDRON Newszine 65

This elixir protects the imbiber from all forms of noxious and poisonous odors and gasses. Further,

it negates the effects of gas-based attacks, such as green dragon breath, *cloudkill*, or poison gas traps. The duration is 1d4+4 turns.

of Nutrition

XP Value: 150 **GP Value:** 500

DRAGON Magazine 91

The imbiber of this potion can go one week without food or water, and suffers no ill effects as a result. Protection is also granted against *chimes of hunger*; the user of a *potion of nutrition* receives an initial saving throw vs. spell to negate the effect of the *chime* upon him or herself. Even if the throw fails, the drinker receives two (not one) saving throws vs. spell on each succeeding round to end the hunger.

Odrovir

XP Value: 600 **GP Value:** 1,800

DUNGEONS & DRAGONS Master Set

In Norse legend, a great war took place between the Aesir (the 24 deities of Asgard) and the Vanir (the nature gods of Noatun). At its peaceful conclusion, both sides spat into ajar, providing their mixed essences hostage to peace. Kvasir, the wisest of all men, was made of the spittle. His blood, mixed with honey, was called Odrovir (or Odhrevir), and all who partook of it became poets.

In game terms, those who partake of this fluid can choose two bardic artistic proficiencies.

of Open Mind

XP Value: — **GP Value:** 250

POLYHEDRON Newszine 65

When this potion is quaffed, the surface thoughts of the imbiber are known to all creatures within 50 yards. This mental broadcast is stopped by 2 or more feet of rock, 2 or more inches of any metal, or a thin sheet of lead foil. This potion can reveal that the imbiber is behind a door, around the next corner, or what he or she thinks of fellow party members, or the barmaid across the room. The effects of this potion last 5d6 rounds.

of Opposite Alignment

XP Value: — **GP Value:** 600

POLYHEDRON Newszine 65

The imbiber of this potion immediately assumes the opposite alignment for 1d8+8 turns. The potion does not affect true neutral characters.

of Pain Suppression

XP Value: 50

GP Value: 100

DRAGON Magazine 99

This concoction is presumably a barbarian creation, but, the secrets of its manufacture are closely guarded. The potion deadens pain for 1d4 hours and tends to deplete the user's energy reserves.

Against magical powers that directly cause pain, such as a *symbol of pain* or venom from an erinyes' daggers, the potion gives a +5 on all applicable saving throws and reduces all effects of such pain by half in all respects except duration. Furthermore, the potion restores 2d8 hit points to the drinker (not exceeding the drinker's original hit point total) and allows the character to act as if his or her Strength class was one class higher. (A Strength **class** is considered to be each **individual** line given in the Strength Table of the *Players' Handbook*. A fighter with a Strength of 12 would be able to employ a Strength of 14 (the lowest value of a range is considered to be the Strength achieved). When the potion's effect ends, the user suffers the loss of Strength and hit points bestowed, and loses an additional 1d4 hit points as well from exhaustion.

Because the potion draws on the user's reserves, taking more than one dose at a time can be risky. If two doses are taken together, they last a total of 2d4 hours, and the user loses 2d4 hit points when the **double** dose wears off. However, the Strength-class increase is the same as for a normal-sized dose, and bonuses against magical pain attacks are as described above. If three or more doses are taken at once, the user must make a system shock roll, with a -5% per dose penalty, to avoid retching and ruining the effect. If the roll is successful, the duration of the potion is 3d4 hours, and 3d4 additional hit points are lost at the end. In no case is Strength raised by more than one **class**, bonuses against magic raised, or more than 2d4 temporary hit points bestowed.

of Perception

XP Value: 300

GP Value: 750

The Complete Thief's Handbook

This enhances the senses of the imbiber to a great degree, with many effects:

- A thief gains a 10% bonus to both open locks and remove traps skills.
- A thief gains a 20% bonus to find traps and hear noise skills.

- A character's chance for being surprised is halved (usually this means a +1 or +2 on the die).
- A character's chance for detecting secret or concealed doors is doubled. This may also be applied to detecting hidden or concealed objects. If the DM wishes to use an Intelligence check for this; a bonus of +4 applies to such an ability check. A corresponding bonus of -4 applies to any observation proficiency check.
- A character has a 25% chance to automatically *detect invisible* or *detect illusions* (from **spells** or magical effects below 5th level). However, this enhancement also makes the imbiber vulnerable to gaze attacks and weapons and also sound-based attacks (such as a *shout* spell or the roaring of an androsphinx) and all saving throws made against such attacks are at -2. The effects of the potion last for 1d4+4 turns.

of Pestilence

XP Value: —

GP Value: 600

POLYHEDRON Newszine 65

Often misidentified as *& potion of healing*, this vile mixture was believed to be brewed by priests of the god of disease. While it *heals* 4 points of damage to the imbiber, it also causes the user to become a "carrier" of a debilitating disease. This is similar to the priest spell *cause disease*. The effected character infects anyone touched during the next **1d4+1** days, but the character is immune to the disease. A *cure disease* spell cast upon the potion or drinker negates the effects of the *cursed* draft.

of Petrification

XP Value: —

GP Value: 300

POLYHEDRON Newszine 65

One sip of this potion causes a character to *become petrified*, like a statue. Only a *stone to flesh* or similar magic can restore the imbiber.

Phase

XP Value: 800

GP Value: 2,000

DUNGEON Magazine 20

The phase potion, which is related to *oil of ethereality*, is more useful for general combat. When taken, this potion allows the user to shift in and out of phase with the Prime Material Plane at will, much like a phase spider. When out of phase, the

user is impervious to all forms of attack except those that reach into the Ethereal Plane. A *phase door* spell forces the user to remain in phase for seven rounds. Even when in phase, the user is surrounded by a fiery nimbus of white fire—the trace of the portal to the Ethereal Plane.

In addition to being able to shift into the Ethereal Plane, the user may take up to 60 pounds of material along. Inert gear can be taken automatically simply by touching it and willing it to come along, but a living creature is entitled to a save vs. spell at —2 if it does not wish to go with the potion user. These effects last for 5d8 rounds.

Phase potions are brewed from phase spider ichor or from the concentrated juices of rare underground fungi.

of Plant Control

XP Value: 250

GP Value: 300

DUNGEON MASTER Guide

A *plant control potion* enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants and fungi, even molds and shambling mounds—within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, or entwine, according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20- by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see *charm plants* spell). Control range is 90 yards

of Plant Growth

XP Value: 200

GP Value: 250

Adventure Pack I

This potion has the same effects as a *plant growth* spell. It causes plants to grow into a dense barrier of thorns and briars. To use it, the potion must be poured onto the ground; it affects a 100- by 10-foot area.

of Poison

XP Value: —

GP Value: 100

DUNGEON MASTER Guide

A *poison potion* is simply a highly toxic liquid in a potion flask. Typically, *poison potions* are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, can cause death.

Poison can be weak (+4 to +1 bonus to the saving throw), average, or deadly (-1 to —4 penalty or greater on saving throws). Some poison can be so toxic that a *neutralize poison* spell simply lowers the toxicity level by 40%—say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The DM selects the strength of poison desired, although most are strength "J" (see **Table 51** in the *DMG*). The DM may want to allow characters to hurl poison flasks.

of Poison Negation

XP Value: 250

GP Value: 400

POLYHEDRON Newszine 82

Imbibing this potion makes the drinker immune to all ingested or injected poisons for the next 18 hours. This does not include poison gas or poisons that were ingested prior to drinking the *potion of poison negation*.

of Polymorph Self

XP Value: 200

GP Value: 350

DUNGEON MASTER Guide

This potion duplicates the effects of the 4th-level wizard spell of the same name.

of Power

XP Value

GP Value

Wizard: 500

1,300

Priest: 500

1,300

Rogue: 500

1,300

Warrior: 500

1,300

POLYHEDRON Newszine 65

There are four different varieties of this potion, one each for warriors, wizards, priests, and rogues. Each type of potion lasts 1d4+4 turns. Characters receive no bonuses if they drink a potion meant for another class.

Wizards: cast spells as if they were two levels above their present level.

Priests: gain a +1 to attack rolls, +3 damage, and cast spells as if they were one level higher.

Rogues: gain a +1 to attack rolls, +2 to damage, and gain 20 percentage points in any one ability.

Warriors: gain +3 to attack rolls, +5 damage, and 20 additional temporary hit points.

Pox

XP Value: 50

GP Value: 450

DRAGON Magazine 194

Although this potion is often the result of a failed attempt at creating some beneficial potion, it is

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sometimes intentionally manufactured or substituted for some other potion (for reasons ranging from con games to assassination attempts). When first swallowed, the potion has no apparent effects. After about an hour, boils, rashes, warts, and sores appear on the user's body. These grow in number and size until they cover the victim completely, but while they resemble the symptoms of many contagious diseases, the effects of a *pox potion* are not catching. For every hour after the elixir's ill effects first manifest themselves (up to a maximum of seven hours) the pox increases in stages, with the victim's Strength, Dexterity, and Charisma dropping by 1 point and hit points by 2 points each hour (a maximum loss of 7 and 14 points, respectively).

The only known cures for this poison are a full doses of *sweet water*, a *dispel magic* spell (the poison resists as if created by a 12th-level wizard), or a *cure disease* spell cast by a priest of at least the 12th level. There is rarely more than one dose found in a single place.

of Protection from Immiscibility

XP Value: 500

GP Value: 900

POLYHEDRON Newszine 65

When this potion is quaffed, it grants the imbiber the ability to drink two additional *potions* without fear of incompatibility. The two *potions* must be consumed within eight rounds of drinking the *potion of protection from immiscibility*. If a character drinks two *potions* after that time has elapsed, he or she faces the possibility of immiscibility.

of the Pseudo Treant

XP Value: 300

GP Value: 800

POLYHEDRON Newszine 65

Upon drinking this liquid, the imbiber's body starts to stretch and change. Within six rounds the user takes on the appearance of a tree (AC 0; MV 12; HD 7; hp 42; THACO 13; #AT 2; Dmg 1d8/1d8). The potion's duration is 10d4 turns.

of Psionic Ability

XP Value: 900

GP Value: 2,000

POLYHEDRON Newszine 65

This rare and valuable potion has great potential for nonpsionic characters, allowing them to gain a randomly determined wild talent. While the duration of the potion is 1d6 months, the imbiber is free to consume other *potions* after two days. This potion has no effect on psionic characters.

Psionics Boosting

XP Value

Gray: 200
Green: 300
Red: 350
Silver: 300
Violet: 300
White: 200
Yellow: 300

GP Value

350
600
650
650
650
300
600

DRAGON Magazine 91

A few potions are known to psionic wizards and alchemists that are capable of increasing a psionic character's attack and defense strengths for a limited time after being consumed. A potion of this type takes effect one round after imbibing it, and the effects last 2d20 turns.

Below are descriptions of these potions, giving their effects and brief words on the materials required to manufacture them. Specific details of potion-making are left up to the DM. Experience points for these potions can only be gained by psionic characters who consume and use them or by the alchemist who designs the potion (depending upon the rules used); the drinker must employ at least one of the psionic modes affected by the potion before the duration of that dose expires.

The potions described here are most probably the only ones of their kind. The major ingredient of each is taken from a nonhumanoid creature native to the Prime Material Plane that has psionic attack or defense ability, and the effects of each potion are closely tied to the abilities of the source creature. These major ingredients must be taken from creatures slain without the use of magic or psionics; failure to follow this rule spoils the ingredient and make the resulting potion useless—perhaps (10% chance) even poisonous. A character who drinks & *psionics boosting potion* receives extra strength points when employing one of the attack or defense modes that the potion affects. The boost enables the drinker to attack or defend as if current psionic strength was increased by the amount of the bonus. However, the user cannot receive these bonus points unless he or she has enough Psionic Strength Points remaining to use the attack or defense mode normally. For example, someone who drinks the *violet potion* does not receive bonus points for using a Psionic Blast unless that character has at least 20 strength points remaining (so that attack mode could be used even if the potion had not been consumed) and actually employs a Psionic Blast attack.

Gray: Adds 50 attack points to all Psychic Crush attacks, but makes no defensive alterations in the imbiber. Parts from a psionic gray ooze are required to manufacture such a potion.

Green: This potion adds 50 points to all Psionic Blast attacks made by the drinker, and 100 points onto all defense modes used as well. A specimen of tissue from an algoid is required to make this potion.

Red: This potion adds 25 points to any Psionic Blast, Psychic Crush, or Mind Thrust attacks made by the drinker, as well as 100 points to any psionic defense mounted. The brain of a su-monster is required to make this brew.

Silver: This drink adds 50 strength points to any Ego Whip or Id Insinuation attacks made by the drinker, and 50 points to any psionic defenses used. An intellect devourer's body is required to make this potion.

Violet: This potion adds 100 points to all Psionic Blast attacks made by the drinker, and 50 points to any defense modes used while the potion is in effect. The brain of a mind flayer is required to make this potion.

White: Adds 50 attack points to all Mind Thrust attacks made by the drinker but no defensive alterations. This potion requires one brain mole to create.

Yellow: This potion adds 50 points to all Id Insinuation attacks made by the drinker, and also makes the drinker immune to psionic attack for the duration of the potion's effects. One-half cubic foot of material from a living colony of psionic yellow mold, collected in an appropriate container, is needed to make this potion.

of the Psychotic Killer

XP Value: — **GP Value:** 600

POLYHEDRON Newszine 65

Anyone quaffing this *curse*d liquid immediately starts attacking everyone within sight for 1d8+4 rounds.

of Pursuit

XP Value: 800 **GP Value:** 4,000

New Item

This purplish potion increases a character's movement rate by 1 more than that of any creature being pursued, for one round only. Found in tiny, clear glass bottles, there is never more than one dose of the *potion of pursuit* in them.



Quirks of Magical Potions*

XP Value: —

GP Value: —

DRAGON Magazine 163

The AD&D® game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game worlds. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is determined by using the table below to find the exact quirks that a magical potion possesses.

Roll Quirks Present

01-86	No quirks
87-94	One quirk
95-98	Two quirks
99-00	Three quirks

Quirks of Magical Potions

Roll Result

01-05	Drinker glows (as per a <i>light</i> spell) a random color for as long as the potion is in effect.
06-10	Drinker's skin turns a random color for 1d10 turns.
11-15	Drinker is unable to speak or cast spells with verbal components for 1d4 hours after drinking the elixir.
16-21	Imbiber gets extremely hungry immediately after the potion is consumed (as per a <i>chime of hunger</i>).
22-25	Drinker's senses sharpen while the potion is in effect, or for a maximum of three turns (whichever is longer). The



	individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness nonweapon proficiency or is a ranger, in which case add a +3 bonus).
36-30	Drinker cannot hear anything due to ringing or buzzing in ears for as long as the potion is in effect, or for three turns if no duration is given.
31-34	Potion is diluted and works 50% as well as a normal potion of the same type. Both duration and effects are diminished in power.
35-40	Potion becomes inert and useless if left unstopped for longer than five rounds.
41-44	Potion's duration doubles if it is mixed with wine prior to consumption.
45-50	Drinker becomes highly intoxicated for 1d10 hours after the potion is consumed. Only <i>dispel magic</i> can prematurely remove the effects of the drunkenness (effects determined by the DM).
51-53	Drinker gains 60' <i>infravision</i> for as long as the potion is in effect, or for three turns if no duration is given. If the drinker normally has <i>infravision</i> , it is lost for the same amount of time.

- 54-57 Potion has no effect upon demihumans.
- 58-62 Drinker experiences slight disorientation for 1d6 rounds after drinking the potion (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).
- 63—66 Drinker becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the potion is consumed. If the roll on any check is higher than the drinker's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 of pointdamage from a physical or magical attack.
- 67-71 Potion is phosphorescent and glows (equal to *faeriefire* spell) in the dark.
- 72-76 Potion is found in powdered form; water has to be added to the powder for the potion to be effective.
- 77-78 Potion is stronger than normal; its duration is 150% of a normal potion of the same type.
- 79-83 Potion is nauseating to drink; a Constitution check on 1d20 must be made in order to gulp the contents of the potion. If a saving throw vs. poison at +2 is not made after that, the drinker feels nauseated for 2d10 turns (-1 to hit during that time).
- 84-87 Drinker loses 1 point of Dexterity for 2d10 turns.
- 88-89 Potion evaporates (50%) or coagulates (50%) and becomes useless if left open to air for longer than five rounds.
- 90-91 Potion is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the drinker for 1d4+1 days without any beneficial effect 20% of the time. A *cure disease* removes this illness.
- 92-95 Potion is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.
- 96—97 Drinker suddenly becomes extremely verbose and talks incessantly for the duration of the potion, or one turn if no duration is given. During this time, the drinker and his associates cannot gain surprise on any encountered monsters.
- 98-99 If the potion is mixed with anything else, it forms a lethal compound (if swallowed, save vs. poison at -4 on the

roll, or die in 1d4 rounds).

- 00 Potion is addictive; a draft of it must be taken at least once a week after such an addictive liquid is imbibed. If the addict does not drink the potion every week, he or she suffers a -2 penalty on all ability scores until the potion is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the potion for 1d3 months cures the addiction.

of Rage

XP Value: — **GP Value:** 400
POLYHEDRON Newszine 65

This unusual elixir is identified as *& potion of healing* 80% of the time. It has two effects: the imbiber is instantly *healed* of 4 points of damage. The second effect, though, remains hidden until the character is threatened, attacked, or angered. When this condition is met, the potion causes the character to become enraged, dropping everything in hand in favor of the most damaging weapon within reach. The character attacks the person or creature that angered him or her, at +2 to attack and damage rolls. The rage continues for 1d10 rounds.

of Rainbow Hues

XP Value: 200 **GP Value:** 800
DUNGEON MASTER Guide

This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible if the user simply holds the thought in his or her mind long enough for the hue to be affected. If the potion is quaffed sparingly, a flask yields up to seven drafts of one hour duration each.

of Recall

XP Value: 600 **GP Value:** 1,300
POLYHEDRON Newszine 65

After drinking this potion, anything the imbibing character reads, hears, or sees during 1d10 turns, can be remembered at any time. This potion is especially sought after by spies and map makers.

of Reflection

XP Value: 300 **GP Value:** 700
POLYHEDRON Newszine 65

This very rare potion causes the drinker to develop mirror-like skin, clothing, and armor for

1d6+3 turns. The individual reflects the images of creatures and scenery on all sides. Attacks against such a character are made at -4 due to the distorted image.

of Regeneration

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 2

Acts as a *ring of regeneration* with a duration of one day and revitalization ability if the body is fresh (up to three days, with a Constitution check needed after the first). If applied over an extended period (at least two weeks) to an inactive character, it can be used to *regenerate* a lost member of the body.

of Regeneration II

XP Value: 500 **GP Value:** 4,000

DRAGON Magazine 132

A sip of this fluid gives the taster a tingling feeling. Imbibing the whole dose causes the drinker to enter *regenerative sleep* immediately, for eight hours.

of Rejuvenation

XP Value: 250 **GP Value:** 500

POLYHEDRON Newszine 65

This potion allows a character with psionic abilities to regain PSPs at twice the normal rate per hour for 1d4 hours.

of Rest

XP Value: 250 **GP Value:** 500

POLYHEDRON Newszine 65

After drinking this potion, a character is suddenly relieved of all fatigue, receiving the benefits of eight hours of sleep.

of Restoration

XP Value: 300 **GP Value:** 2,000

DUNGEON Magazine 4

This magical fluid was first created by Kenither the Gaunt. Each dose negates the effects of the following spells and powers, restoring the affected creature to its normal state: *charm monster*, *charm person*, *feign death*, *forget*, *friends*, *haste*, *hold person*, *polymorph other*, *polymorph self*, *ray of enfeeblement*, *sepia snake sigil*, *sleep*, *slow*, *stoneskin*, *strength*, and *Tasha's uncontrollable hideous laughter*.

A *polymorphed* creature restored by this potion need not make a system shock roll. The liquid

also cures blindness and deafness, and restores a crystallized creature and those turned to stone by gaze attacks. The potion can be administered by pouring a dose on the subject or by the creature ingesting it. In either case, it can negate more than one spell. For example, if applied to a creature affected by both *Tasha's uncontrollable hideous laughter* and *haste*, both spells would be negated.

of Resuscitation

XP Value: 300 **GP Value:** 600

POLYHEDRON Newszine 65

When the cap of this exotic liquid is removed, a highly magical gas is released. If opened under the nose of an unconscious creature or character who has 0 hit points or more, the gas revives them. Characters or creatures with 0 hit points receive 1 point of healing. The gas does not work on those with a negative score of hit points. The potion also can be used to revive characters who are the victims of *sleep* spells.

of Reverse Ventriloquism

XP Value: — **GP Value:** 500

POLYHEDRON Newszine 65

A randomly selected person or creature within 50 feet of someone drinking this potion can make his or her voice sound as if it were issuing from the imbiber. The selected speaker is instantly aware of this ability and can talk in any known language, through the imbiber, for one turn. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of —1.

of Rogue Wisdom

XP Value: 500 **GP Value:** 900

CARDMASTER* Adventure Design Deck

Drinking this potion increases the rogue's level by two for five turns.

of Safe Consumption

XP Value: 300 **GP Value:** 500

POLYHEDRON Newszine 65

When this sweet liquid is consumed, the drinker is rendered immune to the harmful effects of any nonmagical food and drink for the next 24 hours. Thus, the character is unaffected by ingested poisons and can safely eat rotted food, tainted water, or lousy cooking.

one which was unforeseen by naive Phomboulucos—is that it allows the imbiber to impersonate an undead skeleton. Unlike various types of magical *invisibility*, such as those bestowed by spells and rings, the skeletal potion's effects are not negated by attacks made by the imbiber. Once the potion is consumed, its effects persist until the potion wears off in 1d4+4 turns. Clothing and armor worn are not affected by the potion and remain visible, as do any items carried.

Several points are worth mentioning. One, the potion drinker, unlike a true (undead) skeleton, is fully able to talk while under the effects of the potion. Two, the imbiber's invisible skin, fat, and muscle prevent the skeleton from actually contacting the things it touches. A careful observer may note that the skeleton's feet hover slightly off the ground, the pelvis never touches a cushion on which the skeleton sits, and objects seem to float slightly over a skeletal hand holding them. Finally, dust, paint, and other paniculate or liquid materials also reveal the presence of the invisible flesh. Those wishing to pass themselves off as undead would do well to remember that **undead** are not fooled by invisibility.

of Sleep Bestowing

XP Value: 200 **GP Value: 500**

POLYHEDRON Newszine 65

These drafts are usually brown in color and come in black flasks. Once a character imbibes the elixir, for 1d8+1 rounds, he or she can make any intelligent creature fall asleep as a *sleep* spell for 2-3 hours just by speaking. The listeners grow so bored, they fall asleep. The drinker cannot control who falls asleep. This elixir was first created to be placed into a king's cup—the court wizard wanted the king to bore his subjects to sleep. However, the king never tried the potion, since his wine-taster put everyone in the royal chambers into a deep slumber.

of Sleep Breathing

XP Value: 250 **GP Value: 550**

The Complete Thief's Handbook

This potion allows the imbiber to breathe a colorless, odorless cloud of sleep-inducing gas up to three times within an hour after drinking it. This cloud is effectively a 20- by 20- by 20-foot cube. Within the cloud, creatures are affected as if struck by a *sleep* spell, the effects of which are exactly duplicated by the cloud. If the thief does

not breathe out a cloud in this way within an hour after drinking the potion, he or she must save vs. spell or fall into a deep, comatose *sleep* for 1d4+4 turns. This potion is obviously of great value for a thief when dealing with numbers of low-level and peripheral guards while working.

Sleeping

XP Value: 300

GP Value: 500

Assassin Mountain

This tart liquid lets the imbiber sink into restful sleep for 2d6 turns, during which time the sleeper feels a sense of well-being and peace. The potion mimics the effects of normal sleep, so hit points are regained as for a full night of rest, and spellcasters **can** drink this potion instead of resting before memorizing spells. Upon waking, the user can memorize spells as if he had slept a full night. Unwilling victims are not entitled to a saving throw. The recipient of this magical slumber always wakes up instantly if attacked. This awakening nullifies any benefit of the potion.

of Sleepy Breath

XP Value: 250

GP Value: 500

POLYHEDRON Newszine 65

The breath of the person imbibing this potion can put any air breathing creature of up to 6 Hit Dice to sleep (save vs. spell to negate). The imbiber's breath is a cone, 4 inches wide at the mouth, 12 feet long, and 6 feet wide at the base. The duration of the potion is a single breath.

of Snake Crawling

XP Value: 250

GP Value: 600

POLYHEDRON Newszine 65

This potion turns a character, and everything worn or carried, into a writhing humanoid with diminutive arms and legs. The imbiber is able to crawl at a movement rate of 12. The duration of the potion is 1d4 hours.

of Sobriety

XP Value: 200

GP Value: 400

POLYHEDRON Newszine 65

The consumer of this potion becomes instantly sober, no matter how intoxicated at the time.



of Soul-Chilling

XP Value: 300 **GP Value: 500**

POLYHEDRON Newszine 65

This foul fluid is an invention of a kobold shaman. It always appears as a cobalt blue liquid in a thimble-sized vial. Each vial can affect 100 gallons. The potion is normally used by pouring it into a barrel of water or ale. Those who drink the mixture witness their skin turn a pale blue and ice form on their bodies. Further, they are subject to requests as if a *suggestion* spell had been cast on them. The effects of this potion last 1d6 turns.

of Speech

XP Value: 200 **GP Value: 400**

DUNGEONS & DRAGONS Rules Cyclopeda

The user can understand any and all languages heard within 60 feet and can respond in the same tongues. A language must be heard to be used unless already known.

of Speed

XP Value: 200 **GP Value: 450**

DUNGEONMASTER Guide

A *potion of speed* increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a *speed potion* ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

of Spelljamming

XP Value: 600 **GP Value: 1,300**

POLYHEDRON Newszine 65

This rare and valuable potion allows any warrior or rogue to operate a helm as a spelljammer of equivalent level. In addition, any wizard or priest who imbibes this potion doubles his or her ability at spelljamming. The duration is 1d4 days.

of Spirit Binding

XP Value: 250 **GP Value: 800**

Night of the Seven Swords

This potion, when splashed on a noncorporeal spirit, solidifies it, reducing its AC by 5 (if no AC is given, the potion gives it an AC of 5). If the spirit has assumed a physical shape, the potion locks it in that shape for 2d4 turns. If poured on a character taken over by a spirit, the physical body is paralyzed for 2d4 turns and the spirit is imprisoned for that time.

of Spirit Flight

XP Value: 300 **GP Value: 500**

Van Richten's Guide to the Lich

This potion causes the imbiber's spirit to depart its body. The physical body instantly dies and can only be resuscitated by a *resurrection* spell. Psychically, the effects are similar to the spell *astral travel* in that the drinker is now a disembodied, spirit creature floating about the Prime Material Plane, invisible to normal sight and unable to communicate.

While in this form, the drinker is effectively removed from reality, unable to affect the physical world, and unable to be affected by it. The spirit is invulnerable to all forms of attack and is invisible to all forms of detection except through spells or devices designed to detect the presence of the alignment of the drinker.

As stated, the spirit of the imbiber is unable to

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return to its body unless a *resurrection* spell is cast upon him or her. While in this state, the user is only able to observe the physical world and travel to the *astral plane* at will. If the *astral plane* is entered, the user is vulnerable to any hazards endemic to that environment. Otherwise, the spirit will continue to exist for as long as its body is intact.

There is one circumstance in which the disembodied spirit is able to affect the physical world—the spirit is able to appear as a ghostly, visible form within mirrors. The spirit may not appear in any magically enchanted mirror, however. While visible, the spirit is able to move and make any gestures it desires within the confines of the mirror. Likewise, the spirit may appear at any size or scale within the mirror desired. The ghostly image can be maintained for 1d20 seconds each hour, after which the spirit must rest from the exertion of crossing planar boundaries, if only superficially.

Verbal communication is impossible, and the spirit and people in the physical world are unable to hear each other. Not even a *speak with dead* spell can aid in this endeavor.

In Ravenloft: This potion is largely ineffective in the Demiplane of Ravenloft, nor is *astral travel* possible in the demiplane.

of Stone Form

XP Value: 500 **GP Value: 1,100**

POLYHEDRON Newszine 65

A character drinking this magical mixture turns into a living, stone statue. This grants the character an AC of 0, a saving throw bonus of +3, and a Dexterity loss of 3 for the potion's duration—1d4+4 rounds. A character's THACO and damage rolls are not changed.

of Strength

XP Value: 400 **GP Value: 800**

DUNGEONS & DRAGONS Rules Cyclopedia

The user's Strength score becomes 18, and all applicable bonuses are gained immediately.

of Superheating

XP Value: 500 **GP Value: 900**

Death's Ride

This potion is exactly like a *potion of healing*, except that it cures 3d6+3 points of damage. The entire potion must be drunk at one time.

of Superheroism

XP Value: 450 **GP Value: 750**

GREYHAWK

A potion which resembles heroism except that it increases fighter levels as follows:

Fighter Level	Increase
1st-3rd level	Four levels
4th-7th level	Three levels
8th-11th level	Two levels
12th-15th level	One level

of Superheroism II

XP Value: 450 **GP Value: 750**

DUNGEON MASTER Guide

This potion gives the individual a temporary increase in levels (see *heroism potion*) if the user has fewer than 13 levels of experience. It is similar to the *heroism potion*, but more powerful, and its effects last just 5d6 rounds

Level of Imbiber	Number of levels Bestowed	Additional Temporary hit points
0	6	5d10
1st-3rd	5	4d10+1
4th-6th	4	3d10+2
7th-9th	3	2d10+3
10th-12th	2	1d10+4

of Superior Animal Control

XP Value: 300 **GP Value: 600**

POLYHEDRON Introductory Issue

This magical potion works just like a normal *potion of animal control*, except that control is not limited to only one type of animal and the duration is 4 hours.

of Superior Healing

XP Value: 500 **GP Value: 1,000**

POLYHEDRON Newszine 65

This prized *healing potion* cures 6d8+2 points of damage. If the potion is consumed in thirds, each third cures 2d8 hit points. If more than one of these potions is consumed in a 24 hour period, the imbiber suffers a loss of 6d8+2 points for every additional potion consumed.

of Sustenance**XP Value: 250****GP Value: 350**

POLYHEDRON Newszine 65

This thick liquid always has an appealing color, ruby red or emerald green. It smells like fresh baked bread or broiling steak. If the potion is consumed, the imbiber recalls the taste of his or her favorite food, and has no need for food for the next seven days. The potion does not negate the need for water.

Sweet Water**XP Value: 200****GP Value: 250**

DUNGEON MASTER Guide

This liquid is not actually a potion to be drunk (though it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It *neutralizes poison* and ruins magical potions (no saving throw). The contents of a single container changes up to 100,000 cubic feet of polluted, salt, or alkaline water into fresh water. It turns up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

of Swimming**XP Value: 500****GP Value: 900**

Quagmire!

The user may swim in any liquid at the rate of 18, even if encumbered. The user does not sink (even if pushed below the surface) unless carrying more than 300 pounds. The potion doesn't allow the user to breathe water. The effects of this potion last for eight hours.

Teleportation**XP Value: 500****GP Value: 1,900**

POLYHEDRON Newszine 65

This potion typically comes sealed in a metal flask. It takes two turns to consume the entire contents, after which the imbiber is *teleported* to the first place visualized—provided it is within 100 miles of the current location.

of Thievery**XP Value: 350****GP Value: 950**

The Complete Thief's Handbook

Similar to, but weaker than, *the potion of master thievery*, this potion also grants the thief drinking it temporary increases in levels, hit points, and

skills, if he or she is of 9th or lower level prior to drinking it, as shown below:

Level of Imbiber	Levels Bestowed	Added Hit Points	Increase in each Skill
1st-3rd	5	5d6	+20%
4th-6th	4	4d6+1	+16%
7th-9th	3	3d6+2	+12%
10th-12th	2	2d6+3	+8%

As with *the potion of master thievery*, the individual acts in all respects as a thief of the higher level gained after drinking the potion, with the increase in thieving skills being equally spread across all categories by the bonus shown. Damage sustained is taken from additional temporary hit points gained first. The effects of the potion last for 1d4+4 turns.

of Thinness**XP Value: 250****GP Value: 600**

POLYHEDRON Newszine 65

Most *potions of thinness* are found in four-dose flasks. When consumed, the drinker's trunk size is reduced from normal proportions to paper-thinness. This permits the character to pass through cracks or flatten against a wall to hide. The potion also reduces the character's weight to that of parchment—a hazard if the potion is consumed in strong winds. The effects of the potion last 1d4 turns.

Toad Skin**XP Value: 500****GP Value: 1,000**

POLYHEDRON Newszine 65

A character drinking this potion immediately gains hundreds of wart-like nodules that cover the entire body. The warts, which last for 1d6+6 rounds, exude a caustic fluid which does not harm the imbiber, but burns other characters and creatures. When a *toad skin* character successfully makes a bare-handed attack against another character, the victim suffers 1d4 points of damage and begins gagging and writhing from the burning sensation for the next four rounds. Undead are immune to *toad skin* attacks.

of Tongues

XP Value

Speak with animals: 200
 Speak with dead: 250
 Speak with monsters: 250
 Speak with plants: 200
 Tongues: 250

GP Value

500
 600
 600
 500
 600

POLYHEDRON Newszine 65

There are five varieties of this potion, each may be used by any character class. Every *tongues* *potion* provides magical linguistic abilities to the character who swallowed it for 1d4+4 turns.

Roll Potion

01-30 -Tongues
31-60 Speak with animals
 61-80 Speak with dead
 81-90 Speak with monsters
91-00 Speak with plants

of Toughening

XP Value: 300

GP Value: 600

DRAGON Magazine 91

Quaffing this potion immediately adds 1d12+1d6 hit points to the user's current total, even if the final total exceeds the maximum number of hit points possible for the character. However, these new hit points are held in reserve. Any damage taken by the character is first deducted from the character's own hit points; only after all of these hit points are gone are hit points subtracted from those bestowed by the potion.

The duration of the potion (and the hit points it grants) is only 1d6+6 turns. Thus, if someone has received extra hit points from this potion and has lost all normal hit points, there is a limited amount time to find a way to *heal* all or at least some of the damage taken before the potion wears off and the bonus hit points disappear. If this happens, the character collapses unconscious with 0 hit points and continues to lose one hit point per round after that. Unless the stricken character receives aid, death occurs at -10 hit points. Any normal or magical methods of healing injuries work.

If the drinker loses all normal hit points and all the hit points bestowed by the potion, he or she immediately falls unconscious or dies; and then is considered to have a negative total of hit points equal to the number of points that were granted by the potion. If this number is between -2 and -9, the character has a chance of recovering if aid is

received before sinking to -10. If this number is -10 or lower, the character dies instantly. *Potions of toughening* should only be taken singly; if a second dose is consumed before the first one has worn off, the second dose has no effect, and the drinker must make a system shock roll or die.

of Tragic Heroism

XP Value: 250

GP Value: 400

POLYHEDRON Newszine 65

This elixir works as a *potion of superheroism*, with the following additional effect—all monsters within 20 feet of the character quaffing the potion stop whatever they are doing and attack the character. The monsters fight until they are slain or the character dies. To paladins and other heroic figures, this potion has considerable appeal.

of Treasure Finding

XP Value: 600

GP Value: 2,000

DUNGEONMASTER Guide

A *potion of treasure finding* empowers the drinker with a location sense, so that he or she can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.

Note that only valuable metals (copper, silver, electrum, gold, platinum) and gems and jewelry, are located. The potion won't locate worthless metals or magical items that don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance. Intervening substances other than special magical wards or lead-lined walls cannot withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

of Truth

XP Value: 400

GP Value: 900

POLYHEDRON Newszine 65

Developed by a wizard interested in investigating criminal activities, this potion is intended to be consumed by someone who is to be questioned. One round after being swallowed, the potion puts the character into a trance for 1d4 turns. The character freely and literally answers any questions asked during the trance, provided the questions are posed in a language the character can understand.



Truth Drug**XP Value: 200** **GP Value: 500**

DRAGON Magazine 43

A victim who ingests a dose of the drug falls into a stupor and is forced to answer 1d4 questions truthfully.

of Ugliness**XP Value: —** **GP Value: 250**

POLYHEDRON Newszine 65

Drinking this elixir causes the loss of all but 1d4 points of Charisma for 3d12 hours. The character *polymorphs* into a creature resembling a large, slimy humanoid toad. The humanoid, complete with warts and a repulsive odor, is capable of normal activities.

of the Undead**XP Value: 700** **GP Value: 1,200**

POLYHEDRON Newszine 65

Drinking this potion *polymorphs* a character into the appearance (and odor) of a zombie for 1d4+1 hours. The character cannot be turned and retains all original statistics and Armor Class. There is an 80% chance that other undead believe the character is a true zombie.

of Undead Control**XP Value: 700** **GP Value: 2,500**

DUNGEON MASTER Guide

This potion in effect gives the imbiber the ability to charm certain ghastrs, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The *charm* ability is similar to the 1st-level wizard spell, *charm person*. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (4+1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

Roll	Undead Type
1	Ghastrs
2	Ghosts
3	Ghouls
4	Shadows
5	Skeletons

6	Spectres
7	Wights
8	Wraiths
9	Vampires
10	Zombies

In Kara-Tur: This potion is not normally available in Oriental lands. The result should be rerolled.

of Underground Awareness**XP Value: 500** **GP Value: 1,100**

POLYHEDRON Newszine 65

The imbiber of this potion gains abilities to aid in underground travels. These *potions* vary widely in the abilities conferred. A typical potion, which grants 1d4 abilities, lasts for 1d4+4 hours.

Roll	Skill conferred
01-04	Detect new tunnels/passages.
06-08	Detect grade or slope.
09-11	Determine direction of travel.
12-14	Determine depth underground.
15-16	Detect shifting walls/rooms.
17-18	Detect unsafe constructions.
19-20	Detect stonework traps/pits.

of Useful Appendages**XP Value: 250** **GP Value: 800**

POLYHEDRON Newszine 65

When this potion is quaffed, the character forms one or more appendages; the formation takes two rounds. The appendages vanish after 1d4+4 turns or after suffering five points of damage each. Consult the following table to determine the appendages grown.

Roll	Appendage	Damage
1	Tail	1-8
2	Two arms	1-2 each
3	Two crab claws	1-4 each; crush for 1-10
4	Four tentacles	1-6 each

of Vampirism**XP Value: 500** **GP Value: 1,600**

POLYHEDRON Newszine 65

An odd, necromantic brew, this potion causes any character taking it to undergo a frightening metamorphosis. The change takes one round to complete and is very painful. At the end of the transformation, the character gains the appear-



ance and many of the abilities of a vampire. The character can *spider climb* and turn to *gaseous form* at will, *regenerate* three points of damage per round. The character is not restricted to darkness, does not gain any attack bonuses, *charm* ability or other benefits, nor can he or she drain levels. The duration of the potion is 1d10+10 turns.

of Venom

XP Value: 450 **GP Value:** 990

POLYHEDRON Newszine 65

When a character imbibes this potion, sharp fangs dripping venom grow from the mouth. Anyone bitten by this character takes 1d4 points of damage and must save vs. poison or die in 1d8 rounds. The imbiber is immune to the venom. The effects of the potion last for 5d4 rounds.

of Ventriloquism

XP Value: 200 **GP Value:** 800

DUNGEONMASTER Guide

This allows the user to make his or her voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where it is—from another creature, a statue, from behind a door, down a passage, or across the

alley. The user can speak in any language he or she knows, or make any normally made sound. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the ventriloquist ability up to six times within the duration of the potion.

of Visions

XP Value: 50 **GP Value:** 250

POLYHEDRON Newszine 65

This is a *curse*d version of the *potion of forewarning*, and 90% of the time it is identified as that beneficial potion. For one turn, the imbiber enters a trance and "sees" the future. Only in this case, the imbiber is deceived; the visions are not true and always depict the imbiber suffering misfortune.

of Vitality

XP Value: 3,000 **GP Value:** 2,500

DUNGEONMASTER Guide

This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It nullifies up to seven days of deprivation, and continues in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user recovers lost hit points at the rate of one every four hours.

Wallac's Potion of Speedcasting

XP Value: 400 **GP Value:** 900

1992 Fantasy Collector Card 272

Wallac has been producing potions for years. He has also tried to create many new potions—usually with either explosive or no effects. The *potion of speedcasting* is one of his few successes. When any Spellcaster takes a dose of this potion, casting time is halved. Thus, a spell with an initiative modifier of 6 can be cast with a modifier of 3 under the influence of a *potion of speedcasting*. Spells with an initiative modifier of 1 are instantaneous, always going off at the beginning of the round, before any other action takes place. The effects of the potion last for 5d4 rounds.

Potion of Water Adventuring**XP Value:** 800**GP Value:** 1,800

1992 Fantasy Collector Card 271

When a dose of this potion is consumed, two effects are conveyed upon the imbibers: they are able to breathe underwater and they are affected as if a spell *offree action* had been cast upon them. The effects last for one hour plus an additional 1d10 rounds. There is a 75% chance that the potion contains two doses and a 25% chance that four doses are found.

Potion of Water Breathing**XP Value:** 400**GP Value:** 900

The War Rafts of Kron

The effects are the same as the 3rd-level wizard spell and last for one hour per dose.

Potion of Water Breathing II**XP Value:** 400**GP Value:** 900

Port of RAVEN'S BLUFF

This potion works the same as the spell cast at the 12th level, but only works 50% of the time.

Potion of Water Breathing III**XP Value:** 400**GP Value:** 900

DUNGEON MASTER Guide

It is 75% likely that a water breathing potion contains two doses and, 25% probable that there are four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a *water breathing potion III* could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

Potion of Water Movement**XP Value:** 350**GP Value:** 650

The Minrothad Guilds

A ground pearl fragment is the primary ingredient in the *water elfpotion of water movement*. This potion allows the imbiber to move underwater or on the Elemental Plane of Water as easily as if he or she were surrounded by air. The effect lasts for one day. It does not, however, enable the user to breathe under water; some other method is required to gain that ability.

Potion of Wizardry**XP Value:** 350**GP Value:** 900

POLYHEDRON Newszine 65

This potion, which has a duration of 1d4+4 turns, only benefits wizards, giving them a temporary increase of 3 levels of experience. This improves their attack rolls and saving throws. In addition, it allows them to cast spells as if they were 3 levels higher. It does not grant additional spells.

**Potion of Worm Calling****XP Value:** —**GP Value:** 250

POLYHEDRON Newszine 65

This potion causes the drinker to become irresistible to all crawling insects, animals, and monsters, such as snakes, worms, carrion crawlers, and caterpillars. The location of the character determines the type of creature attracted. Each potion lasts 1d12 turns, and 15 creatures are attracted to the drinker per turn.

Zak's Potion of Invulnerability

XP Value: 650

GP Value: 1,600

1992 Fantasy Collector Card 275

Zak's potion of invulnerability is basically a liquid *minor globe of invulnerability*, and may be used by all classes. Upon Ingestion of this potion, the imbiber is immune to all 1st, 2nd, and 3rd level spell effects for 5d4 rounds. The globe is not stationary as that of the spell, but moves with the imbiber, allowing him or her to engage in combat and spellcasting from multiple locations. A successful *dispel magic* spell negates the effects of the potion.

Zombie Blood

XP Value: 700

GP Value: 1,200

Forbidden Lore

This horrid potion can turn a normal person into a zombie for 1d4+1 days. It is colorless, odorless, and tasteless, making it easy to slip into food or drink. The potion can be attuned to a single master if that person stirs the potion with a finger prior to giving it to the victim. Once consumed, the person becomes mentally like a zombie. The body is still alive, but he or she does nothing without explicit orders. If the potion was stirred, then the zombie obeys only that person, otherwise the new zombie obeys any order. The victim does not even eat or sleep unless commanded. He or she cannot feel pain and is immune to *sleep* and *charm* spells, just like a zombie.

In combat, hit points and saving throw values are retained, but THACO and damage are the same as a normal zombie. The character is still affected by physical damage and even poison. The person can be turned just like a zombie, but cannot be destroyed. If the turning attempt would destroy a normal zombie, the effects of the potion are negated immediately.

In Ravenloft: Knowingly using this potion is cause for a Ravenloft powers check.

Zombie Broth

XP Value: 700

GP Value: 1,200

The Milenian Empire

This is a foul-smelling magical potion. Zargosians typically brew it in large iron cauldrons, adding unspeakable ingredients. They use this concoction as the first step in the process of turning people into zombies. Any human, demi-human, or humanoid who drinks zombie broth must immediately attempt a saving throw vs. poi-

son. If successful, there is no effect.

If the saving throw is missed, the character's Intelligence drops to 3, and he or she loses all self-motivation and will-power. Movement rate drops to 6. The character is effectively a sluggish, mindless automaton. A victim of *zombie broth* must obey the commands of anyone without hesitation, even self-injury if told to do so. He or she can perform only very simple tasks, such as talking, walking, opening a door, picking up or dropping objects, or rowing a boat. The character automatically misses in combat—too "out of it" to fight. Spell casting is out of the question. The potion also acts like a truth serum; the character answers all questions to the best of his or her ability.

The effects of drinking zombie broth last for one full day. During this time, the character can neither hold down nor has a hunger for normal food and drink—the hapless victim craves only more *zombie broth*. If the character should die of lack of food and water while under the influence of the broth, he or she becomes an undead zombie.

Powders

Magical powders are usually stored in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. A packet or pouch can be shaken to cover the area around the user to a radius of 5 feet. This action lasts an entire round and powders used in this manner can affect the user.

Alternatively, powder in a tube can be blown outward in a 10-foot long cone shape that is 1 foot wide at the apex and 5 feet wide at the end. Used in this manner, the powder has no chance of affecting the user (unless it rebounds due to wind or similar circumstances). Powders may also be blown from the user's hand, but can only affect a single individual within 5 feet of the user.

Roll	Powder Type
01-13	Bran
14-25	Cosmetic
26-38	Dust
39-50	Farina
51-63	Grain
64-75	Pounce
76-88	Powder
89-00	Talc

Absinthe

XP Value: 100 **GP Value:** 500
DRAGON Magazine 33

When applied to another person, that person takes twice the damage given to others for 24 hours or until dispelled.

African Ju Ju

XP Value: 100 **GP Value:** 500
DRAGON Magazine 33

This powder increases the wearer's Charisma by 2. It also grants a +2 bonus to all saving throws for 24 hours.

Allspice

XP Value: 150 **GP Value:** 750
DRAGON Magazine 33

This powder adds 1 point to Strength for 24 hours when rubbed into the skin of the arms and legs.

Allspice II

XP Value: 250 **GP Value:** 1,000
DRAGON Magazine 33

Adds a +4 bonus to all saving throws vs. spell for 24 hours.

Anger

XP Value: 300 **GP Value:** 1,500
DRAGON Magazine 33

When used before combat, any warrior or werereature can be calmed to the point where they enter neither berserker rage nor wereform. One application of *powder of anger* can even keep a werereature from suffering the alterations of his or her lycanthropic disease during times of full moons or other environmental triggers. The effects of this powder last for 24 hours.

Anise

XP Value: 100 **GP Value:** 500
DRAGON Magazine 33

This powder, also called *Aries powder*, doubles range and effect (enabling the user to see *infrared* and *ultraviolet*) of *clairvoyance* spells for 24 hours.

Aphrodisia

XP Value: 200 **GP Value:** 400
DRAGON Magazine 33

This powder raises the user's Charisma by 3 points (to a minimum of 18) for 24 hours. The powder causes all members of the opposite sex to

make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the powder.

Arabian Nights

XP Value: 300 **GP Value:** 550
DRAGON Magazine 33

This powder raises the user's Charisma by 2 points for 24 hours.

Attraction

XP Value: 200 **GP Value:** 400
DRAGON Magazine 33

This powder raises the user's Charisma by 3 points for 24 hours.

Bats' Blood

XP Value: 250 **GP Value:** 750
DRAGON Magazine 33

This toxic powder causes 2d4 points of damage when sprinkled on characters of good alignment. This cursed powder often is misread as a random beneficial powder.

Bendover's

XP Value: 1,000 **GP Value:** 3,000
DRAGON Magazine 33

This powder grants a bonus of +5 to saving throw vs. death magic for 24 hours.

Bergamot's

XP Value: 600 **GP Value:** 1,800
DRAGON Magazine 33

Bergamot's powder grants a +3 to saving throws vs. spell for 24 hours.

Black Arts

XP Value: 700 **GP Value:** 2,100
DRAGON Magazine 33

When applied to the forehead and sprinkled in an "X" over where a victim will step, the victim must make a saving throw vs. death magic or instantaneous death results. Only characters of evil alignment can use this powder. The powder's effect lasts for 24 hours or until one victim passes over the "X." Whether the victim dies or not, the powder loses its potency after one use.

of the Black Veil

XP Value: 1,000 GP Value: 5,000

Tome of Magic

This sooty, black powder causes temporary magical *blindness* to all those in the area of effect. If a creature's saving throw is successful, he or she suffers no effects. If the saving roll fails, the creature is *blinded* and suffers a -4 penalty to attack rolls, a -4 penalty to Armor Class, and a +2 penalty to initiative rolls. *Blindness* persists each round until the victim succeeds at a saving throw vs. spell, at which time the effect is instantly negated. An entire packet or blow tube must be used for each application.

Bottom #20

XP Value: 100 GP Value: 300

DRAGON Magazine 33

When applied to the doorknob of the victim's house, the victim must make a saving throw vs. spell at -3 or receive 3d6 points of damage when he or she tries to leave home. The powder maintains its potency for 24 hours.

Bruno's Curse

XP Value: 200 GP Value: 400

DRAGON Magazine 33

This powder *grants protection from evil* as the spell. The effect lasts for 24 hours

Buddha

XP Value GP Value

Type I: 300 900

Type II: 600 1,800

Type III: 900 2,700

DRAGON Magazine 33

This powder increases a priest's likelihood of gaining requested spells. There are three different potencies of the powder that currently exist. The powder functions for 24 hours. Usually, priests and clerics anoint themselves with this powder when they return to the temple to request more spells.

^Pe Increased Chances

Type I +5%

Type II +10%

Type III +15%

Bull's

XP Value: 100 GP Value: 300

DRAGON Magazine 33

This powder increases Strength to 18 for one turn, then subtracts 2 points from the user's original Strength for six turns.

Carnation

XP Value: 150 GP Value: 450

DRAGON Magazine 33

This powerful powder cures all nonmagical diseases the user may suffer from. For the 24-hour duration of the powder, the user is immune to all nonmagical and magical diseases, including lycanthropy.

Chocolate

XP Value: 100 GP Value: 250

DRAGON Magazine 33

Makes all wandering monsters friendly for one day if saving throw vs. spell fails. If the monsters make their saving throws, they will go into frenzy.

Citronella

XP Value: 125 GP Value: 650

DRAGON Magazine 33

This powder adds +3 to Charisma for 24 hours.

Civet

XP Value: 100 GP Value: 300

DRAGON Magazine 33

This powder *grants protection from good* (reversed priest *spell protection from evil*) for 24 hours.

Cleo May

XP Value: 100 GP Value: 300

DRAGON Magazine 33

Also known as *Cleopatra's powder* and *come to me powder*, this powder raises the user's Charisma by 4 points for 24 hours. If the user's Charisma increases past 18, the powder causes all members of the opposite sex to make a saving throw vs. spell or fall under the effects of a *charm* spell for the duration of the powder.

of Coagulation

XP Value: 500 GP Value: 2,500

Tome of Magic

When placed on an open wound, a pinch of this yellow powder stops all bleeding and *heals* 1d6

points of damage. Each pouch or packet contains 4d4 pinches. A blow tube contains one use, but stops bleeding and *heals* 1d4 hit points for all creatures in the area of effect.

of Comeliness

XP Value: 500 **GP Value: 900**

Prince of LANKHMAR

The *powder of comeliness* is very popular among upper-class women. The price, however, makes it unavailable to all except the wealthy. It currently comes in a small crystal canister with a silver lid. The lid is designed with intricate flowers and leaves from the rose bush. The Order of Apothecaries' members are the exclusive manufacturers of this product, but the Sorcerers' Guild created the original Charisma-altering spell.

The powder is magically enchanted to give the wearer a 1d2 bonus to her Charisma score. The powder also enhances femininity, which prevents male characters from using it. If a man were to use this powder, his Charisma would be lowered by 1d2 points for the duration of the effects.

The powder is good for a total of 24 hours, at which point it disappears. The powder can also be removed by water within the first five minutes after application. Once the initial five minutes are over, the *powder of comeliness* cannot be removed for 24 hours.

The powder is a very costly item, since its effects are so very popular. It costs 100 gp for a sample, which is enough for about two weeks. The user merely uses the cotton ball that is supplied, the cotton swab is daintily patted into the powder, and the powder then dabbed onto the face.

The effects of the improved comeliness are instantaneously seen. Once the powder has been placed on the face, putting on more does not improve the Charisma of the character, it only lengthens the effects.

If a double dose is placed on the face, the effects of higher Charisma last for a total of 48 hours. As many doses of this powder can be placed on the face as desired, but the length of the effect is the only thing that is improved.

Commanding

XP Value: 300 **GP Value: 900**

DRAGON Magazine 33

This powder acts as a *command* spell when touched to another for 24 hours.

Concentration

XP Value: 400 **GP Value: 1,200**

DRAGON Magazine 33

This powder causes *silence* in a 30-foot radius for 24 hours. The powder can be rubbed on an individual or onto an object.

Confusion

XP Value: 900 **GP Value: 2,700**

DRAGON Magazine 33

This powder causes *confusion*, as the spell, when thrown or applied to another for 24 hours. Saving throw vs. spell is applicable.

Conquering Glory

XP Value: 500 **GP Value: 1,500**

DRAGON Magazine 33

The *powder of conquering glory* adds +1 to the user's THACO when applied to a weapon (magical or otherwise) for one turn.

Controlling

XP Value: 600 **GP Value: 1,800**

DRAGON Magazine 33

This powder *charms* its victim, as a *charm person* spell, when applied to another or thrown in combat. It can also *charm monster*, adding a +1 bonus to the monster's saving throw for each Hit Die above 1 for 24 hours.

Crab Apple

XP Value: 100 **GP Value: 300**

DRAGON Magazine 33

When applied to another, the powder causes the individual to be well disposed toward the user (in the way of giving information, buying drinks, and the like) for 24 hours. The powder can be applied, thrown onto the victim, or mixed into food or drink. The victim is granted a saving throw vs. spell to counter the effects.

Crossing

XP Value: 600 **GP Value: 1,800**

DRAGON Magazine 33

When sprinkled in the victim's path, this powder causes the victim to sustain 3d6 points of damage. The victim's Strength and Constitution are lowered by 3 points for the day if a saving throw vs. spell fails. Only evilly aligned characters can use this powder without alignment difficulties.

Cumin Seed**XP Value:** 100 **GP Value:** 300

DRAGON Magazine 33

When sprinkled in the doorway of one's dwelling, this building will be protected from evil as the *spell protection from evil 10' radius* for 24 hours.

Cypress Seed**XP Value:** 100 **GP Value:** 300

DRAGON Magazine 33

Cypress seed powder increases the probability of a friendly reaction (granting a +5 Reaction Adjustment bonus) from devotees of chaotic gods for 24 hours unless a saving throw vs. spell is successful. If successful, the followers are more apt to be unfriendly toward the user (suffering a -7 reaction adjustment penalty).

Damnation**XP Value:** 300 **GP Value:** 900

DRAGON Magazine 33

When sprinkled on another, the victim must make a saving throw vs. poison or die. If the victim dies, a Wisdom check must be rolled. If the check fails, the victim is trapped on the Prime Material Plane as a ghost or poltergeist (50% chance for either). The apparition appears 1d4 weeks after death from this powder.

Desire Erne's**XP Value:** 500 **GP Value:** 1,500

DRAGON Magazine 33

When applied, it makes the next being (regardless of the species) of the opposite sex fall madly in love with the user for 24 hours. No saving throw is allowed unless the being has an Intelligence of 5 or greater.

Doas Isay's Powder**XP Value:** 300 **GP Value:** 900

DRAGON Magazine 33

This powder gives the user the power to *detect illusion* and *detect charm* for 24 hours.

Double Cross**XP Value:** 600 **GP Value:** 1,800

DRAGON Magazine 33

When sprinkled on an enemy, it *confuses* the victim as the spell of the same name. Also, when applied to oneself, it causes anyone with an Intelligence of 10 or less to believe whatever the

wearer says (no saving throw). The powder lasts for one turn.

Dragon's Blood**XP Value:** 500 **GP Value:** 1,500

DRAGON Magazine 33

This potent powder will *remove curse*, *cure disease*, *dispel charm*, and *cure* 3d6 points of damage. For the next 24 hours, the user is immune to all *curses* and *charms*.

Dream**XP Value:** 600 **GP Value:** 1,800

DRAGON Magazine 33

This powder causes *sleep* when sprinkled on a victim. The effect lasts for 24 hours and cannot be removed unless a *dispel magic*, *wish* or similar spell is used.

Dypshez's Powder of the Black Veil**XP Value:** 1,500 **GP Value:** 4,500

1992 Fantasy Collector Card 507

This sooty, black powder causes temporary *blindness* to all who fail a saving throw vs. spell. While affected, a character suffers a -4 penalty to attack rolls and AC, and suffers a -2 penalty to initiative rolls. Saving throws are made every round until all affected characters succeed. At that point, due to the illusionist Dypshez's magical enhancements, affected characters are only able to see nonliving objects for two further rounds, as if everyone in the area had been rendered magically *invisible*.

Elixir**XP Value:** 500 **GP Value:** 900

DUNGEONS & DRAGONS Master Set

In Arabic legend, this powder was sprinkled on battle-wounds, curing them. Treat as a *potion of extra-healing*, but it is applied topically, instead of being consumed.

Enchantment**XP Value:** 900 **GP Value:** 2,700

DRAGON Magazine 33

This powder adds a bonus of +2 to the user's Charisma for 24 hours.

Eucalyptus

XP Value: 200 **GP Value:** 600
 DRAGON Magazine 33

When rubbed into wounds, this powder cures 2d6 points of damage.

Eve

XP Value: 300 **GP Value:** 900
 DRAGON Magazine 33

When used by a female, it has the ability to *charm* men for 24 hours.

Evil Eye

XP Value: 200 **GP Value:** 600
 DRAGON Magazine 33

This powder grants the user *protection from evil* for 24 hours.

Excisement

XP Value: 300 **GP Value:** 750
 DRAGON Magazine 33

This powder acts as a *remove curse* spell.

Exodus

XP Value: 200 **GP Value:** 600
 DRAGON Magazine 33

When thrown on another, the victim flees from the thrower for one full turn (save vs. spell to negate).

Five Finger Grass

XP Value: 250 **GP Value:** 750
 DRAGON Magazine 33

This powder grants the user *protection from good* and increases Dexterity by 2 points (maximum of 18) for 24 hours.

Frangi Pani

XP Value: 200 **GP Value:** 600
 DRAGON Magazine 33

When applied, all those around the user will trust him or her and tell secrets, indiscretions, etc. for one turn. A saving throw vs. spell at a -3 penalty is applicable.

Galangale's

XP Value: 100 **GP Value:** 400
 DRAGON Magazine 33

When *Galangale's powder* is applied before going to court or before the constabulary, the judge or constables always find in favor of the user (unless a saving throw vs. spell is made). This powder lasts for one turn.

Gardenia

XP Value: 200 **GP Value:** 600
 DRAGON Magazine 33

When sprinkled on an opponent, the victim suffers the effects of a *hold person* spell for one turn unless a saving throw vs. spell is successful.

Getaway's

XP Value: 300 **GP Value:** 900
 DRAGON Magazine 33

This powder will protect a dwelling from evil (as the spell) for 24 hours.

of Good Taste

XP Value: 100 **GP Value:** 200
 POLYHEDRON Newzine 79

A single pinch of this soft, white powder will turn one pound of food into a repast to tempt any taste buds. The effected food can start out as a horrid-tasting meal, a burned-to-a-crisp dinner, or an average dish—no matter the condition, the powder causes it to taste delicious. However, the powder does not affect the appearance of the meal. *Powder of good taste* is usually found in packets containing 2d12 uses.

Grape

XP Value: 100 **GP Value:** 500
 DRAGON Magazine 33

When this powder is poured onto the ground, 100 gold pieces will appear. If poured onto any other surface, there is no gold, and the magic is wasted.

of the Hero's Heart

XP Value: 750 **GP Value:** 1,800
 Tome of Magic

When used, this dull red powder instills bravery in all creatures within the area of effect (both friends and enemies). It grants such creatures a morale bonus of +2 and negates the effects of magical *year*. The effect lasts for 5d4 rounds. An entire packet, pouch, or blow tube must be used for each application.

In Ravenloft: This powder affects fear checks in Ravenloft. The +2 bonus that is applied to morale checks is also granted for fear checks. Horror checks are unaffected by the powder.

High Conquering

XP Value: 600 **GP Value:** 1,800

DRAGON Magazine 33

This powder adds a +2 bonus to the user's THACO for 24 hours when applied to a weapon.

High John the Conqueror

XP Value: 500 **GP Value:** 2,500

DRAGON Magazine 33

This powder gives its user a +3 THACO bonus when rubbed onto a weapon. The effect lasts for 24 hours.

Hindu Grass

XP Value: 250 **GP Value:** 750

DRAGON Magazine 33

This powder adds a +3 to the user's Wisdom for 24 hours.

Honeysuckle

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

When this powder is rubbed in the eyes, the user's range of sight is doubled and *infravision* is obtained for 24 hours.

Hypnotic

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder has a relaxing effect on user that lasts 24 hours. While under the effect, the user is immune to all *charm*, *hold*, and *fear* spells.

Hyssop

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

This powder, when sprinkled on an opponent, placed in food or drink, or placed in the clothing or bedding of an opponent, causes 1d6 points of damage if the opponent is of evil alignment. Once placed in food or on an item, the powder lasts 24 hours before it loses potency.

of Images

XP Value: 400 **GP Value:** 900

DRAGON Magazine 189

This strange substance, which looks like multi-colored sand, is useful in discovering the causes of illness, accidents, and evil occurrences. When a pinch is thrown into a fire built for this purpose, the resulting cloud of smoke forms an image. If there is no evil cause (just plain bad luck), the



image is of the savage wizard. If the evil events have been caused by a monster or NPC, an image of the monster or NPC appears. The image is clear, although in the case of monsters that all appear to look alike, the PCs will have to work out for themselves which individual cast the spell. If the evil event was caused by a deed of one of the villagers, the scene is depicted in the smoke. Evil brought about by a device or artifact without an evil character controlling it produces an image of the device alone.

If three pinches of powder are cast into the fire, a trail of smoke wends its way from the flames toward the cause of the evil. The smoke will stretch 100 feet in its search. For every additional pinch, another 100 feet is added. Once the source has been reached, the smoke curls around the person or object. The smoke cannot be dispelled, blown away, or affected by any means. It has no other effect.

The powder can be used to track down the cause of an individual's problems, but due to the rarity of the substance this is done for nobles alone. In this case, the fire must be built in an enclosed space, such as a hut, and need not be large. Otherwise, the fire must be built in the center of the village and must be a large bonfire. This powder is found in small, beaded bags made from

the tanned skins of monsters. Usually a single pouch will contain 1d8+6 pinches.

Jamaica

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When rubbed onto wounds, this powder heals 2d4 points of damage.

Jezebel

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

When used by a female, it has the ability to *charm* men for 24 hours.

Jinx Removing

XP Value: 900 **GP Value:** 1,900

DRAGON Magazine 33

After three days of continued usage of this powder, it removes any *curse* or *geas* placed on a character.

Kludde

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder allows its user to *speak -with animals*, as the priest spell, for 24 hours.

Lavender

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

Powder of lavender increases both Wisdom and Dexterity by 2 (Maximum of 18) for 24 hours.

Life

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

When this powder is liberally applied to the skin, the user gains the benefit of a *cure disease* spell. This powder even has a 25% chance to cure lycanthropy.

Lily of the Valley

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

This powder must be kept absolutely pure, which means that it can only be contained in gold containers or containers that are gold-lined. When splashed on any creature not of good alignment, it causes 2d6 points of damage.

of Magic Detection

XP Value: 1,000 **GP Value:** 2,500

Tome of Magic

Under close inspection, this ordinary-looking powder can be seen for what it truly is—an extremely fine powder of minute, crystalline granules. When this powder contacts a magical object, the crystals spark and flash with a rainbow of colors. The effect does not reveal the nature or intensity of the enchantment—only that the item is magical. A small pinch of powder is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed on a nonmagical item has no effect and cannot be reused.

Magnolia

XP Value: 150 **GP Value:** 450

DRAGON Magazine 33

This rare powder doubles a character's existing PSPs for three turns. If rubbed into the hair of a nonpsionic character, the magic in the powder is ineffectual; it does not have the power to instill psionic ability.

Manpower

XP Value: 400 **GP Value:** 1,200

DRAGON Magazine 33

This powder increases the user's Strength by 2 (to a maximum of 18) for 24 hours. If a fighter already has 18 Strength, add 20% to his or her exceptional Strength score.

Mercury

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

When users anoint themselves with this powder, they are able to contact a vassal of a deity and ask a question that is truthfully answered with a short phrase or word. If this powder is used more than once in a year's time, the deity's vassal will demand payment of one sort or another. The table below can be used by the DM as a guide.

**Alignment
of Contact**
Good

Payment
Geas. The quest forced upon the character cannot be removed short of the use of two *wishes*. The quest will be sacred in nature and important to the deity questioned.

Neutral

Loss. The user loses either a point from a prime requisite statistic or two levels (DM choice.)

Evil

Death (save vs. death magic applicable at a -6 penalty), forcing the user to serve the deity as a vassal for 1,000 years.

Mojo

XP Value: 100 **GP Value:** 500
DRAGON Magazine 33

This powder has the power to grant one *wish*.

Moon

XP Value: 200 **GP Value:** 600
DRAGON Magazine 33

With the use of this powder, the user can *teleport without error* as the spell (only once).

Musk

XP Value: 100 **GP Value:** 400
DRAGON Magazine 33

This powder adds 1 point to Strength for 24 hours.

Narcissus

XP Value: 200 **GP Value:** 600
DRAGON Magazine 33

This powder causes *sleep* when thrown on another. The effect lasts for 24 hours.

New life

XP Value: 200 **GP Value:** 600
DRAGON Magazine 33

When splashed on an opponent, a saving throw vs. spell is required. If the save fails, the victim suffers the effects of *aforget* spell that lasts for 24 hours.

Nine Mystery

XP Value: 300 **GP Value:** 900
DRAGON Magazine 33

This handy powder, when massaged into the face and neck, acts as a *locate object* spell. The effect lasts 24 hours.

Obeah

XP Value: 400 **GP Value:** 1,200
DRAGON Magazine 33

This powder acts as a *remove curse* spell. It cannot cure lycanthropy or magical diseases or afflictions. It does, however, make the user completely immune to the effects of *curses* for 24 hours.

Oak-in-Acorn

XP Value: 1,000 **GP Value:** 4,000
Nightwalk

Rare to the point of legend in modern times, this potent powder (also known as *Shrinking powder*) once achieved popularity among Chaotic wizards. The silvery powder, made from essence of homunculus and other esoteric components, shrinks a specified target to a hundredth (or less) of its original size for an indefinite time. The user can recall the target to normal size with a word. Shrunk, living creatures fall into stasis, neither aging nor deteriorating until recalled to normal size. Objects of any size can be shrunk, but larger objects require more powder.

The *shrinking powder, oak-in-acorn*, is found in a sealed, 1 ounce copper vial in sufficient quantity to shrink a large human to the size of a beetle. Trying to prepare an ounce of powder requires alchemical skills, takes two weeks, and costs 4,000 gp. The user must spend a full round sprinkling the powder in a complete circle around the target while doing nothing else. Unwilling targets receive a saving throw vs. spell to resist being shrunk. The effect can be countered by a *dispel magic* spell.

of Obsession

XP Value: 500 **GP Value:** 1,500
Old Empires

This pink powder is used as a defense by the priestesses of Isis, though only on rare occasions. The magical powder is cast into a sphere with a 10-foot radius, at a range of 30 feet. When cast, all who are caught in its area of effect must roll a successful saving throw vs. spell or continue their actions mindlessly. If they fail the saving throw and are in combat, they do not care whom they attack, even their comrades. They continue to attack the nearest target for 3d4+4 rounds. If the target is eating or drinking, the activity continues for the duration of the powder's influence, even if attacked.

Olibanum

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

For the 24-hour duration of this powder, the damage inflicted upon the user is halved for 24 hours.

Power

XP Value: 750 **GP Value:** 2,250

DRAGON Magazine 33

This powder removes *charm spells* from any creature. It also grants full immunity to all *charm* spells and magical abilities for 24 hours.

Primrose

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When added to food or drink, this powder draws truth from liars (no saving throw allowed). The victim loses all inhibitions, saying whatever comes to mind, telling the whole truth and yielding a lot more information that may or may not pertain to the question. The effects last for one turn.

Purification

XP Value: 300 **GP Value:** 900

DRAGON Magazine 2

This powder, when sprinkled on bad food or water, makes them fit to consume. It does not *neutralize poison* or drugs.

Puchezma's Powder of Edible Objects

XP Value: 1,000 **GP Value:** 2,500

Tome of Magic

An inveterate traveler who was notoriously cheap, Puchezma could never bring himself to spend money on decent provisions or hire a quality chef for his long wilderness excursions. In his efforts to create a seasoning that would make the bland dishes of his second-rate cooks more palatable, Puchezma stumbled on a formula for the *powder of edible objects*.

This powder, which resembles normal salt, causes any normally indigestible material to become edible, nutritious food. The material must be nonliving and nonmagical, and must be in a form the consumer can swallow; for instance, dirt and cotton cloth are acceptable (the diner could chew up and swallow these materials), but large stones and planks of hard wood are not (these objects would have to be broken up into small

pieces before they could be swallowed). All poisonous and otherwise harmful properties (such as sharp edges) are negated by the powder. One pinch *of powder of edible objects* is sufficient to treat 1 cubic foot of material. The powder is normally found in small bags containing 10d10 pinches.

Purwuvok's Powder of the Hero's Heart

XP Value: 1,000 **GP Value:** 2,500

1992 Fantasy Collector Card 506

This dull red powder instills bravery in those within its area of effect—affected creatures gain a morale bonus of +2 and become immune to magical *fear* for 5d4 rounds. Purwuvok also has learned to tune the powder to an alignment of the user's choosing so that an enemy cannot enjoy its benefits should the powder be used in battle.

Quirks of Magical Powders*

XP Value: — **GP Value:** —

DRAGON Magazine 163

The AD&D game has one of the largest compilations of magical items in the fantasy gaming industry.

The following tables have been created to add some spice and variety to existing magical items in the AD&D game world. A table of nonstandard magical item abilities is offered for each major type of magical item in the AD&D game. The rationale for such quirks is simple.

Most items are created normally, and function exactly as a standard item of the same type in the *DMG*. However, sometimes there is a slight mishap in the creation of the device: the steps are not followed in the proper order, the astrological signs do not bode well, the item's creator is disturbed to begin with, the instructions are incomplete, or something just plain goes wrong. Any of these results may cause a magical item to behave differently from others just like it.

Not all quirks are bad, however. Some are detrimental to the item or its user, some are neutral, and some are even beneficial. The possibility of quirks existing (and the actual number of quirks) is learned by using the table below to find the exact quirks that a magical powder possesses.

Roll	Quirks Present		
01-86	No quirks	54-57	Powder has no effect upon demihumans.
87-94	One quirk	58-62	User experiences slight disorientation for 1d6 rounds after consuming the powder (-2 penalty on any attack roll and +2 penalty on Armor Class during this time).
95-98	Two quirks		
99-00	Three quirks		
	Quirks of Magical Powders		
Roll	Result		
01-05	User glows (as per a <i>light</i> spell) a random color for as long as the powder is in effect.	63-66	User becomes drowsy; a Constitution check on 1d20 must be made every round for four rounds after the powder is consumed. If the roll on any check is higher than the user's constitution, he or she falls asleep for 3d6 minutes. The sleeping individual can be awakened only by taking at least 1 point of damage from a physical or magical attack.
06-10	User's skin turns a random color for 1d10 turns.		
11-15	User is unable to speak or cast spells with verbal components for 1d4 hours after consuming the powder.		
16-21	Imbiber gets extremely hungry immediately after the powder is consumed (as per a <i>chime of hunger</i>).	67-71	Powder is phosphorescent and glows (equal <i>tofaeriefire</i> spell) in the dark.
22-25	User's senses sharpen while the powder is in effect, or for a maximum of three turns (whichever is longer). The individual affected gains a +2 bonus against being surprised (unless he or she possesses the alertness nonweapon proficiency or is a ranger, in which case add a +3 bonus).	72-76	Water must be added to the powder for it to be effective.
		77-78	Powder is stronger than normal; its duration is 150% of a normal powder of the same type.
36-30	User cannot hear anything due to ringing or buzzing in ears for as long as the powder is in effect, or for three turns if no duration is given.	79-83	Powder is nauseating to consume; a Constitution check on 1d20 must be made in order to force down the powder. If a saving throw vs. poison at +2 is not made after that, the user feels nauseated for 2d10 turns (-1 on attack rolls during that time).
31-34	Powder is diluted and works 50% as well as a normal powder of the same type. Both duration and effects are diminished in power.	84-87	User loses 1 point of Dexterity for 2d10 turns.
35-40	Powder becomes inert and useless if left unstopped for longer than five rounds.	88-89	Powder is blown by the wind (50%) or turns lumpy due to moisture (50%) and becomes useless if left open to air for longer than five rounds.
41-44	Powder's duration doubles if it is mixed with wine prior to consumption.	90-91	Powder is unpredictable—it works normally 50% of the time, does nothing 30% of the time, and sickens the user for 1d4+1 days without any beneficial effect 20% of the time. A <i>cure disease</i> removes this illness.
45-50	User becomes highly intoxicated for 1d10 hours after the powder is consumed. Only <i>dispel magic</i> can prematurely remove the effects of the drunkenness (effects decided by the DM).	92-95	Powder is unstable; if severely jostled or shaken, it bursts its container (75% chance) and becomes useless.
51-53	User gains 60' <i>infravision</i> for as long as the powder is in effect, or for three turns if no duration is given. If the user normally has <i>infravision</i> , it is lost for the same amount of time.	96-97	User suddenly becomes extremely verbose and talks incessantly for the duration of the powder, or one turn if no duration is given. During this time, the user and his or her associates cannot gain surprise on any

encountered monsters.

98-99 If the powder is mixed with anything else, it forms a lethal compound (if swallowed, save vs. poison at -4 on the roll, or die in 1d4 rounds).

00 Powder is addictive; it must be taken at least once a week after such an addictive substance is imbibed. If the addict does not consume the powder every week, he or she suffers a -2 penalty on all ability scores until the powder is taken or the affliction is removed. Only *alter reality*, *limited wish*, *wish*, or going "cold turkey" without the powder for 1d3 months cures the addiction.

Reversibility

XP Value: 500 **GP Value:** 1,500

DRAGON Magazine 33

This powder reverses any spell put on the user or object. In many cases, this property acts as a limited effect *dispel magic*, rendering the object or person immune to all spells and magical abilities for 24 hours.

Rosemary

XP Value: 200 **GP Value:** 600

DRAGON Magazine 33

When worn on the temples, wrists, and ankles, this powder has the following attributes. It cures 2d4 points of damage, protects the wearer like a protection from evil spell, and grants a +3 bonus to all saving throws vs. offensive magic.

Rue

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

This powder instantly *cures insanity* if used for three consecutive days.

Sandalwood

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

Powder of sandalwood cures 2d8 points of damage sustained from blunt weapons. If the character suffers from slashing or puncture wounds, though, the powder cannot aid the victim at all.



Smoke

XP Value: — **GP Value:** 750

DUNGEON MASTER Guide

This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate. Smoke powder will be available in a campaign only if the DM allows it. If the DM doesn't want it in the campaign, it simply doesn't exist.

Smoke powder is commonly found divided into two separate components—one, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed, the smoke powder is complete and dangerous.

When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion vary according to the amount of smoke powder used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage, proportionally doubling causes 2d2 points of damage, tripling causes 3d2,

4047

and so on.

An explosion capable of causing 30 points of damage (15 charges) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a giant's blow.

When discovered, a pouch of smoke powder contains 3d6 charges. Charges from several pouches of smoke powder can be combined to create bigger, more damaging explosions.

Snake

XP Value: 250 **GP Value:** 750

DRAGON Magazine 33

When a green candle is anointed with this powder and burned, it will *cure disease* as the spell. Up to four individuals can be aided with one use. This powder cannot cure magical afflictions.

Solomon's

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder increases the user's Wisdom by 3 for 24 hours.

Spikenard

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder cures 1d8 points of damage when used on characters of good alignment, but causes 1d8 points of damage to characters of evil alignment.

Spirit

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

This powder allows the user to *speak with dead*, as the spell for two turns.

Time

XP Value: 600 **GP Value:** 1,800

DRAGON Magazine 33

When this powder is thrown into the air, an effect identical to a *time stop* spell occurs for one round.

Trinity

XP Value: 900 **GP Value:** 2,700

DRAGON Magazine 33

This powder raises three statistics of a player character by 1 point each (no maximum) for 24 hours, depending upon the character class. The table below depicts the chances of any particular

statistics being temporarily increased, using a 1d10 die roll. Anything marked with an X is automatically increased. To use this chart, find the character class (not the kit), and roll the dice. The statistic rolled and all those marked with an X are raised by 1 point for 24 hours.

Class	Str	Dex	Con	Int	Wis	Cha
Fighter	X	X	1-4	—	5-0	—
Paladin	1-5	—	6-0	—	X	X
Ranger	1-5	X	6-0	—	X	—
Wizard	—	1-3	X	X	4-8	9-0
Specialist Wizard						
Abjurer	—	1-4	5-8	X	X	9-0
Conjurer	1-6	—	X	X	7-0	—
Diviner	—	—	1-2	X	X	3-0
Enchanter	—	—	1-4	X	5-0	X
Illusionist	—	X	1-2	X	3-6	7-0
Invoker	1	2-5	X	X	6-0	—
Necromancer	1-4	—	5-0	X	X	—
Transmuter	1-2	X	3-7	X	8-0	—
Priest	—	—	—	1-4	X	5-0
Druid	—	1-4	5	6-0	X	X
Thief	—	X	—	1-2	3-6	7-0
Bard	—	X	—	X	—	X

Verbena

XP Value: 400 **GP Value:** 1,200

DRAGON Magazine 33

This powder completely protects the user against *curse* and *gea* spells for 24 hours.

Vibration

XP Value: 300 **GP Value:** 900

DRAGON Magazine 33

When this powder is applied to the user and one victim, the victim is under the user's *charm* for 24 hours. The user must be the first to apply the powder, otherwise, the "victim" becomes the charmer.

Virgin Olive

XP Value: 100 **GP Value:** 300

DRAGON Magazine 33

When applied to a priest's *holy symbol*, it adds +4 to a priest's roll to turn undead. It also causes 2d8 points of damage on the undead if a saving throw vs. spell fails. The effect lasts 24 hours.



Vision

XP Value: 900 **GP Value: 1,800**
 DRAGON Magazine 33

This powder, rubbed onto the face, gives the power to see *invisible* and see *ultraviolet* for six turns.

Voodoo

XP Value: 200 **GP Value: 600**
 DRAGON Magazine 33

When thrown, this powder reduces the victim's Strength to 3 if a saving throw vs. spell fails.

Will Power

XP Value: 500 **GP Value: 1,500**
 DRAGON Magazine 33

When applied, this powder raises the user's Strength by 3 (to a maximum of 18). In addition, for the next 24 hours, the user gains a +3 to all petrification, polymorph, paralyzation, and poison saving throws.

Wintergreen

XP Value: 100 **GP Value: 300**
 DRAGON Magazine 33

This powder cures 1d6 points of damage and adds a bonus of +5 to all saving throws vs. disease and disease effects (excluding lycanthropy) for 24 hours.

Wishing

XP Value: 900 **GP Value: 2,700**
 DRAGON Magazine 33

When this powder is placed on a candle and burned, it causes a *wish*, written on parchment to come true.

Witch's

XP Value: 600 **GP Value: 1,800**
 DRAGON Magazine 33

Eight days after a piece of an opponent's or enemy's hair is soaked in this powder, the victim must make a saving throw vs. poison or die. Only evil characters can use this powder without an alignment penalty.

Xyz

XP Value: 300 **GP Value: 900**
 DRAGON Magazine 33

This powder makes the user 10 years younger. Unfortunately, a System Shock roll is required. If the roll fails, the user dies. If resurrected after death, the user is 10 years younger than before death.

Ylang Ylang

XP Value: 300 **GP Value: 900**
 DRAGON Magazine 33

This powder increases the user's Charisma by 2 points for 24 hours.

Zodiac

XP Value: 100 **GP Value: 300**
 DRAGON Magazine 33

This powder usually brings a favorable reaction (add +2 to all reaction rolls) when speaking with followers of lawful deities.

Zula Zula

XP Value: 250 **GP Value: 750**
 DRAGON Magazine 33

When sprinkled on an enemy, this powder will kill (if a saving throw vs. death magic fails) or cause 3d6 points of damage (if the saving throw succeeds).

Prism

A prism is a triangular piece of pure glass or crystal that refracts light into a prismatic rainbow of color. Most magical and alchemical laboratories and sage workshops are equipped with one or more prisms.

of Distraction

XP Value: 800 **GP Value:** 4,000

POLYHEDRON Newszine 43

When held in front of a nonmagical light source (torch, bright sunlight, candle, anything) this prism has a 60% chance to cause opponents to stop in their tracks and stare with fascination at the multicolor lights given off by it. When combined with a magical light source (*continual light*, magic lantern, and so on) the probability rises to 90%. It may be used once a day. If the light source is extinguished, the spell is broken. A saving throw vs. spell applies.

of Greyhawk

XP Value: 1,000 **GP Value:** 4,500

GREYHAWK Adventures

This crystal sorcerer's tool was enchanted to enhance the prism's ability to create dazzling colors. The prism can cast two spells, each once per day; *color spray* (as a 6th-level Spellcaster) and *hypnotic pattern*. Note that the prism must be used in the presence of direct sunlight. It cannot be used under moonlight, normal torchlight, or daylight on an overcast day.

of Kushk

XP Value: 12,000 **GP Value:** 60,000

Storm Riders

The *prism of Kushk* is also known as *the diamond*. When a beam of light is shining through the bottom of the diamond, it acts like a prism. The light beam breaks down into six beams, each a different color of the rainbow: red, orange, yellow, green, blue, and purple. These colored beams shoot out from the tip of the diamond, writhing and squirming like tendrils.

If the *prism of Kushk* happens to be pointed at a living being, the tendrils lash and try to grasp the target. The tendrils do a certain amount of damage and stand a chance of grappling the victim, depending upon the power level of the light source.

The power level depends upon the nature of the light. All nonmagical light sources are considered 0 power-level sources. Light caused by 1st-level spells, +1 glowing weapons, and similar magic is considered a level 1 source. Light caused by 2nd-level spells or +2 glowing weapons are considered from a level-2 source, light caused by 3rd-level spells or +3 glowing weapons are considered a level 3 source, and so on. For example,

light caused by the 5th-level priests' spell *moonbeam* would be considered a 5th-level power source. *Lightning bolt*, *pyrotechnics*, *wall of fire*, and other spells producing light as a side-effect may be used as a light source, but only for one round. *Color spray*, *rainbow pattern*, and similar spells producing a prism-like effect may not be used as light sources.

For every power level of the light source, the tendrils do 1d10 damage (save vs. petrification for half damage) and have a 10% chance of grasping the victim's spirit. Once the tendrils grasp a spirit, they drag it back into the diamond. For example, light caused by the 7th-level priests' spell *sunray* causes 7d10 points of damage (save vs. petrification for half) and stands a 70% chance of dragging the victim's spirit into the *prism of Kushk*.

To intentionally hit a target, the person wielding the *diamond* must be able to see the target, simply point the *diamond* at it, and speak the target's name. No attack roll is required. The victim suffers the appropriate damage and the attacker makes the appropriate percentile roll to see if the victim's spirit is dragged into the prism (no saving throw, but magic resistance applies). The bodies of victims are dragged into the prism along with their spirits.

There are only two ways to release a captured spirit. The first is to capture another victim. The first victim is released when the second spirit enters the prism, for it can hold only one prisoner at a time. The other way to release the spirit is to cast a spell creating *darkness* upon the *Prism of Kushk*. This spell must be of a power level equivalent to or greater than the power level of the light source that trapped the victim in the first place. The *prism of Kushk* cannot be shattered, cracked, or opened by any other means. The powers of the *prism of Kushk* are summarized below:

Power Level	Damage	Capture Chance
0	0	0%
1	1d10	10%
2	2d10	20%
3	3d10	30%
4	4d10	40%
5	5d10	50%
6	6d10	60%
7	7d10	70%
8	8d10	80%
9	9d10	90%

of Light Splitting

XP Value: 1,500 **GP Value:** 7,500

Tome of Magic

This useful device refracts light into the three primary colors of red, blue, and green. The user can choose the color of light that is emitted by the prism. When creating a magical fluid or powder, the wizard casts an *enchant an item* spell. Following this, the wizard may use the *prism of light splitting* to shine a blue, red, or green beam of light on the mixture. The light must shine on the substance for one full day. At the end of this time, the material gains an additional magical property, depending upon the color of the beam employed.

Color Magical Properties

- Red** The potion, powder, or aromatic oil is stronger than normal; targets of its effects suffer a -2 saving throw penalty.
- Blue** The duration of the magical potion, powder, or fragrance's effect is doubled.
- Green** The amount of liquid or powder is doubled; the wizard now has enough for two potions, powders, or aromatic oils.

Sim's Prism of Light Splitting

XP Value: 3,500 **GP Value:** 17,500

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Improving upon the original *prism of light splitting*, *Sim's prism* uses all seven major colors in the visible spectrum. In addition to the three primary colors and their established effects, *Sim's prism* can perform the following magic:

- *Orange:* A second, randomly rolled property is infused into the potion, dust, or aromatic oil.
- *ye/Vow:* The potion, dust, or oil becomes mixable with any other.
- *Indigo:* The potion, oil, or dust, and the container it is in, becomes *invisible*.
- *Violet:* A potion becomes a dust, a dust becomes an aromatic oil, or an aromatic oil becomes a potion.

Prismal's Useful Enchanted Gear

While most of the magical creations of Prismal are to be found under standard categories, these items are unusual enough to be placed in an entry

under Prismal's name. These are items he created, usually at the request of friends or acquaintances, to make life a little easier, labor less demanding, and adventuring more fun.

Block and Tackle

XP Value: 900 **GP Value:** 9,000

New Item

Prismal's block and tackle is a tackle block (with a dual pulley system) that can be easily threaded with a rope. The *block* magically decreases the weight of the object being hoisted by a factor of 1,000. For example, if a 5-ton (10,000 pounds) piece of cargo is hoisted from a cargo ship, a deck hand using *Prismal's block and tackle* feels as though he or she is lifting only 10 pounds. The rope on the cargo-side of the block, however, as well as the crane holding the magical *block* must be able to sustain the real weight of the cargo. This side effect makes it useless as a tool for adventurers who wish to carry 1,000 times their normal weight allowance.

Prismal created this item as a wedding gift for a friend who worked at the local ship yards. For years, the man complained of muscle cramps and nightly fatigue from his overtly strenuous job. Prismal wanted to make sure his friend kept his blushing bride happy in their new life together.

Fish Hooks

XP Value	GP Value
Minute: 50	250
Tiny: 100	500
Small: 150	750
Medium: 200	1,000
Large: 250	1,250
Huge: 300	1,500

New Item

These fish hooks come in six different sizes, each designed to capture the attention of a particular size offish. *Prismal's fish hooks*, when immersed in water, send out a magical *fish attraction* signal that lures fish of appropriate size to bite and swallow the hook. Anything larger than the specified size (see the table below), automatically saves against the effect. Fish smaller than the size specified are repelled (*by fear*) from the fish hook.

Just because *Prismal's fish hooks* attract fish, does not necessarily mean that the hook's owner is able to automatically reel the fish in.

The line connecting the fish hook to the pole must be sturdy enough to sustain the pull of the fish as it struggles to escape. Many an adventurer has suffered the loss of these hooks, trying to pull in 6-foot fish with the equivalent of a thread for line.

Size	Fish Size
Minute	4" - 6" long
Tiny	6" - 8" long
Small	8" - 12" long
Medium	1'—2' long
Large	2'-4' long
Huge	4' - 8' long

Flint

XP Value: 1,000

GP Value: 5,000

New Item

This magical device causes any small, flammable materials to ignite, regardless of relative dryness. By striking the flint with a piece of steel, a very hot spark flies from the flint, igniting whatever it touches, as long as the item is small and flammable (like parchment, leaves, pine needles, oil, fur, hair, straw, or clothing, for example). Against live flesh, the spark causes 1d4 points of damage. The flint is unable to burn down a large establishment. Instead, an arsonist must first start a fire using small kindling. In real-world terms, anything that can be ignited using a butane lighter can be ignited using *Prismal's flint*.

At the request of an accomplished explorer named Orion the Outrider, (and the promise to name a peak after him), Prismal created this item in order to make the man and his companions more comfortable when climbing higher and more dangerous mountains. Upon returning from Prismal Peak, Orion reported that the flint saved their lives on more than one occasion. Being 25 days travel from his humble domicile, Prismal has yet to visit "his" summit.

Grappling Hook

XP Value: 2,500

GP Value: 17,500

New Item

Jett, Prismal's acquaintance of dark and questionable ethos, once asked the wizard for a magical device so he could get into his house after he had accidentally locked himself out. Since Prismal generally asks few questions, as long as gold pieces are laid in front of him, he designed a device perfect for Jett's need.

Prismal's grappling hook is a magical hook that wedges itself into any solid object (animate objects excluded). The only limitation on the device is the length of the accompanying rope and the Strength (and accuracy) of the user. Once the grappling hook reaches the apex of the user's throw and touches a solid object, it silently lodges itself into the target.

No amount of pulling or prying will remove the device. If the material around the grappling hook is chipped away from the hook, it will fall, with part of the structure still attached. The only other way to remove the device is to say its command word. Recently, there has been a rash of unexplained thefts around the city and in nearby boroughs. Prismal, of course, knows nothing.

Musical Minstrel

XP Value: 1,000

GP Value: 7,500

New Item

Prismal's musical minstrel is able to learn and retain any musical numbers to which it is exposed. If taken to carnival or a pub where music is played, the *musical minstrel* memorizes the song for later use. If the owner has ever heard a song that he or she particularly enjoys, the *musical minstrel* will extract the memory for its use. Up to 1,000 musical pieces can be retained by the *musical minstrel*. If it is exposed to more than that number, it erases the oldest tune in favor of the new one. If exposed to a duplicate melody, the *musical minstrel* automatically retains the best composition, erasing the least favorable version.

The owner is able to request a musical piece from the *magical minstrel* at any time he or she chooses. The minstrel allows its owner to telepathically browse through the euphony catalog in order to find the desired piece.

Prismal created this item for an acquaintance of his who journeyed with a merchant caravan. This woman wanted to be able to fall asleep to music and refused to pay a meistersinger.

Pitons

XP Value: 120

GP Value: 600

New Item

After having a peak named after him (see *Prismal's Flint*), Prismal came up with another handy device for his explorer friend, Orion the Outrider—magical pitons. To use *Prismal's pitons*, simply push them into a solid, nonliving object.

No hammering is needed, and there is no need to look for tight cracks, either. Once in place, the pitons never detach until the command word is spoken while touching the piton.

Orion was thrilled when Prismal handed him almost 100 of these devices on his way to Mount Divinia. Prismal showed him how they worked and instructed him that the command word was "come out." After four months, Orion came back to Prismal and thanked him for the devices. Unfortunately, Orion lost one of the members of his team when he asked, "Are you sure these pitons won't come out. . . ?"

Weaponblack

XP Value: 1,000

GP Value: 5,000

New Item

At the request of many warriors who were looking for ways to hide military gear from city officials who frowned upon civilians carrying arms, Prismal devised a simple recipe to render weapons invisible. By mixing *dust of disappearance* with a small enchantment (generally believed to be an *improved invisibility* spell), Prismal created a weapon polish that must be vigorously rubbed into the pores of the weapon's blade (and hilt, for the overly apprehensive). When this 10 minute process is done, the warrior finds that the weapon simply vanished from sight (but not touch), along with portions of the polishing rag and fingers and palms.

The polish washes off rags and skin with a little soap and elbow grease. *Prismal's weaponblack* continues to function as long as the weapon is not used in combat or subjected to the dissolving properties of water (such as rain, jaunts across streams, the dunking effects of a capsized boat, or a friendly nudge into a fountain). Each dose of *Prismal's weaponblack* is enough to coat two daggers or one sword.

Whetstone

XP Value: 1,200

GP Value: 6,000

New Item

As most warriors know (or soon discover), the condition of one's weapons is an important consideration for a fighter. The more pristine, rust-free, and sharp the weapon, the better the chances are for survival in combat. One way to remove the rust and dullness from the blade is an occasional use of *Prismal's whetstone*. This small magical stone is approximately 2 inches

long, 1 inch wide, and 1/4 inch thick. By simply caressing the weapon's edge with this stone, the weapon magically regains its sharpness, and the rust of months of neglect vanishes. Since even magical weapons can show the signs of age, the whetstone is helpful in restoring these wondrous weapons. The whetstone can be used 100 times before it loses its enchantment. Once the enchantment is gone, the whetstone can be used as a normal sharpener.

When used on any nonmagical weapon, *Prismal's whetstone* temporarily enchants the item with a +1 bonus to attack and damage rolls. This bonus lasts for 2d8 successful strikes against opponents. Once the randomly determined strikes are used, the enchantment wears off and the weapon returns to its nonmagical form. If used on a magical weapon, the whetstone grants an additional +1 bonus for 1d4 successful strikes.

Prison

Prisons are used to hold creatures against their wills. Magical prisons are compact, ingenious devices, so unassisted escape from them is difficult, if not impossible. Some enchanted prisons also make rescues difficult by interfering with scrying, tracking, and some forms of communication.

Castellan's Magical

XP Value: 4,000

GP Value: 20,000

The Gauntlet

This prison of Castellan's Keep does not consist of a physical place but employs a variant of the *imprisonment* spell. When the keep was first built, four magical cells were established and the jailers were provided with a number of magical gems with which to operate the system. Black gems allow the user to imprison creatures in a specified cell, while white gems were used to release them.

An instruction book and a supply of black and white gems were given to Castellan, but a number of white gems were mislaid. Since the gems could each be used only once, the time came when only two black gems remained. This made the system useless and left some prisoners trapped in the cells. The book is on the desk in Castellan's room.

The last Guardian hid an emergency supply of four white gems in a *Leomund's secret chest*, the replica of which is hidden in a compartment in the



painted room in the undercroft. The instruction book includes a reference to these gems but the secret door leading to the undercroft had been forgotten, and so the gems have never been found.

The instruction book and the two black gems were found by an ogrillon when the keep was taken. When the giantess was brought to the keep, the ogrillon imprisoned her with one of the remaining black gems, heedless of the problem of her release.

The imprisoning process can take place anywhere in the Keep. All that is necessary is that the victim is touched with a black gem and the words "Go hence unto . . ." are uttered, followed by the number of the captive's cell. The creature fades and vanishes as it is sent to the cell and the black gem breaks into fragments. The creature will not be imprisoned (and the gem will remain whole) if an occupied cell is specified.

Releasing creatures can only take place in the release chamber. To release a prisoner, a white gem is placed on the spiral pattern in the center of the floor and the command "Come forth from ..." followed by the cell number, is spoken. A few moments later the gem shatters and the prisoner appears in the center of the room. If an empty cell is specified or if the procedure is carried out other than in the release chamber, nothing happens and

the gem remains whole.

In either case, there is no saving throw for the captive, and while imprisoned, creatures are affected by the equivalent of a *temporal stasis* spell.

The Instruction Book: This book may be found on Castellan's desk, it has a rich, tooled leather binding with the words *The Prison* in gold leaf on the spine. The front cover is nearly an inch thick and has 36 padded compartments (each about half an inch wide and deep) hollowed out on the inside. These compartments are used to hold the black and white gems used to operate the prison. All are now empty.

The first five pages of the book explain how the imprisonment system is operated. When the adventurers read the book, the DM should give the players a summary of the procedures detailed above.

The sixth page contains a reference to a cache of white gems for use in an emergency. Their location is given as the secret compartment at the top of one of the columns in the ". . . painted room with pillars beneath the keep." The text does not describe how to get to the room but, once there, the adventurers automatically find the compartment, following the directions given.

The book contains no reference to the *Leomund's secret chest* since the last Guardian only decided to leave this at the keep in a last-minute, emergency measure.

The next three pages contain records of prisoners kept in the cells. All but the last two entries (shown below) have been carefully crossed out:

- (Neatly written) "Cell Four; Lorganarch." The date given for its imprisonment is about 50 years ago. There is no release date given.
- (Scrawled) "Bloodfire's daughter—Number Three."

Although the reference to the imprisonment of the fire giantess in cell three is correct, the detention of a volt in cell two was never recorded. Also, as a result of the exchange it has performed *the Gauntlet* is now in cell four with a giant two-headed troll.

There follow seven blank pages. Written on the inside of the back cover are the words "*Fram cweartern theostre, cume.*" These are the command words for the return of the *Leomund's secret chest*.

Genie

XP Value	GP Value
Dao Decanter: 2,000	10,000
Dao Geode: 2,000	10,000
Djinn Bottle: 2,000	10,000
Efreet Bottle: 2,000	10,000
Marid Ewer: 2,000	10,000
Noble Genie: 6,000	30,000
Noble Dao: 6,000	30,000

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These magical devices come in a variety of forms in the Land of Fate: bottles for djinn and efreet, stoppered ewers for marids, and geodes or crystal decanters for dao. They are used by sha'ir to capture and discipline genies. Some captured genies deserve their fate for being mischievous, dangerous, or hateful. Some are innocent of any crimes, but were imprisoned by evil or misguided sha'ir. All claim innocence in such matters. The following types of genies may be found within any bottle:

Roll	Genie type
01-24	Djinni
25^8	Dao
49-73	Efreeti
74-96	Marid
97	Noble Djinni
98	Noble Dao
99	Noble Efreeti
00	Noble Marid

An imprisoned genie may be charged, upon release, to perform certain actions. The DM may choose or roll randomly from the following table:

Roll	Task
01-20	The genie must perform three tasks for the opener of the bottle. If the genie has <i>wish</i> granting powers, the creature may use those to perform the task.
21-70	The genie must serve the opener of the bottle for 1,001 days.
71-80	The genie must attack the opener of the bottle. Good-aligned genies leave their opponents unconscious but alive; otherwise, they fight to the death.
81-86	The genie must bring the opener of the bottle to a particular location, which may be a treasure vault, wizard tower, or city bazaar, DM's choice.
97-90	The genie must locate a particular item

and may not leave the opener of the bottle until that item is found. The genie is under no obligation to serve the opener of the bottle.

- 91-00 The genie has gone insane and will attack all within reach upon release. Any item or spell that cures insanity will bring the genie back to his senses. The genie will then perform three tasks for the individual.

of Zagig

XP Value: 2,750 **GP Value:** 25,000

The Lost Caverns of Tsojcanth

Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made bird cage. Normal handling or examination does not reveal them to be magical. If a *detect magic* spell is cast on the *prison of Zagig*, there is a 50% chance that magic of an uncertain nature will be detected—either no particular type of dweomer, or a false type of magic.

Each prison-cage has permanent *antimagic* and *antidetection* spells that protect the exterior and interior of the cage.

The *prison of Zagig* is usable only by a wizard, and attunes itself to the possessor when he or she learns the spell word that activates the prison. Activation has two effects. The first is that the door of the cage is sealed by a *wizard lock* as if the possessor had cast it. The second effect is that the possessor is able to imprison a creature in the cage by speaking a trigger word and uttering a special *command* spell with a casting time of one round.

The *command* must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its history must be recited in great detail.

The creature being commanded into imprisonment receives a saving throw vs. spell. If successful, the creature is unaffected. If it fails, the creature is reduced to a 3-inch height and is instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or water while imprisoned, and is instantly restored to its former size and abilities once freed.

A *prison of Zagig* cannot be damaged by force

or magic. An imprisoned creature can be freed by the owner of the prison or by a wizard able to break the *wizard lock* without using spells (a wizard 4 or more levels above the owner of the *prison of Zagyg*). A *wish* or an *alter reality* spell can also be used to open the cage. A creature inside a *prison of Zagyg* cannot be located by spells or magical items, only by normal sight and hearing.

Words necessary to operate a *prison of Zagyg* are:

- *Activation Word*.
- *Trigger Word* (used to begin the imprisonment of a subject).
- *Command Spell* (naming or describing the history of the subject).
- *Freedom Word*.

of Zagyg

XP Value: 2,750 **GP Value:** 25,000

Unearthed Arcana

Only five of these brass devices are thought to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. No amount of normal handling or examination will reveal it to be magical, but if a detect magic spell is cast upon one, it is 50% likely to show a vague dweomer of uncertain nature—either no class of magic or an erroneous one will be detected. Each prison-cage has a permanent antimagic and nondetection spell in and upon it. Each such item attunes itself to the wizard possessing it when he or she learns the wording which activates that particular *prison of Zagyg*. Speaking the activation word has two effects: First, the door to the cage is immediately held fast by a *wizard lock* spell as if the possessor had cast it, and that portal can be opened only from the outside by a character of the wizard profession who can normally overcome such a *wizard lock* without resorting to additional magic. Second, the cage is attuned to a single trigger word which will enable its possessor to imprison a creature within the cage by invoking an enchantment of one round casting time. This command spell must name the true name of the creature to be imprisoned, or else its history (in great detail) in the case of creatures without a name. If the creature being commanded into imprisonment fails to make its saving throw vs. spell, it shrinks to about 1-foot in height and is instantaneously transported into the cage. Since magic does not function within the cage, the imprisoned creature cannot itself escape. It can be freed by a wizard able to open the door of

the device or by any other being who can do so by use of a wish or an alter reality spell. A Prison of Zagyg cannot be harmed or affected by the use of force or magic. Any creature inside cannot be located by any means except actual sight or hearing due to normal proximity. Naturally, the possessor can free a prisoner by use of a single freedom word. Once freed, the former captive is restored to its former size and abilities. Imprisoned creatures need neither food nor drink when in the cage, for its magic negates the need for either.

Prosthesis

XP Value: 1,000

GP Value: 5,000

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These prostheses (artificial arm or leg) magically enable a "wearer" to hide the fact that he or she has lost a limb or an eye. It won't necessarily allow full use of the body part as though it were "real," but the enchantment will prevent any observer from noticing the wearer's inability to use it fully.



Psychometron of Nerad

XP Value: —

GP Value: —

Book of Artifacts

The *Psychometron* is a small, clear gem about 1 inch in diameter. It is mounted in a headband of gold and carru leather. The gem is perfectly round

and sparkles even in complete darkness. It would appear to be worth a king's ransom simply as a piece of jewelry. This item originated on Athas.

Six Kings' Ages ago, a powerful psionicist and preserver, Nerad the Wise, arose in the wastelands along the shores of the Sea of Silt. After wandering the wilderness and aiding people of good heart, Nerad was perhaps the first to attempt the transformation from preserver to avangion.

Nerad ultimately came to a spectacular end, as the dragon hunted down and challenged him. The preserver was trapped and could not avoid the fight. Anticipating his defeat, he gave his most valued possession—the marvelous *Psychometron*—to one of his retainers and told her to flee with it. The woman subsequently took the gem to a Villich community in the Tablelands. Since that time, the *Psychometron* has been used by the Villich on occasions when they needed its power to defend their community.

The *Psychometron* is a psionic artifact, useful only in campaigns where psionics are employed. An Athasian character looking to follow in Nerad's or Korgunard's footsteps could be aided significantly by the *Psychometron*. Furthermore, the gem provides heroes with powerful defenses that could enable a group to challenge a sorcerer-king or one of the great monsters of the wastes. However, the Villich believe the gem belongs to them and will eventually ask for its return.

Constant Powers: The *Psychometron* radiates a 10-foot circle of +2 protection to the wielder's saving throws and power scores in the *telepathic* or *metapsionic* disciplines. It also functions as a *receptacle* containing 150 PSPs, which can power the owner's psionics (PSPs regenerate at the rate of 25 per hour). The *psychometron* radiates *non-detection* and obscures any attempt to scry the wielder, either psionically or magically.

Invoked Powers: When the *Psychometron* is within the radius of a defiling spell, the gem protects the earth from defilement, sacrificing 1 PSP for each radial yard that would be destroyed.

The *Psychometron* is an *empowered* item with the following disciplines installed: Aura Sight, Aversion, Awe, Complete Healing, Contact, Displacement, Energy Containment, Mind Bar, Mindlink, Radial Navigation, and Teleport.

Curse: The *Psychometron* is imbued with the powerful personality of the avangion Nerad, so its owner is subject to *artifact possession*. The device seeks an end to slavery and oppression,

demanding that the owner attempt to bring down the sorcerer-kings and the dragon.

Suggested Means of Destruction:

- Cause an earth drake to devour it.
- Let no light touch it for 99 years.

Puppy Putty

XP Value: 250 " ***GP Value:** 400

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This material is found in small, sealed jars. *Puppy putty* is a black clay, somewhat cold and wet, but pleasing to the touch. To use *puppy putty*, a character must mold it into a round ball and press it firmly on the end of his nose. The putty will remain on the wearer for 1d4+1 hours, unless it is removed earlier.

One round after it has been applied to a nose, the character's sense of smell becomes remarkably acute and he or she is compelled to travel on hands and knees. The character gains the tracking proficiency while the putty is in place. Characters who already possess the proficiency temporarily gain a +3 bonus to the proficiency score. The wearer gains a +2 bonus to surprise rolls. Further, a character wearing *puppy putty* gets +2 on saving throws vs. poison gas, due to the character's increased chance of noticing the gas and reacting before complete exposure. A jar of *puppy putty* usually contains four uses.

Pyramid Energy

XP Value: — **GP Value:** —

Kingdom of Nithia

Throughout Nithia there are pyramids dotting the desert and badlands. Some are well known, such as those in the necropolis of Tarthis, located some two miles south of the city. Others have been hidden in the deep desert and badlands for ages. Pyramids are grand structures that seem to radiate great power. Foreigners are generally struck dumb with awe for the enigmatic Nithian pyramids.

Almost all Nithians believe that one day, the dead will arise to walk the world again. This tale has been passed down throughout the ages since before the Nithians arrived in the Hollow World. For an equal time, great pyramids have been built to serve as burial tombs capable of spanning the ages until the time of rebirth at last arrives. It is believed that when that day comes, only those properly entombed will rise to take back their possessions, lands, and power, living an everlasting life. Some even claim that all will then be equals with the Immortals and live among them.

This belief is so strong that almost every Nithian would gladly die to share a sarcophagus in the Pharaoh's tomb, even if his life were cut short to do it. The prime motivators for this are not so much love and respect for the Pharaohs as they are hope and greed—hope that one may be selected by a dying Pharaoh to accompany him or her, and greed for the powers that may result from this ritual burial.

As soon as a Pharaoh comes to power, one of the first acts he or she performs is the authorization for initial construction of a personal pyramid. This is a lengthy process, occasionally the Pharaoh dies before the tomb is complete.

Pharaohs are not the only people who make pyramids, but they are the only ones who may authorize their construction. Few have the wealth and power to bring such a project to completion without the Pharaoh's aid.

All this simply supports the fact that the Nithians, though proud, are essentially a simplistic, superstitious people who are blind to the light of reason. They are obsessed with death. Only a backward, barbaric culture would promulgate the belief that flinging oneself into an open grave would impart 'mystical powers'.

Pyramid energy can be used to perform many acts. Other applications (and misuses) are outlined below. Of course, & *pyramid energy collector* is necessary to perform any task involving *pyramid energy*. If something is desired that is not on this list, the DM should determine if it is possible at all, and how much it costs. To do this, the DM may use the following examples as a base. *Pyramid power* can be used to perform almost anything associated with mysticism and magic. The primary uses of *pyramid power* involve household magic, and powering the engines of *hover-chariots* and the mighty *hover-barges*. Other more expensive uses of *pyramid energy* are listed below, along with their point costs.

Use	Cost
Healing	2 points per round
Control Statue	5 points per round
Research	10 points per hour
Create Undead Warrior*	1000 points
Activate Undead Warrior*	100 points

* Used only by followers of Thanatos or Ranivorus.

Healing: This use of pyramid energy allows the user to heal 1 point of damage for every 2 points of pyramid energy used. For most people, this means a swift drain on the day's *pyramid*

energy charge. However, when there is no other way to help the severely injured, many people use this power without hesitation. It is especially useful when used in conjunction with the five-point household spell, *set bones*.

Control Statue: This application allows the user to "remote control" a statue into which *apvramid energy collector* has been built. Using *control statue*, a statue can be made to walk around and perform simple tasks, like bashing one's opponents. Statues cannot speak, and have no intelligence. No statue smaller than man-sized can be controlled with this ability. Furthermore, the point cost given above for *control statue* is a median, based on a man-sized statue. Individual strength, Hit Dice, damage, and pyramid point cost to run is adjusted based on their size as follows:

Size	Str	Hit Dice	Dmg	Points/Round
3-6'	18	4+4	1-3*	5
7-11'	18/50	6+6	4-6*	10
12-24'	20	10	9-11*	20
25-50'	23	20	2d8+11*	30
51-100'	25	30	3d10+14	50

* Or by weapon type. Strength bonuses apply when weapons are used.

Human-sized statues usually have an AC of 6 (due to being stone). The statue's Armor Class may be adjusted by size and type of stone from which it is made.

Research: This application allows a wizard or priest to access a "spirit library," consulting with wise folk in the afterlife to gain insight into new magical spells. To use this skill, one must first invest 10 points of pyramid energy per hour of "consultation" then roll on the following table, or pick a result as you see fit:

Roll	Result
1	Spirits cannot be bothered. No assistance available.
2	Receive a small hint. Reduce research time by one day.
3	A capricious wizard (or priest) lied. Double the research time.
4	Contacted the wrong spirit. The spell is successful, but add 1/4 to research time.
5	Contacted an eccentric individual. The spell yields results are different from what was intended (DM adjudication).

- 6 The spell is very important **in** the scheme of things. Halve research time.
- 7 Cosmic censors pull a fast one. Quarter the research time, and reduce spell effects by half.
- 8 Cosmic censors really dislike the spell. Everything works (special effects, light, and sound), but the spell is a dud.
- 9 Hard work pays off. Research time reduced to **X** of original amount.
- 10 Immortal sees the spell research and says, "Neat!" Research time cut to overnight.

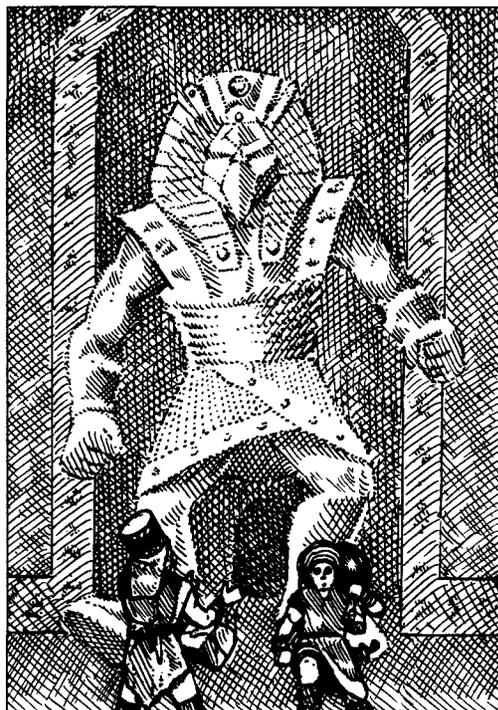
Create Undead Warrior: This magic is used by followers of the Immortals of Entropy to create guardians for crypts, strongholds, and other places of power. For detailed information on the processes by which a body is mummified, consult your local library's Egyptology section. However, in game terms the process involves special enchanted lacquers, and a complex curing process. During this time, the mummy is bathed in *pyramid energy* (100 points per week) for nine weeks. At the end of this time, the final 100 points are shunted into an amulet, placing the warrior under the creator's control.

Undead warriors' fight and cast spells at the same levels of ability as when they were alive. Movement rates are also the same. They react to priestly "turning undead" as a vampire. They are also immune to spells such as *charm*. Due to the enchanted lacquers and special drying processes used in their creation, all undead warriors have a base Armor Class of 2. They can wear armor and use the same weapons they used in life.

In combat, an undead warrior is a tireless fighting machine. It does not check morale, nor does it give quarter. If the party chooses to retreat or run away, it pursues, not stopping until it either destroys the party to the last character or is itself destroyed.

Destroying an undead warrior can be a difficult proposition. Simply beating on the construct may damage it, but the pieces remain animate, imbued with a sense of deadly purpose. Burning the thing is an option, since the lacquers used in the undead warrior's construction are quite flammable. The final option is to destroy the thing's control amulet, which causes the warrior to crumble into dust.

Control Undead Warrior: This magic is the "spark" needed to set undead warrior into deadly action. As shown by the point cost, this is an investment of power. Such a thing is not

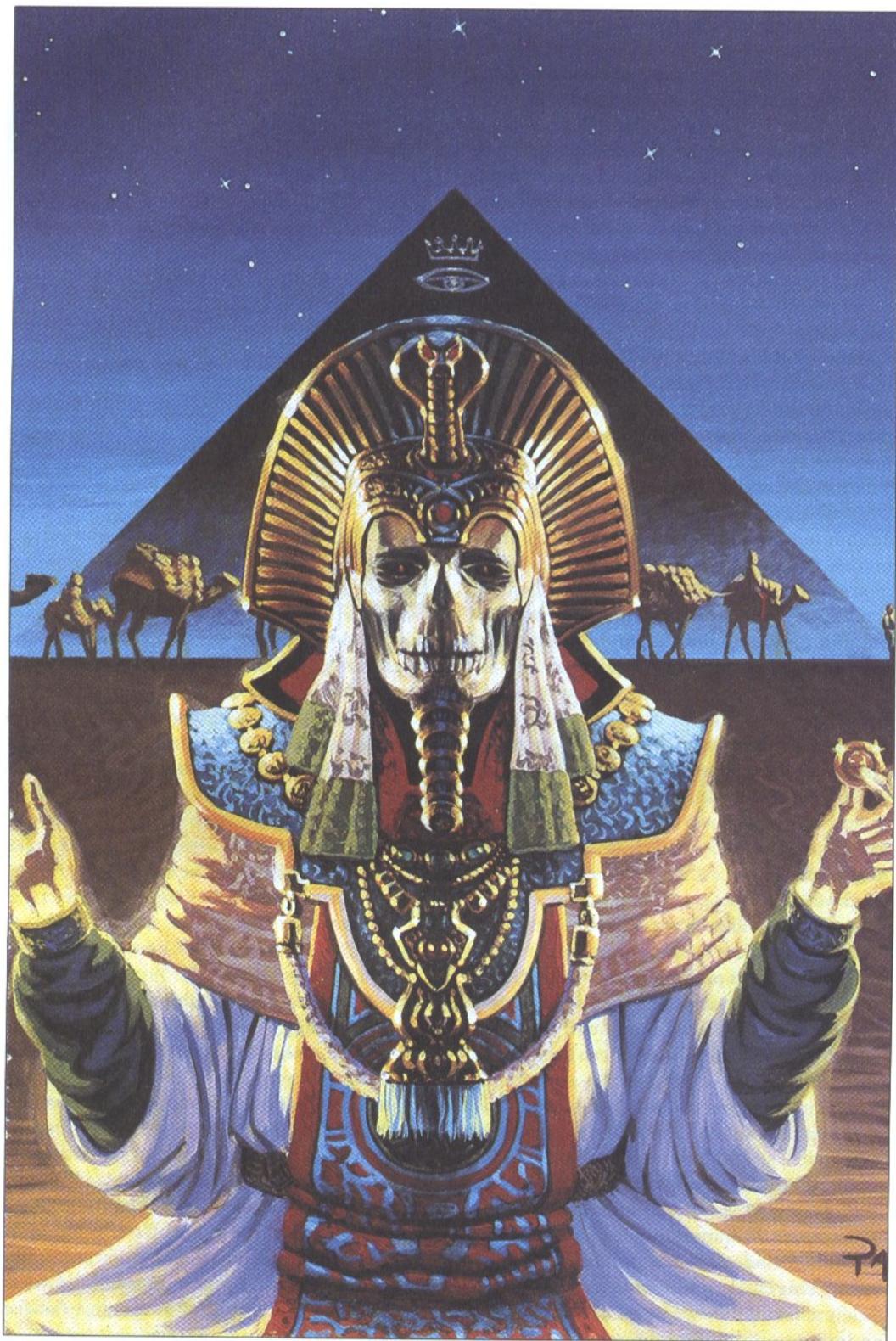


without drawbacks—there is a **25%** chance that the warrior is "flawed" and attacks its owner upon activation.

The pyramids often have certain magical effects on those who venture within them. A sample list of these effects follows:

Roll	Effect
1	Turning undead always fails.
2	<i>Mummy's Curse</i> (see below).
3	Anyone who takes treasure loses 1 XP for every 10 gp taken.
4	No 1st-level spells will function.
5	All spells have a 25% chance of functioning at twice the normal power or duration.
6	All spells have a 25% chance of failing.

At the DM's option, a *mummy's curse* causes would-be tomb robbers to make a saving throw vs. death magic, or fall ill and slowly die over the course of the next 30 days. Another curse effect may cause the victims to go insane and wander aimlessly through the tomb, to be picked off one by one by the tomb's defenses. Returning the treasure and apologizing sincerely to the person entombed negates all negative effects. Feel free to invent other fiendish manifestations of the dreaded *mummy's curse*.





Queen Ehliissa's Marvelous Nightingale

XP Value: 22,500

GP Value: 112,500

Eldritch Wizardry

This bejewelled songbird seems to actually spring to life when its mechanism is activated. The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the nightingale opens its glittering wings, hops to the highest perch in the cage and performs. It is rumored that the eyes of this artifact shoot forth scintillating rays of brilliant color, each color having a different effect; its songs likewise are able to work magical wonders; and if the rays and songs are directed in combination powerful spells are supposedly woven.

It is known that the device throws forth a protective sphere, preventing detection or magical (or psionic) intrusion in a 30-foot radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within. Queen Ehliissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the nightingale never escaped its confinement. The nightingale has the following abilities and penalties:

- *Detect evil* (or *good* if evil, or both if neutral).
- *Speak with animals*.
- Generate a double effect *slow* spell twice a day.
- There is an increasing chance that the power confined in the object will break free, take over the wielder of the item by destroying the individual's soul, and then (masquerading as the person) kill all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.
- User may restore 1 lost level (as in *restoration* spell) once per week (perhaps one drained from a nearby friendly player character).

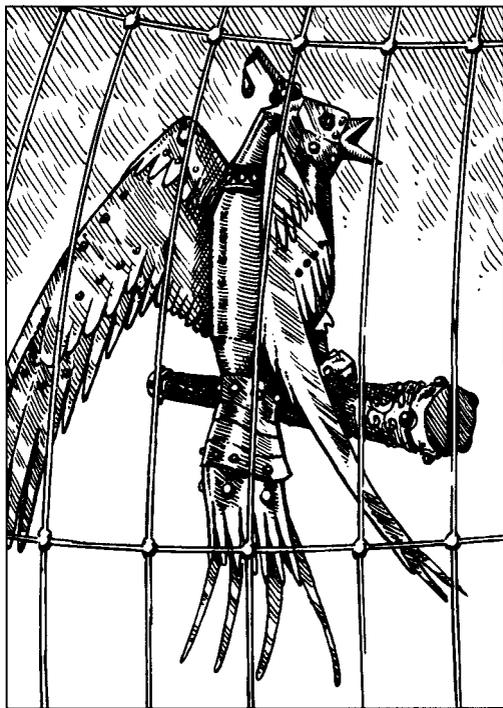
Queen Ehliissa's Marvelous Nightingale II

XP Value: —

GP Value: —

Book of Artifacts

With crystal eyes, tiny golden feathers delicately layered over its body, and a small windup key on its underside, *Queen Ehliissa's marvelous nightingale* is a beautiful golden songbird mounted in a golden cage.



Last in a line of benevolent rulers, Queen Ehliissa treated everyone in her domain fairly, and no one lived in poverty or want. Having no family, Queen Ehliissa raised song birds, her favorite being a nightingale that she loved dearly. Each night she would sit and listen for hours as her beloved bird would sing the most beautiful songs. Sadly, the nightingale died, on her birthday no less. Devastated, Queen Ehliissa went into mourning. Her subjects, fearing for their beloved queen, sent for their greatest artisans, bards, wizards, and craftsmen. For one year they labored, and on Ehliissa's next birthday, they gave her the mechanical nightingale. The music that came forth was so pure and lovely that it soothed the queen and her sorrow melted away.

The nightingale can be used by anyone and provides excellent role-playing opportunities. Perhaps Queen Ehliissa's land is overrun by a barbarian horde, which makes off with the beloved nightingale. She hires a group of would-be heroes to retrieve her stolen songbird.

Invoked Powers: A narrow groove with five notched slots is embedded in the bottom of the

cage. By moving a small lever into different notches, the *nightingale* plays five different songs each associated with a power. Indoors, the area of effect is the entire room; otherwise it is as if cast by a 20th-level character.

Slot Power

- 1 *Bless* (7/day).
- 2 *Music of the spheres* (5/day).
- 3 *Unceasing vigilance of the holy sentinel* (1/week).
- 4 *Zone of truth* (1/week, no saving throw).
- 5 *Emotion* (1/day). If the emotion is not chosen, one is selected randomly and lasts 2d4 rounds. Selected emotions last as long as concentration is maintained.

Curse: Anyone possessing the *nightingale* becomes increasingly childlike. Monsters cause the PC to flee in panic for 2d4 rounds. Each night there is a 50% chance that the owner is too frightened to sleep, preventing healing and the memorization of spells. Should sleep be lost for 3 consecutive nights the owner is incoherent and sluggish, with attributes dropping by 1 point. The owner must always speak the complete truth. For each month that the *nightingale* is possessed, one experience level is lost. Once the *nightingale* is given up, these negative effects are gradually reversed over the same amount of time.

Suggested Means of Destruction:

- It must be given to the king of songbirds.
- It must be smashed by a tinker gnome with the strength of a titan.
- It must be exposed to the most wretched cord playable on *Heward's mystical organ*.

Quill Pen

A quill is a large feather that can be dipped in ink and used as a writing tool. Quills are most often found in the possession of sages, scholars, spell casters, bookkeepers, and where research or writing materials are common. (See also **Pen.**)

of Copying

XP Value: 5,000 **GP Value:** 25,000

DUNGEONS & DRAGONS Rules Cyclopedia

A quill is a large feather that can be dipped in ink and used as a writing use. Usable only by spell-casters, this quill can be commanded to copy any

spell on a scroll. It copies only one spell per week at most. The original scroll must be burned, and the ashes mixed with rare ink (of 1,000 gp cost). The quill is then placed on a blank scroll along with an inkwell containing the prepared ink. Upon command, the quill starts to write, creating two identical spells on the scroll instead of the single original. If the scroll burnt contains two or more spells, only one spell is copied—either the lowest level spell or (if more than one is the same, low level) a randomly selected spell. The quill cannot copy *protection scrolls* or any other writing except spell scrolls.

Unfortunately, there is a 25% chance per use that the quill suddenly drains its ink, spoiling the entire scroll upon which it is writing. The blot thus created cannot be removed from the parchment by any means but a *wish*.

of Erasing

XP Value: — **GP Value:** 1,500

The Book of Marvelous Magic

This quill looks like any other quill. However, when moved, it causes one scroll carried or owned by the victim moving it (regardless of range) to be erased, destroying all the magic inside it. If no scrolls are carried or owned, the quill destroys one spell in a spell book carried or owned; failing that, it erases a magical book carried or owned. If it can find nothing of the victim's to erase, it turns on the creature closest to the victim and in the same order continues searching until it can erase something. The quill functions each time it is touched and continues to destroy written magical materials for as long as it is held, until three scrolls or writings are destroyed. After erasing three times, the quill erases itself and disintegrates.

of Forgery

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

This quill may be commanded to imitate any writing with perfect accuracy. A written sample containing at least 10 words in the style to be copied must be burned and the ashes mixed with the ink to be used. The quill can perfectly forge a written text of 100 words or less per use. It may be used only once per week.



Kuroth's

XP Value: 5,500

GP Value: 27,500

DUNGEON MASTER Guide

There can be little dispute that the master thief Kuroth was the most successful of his profession, and several sages attribute his performance to the acquisition of a writing instrument of unknown antiquity that now bears Kuroth's name. This Quill reportedly draws and writes infallibly upon command, depicting whatever its possessor sees or speaks accordingly. It also is supposed to be able to find treasure (as a potion of treasure finding) one time per month.

Kuroth's II

XP Value: —

GP Value: —

Book of Artifacts

Kuroth's quill is made from a white feather taken from the wing of a full-grown male griffon—its writing nib is made of gold.

During the Age of Veth, beyond the Wasted Lands, an apprentice wizard named Baalice, possessing great potential and little discipline, was determined to prove his abilities to his master. On a day when the apprentices were alone, Baalice snuck into the master's study and used his spell book. He tried what appeared to be a simple summoning, but the spell went awry,

and two dretches arrived from the Abyss. Baalice managed to send them back, but his right arm was mangled and his best friend, Julian, was killed. Although his arm was healed, Baalice believed it to be permanently crippled. The torment of his failure and his friend's death became overwhelming. Baalice came to believe that the only way to find peace was to ultimately right the wrongs he had inflicted, so he dedicated himself to amassing arcane knowledge. The drive to correct the situation became an obsession, though, until he was convinced that the only way to succeed was to achieve immortality. Baalice decided to become a lich.

Once transformed, Baalice took up residence in a lonely stone tower by the sea. He strove to fix the damage he had done, but nothing ever set things completely right. Over the years the lich's obsession grew, until a possible solution formed in his mind. For three decades Baalice spent all his energies researching and creating a writing instrument capable of altering events. When he finished, he believed he could finally set the events right again. All too soon, though, he discovered that each change he made became twisted in some way and often led to greater problems—even for someone of his powers. In sorrow and rage, Baalice planned to destroy the quill.

One afternoon, Kuroth, an able thief, wandered into an inn near Baalice's tower. He happened to overhear a table of local folk discussing strange happenings at the tower. Upon inquiry, Kuroth learned that during the previous two months the stone tower had transformed into a mighty fortress, smoldering ruins, and then back again into its original form. Seeking the source of these great curiosities, the thief slipped into the stone tower and stole four rubies, one sapphire, and an engraved ebony box containing the quill and some fine parchment paper. While recording the items stolen, Kuroth accidentally wrote four sapphires and four rubies. To his amazement, there were now four of each gem on the table before him. Kuroth was quick to realize that the pen was the source of the tower's mysteries. Not wishing to attract undue attention, Kuroth immediately wrote, "The previous owner of this pen believes that the quill pen, four rubies, and one sapphire were lost." Not certain that this would be clear enough he wrote, "This quill pen is the rightful property of Kuroth, and shall from now on be known as *Kuroth's quill*."

Soon Kuroth sat at the head of the local thieves' guild and had many interests extending throughout the region. After his death, many of Kuroth's closest associates shook their heads as they told of the guild masters' insistence upon keeping the guild's books and ledgers himself.

Over the years, the quill pen passed from hand-to-hand and ended with a caravan driver. He sold it to Sharmana the merchant, mumbling something about how his best team had died of what he wrote down. Not believing the superstitious man, Sharmana promptly shelved it and forgot about it. Six months later, his beloved daughter accidentally drowned in the lake. Months later, still bereaved, Sharmana wrote in his journal, "I wish my daughter back at my side." The popular folk tale tells of the decayed remains of Sharmana's daughter leaving the graveyard.

Kuroth's quill has the power to alter the course of a campaign—it is the equivalent of giving a character an unlimited number of twisted *wishes*. For this reason, the PCs should have limited or no contact with the quill, and should strive to prevent anyone else from using it as well.

To avoid all possible confusion, the DM should have any players actually write down what their characters wish to write with the quill. If a character does not command the pen to write infallibly, any and all errors written are subject to interpretation and substitution by the DM (see examples under **Curse**). It is important to remember that no *wish* is innocent; all have consequences.

A possible adventure might have the party returning to a small fishing village after vanquishing a horde of monsters, only to find that it is now a massive fortress bustling with activity. As they unravel this mystery, more events are rewritten, and the one of the PCs might even suddenly change or shift—perhaps becoming a member of the king's staffer maybe a lowly stable servant. This PC will not know the rest of the characters, believing in this new life completely. The rest of the group will have to find a way to rectify this, while the DM plays that character as an NPC for a while. Of course, anyone with an inkling of the pen's powers will want to possess it for themselves, so preventing unscrupulous individuals from acquiring it is an adventure in itself.

Constant Powers: The user gains the benefits of a *comprehend languages* spell as long as the

pen is in hand. Any illiterate gains the nonweapon read/write proficiency for 1d4 hours (1/day).

Invoked Powers: The user of the quill is able to alter reality by writing it down on a piece of parchment, similar to the 9th-level wizard spell *wish*. The quill cannot be used more frequently than every 12 hours (6/week). The pen also writes or sketches an infallible description of what the writer sees or speaks upon command. The quill functions as *a. potion of treasure finding* while held (1/month).

Curse: While the quill grants *wishes* and alters reality, there is always a price to be paid; for every boon there is a bane. Illegible or smudged words are omitted from the request entirely. Misspelled words are substituted to the best of the quill's ability. For example, if a character writes, "I wish to have a roster for all of the taxpayers in this county," and accidentally misspells "roster" as "rooster," the PC is going to be overwhelmed with crowing roosters from all the surrounding farms.

Even correctly written requests have a "monkey's paw" effect. The pen does not create things; rather, it draws upon existing material to grant the *wish*. If a party requests a vast fortune, they could find themselves teleported inside the king's treasury. A wizard might write for desired magical spells, awakening in a heap of ancient tomes. At the same time, a nearby kingdom suffers the wrath of an archmage whose library has disappeared.

Suggested Means of Destruction:

- The words "*Kuroth's quill* was never made" must be written 100,000 times.
- The lich Baalice must be located, his memory of the pen restored, and it must be returned to him.
- The quill must be taken back in time and given to the apprentice Julian at the moment of his death.

of Law

XP Value: 7,000

GP Value: 35,000

Tome of Magic

This magical pen is used by despots and good rulers alike to ensure that their laws and proclamations are obeyed. Anyone reading a posted proclamation or law that was written with one of these pens must obey the law, regardless of whether it is a good law.

This effect applies only to persons who actually see the written message. If a person knows about the law but has not read a notice written with the quill, he or she still has the option to obey or break the law. Once read, however, it must be obeyed.

The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be law, but citizens are not compelled to obey them.

Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are entitled to a saving throw vs. spell when viewing the proclamation. If the saving throw is successful, the effect is negated and the person is left to his or her own moral decisions.

of Longwriting

XP Value: 4,000 **GP Value:** 20,000

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The *quill of longwriting* is a writing instrument that Orlow developed to eliminate the bother and mess of inkwells. It has no limit to the number of pages or words it can write.

of Necromancy

XP Value: 6,000 **GP Value:** 30,000

The Book of Marvelous Magic

This quill can write the words of the dead. It must be filled with special ink containing powdered bone (100 gp cost per use) and then placed along with a parchment on the grave or body of any dead creature. When preparations are complete, the command word is spoken; the quill then creates a *speak with dead* spell effect as if a priest of 21st level. The user may ask three questions and the answers from the dead creature are written on the parchment by the quill. Other normal restrictions as described in the spell, particularly to matters of alignment, apply. The quill may be used once per day as long as the proper ink is available.

Porcupine

XP Value:— **GP Value:** 500

The Book of Marvelous Magic

This quill is identical to a *quill of forgery*. However, when used, it changes into a giant, magical porcupine (AC 4; HD 3; MV 9; #AT 1; Dmg 1d4 (bite) + quills; ML 12; AL N; if bite hits, 1d6 quills attack, each inflicting 1d4 additional points of damage). The porcupine attacks the quill user

immediately. Attack rolls are made normally, but this magical creature inflicts maximum damage (four points per bite and quill) per hit; it is also immune to all *charm* and *hold* spells.

of Pyrophilius

XP Value: 1,000 **GP Value:** 6,000

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More than two dozen quills are known to have been enchanted by a mighty magician living on Abeir-Toril. Each quill is made from a Ki-Rin feather, and the spirit of a sprite has been forcibly trapped within them. The sprite listens to any intelligible conversation within normal hearing distance and writes it down on the nearest piece of paper, or any other suitable substance. The quill never runs out of ink, and cannot move, other than to write. Any language that is heard by the quill can be transcribed, being written in the language being spoken. If more than one person is speaking at a time, the quill transcribes the loudest voice. The quill is activated by a specific command word, and can be deactivated by restating the command word, or physically destroying the item, which frees the trapped sprite.

of Scribbling

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

This item appears to be a *quill of copying* but writes unintelligible gibberish. This does not become apparent until after the original scroll is burnt and mixed with ink. The original scroll cannot be regained from the parchment by any means but a *wish*.

of Scroll Creation

XP Value **GP Value**

Type I (with ink): 500 1,000

Type I (without ink): 250 600

Type II: 100/charge 200/charge

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This enchanted writing tool is of great use to a mage or specialist wizard attempting to inscribe a magical spell scroll. It gives its user a 10% bonus to the chance of successfully writing a spell onto a scroll. The quill is only good for six uses (six spells), and loses its magical property when the sixth spell is finished. Each usage counts against the quill's capacity, whether or not the spell in question was successfully transferred to the scroll.

If the quill is used along with a special ink that is attuned to the item, the chance of success in the preparation of a scroll spell is increased by an additional 10%. The manufacture of the ink is a costly and time-consuming process, taking at least a week and requiring ingredients of at least 1,000 gp in value to make enough ink to last for six usages. This special ink must be mixed with the *ink* that a particular scroll normally requires. A bottle of this ink may be discovered along with the quill, but the ink is never found by itself.

A second type of *quill of scroll creation* does not require ink. The quill magically creates the ink it requires to write the magical spells on scrolls. This type of quill can write 1d100 spell levels of spells before its magic is spent. Each spell level is considered a "charge" in the case of figuring Experience Points and relative gold piece value.

of Swift Writing

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

Using this quill pen, anyone can write twice as fast as normal, with no loss of legibility. These pens are usually found in lots of 2d6, since the quills do wear out. The pens are appropriate for normal writing tasks, but not for the magical scribing of (for instance) scrolls or spell books.

of Transcription

XP Value: 4,000 **GP Value:** 20,000

The Book of Marvelous Magic

This quill may be commanded to write down all words spoken within 30 feet of it. The words transcribed by the quill appear in the language spoken and may require translation. It transcribes all normal words, but if any magical words are spoken, only the name of the spell or effect is transcribed, not the spell itself. It transcribes until commanded to stop and otherwise functions indefinitely, stopping only when it runs out of ink or parchment. When multiple voices are transcribed, the quill identifies each only by race and sex, numbering them in the order heard (human male #1, gargoyle #4, and so on); it writes all such nontranscribed remarks in Common. The quill's detection abilities cannot be blocked by any means; it hears and transcribes even if encased. It may be used most effectively with an *everfull ink well* and *parchment of looping*.

of Truth

XP Value: 1,500 **GP Value:** 6,500

DRAGON Magazine 73

This is a metal pen, made of a near golden material, and having a replaceable, quill tip. Only statements *believed* to be true can be written with this pen.

Windscribe

XP Value: 2,000 **GP Value:** 10,000

Black Opal Eye

This magical quill is an intelligent item. If asked a direct yes or no question, it will answer accurately. Five questions may be asked altogether (treat as a *legend lore* spell).

Wondrous Writing Set

XP Value: 3,000 **GP Value:** 15,000

Oriental Adventures

This magical writing set comes in a lacquered box and contains a brush, inking stone, and inkwell with ink. When used for writing, the set improves the character's calligraphy proficiency by +2. Furthermore, if the character has a sample of another person's handwriting, he or she can create a perfect forgery of that person's handwriting, provided a successful calligraphy proficiency roll is made. The inkwell contains enough ink to write 1d4+1 pages.

Zellot's Quill of Law

XP Value: 8,000 **GP Value:** 40,000

1992 Fantasy Collector Card 385

Zellot's quill works pretty much the same as any *quill of law*: those who read edicts written with it are compelled to obey unless they possess either 15 or greater Intelligence or 12 or more levels or Hit Dice. Also, only the last three laws written have the compelling power. When it became obvious that people were deliberately avoiding Zellot's posts, however, he had to take additional steps to enforce his laws. Now thanks to a high-level alchemist Zellot's quill writes in a *hypnotic pattern*—anyone who so much as sees the parchment on the wall must successfully save vs. spell or be irresistibly drawn to read it.

Quiver

Quivers are containers used to hold arrows, quarrels, javelins, bolts, and similar missile weapons. Quivers usually have a strap that allows them to be slung over the back or attached to a belt. A plain quiver is usually included in the basic price of a load of missiles.

of Arrow Storing

XP Value: 1,000

GP Value: 4,000

DRAGON Magazine 133

This quiver appears to be a normal quiver, although it has magical properties much like a *bag of holding*. Up to 200 arrows can be held in the quiver without adding any further encumbrance to the bowman (the quiver itself weighs as much as a normal, empty quiver). The arrows in the quiver are easily accessible and may be of any sort—though finding the exact, magical arrow desired may prove difficult.

Black

XP Value: 1,000

GP Value: 5,000

Black Courser

This quiver contains one *black arrow* +3, which is replaced whenever it is used. After a hit is made, roll 1d4 to find the arrow's effect:

Roll	Effect
1	<i>Death</i> (save vs. death magic for 3d10 damage).
2	<i>Magic drain</i> (victims' magic armor becomes normal armor, ability to cast spells is lost for 24 hours).
3	Victim <i>paralyzed</i> for 1d10 turns
4	Victim explodes (save vs. death magic for 5d10 fire damage).

Unfortunately, every time one of these arrows is fired, the archer's hand blackens and withers slightly, reducing his Dexterity by 1 point permanently.

of Ehlonna

XP Value: 1,500

GP Value: 10,000

DUNGEON MASTER Guide

This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration *if detect magic* is cast, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows.

The second, slightly longer, compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, it can be commanded to produce any stored items each round.

In a DRAGONLANCE Campaign: The *quiver of Ehlonna* does not exist on Ansalon.

Frief's Magical

XP Value: 1,100

GP Value: 4,500

DRAGON Magazine Issue 133

Frief's magical quiver looks like a normal quiver, but radiates magic. If found on a captured or slain opponent, it contains 3d4 normal (70%) or magical *arrows* +1 (30%). If found in a treasure hoard, it contains only 3d4 normal arrows, as the magically created ones lose their powers if they haven't been used for four weeks.

Frief's magical quiver functions as a normal quiver until it contains only one magical arrow of any sort. When only one magic arrow is left, that arrow disappears and is replaced by 12 arrows with a magical bonus one less than that of the original arrow—an *arrow* +2 is replaced by 12 *arrows* +1; an *arrow* +1 is replaced by 12 magical arrows with no attack bonus (but useful against monsters like lycanthropes or gargoyles); a magical arrow with no bonus is replaced by 12 normal arrows, and so on. This continues until only normal arrows are left, but only one replacement occurs per day. The quiver does have one drawback; if an *arrow of slaying* is the arrow that would be replaced, 12 cursed arrows -1 appear. Also, under no conditions can the PC get experience points for the created arrows.

Never Empty Quiver

XP Value: 2,000

GP Value: 10,000

Kara-Tur

The *Glass Warrior*, detailed under the **Crystal Warriors** entry, carries this magical quiver, allowing it to have unlimited missile weapons at its disposal. The quiver magically creates whatever type of arrow or crossbow bolt is required by the user.

of Returning

XP Value: 1,500

GP Value: 10,000

New Item

A missile fired from this quiver always returns to it, ready for a second shot.

of Wrong Returning

XP Value: —

GP Value: 500

New Item

Missiles taken from this quiver and fired return to it—but they're always the wrong ones. If a crossbow bolt is fired, an arrow returns; an arrow returns a javelin, which, at least, is useful.





Rabbit's Foot

XP Value: 100 **GP Value:** 500

The Book of Marvelous Magic

If worn visibly on outer clothing or armor, this item gives the user a bonus of +1 to all saving throws. However, any herbivores seeing the item take an instant dislike to the wearer, having a -2 penalty to reactions.

Rag of Drying

XP Value: 250 **GP Value:** 1,250

DRAGON Magazine 30

The *rag of drying* absorbs and *teleports* into the ocean, one gallon of any noncaustic, biodegradable liquid per day.

Rainbow Scarf of Sinbad

XP Value: — **GP Value:** —

DUNGEONS & DRAGONS Master Set

The success of the famous adventurer Sinbad the Sailor (whose whereabouts and even existence is now dubious) is said to have been caused by this simple item of apparel. Especially made to aid the Epic Hero on the way to Immortality, this device must be worn at all times. It may bring luck and intelligence, but it will bring hazardous adventure as well if even a tenth of the legends are true.

This is a silk scarf, 2 feet square, decorated in swirls of rainbow colors.

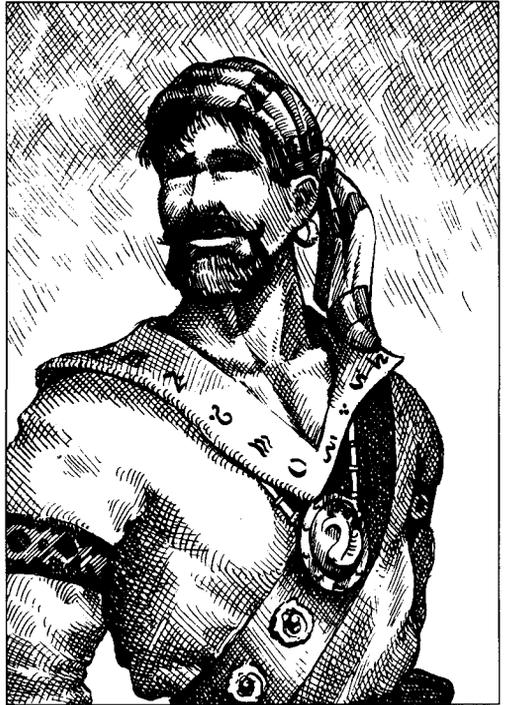
The artifact is not active when found. If it is worn while the user travels by sea, the powers of the scarf may be read in passing sea mists, by using both *read magic* and *detect invisible* spells, at the maximum rate of one power per hour.

Any power revealed can be produced by thought alone, without uttering any command words. However, the Intelligence 18 power is produced automatically whenever *open locks* is called forth, unless the user specifies otherwise.

Suggested Powers:

- *Cause Fear*
- *Bless*
- *Container* (1,000 pounds; Duration six hours.)
- *Open Locks* (75% success.)
- Saving throw bonus (+2 bonus.)
- Intelligence bonus (Increase to 18)

Suggested Handicap: When the scarf is first worn, the user's Wisdom drops by 4 points.



Suggested Penalty: 1d4 hostile monsters of some kind magically appear within 30 feet of the user. Select or randomly decide any monster from 1 to 12 Hit Dice.

Rakasta Tea

XP Value: 100 **GP Value:** 500

Rage of the Rakasta

Although strict carnivores and fierce warriors, the rakasta are also a highly civilized people. The rituals that they have created around tea ceremonies are complex and, in some cases, magical. Whenever a DM is rolling to generate treasure for a monster that is killed and the results call for that enemy to have a magical potion, a packet of magical tea leaves has been found instead. Although the effects of the tea are the same as the potion, the characters must spend a 1d4+1 rounds heating water and steeping the tea leaves before they can use it and gain the benefits.

Rake

A rake is a common farming tool, often made of wood, but sometimes having metal prongs. The handle is 3 to 5 feet long, and the 2d10 prongs may be stiff or flexible. Magical rakes have stiff metal prongs, set in a row.

of Climbing

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This rake will, on command, lengthen as much as 30 feet. If the prongs can be used to catch some outcropping or ledge, the user may hold onto the rake and command it to shorten, providing easy passage up most sheer surfaces. It may be used to descend by hanging from it and commanding it to lengthen.

Rake of Iron

XP Value: 3,000 **GP Value:** 12,000

Gods, Demigods, & Heroes

This item appears 3 feet in length but because of its magical origin and purpose it can elongate to as far as the user wishes. This rake was used by Lemmikainen's mother in recovering his body from deep under water. There is a 10% chance per turn of "raking" out the desired item (if it is there).

of Retrieval

XP Value: 200 **GP Value:** 1,000

The Book of Marvelous Magic

This rake lengthens on command in a manner similar to a *rake of climbing*. However, if it is touched to open water (pool, lake, ocean, etc.) while lengthened, it can be further commanded. If the user describes an item known or hoped to be in the water and within 360 yards, the rake lengthens further, searching for the lost item for one hour, and then shortens to normal size. If the lost item was within range, it is dragged out by the rake. Though the rake cannot retrieve a creature, it can be commanded to get an item securely fastened to a lost creature (such as a lost character's armor) by dragging the creature out with it. The rake may be used once per day. If used in any large body of salt water, there is a 10% chance per use that it will attract a large monster, such as a sea serpent, sea dragon, or other denizen of the sea.

Ship

XP Value: — **GP Value:** 1,000

The Book of Marvelous Magic

A *ship rake* looks like and functions as a *rake of retrieval* in all respects. However, if taken aboard a ship or boat of any kind, disaster occurs. When it next approaches land, the ship's hull crumbles in spite of other protections and takes double its number of hull points in damage. A *remove curse* spell cast upon the rake (not the ship) destroys the rake and removes the curse from the vessel; only a *wish* can cancel the effect while leaving the rake intact. Thus, the destruction or loss of the rake virtually dooms the vessel.

of Smoothing

XP Value: 500 **GP Value:** 2,500

The Book of Marvelous Magic

This rake can be used to remove all traces of the user's footsteps, whether indoors or outdoors, no matter how clean and uncluttered the area. It affects only traces on the ground or floor. If the user is the last of a group, the traces of the entire group may be removed.

of Tracking

XP Value: 1,000 **GP Value:** 5,000

The Book of Marvelous Magic

This rake appears to be a *rake of smoothing*, but the user's (or groups') traces reappear in 1d4 hours and may be easily seen or smelled by any animal or intelligent creature, even if the original traces were few.

Razor

A razor is a small straight blade used to shave the hair off the face or legs. As a weapon, it is generally useless since it requires such close quarters to properly function. As a throwing weapon, however, it is totally useless.

Baltron's

XP Value: 500 **GP Value:** 2,000

Baltron's Beacon

The razor is magically sharp (as a *sword of sharpness*), but cannot cut living flesh. It is useless as a weapon but excellent for shaving.

of Close Shaving

XP Value: 100 **GP Value:** 10,000

POLYHEDRON Newszine 82

Prized by the nobility, these straight-edged razors are made of platinum and encrusted with diamonds. This is a *Wade +1*, allowing the user to shave with little chance marring his or her face—if a perverse dwarf female uses it. Characters shaved with the razor gain a +1 Charisma bonus for that day. The razor is also useful in combat, functioning as a small knife.

of Truth

XP Value: 800 **GP Value:** 4,000

Land of Fate

This blade appears as a barber's razor, and has no benefit in combat. However, if used in the traditional fashion, it can be used as a tool of interrogation. When used to shave, the razor nicks the subject every time a lie is spoken (the nick is small and causes no loss of blood). In this fashion, a barber may gain information from the customer and judge its truthfulness. After the third cut, the razor cannot function for two days.

Regalia of Might

XP Value	GP Value
Crown of LG: 10,000	50,000
Crown of LN: 10,000	50,000
Crown of LE: 10,000	50,000
Crown of NG: 10,000	50,000
Crown of N: 10,000	50,000
Crown of NE: 10,000	50,000
Crown of CG: 10,000	50,000
Crown of CN: 10,000	50,000
Crown of CE: 10,000	50,000
Orb of LG: 20,000	100,000
Orb of LN: 20,000	100,000
Orb of LE: 20,000	100,000
Orb of NG: 20,000	100,000
Orb of N: 20,000	100,000
Orb of NE: 20,000	100,000
Orb of CG: 20,000	100,000
Orb of CN: 20,000	100,000
Orb of CE: 20,000	100,000
Scepter of LG: 30,000	150,000
Scepter of LN: 30,000	150,000
Scepter of LE: 30,000	150,000
Scepter of NG: 30,000	150,000
Scepter of N: 30,000	150,000
Scepter of NE: 30,000	150,000

Scepter of CG: 30,000	150,000
Scepter of CN: 30,000	150,000
Scepter of CE: 30,000	150,000

Eldritch Wizardry

There are several sets of the crown, orb and scepter, one for each alignment. They are scattered across the world and well hidden. Each item is only useful to one who is of the same alignment as the item, others take 2d12 points of damage when touching it. The crowns of the various alignments look very similar, as do the orbs and scepters. Obviously a *detect evil* (or *good*) spell has no effect on them. They have the following abilities and penalties:

Orb of Lawful Good:

- *Levitation*.
- *ESP*

Crown of Lawful Good:

- *Charm monster* with -3 on saving throws twice a day.
- *Speak with dead*.
- User immune to disease.
- *Sleep* (also affects up to one creature of any level), 3 times a day.

Scepter of Lawful Good:

- User has no need to eat or drink.
- *Detect magic*.
- *Stoneflesh* twice a day.

Two Lawful Good items:

- All powers of the two owned items.
- As long as user has artifact on his or her person, he or she acts as a magic drainer. Any magic directed at the owner has no effect, the user cannot employ magic, and any magical item that touches any part of his or her body permanently loses its magical ability.
- *Time stop* once per day.

Three Lawful Good Items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- This artifact compels the user to go on a *holy quest*. As soon as the user fulfills the quest, he or she is immediately sent on yet another quest.
- Artifact gives *legend lore* and *commune* upon command by the user.

Orb of Lawful Neutral:

- *Light*.
 - *Read magic*.
- Generate a 20-HD *fireball* once per day.

**Crown of Lawful Neutral:**

- *Invisibility*.
- *Detect invisible* objects.
- Generate a double effect *slow* spell twice a day.

Scepter of Lawful Neutral:

- *Fly*.
- *Detect evil* (or good if evil, or both if neutral).
- *Polymorph* any object with -2 on saving throws.

Two Lawful Neutral items:

- All powers of the two owned items.
- User becomes fantastically strong but clumsy. Treat as a 18/00 strength, except that instead of receiving a +4 hit he or she receives —5 on attack rolls and is equally clumsy in casting spells, prone to drop items, and damage breakable ones with his or her incredible strength.

- User granted one *wish* per week.

Three Lawful Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User goes insane for 1d3 days (roll for random actions).
- User may restore 1 lost level (as a *restoration* spell) once per week (drained from a PC?).

Orb of Lawful Evil:

- *Clairaudience*.
- Move at double speed.
- *Fear* with -2 on saving throws twice per day.

Crown of Lawful Evil:

- *Clairvoyance*.
- Move at double speed.
- *Cause serious wound* of double effect, twice a day.

Scepter of Lawful Evil:

- *Water breathing*.
- User protected against attacks as if wearing +1 armor.
- *Shape change* once per day.

Two Lawful Evil items:

- All powers of the two owned items.
- User has a poison touch. Anyone he or she touches must make a saving throw against poison.
- User may summon a fiend once per day. The fiend will serve the user for 2d12 turns.

Three Lawful Evil items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- Each time the artifact is used, user loses 1 hit

point permanently.

- All of user's abilities are raised to scores of 18 (18/00 for Strength), as long as user owns the relic.

Orb of Neutral Good:

- *Telekinesis.*
- *Wizard eye.*
- *Cold ray* of 10 HD effect three times a day.

Crown of Neutral Good:

- Detect traps and secret doors.
- *Cure light wounds* once per day.
- *Finger of death* with -A on saving throws once per day.

Scepter of Neutral Good:

- *Fire resistance.*
- *Speak with animals.*
- *Regenerate* up to one half of all points lost in combat.

Two Neutral Good items:

- All powers of the two owned items.
- User cannot touch or be touched by any type of metal, it simply passes through with no effect.
- User has limited omniscience. He or she may ask the **DM** any question once a day, and if the judge actually knows the answer, all or part of the question may be answered at the DM's discretion.

Three Neutral Good items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User sustains double damage when attacked while using artifact.
- User granted one *wish* per week.

Orb of Neutral:

- *Speak with plants.*
- Adds Id3 points to one ability while using the artifact.
- *Paralyzation* with -3 on saving throw three times a day.

Crown of Neutral:

- *Speak with dead.*
- *Levitation.*
- *Dispel magic* four times per day.

Scepter of Neutral:

- *Read magic.*
- User has no need to eat or drink.
- Generate a 20 HD *lightning bolt* once per day.

Two Neutral items:

- All powers of the two owned items.
- This artifact (which appears as some type of

weapon) has no power whatever until it is used to kill a certain, predetermined type of monster (example: a vampire). Once this type is killed with the relic, the relic immediately regains all of its powers. However, whenever another certain, predetermined type of monster is sighted (example: a troll), the artifact compels the user to attack and slay the monster, and when this is completed, the artifact loses all of its powers until another monster of the same type as first mentioned (a vampire, again) is killed.

- *Power word kill* once a day.

Three Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User has limited omniscience, and may ask the DM any question once a day—if the judge actually knows the answer, he or she may answer all or part of the question at the DM's discretion.
- Each time the artifact is used, the user loses 1 point on one of his or her abilities permanently, and the abilities may never be increased.

Orb of Neutral Evil:

- *Detect evil* (or *good* if evil, or both if neutral).
- *Detect invisible objects.*
- *Teleport twice* per day.

Crown of Neutral Evil:

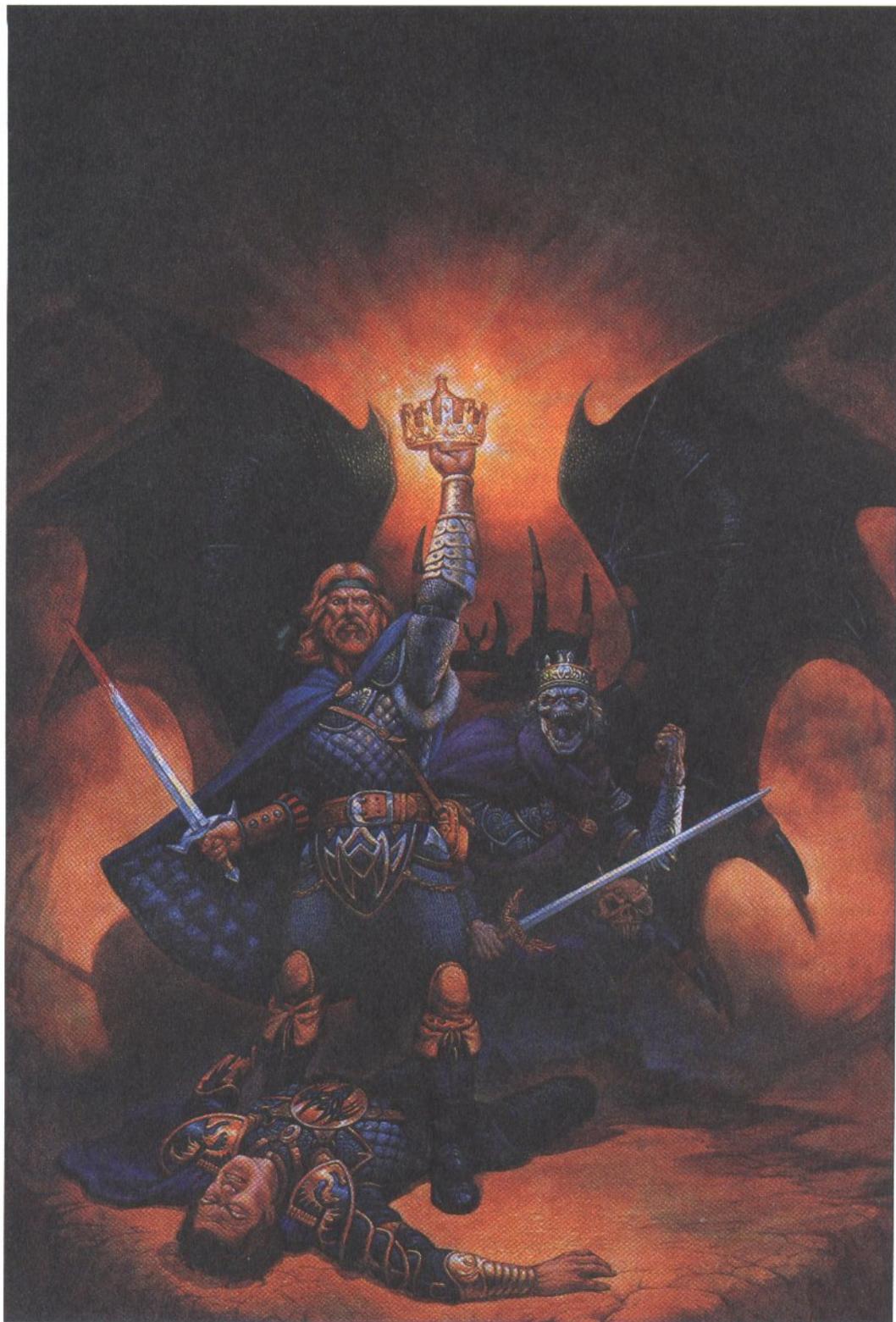
- *Infravision.*
- *Clairvoyance.*
- *Conjure* one elemental, djinn, efreet, or invisible stalker once per day.

Scepter of Neutral Evil:

- *Wizard eye.*
- User protected against attacks as if wearing *armor +1.*
- *Stoneflesh* twice per day.

Two Neutral Evil items:

- All powers of the two owned items.
- Use of this artifact causes the user to eventually become ethereal every time he or she is under stress. Each time it is used, the user has a 2% chance (cumulative) of going ethereal while under stress—after 10 uses the owner has a 20% chance of becoming ethereal when under stress. Being under stress is defined as any situation where the user faces any monster, trap, place or person that the user is uncertain that can be conquered or solved. After 50 uses, the user becomes ethereal every time that he or



she is under stress. The ethereal state lasts until the stress is removed.

- User becomes super charismatic. Any creature of same alignment who can communicate with the user willingly serves the user (without compensation) for 1d6 turns. After that time the enchantment wears off and they are no longer able to serve in any case and may become hostile.

Three Neutral Evil items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User loses one level of experience with each use.
- *Power word kill* once a day.

Orb of Chaotic Good:

- *Speak with animals*.
- *Cure light wounds* once per day.
- *Monster summoning* once per day.

Crown of Chaotic Good:

- Detect traps and secret doors.
- Adds 1d3 points to 1 ability while using artifact.
- User may become ethereal twice per day.

Scepter of Chaotic Good:

- *Speak with plants*.
- *Fire resistance*.
- *X-ray vision*.

Two Chaotic Good items:

- All powers of the two owned items.
- Each day that the owner of this relic wishes to make use of its powers, a human sacrifice must be made to the relic (possibly one of the player characters). The relic then functions normally for 24 hours. After that another sacrifice must be made or the relic ceases to function.
- User may *raise dead* fully once a day.

Three Chaotic Good items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- User becomes 2 inches shorter each time artifact is used.
- User of this artifact always receives a premonition of danger, just before the event occurs. It does not tell the character what to expect, just that there is danger near.

Orb of Chaotic Neutral:

- *Clairaudience*.
- *Fly*.
- *Spell turning*.

Crown of Chaotic Neutral:

- *Light*.
- User immune to disease.
- *Death* spell twice a day.

Scepter of Chaotic Neutral:

- *Water breathing*.
- *Detect magic*.
- *Power Word Stun* once a day.

Two Chaotic Neutral items:

- All powers of the two owned items.
- The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.
- *Finger of death* with no saving throw twice per day.

Three Chaotic Neutral items:

- All powers of the three owned items.
- All the powers granted from owning two items.
- The item causes greed and desire in any person viewing it. There is a 10% cumulative chance that each time any person sees the item he or she attacks the owner, slays the owner, and takes it.
- User may restore one lost level (as a *restoration* spell) once per week (perhaps one drained from a nearby, friendly PC).

Orb of Chaotic Evil:

- *Telekinesis*.
- Move at double speed.
- Touch turns opponent's bones to jelly, usable once per day.

Crown of Chaotic Evil:

- *ESP*
- *Invisibility*.
- Locates treasure as follows (select one):
 1. Silver, gold, etc. within 90 feet
 2. Gems within 60 feet
 3. Magic within 10 feet

Scepter of Chaotic Evil:

- *Detect invisible objects*.
- Detect traps and secret doors.
- Has the power of a *gem of seeing* when held by the owner.

Two Chaotic Evil items:

- All powers of the two owned items.
- The item is itself a live, sentient being, commanded by magic to serve. However, there is a 2% possibility per use that the being revolts and does one of the following:
 1. Kill the individual and go back into the item.
 2. Carry the individual off on some mission of

the item's choosing.

3. Dominate the individual and make him or her a servant of the item for one month.
 - *Disintegrate* three times per day.

Three Chaotic Evil items:

These are the power and penalties available when three items are owned:

- All powers of the three owned items.
- All the powers granted from owning two items.
- There is an increasing chance that the power confined in the object breaks free, takes over the wielder of the item by destroying the individual's soul, and then (masquerading as the person) kills all of the hirelings and associates of the person. The chance should range from 1% to 4%, cumulative, per use of the item.
- Artifact gives *legend lore* and *commune* upon command of the user.

Regalia of Might II

XP Value: — GP Value: —

Book of Artifacts

There are three different sets of the *regalia of might*, one for each ethos—Good, Neutral, and Evil. Each set consists of three pieces—a crown, an orb, and a scepter. All three sets are cloaked by a powerful illusion that makes them all look identical. In this form, the crowns are gold and red velvet, and studded with stones of great wealth. The orbs, about the size of melons, are enameled blue and red and set with a ring of pearls, and the scepters (no matter what their true size) are iron-shod rods with carved knobs at the top. The work on every piece is clearly of the best quality.

In the hands of a like-aligned creature, the pieces are perceived as unique in appearance and there is no confusing the different regalia.

The descriptions below are of each item in "true" form, normally recognized only when the *regalia of might* is carried by a creature of concordant alignment and of sufficient power to wield the devices as explained.

The Regalia of Good. The *crown of good* is a thin coronet of twisted silver, decorated with incredibly detailed, golden laurel leaves, so that the whole thing looks like a victor's wreath. When worn by a good-aligned creature, the crown radiates a brilliant light that obscures the wearer's face. The *orb of good* is a sphere of purest crystal, encased in a filigree cage of golden laurel leaves. As large as a cannonball, it is nonetheless quite light and easy to carry. The

scepter of good is a slender rod of polished crystal, entwined with verdant vines of silver and gold and topped with a gem that blazes with brilliant white light.

The Regalia of Neutrality. This set of regalia is the least ostentatious of the three, as befits the somewhat passive role of most neutral powers. The *crown of neutrality* is carved from a single piece of smoky quartz, polished to a dazzling smoothness; when worn, the creature's face is concealed behind a shimmering, smoky veil that radiates from the crown. The *orb of neutrality* is crystalline, as is the *orb of good*, but it is of smoky quartz, caged in green jade, carved like smoke. The *scepter of neutrality* is a rod almost as long as a staff. It is made from smoky quartz and sparkles with flashes of light—some brilliant white, others blood red. When gripped, a thin wisp of smoke trails from the tip.

The Regalia of Evil. This set, when used by a creature of evil alignment, is easy to distinguish from the others. The *crown of evil* is a single piece of black iron, cast into the form of a flaming headpiece. The craftsmanship is harsh and the iron is filled with impurities that leave the surface coarse. When worn by an evil creature, the iron flames blaze into reddish light and magical flames (that cause no harm) lap and flicker over the head, concealing the wearer's face. The *orb of evil* is an iron sphere, pitted and scarred, of apparently crude workmanship. The sphere is bound in chains of iron, equally harsh and crude. Red sparks fly from the orb at the slightest touch. The *rod of evil* is a staff of iron, draped with chains that clank and rattle. A flame of red fire (that radiates no heat) springs from the top.

The *regalia of might* is reputed to be perhaps the greatest of all artifacts, though this is only speculation, for no one can honestly claim to have used all of them. They are certainly the most ancient, having existed since before the time of men. It is believed the regalia was fashioned by the gods, to spare the multiverse from ultimate destruction of those powers as they made war.

For an eternity before recorded time began, the many powers struggled for ascendancy in the Outer Planes. But such is the way of the gods that seldom did the powers directly attack each other, fighting their battles in the mortal worlds instead, and manipulating their creations like pawns on a gameboard. As the battle raged on distant planes, the waste and destruction were horrendous.

Finally, the wisest deities agreed that this could no longer continue. They decreed that each ethos, Good, Neutral, and Evil, should outfit a champion who would stand for that faction in future contests. Three items, objects of celestial might, were given to each champion: the crowns, orbs, and scepters.

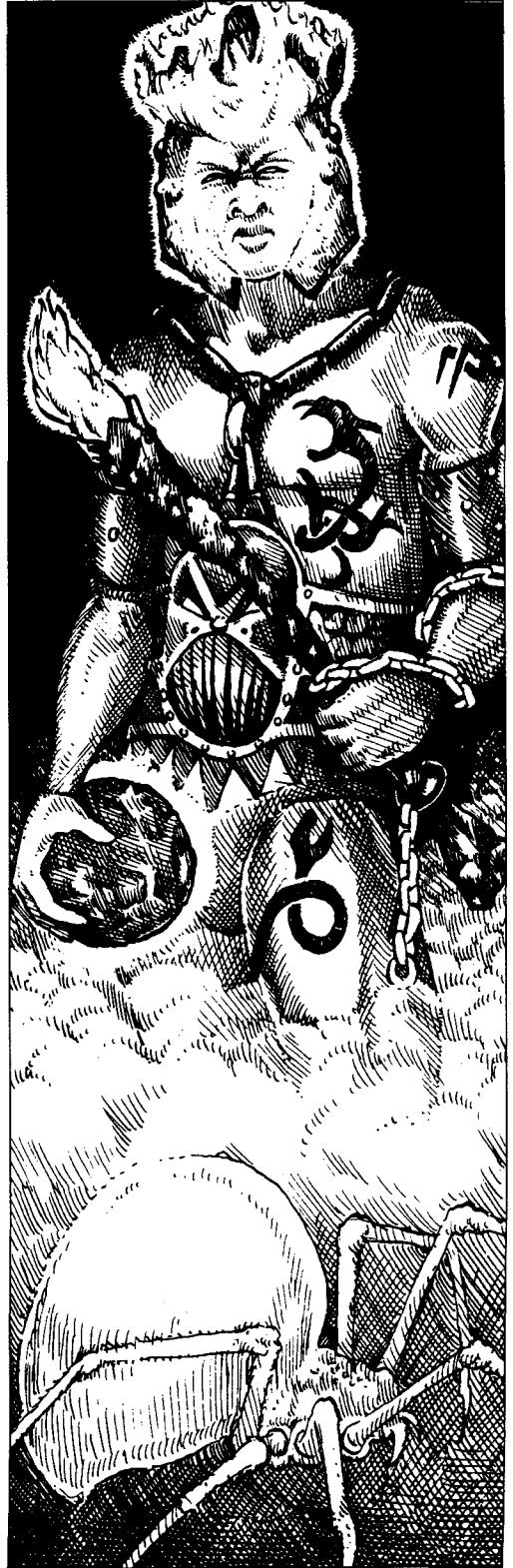
Just how the deities struck this agreement, and how they enforced their will upon the dissenting powers is unknown. Nor is it even certain just who among the gods proposed the idea (several deities lay claim to this achievement). Suffice it to say that great and mysterious are the workings of such powers, for the feat was accomplished. The terms set, each group set to the task of fashioning their regalia according to its nature. Speed was essential, for all had agreed to finish their work in a single millennium.

The gods of good, it is said, met in a great council, and they chose from among their numbers the three greatest craftsmen and set them to the task. These three worked together to create their three pieces of regalia, each sharing his knowledge and experience with the others.

The gods of neutrality did not accept this approach, but met in council and choose the pattern desired for their version. The neutral craftsmen-gods were summoned and a competition was proposed. Each craftsman-god was to design a single piece of the regalia, be it crown, orb, or scepter, and the finest would be used by neutrality's champion.

The gods of evil proposed a competition, too. Whoever among them, whether craftsman or not, could produce a crown, orb, and scepter could claim the right to outfit the champion of evil. The evil deities threw themselves to their work with a frenzy. Not content to merely build, they schemed, spied, robbed, and betrayed each other in their struggles to win this contest.

Finally, the deadline was reached and the gods reconvened to approve the results. So long ago did all this transpire that men and perhaps even the deities themselves have forgotten the names of those who labored for each group. But first came the three craftsmen of good, who had labored in harmony to prepare their items. Next came the three victors of neutrality, each bearing his contribution to the regalia. Lastly came a trickster god, evil's victor, who had cunningly stolen his prizes from the workshops of others. When they beheld the regalia, the wise gods were



content and proclaimed the great wars ended. From now on, all disagreements were to be settled by champions chosen to wear the regalia.

Since that time, each group has watched over its regalia in its own way. By agreement, the deities of good hold theirs as a group. The *regalia of might* is available to any power who should need them. The powers of neutrality could not be so amicable in their approach, however. Rather, they agreed that each deity should hold the items for a period of time and then pass them to another. The owner had absolute control over the regalia and could use them or give them away as he pleased. The powers of evil took their usual, direct approach to the question—possession of their regalia went to whomever was strong enough, devious enough, and savage enough to take and hold them. If a deity needed the *regalia of evil*, he had to take them from their current owner. The evil regalia became much contested, used as much by fiends in the Blood War as by evil's champions against those of good and neutrality. Over the years, the three evil pieces have been separated and sometimes even lost. This may even be the case today.

All three sets of regalia, no matter of what ethos, are powerful artifacts and should not be used in a campaign without an expressed and a carefully thought-out purpose. Fortunately, several conditions on these items make it difficult, if not impossible, for PCs to gain full benefit, or in some cases any benefit, from the artifacts. Still, the DM should do everything possible to limit character use of such items.

Introducing the regalia into a game varies, depending on which set the DM intends to use. The DM should remember that the regalia was created for a specific use, so if one set appears, it is quite likely to be followed by one or both of the others. It is assumed that the sets are to be used by a pair of champions who must fight to settle some celestial dispute.

The *regalia of good* is never found purely by accident; good gods don't misplace their items (although evil deities might steal them). They are either safely stored on their own plane or loaned out for some purpose. Thus, the *regalia of good* only appears when there is a need for their use. The PCs might *think* they have accidentally found a great treasure, but this discovery should always be part of a greater plan. The *regalia of good* normally enters an adventure when one of the player

characters is called upon by his or her deity and is saddled with the awesome responsibility to act as a champion of cause.

Likewise, the *regalia of neutrality* is not haphazardly left about, although the powers of Evil might plot to whisk them away. Their appearance should herald some purpose, but this may be simply to prevent conflict between the champions of Good and Evil.

The *regalia of evil* is another matter. With the constant squabbling of the evil lords, their regalia has been known to slip from their grasp from time to time, and it is possible that one of the pieces could find its way to the Prime Material Plane. Once there, it could be discovered by the PCs or by an NPC.

Of course, just stumbling across the regalia does an injustice to a good potential storyline. If the items are something the player characters could potentially use (most likely one or more of the good or neutral pieces), one of the characters may be thrust into the role of champion of the ethos—at least temporarily. For whatever obvious or inexplicable reasons, the gods have chosen the PC to face another champion (outfitted with appropriate pieces of regalia), thereby settling some celestial dispute. The contest need not be over some world-shattering conflict; deities squabble over all sorts of petty details—they could even be vying for the favors of a mortal. In any case, the champion should be the equal of the PC unless it is evil, in which case the evil forces cheat and make their man a little tougher. The character may never know of the divine roles, or have to figure it out and then find the enemy.

When all is said and done, whether the character wins or loses, the piece or pieces of the regalia magically disappear—the powers never leave such items behind. Any reward the PC receives depends upon the task performed and the nature of the deity involved. Characters should not expect much reward from evil gods!

Of course, the PCs could just accidentally find a piece of the regalia—particularly if it was stolen from or by an evil deity. Legends and tales of the regalia exist in most faiths, and high priests can recognize the items for what they are. Unhappy indeed are the servants who refuse to yield these treasures back to their divine masters. The gods may even take note and send special messengers to claim what is rightfully theirs. Servants of good deities first try honest and gentle

persuasion, but evil deities almost certainly punish anyone who possesses their regalia, on the simple assumption that the current owner deserves his fate. In this case, even giving up the regalia is likely to do the PCs little good. But they must find some way to do so, through clever oaths or the protection of others, to save their skins.

In all cases, the regalia should not remain in a campaign for very long. These are not items to be held by kings, great wizards, or even the highest of high priests. Once any part of the regalia has been used for its purpose, it should vanish, preferably with enough drama or terror to remind the player characters of just who and what they have been dealing with. If a piece is accidentally found, the PCs will be faced by an ever-escalating series of messengers until such time as the item is recovered.

Each of the nine pieces of regalia has a different collection of powers, although different crowns, orbs, and scepters may have some powers in common. Each, too, has its own perils that can affect the foolish and unworthy. The sets also have ever-increasing resonating powers, so that the might of the regalia grows with each item acquired.

The powers and curse for each piece of regalia is described separately. After the powers for all three pieces of a set are given, the resonating powers for various combinations of that set are described, along with any additional curse effects that may occur. Following the powers and curses is a section listing suggested means of destroying the entire set of regalia.

The Crown of Good

Constant Powers: The crown confers upon the wearer Wisdom and Charisma of **21**, including all benefits for bonus spells, magical defense, spell immunities, and reaction adjustments.

Invoked Powers: The crown can create a *minor globe of invulnerability* around the wearer once per day.

Random Powers: The crown possesses two abilities from **Artifact Table 1-05: Detection**.

Curse: First and foremost, the crown, like all the pieces of regalia, is attuned only to its alignment ethos. Neutral characters who touch the crown suffer 5d6 points of damage (no saving throw, excepting neutral good characters, who are allowed a saving throw vs. spell to halve this

effect). Evil characters who touch the crown must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Among good characters, only those with lawful heart can use all the item's powers. For others, only the invoked power functions.

Although not a curse, the crown does have a drawback in it, which its owner (whether the crown is worn or not) is no longer capable of telling a falsehood or performing acts that would normally be considered evil. Note that this prevents the character from bluffing or making threats he or she does not intend to carry out. Even haggling in the marketplace can become difficult, should the character manage to dicker the price down to a "steal."

The Scepter of Good

Constant Powers: While the scepter is gripped, the owner is immune to all wizard spells of the enchantment/charm school, and to all priest spells of the charm sphere.

Invoked Powers: At the wielder's mental command, anyone touched by the scepter must save vs. paralyzation or be held motionless for 3d6 rounds. The scepter also functions as a *rod of rulership* with endless charges.

Curse: The scepter is sensitive to alignment. Neutral characters who touch the scepter suffer 5d6 points of damage (no saving throw). Evil characters who touch it must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Even good characters must be lawful in order to benefit from the constant powers of this artifact.

Not viewed as a curse by the powers of good, the owner of the scepter must live up to noble ideals. Specifically, the owner of the scepter must always come to the aid of those in need, whether they are accused innocents in the marketplace or the oppressed masses of distant lands. This call cannot be refused or resisted unless the character is already involved in another quest or actively battling the champion of the other powers. The master of the scepter becomes a true knight-errant, forever galloping off to right every wrong.

The Orb of Good

Invoked Powers: All of the orb's powers must be activated with a command word (DM's choice). First, it functions as a *gem of brightness* with unlimited charges. Second, the orb can *heal*

(1/day) any creature that touches it.

Random Powers: The orb possesses one ability from **Artifact Table 1-06: Divination**.

Curse: Like the crown and scepter, the orb is selective about who handles it. Neutral characters who touch the orb suffer 5d6 points of damage (no saving throw). Evil characters who touch it must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Good characters of less than lawful purity can only use its healing ability.

Another consideration for the owner of the orb is that all worldly possessions must be sacrificed (given to charity) and all titles and claims must be forever renounced; knights forswear their fealty oaths, priests leave their temples, and wizards give up their magical wonders. Only the other pieces of the regalia (if available) and the most humble of dress and weapons (all nonmagical) may be retained. Anything given up cannot be reclaimed after the artifact has disappeared.

Resonating Powers (two items): If any two items of the regalia are held by a single character, additional benefits accrue. Upon gaining the second item, the character immediately gains one level of experience, and his or her experience point total is set halfway to the next level. The character gains all benefits of the new level. This can only happen once to a character or adventuring party (unless the current owner dies). Even if the items are stolen and then returned to a different member of the group, the benefit will not appear.

Possessing two of the three items also adds one power from **Artifact Tables 1-10: Elemental Earth** and **1-18: Offensive Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are received, and the regalia reveals another power from **Artifact Tables 1-16: Minor Powers**, **1-17: Movement**, and **1-21: Personal Enhancements**. These bonuses last only as long as the creature retains all pieces of the regalia. If one is lost, stolen, or surrendered, the benefits of possessing all three are immediately lost.

Resonating Curse: Possession of any two pieces of the regalia causes no additional harm (beyond those already described). However, once a PC gains all three items, *artifact transformation* begins, and the character gradually becomes a planar aasimon (see the MONSTROUS

COMPENDIUM, *Outer Planes appendix*). If the change is completed, a PC is forever lost (NPC status), but if the regalia is lost or removed prior to the final phase, the character slowly reverts to normal.

Suggested Means of Destruction:

- Smelt down the items at the forges of the deities who fashioned them.
- Whisper the *Ten Thousand Secrets of Destruction* over each one.
- The items vanish at the end of the reign of the gods.

The Crown of Neutrality

Constant Powers: So long as this crown is worn, the owner can automatically distinguish between truth, half-truth, and lies he hears or reads. Only an *undetectable lie* can conceal the truth.

Random Powers: The crown possesses two abilities from **Artifact Table 1-06: Divination**.

Curse: The crown functions best for those of true neutral alignment. Characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw) when first touching the items, and those characters can use only their invoked powers. Other-aligned characters who touch the artifact suffer 5d6 points of damage (no saving throw).

True neutral characters are possessed by the impartial nature of the cold, neutral powers, and expose all lies they hear. No matter who speaks (even that PC), the wearer must reveal falsehoods so fair judgments can be made.

The Scepter of Neutrality

Constant Powers: The holder of the scepter regenerates 2 hit points per round, but cannot regenerate from fire, acid, (un)holy water, or death, nor do severed limbs regenerate.

Invoked Powers: Upon command, the scepter generates a thunderclap like a *staff of thunder and lightning*. The scepter also functions as a *rod of beguiling*.

Random Powers: The scepter endows the wearer with one power from **Artifact Table 1-05: Detection**.

Curse: Characters not of the neutral alignment who touch the artifact for the first time suffer 5d6 points of damage (no saving throw), and characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw). Such

characters can only use the invoked powers of the scepter, provided they can identify them.

Desiring harmony and balance, the powers of neutrality require the holder of the scepter to seek a settlement to all disputes. The settlement can be a truce, surrender, payment, bribe, or whatever, as long as peace is attained. The character cannot allow any dispute to remain unnegotiated, be it a war between two kingdoms or a lover's quarrel.

The Orb of Neutrality

Constant Powers: When gazed, the orb functions as a *gem of seeing*.

Invoked Powers: The orb creates a floating fiery *symbol of persuasion* (1 per day).

Random Powers: The orb has two powers from **Artifact Table 1-23: Protection**.

Curse: Characters not of the neutral alignments who touch the artifact for the first time suffer 5d6 points of damage (no saving throw). Characters of neutral good or neutral evil alignment suffer 3d6 points of damage (no saving throw). Such characters can only use the constant powers of the orb, provided they can identify them.

The bearer of the orb must always abide by the terms of any oath, deal, vow, treaty, pact, contract or other agreement that he makes. This power is in effect even when the character is not holding the orb—possession of the artifact is all that is required.

Resonating Powers (two items): If any two pieces of the *regalia of neutrality* are held at the same time, the character who wields them immediately gains one level of experience, and his or her experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This can only happen once per character or adventuring party (unless the current owner dies). Even if the items are stolen and returned to a different party member, the benefit doesn't occur.

The holder of two parts of the regalia gains one additional power from **Artifact Tables 1-16: Minor Powers** and **1-15: Major Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are gained, and the regalia reveals another power from **Artifact Tables 1-03: Conjunction**, **1-18: Offensive Powers**, and **1-21: Personal Enhancements**. These bonuses last only as long as the creature retains all three pieces of the regalia. If any one of them

is lost, stolen, or surrendered, the benefits of having all three are lost.

Resonating Curse: Possession of any two pieces of the *Regalia of Neutrality* causes no additional harm (beyond those already described). However, once all three items are held, the process of *artifact transformation* begins. The character is slowly transformed into a marut (see the Outer Planes appendix of the MONSTROUS COMPENDIUM*). Once complete, a PC is lost forever (NPC status). Should the regalia be lost or removed prior to the final phase, the PC slowly reverts to normal.

Suggested Means of Destruction:

- The items vanish when good and evil reach a perfect stalemate.
- Immerse them for 1,000 years in the pure essences of the Positive and Negative Material Planes.
- They lose power when someone buys them from the gods of Neutrality.

The Crown of Evil

Constant Powers: When worn, the crown confers fire giant Strength (Str 22; +4 on attack rolls, +10 damage) upon its wearer.

Invoked Powers: By touch, the wearer of the crown can *animate dead* (3/day).

Random Powers: The crown endows the wearer with one power from **Artifact Table 1-23: Protection**.

Curse: The crown is attuned only to those of extremely evil alignment. Neutral characters who touch the crown for the first time suffer 5d6 points of damage (no saving throw), although neutral evil characters are allowed a saving throw vs. spell to halve the damage. Good characters who touch it for the first time must save vs. death magic, and those who succeed still suffer 5d6 points of damage. Among evil characters, only those of chaotic bent can use all the item's powers. For others, only the constant power functions correctly.

As part of their perverse blessing on the crown, the powers of evil constructed the artifact so that, when worn, it is impossible for the owner to answer any question truthfully. Perhaps the rationale behind implementation of such a power was to protect their champion from interrogation, or perhaps it was just a whim. The champion can speak truthfully of his or her own accord, but any question automatically results in a lie.

The Scepter of Evil

Invoked Powers: Upon command, the scepter functions as a *rod of error* (with no chance of Charisma loss).

Random Powers: The holder of the scepter gains two abilities from **Artifact Table 1-18: Offensive Powers**.

Curse: Like the all pieces of the *regalia of evil*, the scepter is attuned only to those of evil alignment. Characters of differing alignments who handle the scepter suffer the same effects as given for the *crown of evil*. Among evil characters, only those of chaotic alignment can use all the item's powers. For others, the scepter functions only as a *rod of error*.

As befits the nature of evil, the bearer of the scepter quickly comes to imagine that he or she is supreme, the natural leader and ruler of all. Only powers of demigod or greater status are immune to this, since they already consider themselves to be (and they are) supreme beings. Those overcome with selfimportance can no longer accept any settlement or compromise. The bearer of the scepter must be first in all things. The bearer does not relent until all those who stand in opposition (friend or foe) recognize his or her might, abjectly surrender, flee in terror, or lie crushed beneath the heel of evil. Indeed, the greater the foe, the more urgent is the desire to overthrow them.

The Orb of Evil

Constant Powers: When held, the orb automatically allows its owner to command any non-planar undead creature within 30 feet. The undead are controlled as long as they remain within the radius of effect and for $4d4+1$ hours after that. The character need but speak the desire of his or her tainted heart and they are unwaveringly executed by the commanded undead. (Free-willed and mindless undead are affected equally.)

Random Powers: The orb possesses two abilities from **Artifact Table 1-15: Minor Powers**.

Curse: Like all parts of the regalia, the orb is attuned only to those of evil alignment. Characters of differing alignments who handle the orb suffer the same effects as given for the *crown of evil*. Among evil characters, only those of chaotic disposition can use all the item's powers. For others, only the orb's invoked powers can be used.

Furthermore, the orb itself covets worldly goods, particularly magical items. Before its constant power can be used, it must be activated by the sacrifice of a permanent magical item (includ-

ing chargeable items). Once touched by the orb, the item crumbles to dust. The wielder of the orb also must own the magical item in question—merely touching the orb to someone else's magical armor will not do, for example. Items destroyed by the orb are lost forever, beyond even the power of deities to recover. Once activated, the orb's constant powers function for 24 hours.

Resonating Powers (two items): If any two pieces of the *regalia of evil* are possessed, the character immediately gains one experience level, and his or her experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This can only happen once per character or party (unless the current owner dies). Even if the items are stolen and returned to a different member of the group, the benefit doesn't accrue.

In addition, the holder of two parts gains an extra power from both **Artifact Tables 1-06: Divination** and **1-18: Offensive Powers**.

Resonating Powers (all items): If all three items are held by a single creature, all the benefits described above are received. In addition, the regalia reveals another power from **Artifact Tables 1-23: Protection**, **1-08: Elemental Fire**, and **1-21: Personal Enhancements**. These bonuses last for as long as all the pieces of the regalia are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Resonating Curse: Possession of any two pieces of the regalia causes no additional harm (beyond those already described). However, once a character gains all three items, the process of *artifact transformation* begins. The character is gradually transformed into a bebilith, an odious servant of death and torture (see the *Outer Planes appendix* of the MONSTROUS COMPENDIUM®). Once the transformation is complete, the character is forever lost, but if the regalia is lost or removed prior to the final phase, the character slowly reverts to normal.

Suggested Means of Destruction:

- The powers of good utterly conquer the powers of evil.
- The items are buried at the very heart of the Positive Material Plane.
- The powers of evil are tricked into destroying them.

Combining Regalia of Various Alignments: Rare though it might be, it is possible for the

same character to come into possession of items of regalia from separate ethos. For instance, a character holding the *crown of good* might be tempted (by a devious evil deity) to pick up the *scepter of evil*.

The result is an explosion of charged magical energy which, though it can vary in intensity, almost certainly brings woe to the unfortunate at the heart of the blast. This is a very bad thing, at least for the character. Fortunately, battling another champion who is using a different piece of regalia does not trigger any disasters (other than the fight it might cause).

Possessing any piece of regalia allows the owner to see all others in their true form, and the differences in appearance should serve as a dire warning. Similarly, the character can also sense the ethos of any other piece of regalia. While holding the *orb of neutrality*, for example, the priestess Livaria can feel the goodness radiating from the *crown of good* before her. These two clues should certainly inform Livaria that she is attempting to combine oil and water, so to speak. If she fails to consider the consequences and claims the crown, then her mistake is soon clear.

Depending upon the mix of artifacts, the result of one character holding them varies:

Good and Neutral: As soon as a character acquires both items, an interplanar instability occurs and a rift is torn to a randomly chosen Upper Plane. The PC is automatically sucked through the gap with wrenching force (that inflicts 3d10 points of damage). Anyone within 5 feet of the holder must make a saving throw vs. death magic or suffer the same fate. Those between 6 and 20 feet away suffer only the 3d10 points of damage (save vs. breath weapon for half damage).

The regalia then disappears, either returning whence they came (to wherever the deities of good store their items) or scattering to random Prime Material worlds.

Good and Evil: As soon as both items are held, a massive blast occurs. The character at the heart of it is instantly vaporized (no saving throw). Those within 20 feet suffer 10d10 points of damage (save vs. breath weapon for half damage) and those between 21 and 40 feet away suffer 3d10 points of damage (same saving throw). The pieces of regalia are hurled to completely random locations on any Prime Material world, although they may be quickly recovered by servants of the deities.

Neutral and Evil: As with good and neutral couplings, this pairing opens up a rift, though this rent leads to a Lower Plane. The effects of this rift are the same as those described above, but anyone sucked through is not likely to arrive in a hospitable location.

Rift Spanner

XP Value: 40,000

GP Value: 200,000

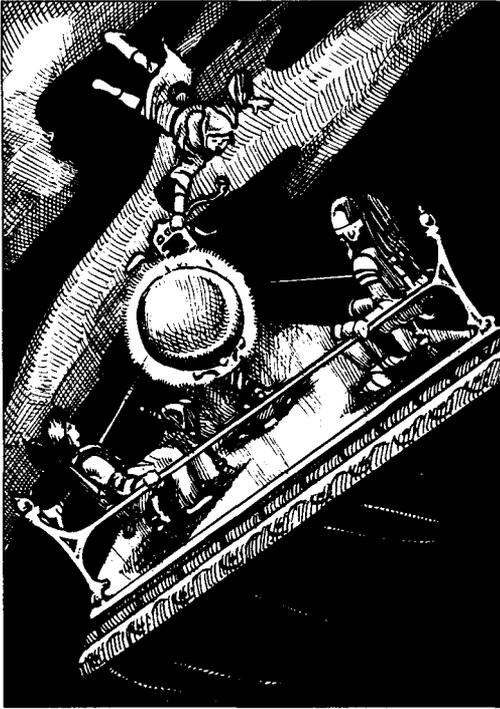
Children of the Night

The *rift spanner* is a huge device which was designed and built to puncture the fabric of Ravenloft and allow escape from the Demiplane of Dread. Its ability to do this makes it one of the most powerful magical objects ever constructed. When it is fully charged, it can carry up to three human-sized creatures across the misty fabric of Ravenloft's ethereal border and back to the Prime Material Plane. However, the very ties with the demiplane that give them their special powers prevent domain lords from being able to escape with this device. They are too firmly tied to Ravenloft, and would simply be left behind when it makes its way clear of the misty borders.

This magical contraption, triangular in shape, is composed of a brass framework that stretches some 8 feet on a side. The most obvious feature of the device is the great *iridium orb* that stands at its center. Fully 5 feet in diameter, this opalescent sphere glimmers and pulses with the tremendous energies trapped at its heart. Three brass seats, positioned at the corners of the triangular base, face toward the orb with a small bank of controls before each. Leather straps on each seat can be used to secure an occupant.

Although it usually rests in an inert state, the *rift spanner* has two operational modes. The first is used to charge the device in preparation for travel. The second is engaged when the machine is ready to attempt transit across the planes.

Charging, the *rift spanner* is a very difficult, time-consuming, and gruesome operation. In order to operate, the *iridium orb* must be charged with life energy. The more energy in the orb, the better the chance that the spanner will reach its intended destination. Anyone who is seated in one of the brass chairs when the spanner's recharging mode is activated is instantly slain, drained of all life energy. If the victim is not strapped in, he or she may make a saving throw vs. death magic to leap out of the chair before being killed. When this happens, the victim is



reduced to one half his or her current level (rounded down). If the victim is strapped in or otherwise unable to escape the brass chair, no saving roll is permitted.

Each level that the device absorbs gives it a 1% chance of operating successfully when its transit mode is engaged. Thus, if the machine is able to drain ten 5th-level characters of life, it has a 50% chance of functioning when engaged. Anyone overseeing the charging of the device will have to make a Ravenloft powers check for each life consumed by the machine.

The orb can hold up to 100 levels of life-energy safely. As insurance against negative die modifiers, however, it can be overcharged. Each life-energy level beyond the 100th creates a cumulative 1% chance per level that the device will explode when activated, however. If it is ever charged to 200 energy levels, the device instantly explodes in an incredible detonation that utterly annihilates everything within 100 yards (no saving throw) and forcing every creature or object between 100 and 1,000 yards to save vs. breath weapons (or disintegration, for items) or be utterly destroyed.

Once the orb is charged, anyone familiar with its operation can set it to travel to a specific point on the Prime Material Plane. Activating the transit

mode requires an operator in each of the three chairs to engage a specific control at the same time. Failure to trigger all three switches at once bleeds off the orb's energy, forcing the machine to be recharged before another travel attempt can be made.

There are three steps in any journey made with the *rift spanner*: dematerialization, transit, and rematerialization. Each of these requires a 1d100 roll against the energy level of the Orb. Failure on any one of the three checks indicates that the voyage has been aborted. If this happens, the spanner and its occupants are returned to their starting point with the orb utterly drained of energy.

The journey across dimensions is quite perilous. Anyone who is not strapped in when the rift spanner begins its voyage has a good chance of being tossed clear during the voyage and lost somewhere between the planes. Each time that the dice are rolled to check on the machine's operation, an unsecured passenger must make a saving throw vs. death magic or be torn free of the buffeting spanner and lost.

Ring

All magical rings normally radiate magic, but most are impossible to detect as magical without some mystic method. Furthermore, most magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be worn and various experiments performed in order to find out what it does. Rings do not usually radiate good or evil. No more than two magical rings can be worn by a character at the same time. If more are worn, none function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand neutralizes both. Rings must be worn on the fingers. Rings on toes or in ear lobes, for instance, do not function magically.

The magical abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell (exceptions do exist, but these are explained in the ring's description). Magical rings can be worn and used by all character classes, humans, and humanoids if not specifically prohibited. A DM might allow "monsters" with digits to wear rings, and some can actually benefit from them. For example, a troll could wear a *ring of regeneration* and gain the ring's benefits in addition to its normal regenerative abilities.

Roll	Type of Ring
01-95	With <i>permanency</i>
96-00	Without <i>permanency</i> , containing 2d20 charges.

Adrundfort, Ring of Leadership

XP Value: 1,600 **GP Value:** 8,600

GREYHAWK Adventures

This silver ring was created by a wizard in the service of the Knights of the Shield. The ring is traditionally given to rangers and paladins of at least 9th level, in return for loyal friendship or unexpected favor.

The ring allows a fighter to attract twice as many men-at-arms as normal as followers. The ring also gives a +25% bonus to the loyalty of such followers. If a fighter loses the ring, he or she retains the followers, but no longer receives the loyalty bonus.

of Affliction

XP Value: — **GP Value:** 1,500

Tome of Magic

When an *identify* spell is used on this cursed ring, it will appear to be a *ring of resistance*. The ring will function as such until the wearer makes a saving throw to any school in opposition to the school represented by the ring. The school of magic represented is determined by rolling 1d8 on the table below.

Roll Represented School

- | | |
|---|---------------------------|
| 1 | Abjuration |
| 2 | Alteration |
| 3 | Conjuration/Summoning |
| 4 | Enchantment/Charm |
| 5 | Illusion/Phantasm |
| 6 | Invocation/Evocation |
| 7 | Lesser/Greater Divination |
| 8 | Necromancy |

The first time the wearer of a ring of affliction makes a saving throw against any school in opposition to the school of the ring worn, a *ring of affliction's* true properties are revealed. The ring causes the wearer to suffer a -2 penalty on all saving throws vs. spell of the ring's opposing school or schools. Once this power is activated, the beneficial effects of the ring no longer operate. Once the curse has been activated, the wearer can remove the ring only through a remove curse spell.

of Amasis

XP Value: 1,500 **GP Value:** 7,500
DUNGEONS & DRAGONS Master Set

Amasis, King of Egypt, advised his incredibly lucky friend Polycrates, King of Samos, to discard something of great value to balance the Fates. Polycrates threw a prized ring into the sea, but it was later found in a fish on the king's dinner table. Amasis promptly recognized this sign from the gods and broke off relations with his friend; shortly after that, Polycrates was brutally slain.

This ring allows its user to *detect alignment* with 100% success, regardless of magical interventions on the part of the person being divined. It also allows the user to *detect lies*.

of Animal Control

XP Value: 1,000 **GP Value:** 5,000
DUNGEONS & DRAGONS Rules Cyclopeda

The wearer of this ring may command 1d6 normal animals (or one giant-sized). The animals are not allowed a saving throw to resist control. The ring cannot control intelligent animal species, fantastic, or magical monsters. The wearer must be able to see the animals to control them. The control lasts as long as the wearer concentrates on the animals and does not move or fight. When the wearer stops concentrating, the animals are free to attack the controller or run away (roll reactions with a penalty of -1 to the roll). This ring can only be used once per turn.

Animal Friendship

XP Value: 1,000 **GP Value:** 5,000
DUNGEONMASTER Guide

When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer. The item functions at 6th-level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer actually guard and protect that individual if a charge is expended from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice of animals.

Animal Magnetism

XP Value

Normal: 1,000

Cursed:—

GP Value

5,000

1,000

DRAGON Magazine 117

Once placed on a character's finger, this ring allows communication with all animals as if the wearer had an 18 Charisma. The wearer may *speak with animals* for as long as the ring is worn, though the ring does not allow the wearer to *charm animals* in any manner. Only true animals (mammals, marsupials, birds, fishes, amphibians, or reptiles) may be spoken to in this manner; magical creatures or "monsters" are not affected. For the purposes of the *animal magnetism ring*, assume that any creature capable of using magical spells is a "monster." Thus, a pegasus is an animal, but a unicorn is a monster; an owlbear or a worg is an animal, but a bugbear (since bugbear priests do exist) or a winter wolf is a monster. The wearer may try to convince animals to work or fight, and reaction is checked as if the animals were randomly encountered humans. Animals do not attack the wearer of the ring unless attacked first, even if they are hungry.

However, 10% of these rings are cursed to draw any and all animals within one mile toward the wearer. The animals then surround the wearer and refuse to move, blocking the ring wearer's path in all directions. If the wearer or the wearer's party attacks any animal, all the animals attack the wearer at once. If the ring is removed (requiring a *remove curse* spell), the animals revert and either attack (1-2 on Id6) or flee (3-6 on Id6).

Annulment

XP Value: —

GP Value: 2,000

DRAGON Magazine 117

While this ring is worn, magic controlled by the character has no effect. This includes magical items, spells, and innate magical powers. Spells cast at the character from an outside source, however, act as normal. Thus, a *heal* or *fireball* affects the wearer normally, but the ring wearer cannot cure personal wounds using magic. A *remove curse* must be cast upon the ring in order to allow the wearer to remove it. A *dispel magic* spell has a 1% chance per level of the caster of negating the ring's powers for one round, allowing it to be removed.

Anything

XP Value: 5,000

GP Value: 55,000

Unearthed Arcana

This ring initially appears to be a standard *ring of warmth*. However, the wearer may command three other functions from the ring, choosing from among the other standard sorts of magical rings. The period of such functioning is one operation, in the case of a ring which has such a function type (*djinni summoning*, *wishes*, and the like). Otherwise the effect lasts for one day (24 hours). Any ring function so commanded is never usable again; for example the ring cannot be made to give more than one *wish*. After three singular uses of this sort, the ring turns into a nonmagical piece of jewelry worth from 100 to 600 gp.

of Apathy

XP Value: —

GP Value: 1,200

POLYHEDRON Newszine 43

The curse upon this ring becomes apparent only when it is tried on, and the ring only can be removed by means normally used to rid oneself of a cursed item. The wearer becomes listless and can make no decisions, offers no opinions, and generally must reply to all questions with expressions of ennui such as "I don't care," "It doesn't matter," "It's all the same to me," and similar disheartening statements. There is a 10% chance that, if attacked, the character won't even raise a hand in his or her own defence.

Appearance

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 73

Anyone wearing this item appears to be 5-10% lighter in weight than actual. Generally, the effect is to make overweight people look normal or normal ones look quite slim.

of Aquatic Depth Location

XP Value: 1,200

GP Value: 6,000

POLYHEDRON Newszine 43

This ring allows one to determine the depth of any body of water at a given point by merely observing it while wearing the ring. If used while in the water or underwater, it also reveals the approximate location of the nearest land mass above the water line, be it a wall, a beach, or an island.

Arachnid Control**XP Value:** 1,000 **GP Value:** 5,000

DUNGEON Magazine 24

The *ring of arachnid control* is a specialized version of a *ring of animal control*. The wearer of this ring may control one giant or 10-40 normal-sized arachnids of any type. This includes spiders, scorpions, mites, and ticks. The arachnids are not allowed a saving throw.

The wearer must be able to see the arachnids to control them. Control lasts as long as the wearer concentrates on the arachnids and does not fight. (The wearer may move slowly if doing so does not break the line of sight.) When the wearer stops concentrating, the arachnids are free to run away or attack. This ring can be used for a full turn, once per hour.

of Armoring**XP Value:** 2,000 **GP Value:** 10,000

Tome of Magic

A wizard wearing this ring gains an additional +1 bonus to any AC bonus received from casting a spell upon his or her own person. Thus, an *armor* spell grants a wizard AC 5 instead of AC 6, and a *shield* spell grants the wizard AC 1 vs. handhurled missiles instead of AC 2. Restrictions that apply to a spell (for example, *armor* does not affect a character already wearing armor) are in no way altered through use of this ring.

of Avian Control**XP Value:** 1,000 **GP Value:** 5,000

Land of Fate

This ring enables its wearer to exercise complete control over birds with an intelligence of 4 or less. Up to 40 Hit Dice of birds may be controlled. The control is such that orders harmful to the birds will be followed, but complete concentration is required to maintain control. The ring does not affect hybrid bird creatures. If any doubt exists as to whether a creature is a hybrid with another form (such as a manticores or lammasu), the ring cannot function.

Awareness**XP Value:** 1,200 **GP Value:** 6,000

DRAGON Magazine 82

This ring heightens the senses of a wearer to such an extent that the character can only be surprised 1 time in 20. However, for every consecutive hour this ring is worn, there is a cumulative 1% chance

that the wearer becomes temporarily afflicted with paranoia. The paranoia persists for a number of rounds equal to the number of hours the ring was worn (unless cured by magical means), and cannot be negated by removing the ring after the paranoia has taken effect. If the wearer is not already afflicted, the cumulative chance of paranoia drops to zero when the ring is removed and begins again at 1% when it is put back on, even if the removal only lasts for a moment.

Bard's**XP Value:** 3,000 **GP Value:** 15,000

DRAGON Magazine 117

This rare, magical ring, when worn by a character other than a bard, acts as a *ring of protection* +2. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a bard, it retains its protection properties, but with a bonus. The ring then serves as a *ring of protection* +2, +4 on saving throws. It also raises the bard's charm percentage by 10%. This magic item is usually found in a wilderness or forest area.

of Beauty**XP Value:** 1,200 **GP Value:** 6,000

POLYHEDRON Introductory Issue

This magic ring increases the wearer's Charisma and comeliness by 2 points, to a maximum of 18, or to the character's racial limitations, whichever is higher.

Berronar Truesilver's Silver**XP Value** **GP Value**

Detect Lies: 1,000 5,000

Thief Negation: 5,000 25,000

Monster Mythology

The avatar wears two silver rings, one of which allows her to automatically *detect lies* within 30 feet while the other negates all thief skills within 30 feet (save vs. spell at -2 each round to use such skills).

Bladeturning**XP Value:** 1,500 **GP Value:** 7,000

DRAGON Magazine 82

This ring can deflect attacks made with metallic weapons. The wearer can deflect one such attack per round, provided he or she is engaged in personal defense, not simply aiding someone else. To use the ring, the wearer declares that he or she

wishes to deflect an attack, and which attack is to be turned back, if more than one opponent is involved or if an opponent has more than one attack per round. The wearer must declare intent before the opponent's THAC0 roll is made. The attack, whether it would have hit or not, is immediately turned aside. Each of these rings has 3d10 charges when found, and cannot be recharged. Note the ring cannot deflect an attack if a THAC0 roll has already been made by the opponent; if the attack hits, damage must be taken, and one of the ring's charges is used anyway, even if it misses.

Blink

XP Value: 7,000 **GP Value:** 25,000

Shadowdale

This seemingly normal brass ring has four functions, each usable once in any turn. It can cause the wearer to *blink* (as the 3rd-level wizard spell), become *invisible* (as the wizard spell *invisibility*), or create *mirror images* of the wearer (as the 2nd-level spell, creating one or two images, as the wearer desires). It can also function as a *cloak of displacement*, but this function ends if any other ring powers are activated, and cannot be called into being again until a full turn has elapsed.

Blink ring powers can only be newly activated every other round. There must be at least one round of inactivity between the cessation of one power use and the next activation of the ring.

of Blinking

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

When the wearer of this ring issues the proper verbal command, it activates, and affects the user as if a *blink* spell were operating upon him or herself. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring activates whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

of Boccob

XP Value: 500 **GP Value:** 2,500

Unearthed Arcana

This ornate piece of jewelry initially appears to be a valuable, nonmagical ring. Even magical detection of the most powerful sort will not reveal

the dweomer of this ring. The function of the ring comes into play whenever the wearer is assailed by any magical device which actually contacts his or her person—the device will malfunction, failing to affect its intended target, and if it does not save vs. spell, it is turned into a nonmagical item. Whenever the ring cancels the power of an item in this fashion, it ceases to function for 1d4 hours after that. After this period of quiescence, it again operates normally. Note that single-use magic items, such as a magical arrow, a crossbow bolt, or a *javelin of lightning*, do not have their functions canceled by the ring, but merely give the wearer protection from their magical effects. This immunity from magical effect does not prevent normal damage from being administered by such an item. Saving throws for items against the cancellation power of the ring are as follows:

- 1 Automatic failure for any item.
- 2 Saving throw for relics.
- 3 Saving throw for artifacts.
- 4 Saving throw for hand held weapons.
- 5 Saving throw for rods and staves.
- 6 Saving throw for all other items.
- 7—20 Any item saves on a roll in this range.

Bone

XP Value: 4,000 **GP Value:** 20,000

Lords of Darkness

This plain finger ring is always carved from human bone; the method of making such magical rings is secret, but their numbers seem to be increasing. When worn, a *bone ring* prevents energy and strength drain from any source (such as undead and hostile spells). Each such ring has 1d100 charges; each defensive use exhausts one charge until the ring crumbles to dust. The wearer is not made aware of how many charges a given *bone ring* has remaining. *Bone rings* are not rechargeable.

Browdow's Ring of Utmost Weapon Harm

XP Value: 7,500 **GP Value:** 19,000

POLYHEDRON Newszine 90

This platinum-mithral alloy ring has a small pearl on the top and can only be worn by warriors. Other individuals who try to wear the ring find that it is too small for any finger.

Only eight such rings were fashioned, created nearly 200 years ago by Browdow, a dwarven priest of Clangeddin Silverbeard. When worn, the

ring bestows a +1 THACO and +2 to damage—in addition to any other bonuses of the wearer or of his or her weapons.

Further, the ring can grant the following abilities once a day, at the wearer's command. The abilities cannot be used in concert.

- The wearer's Strength score is increased to 18/00 for five consecutive rounds.
- During five consecutive rounds, all the wearer's successful hits inflict maximum damage.
- The wearer is healed of 8 hit points.
- The wearer is automatically successful with one weapon attack. The wearer must state that he or she is calling on this ability, and does not make an attack roll.

If the wearer calls upon all four of the ring's special abilities in one day, he or she suffers a temporary loss of 2 points of Constitution. This can be regained after eight hours of sleep.

of Burbul

XP Value: 4,000

GP Value: 20,000

DUNGEON Magazine 28

This intelligent ring is both *cursed* and *blessed*. Each time a person dons the ring, it instantly shapes itself to fit the wearer's finger. It will not allow itself to be removed after that time until either the person dies or a *remove curse* spell is successfully cast. The ring talks out loud in a high-pitched voice and tries to get someone to put it on by bragging about its vast powers. A *detect lie* spell will not reveal anything about the truth or falsity of the ring's words.

The *ring of Burbul* is actually a modified version of a *ring of contrariness*, but instead of having only one of the listed powers, it has access to all six powers. The ring has a craving for precious metals, the more precious the better. It eats them, using them as a source of power for both its existence and spell use. It prefers coins but does not turn down other small metal items such as earrings or other rings.

Each time the wearer wishes the ring to use a power, the DM should roll percentile dice twice. If the spell requested is one of the six available, there is a 20% chance (first roll) that the power will be activated. If the power fails or if the power requested is not possessed by the ring, the innate *contrariness* of the ring causes it to claim that it doesn't have enough power at the time to cast that spell. In addition, if the second roll was 10% or less, the ring's

contrariness affects the wearer like a *ring of contrariness*. No save is allowed, since the person is wearing a *cursed* item. The condition of contrariness becomes permanent unless a *limited wish*, *wish*, *alter reality*, or *remove curse* is cast.

The ring of Burbul has access to the following spell powers: *fly*, *invisibility*, *levitation*, *shocking grasp*, *spell turning*, and *strength*. The ring will not necessarily reveal to the wearer all of these powers at first (DM's option), it may boast of other non-existent powers. It always insists on being fed before it attempts a spell. The amount of metal it wants before casting a spell is not a fixed value and may be negotiated with the ring on a case-by-case basis that depends upon the gravity of the situation the wearer (and thus the ring) is in. It sometimes accepts a promise to feed it well in the near future if it will perform a task immediately, but it will remember if the promise is not kept. (If the ring perceives great danger to itself or its wearer, it may decide to cast any of its spells.)

The ring's mouth can stretch to accommodate objects up to 1½ by ½ by ½ inch. Its interior is like a small *bag of holding*, and it can store up a great number of coins for later digestion. In extremely dire circumstances, the wearer might be clever enough to persuade the ring to literally "cough up" some coins.

In addition to coins, the ring loves small magical items such as rings. It may say that, if fed a tiny magical item, it will gain the item's powers. This is partially true, and only for the first time the ring is fed a magical item by its current owner. Thus, if the wearer fed it a *ring of fire resistance*, the *ring of Burbul* would gain the abilities of a *ring of fire resistance*. Unfortunately, it could access them only 20% of the time, with a chance of causing the wearer to become *contrary*. After the first magical item is consumed, there is only a 25% chance it will gain a new power each time it is fed an item; otherwise, the item and its power are lost. If this occurs, the ring apologizes and claims ignorance.

The ring does not like wizards, priests, paladins, or rangers because these classes cast spells. It likes to have the limelight all to itself. It is of neutral-good alignment and does not function for evil persons. It loves small, fun-loving demihumans, like halflings and kender. The more mischievous the use of its powers, the more likely it is to perform (the DM should assign a higher percentile for the ring to work in such cases).

The ring assumes the name of its current wearer

(the last wearer was Burbul, a Hairfoot). It should be played by the DM in a manner to add comic relief as well as mystery. It instantly gains the ability to speak the language of its current wearer, and thus knows many languages from across the galaxy (the DM should decide what these might be). It will sometimes recall strange tales or humorous jokes. The ring does not know its own origin or age, but it has been around for many centuries.

of Bureaucratic Wizardry

XP Value: — **GP Value:** 1,500

Tome of Magic

This cursed ring is indistinguishable from a *ring of wizardry*, but has one important difference. When a wizard casts any spell while wearing the ring, a sheaf of papers and a quill pen suddenly appears in hand. The papers are forms that must be filled out in triplicate explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell will occur. The higher the level of the spell cast, the more complicated the forms become. Filling out the forms requires one round per level of spell.

As soon as the papers are filled out, the forms and the pen disappear and the spell effects occur just as the Spellcaster desired. A *ring of bureaucratic wizardry* cannot be easily removed. *Remove curse* or a similar spell must be cast upon the wearer in order to remove the ring.

of Cantrips

XP Value: 500 **GP Value:** 2,500

Wizard's Challenge

Similar rings are known to exist, and are usually made of brass engraved with symbols inside and out. While wearing one, a wizard or bard can cast any *cantrip* magic, as described in the spell description. The wizard may create 1d4+4 effects per day, and each effect lasts as long as the wizard concentrates.

Cat's Eye

XP Value: 500 **GP Value:** 2,500

Rage of the Rakasta

This looks like a simple gold ring set with a gem that looks very much like the eye of a cat. It was crafted several decades ago as a gift for a human warrior who had done a great service for the rakasta. When that hero died, the ring was returned to the rakasta, who are saving it to give to the next

human hero that earns their favor. When worn, it gives its owner *infravision*, just like that possessed by dwarves, elves, or rakasta. The ring has no effect if worn by a character who already has *infravision*.

Chameleon Power

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide, 1st Edition

Whenever the wearer of this ring desires, he or she is able to blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth. If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what him or she is. Thus, such an association can never persist for more than 20 turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of $16 + 5\% = 21\%$ at the end of turn one, 26% at the end of turn two, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within 10 feet.

of Cirulon

XP Value: 2,000 **GP Value:** 10,000

Dragon Keep

This is a clear, crystal ring that contains flecks of the same color as the dragon that presented it. The ring must be worn on the right hand. It *cures light wounds* (less than 6 points of damage) completely and *heals* a mortal wound sufficiently to prevent death (bringing the character up to 1 hit point). The ring is activated by touch. It can be used only once.

Cilidarius's Ring of Wizardry

XP Value: 4,500 **GP Value:** 56,000

1992 Fantasy Collector Card 267

Cilidarius placed his *ring of wizardry* upon the *rune of magical absorption* on the great stone table in Raistlin's laboratory. He left it there for a full cycle of the moon, Nuitari, doing this while Raistlin was away from the Tower of High Sorcery. As a result, the ring not only doubles his 4th-level spells, but he can carry one extra necromantic spell of each level whenever Nuitari is in its full phase.

Clairaudience

XP Value: 1,000 GP Value: 7,500

DRAGON Magazine 117

This ring's gem is a small amethyst with a normal value of 100 gp. The amethyst is easily separated from the ring; it can then be placed in a location where the owner wishes to eavesdrop. A pick pockets roll allows a thief to secretly slip the amethyst into the clothes of another character. Any character can hide the gem in an empty room, barring extraordinary circumstances.

Whatever is said within 60 feet of the amethyst is magically *transmitted* to the ring itself, and the words are then heard by the ring wearer alone. The gem-ring connection has a range of 48 inches, but only transmits sounds that could be heard by a normal human in the same location as the amethyst.

Clear Thought

XP Value: 1,500 GP Value: 7,500

DUNGEON MAGAZINE 13

Similar to a *ring offree action*, this item diminishes the chance for others to gain control over the wearer. Where a *ring offree action* limits attempts to restrain the wearer's physical capabilities, a *ring of clear thought* is particularly attuned to those spells that affect mental capacities. The wearer gains immunity to the effects of certain mind-based spells such as *sleep*, *charm*, and *fear*. He also gains a +4 bonus to his saving throw vs. the psionic blast power.

If an undead creature wears the ring, it is afforded some protection against the turning ability of priests. A priest's chance to turn a creature wearing the ring is determined as if the priest were four levels lower than his or her actual level of experience.

While the ring is worn, the wearer gains the temporary benefit of adding 1 point to Intelligence (18 maximum), as if using a *scarlet and blue ioun stone*. All effects of the ring are lost if the ring is removed or destroyed.

of Cloaked Wizardry and Invisibility*

XP Value: +500 GP Value: +2,500

DRAGON Magazine 179

This ring functions as a *ring of invisibility*, but the ring, the wearer and all carried items are not only invisible, but undetectable by normal means, such as *detect magic*. An *identify* or *legend lore* spell or ability can reveal its true nature, however.

of Clumsiness

XP Value: — GP Value: 3,000

DUNGEON MASTER Guide

This cursed ring typically radiates an aura like another, beneficial, ring to disguise its baneful nature. The possible secondary powers are:

Roll	Secondary Power
01-10	Free Action
11-20	Feather Falling
21-35	Invisibility
36-50	Jumping
51-60	Swimming
61-80	Warmth
81-00	Water Walking

The secondary power works normally, except when the wearer is under stress—combat, stealth, delicate activity, and the like—at which time the *clumsiness* takes effect. Dexterity is reduced to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell, otherwise, the spell is botched and annulled.

The ring can be taken off only by a successfully cast *dispel magic* spell, cast at the 12th level. Success destroys both the primary and secondary power of the ring.

of the Comet

XP Value: 2,000 GP Value: 10,000

Crystal Spheres

This ring appears to be nothing more than a valuable piece of jewelry. The band is a magically enhanced platinum alloy, and a large, perfectly cut emerald is set in the band. These elements alone give the ring a value in excess of 3,000 gp in an open market. It is worth far more than that due to its powerful enchantment.

The ring is of particular value to spacefarers because it has the ability to summon a comet steed. Comet steeds are rare space-mounts that have the ability to travel at spelljamming speed. The ring, when found, has 4d4 charges. Each use, regardless of success, permanently drains one charge from the item. It cannot, by any means short of a *wish*, be recharged. Once the item's charges have been depleted, it is nonfunctional (but the owner still has



a very beautiful, very valuable ring).

A charge is expended any time the user attempts to summon a comet steed. First, the DM should decide if a comet steed is available in the area. If the DM would like to determine randomly, assume a 30% chance of a steed being available. The comet steed gets a saving throw vs. magic. If it fails, then it must travel to the summoner post-haste (which is fast for a horse that can spelljam!).

A summoned comet steed must serve the owner of the ring unless he or she is evil. A comet steed never serves evil creatures. The steed will serve the summoner for one mission and then it departs. The DM has final discretion as to what constitutes a mission, but in any case, the length of servitude cannot exceed one month. The comet steed will not risk its life for the summoner.

The origin of the item is unknown. Most likely, it was created by spacefaring wizards for groundlings who would not know how to engage the assistance of the comet steed (or perhaps not even know of the existence of comet steeds!).

It is not known how many of these rings exist, but there are certainly more than one and probably several dozen. The arcane have been known to have the rings available for sale or trade, in their fashion.

of Command

XP Value: 2,000

GP Value: 10,000

DRAGON Magazine 117

A *ring of command* commonly has 3d10 charges when found. The ring has the following abilities, only one of which can be used at any given time:

1. Command: This ability duplicates the 1st-level priest spell of the same name. Creatures with an Intelligence of 13 or better (highly Intelligent or above monsters) or with more than 5 HD or levels are entitled to a saving throw vs. spell. A command uses up one charge for every round the command is in effect. For instance, an orc could be told to "die!" and would stay "dead" (unconscious) for 5 rounds if five charges were spent.

2. Charm person: This power is the same as the 1st-level wizard spell. Two charges must be spent to *charm* a character and an additional charge per day must be expended to continue the spell each day after that. The victim is allowed a saving throw vs. spell to negate the *charm*. A character using a *ring of command* can expend another two charges to try again, of course, in the event the victim saves.

3. Suggestion: This ability is similar to the 3rd-level wizard spell. The target of a *suggestion* is allowed a saving throw vs. spell, as with *charm person* above. A *suggestion* costs two charges and lasts for one hour. More charges can be spent for additional hours, at a rate of one an hour, as desired.

All of these powers only work on the humanoids listed in the *PHB* under *charm person*, and their counterparts in the MONSTROUS COMPENDIUM Appendices, MONSTROUS MANUAL™ accessory, and the race-oriented *PHBRs*.

of Continual Churning

XP Value: 500

GP Value: 2,500

Wonders of LANKHMAR

When placed on a finger, this ring does nothing. When it is placed on a spoon or stirrer of any sort, it begins to spin the spoon around, churning any liquid the spoon is placed in. If there is no liquid, it continues to gyrate as though liquid were present. The ring is designed to help alchemists who have delicate mixing to perform that require uninterrupted stirring for great lengths of time.

The ring could be put on a broom, but the broom would only sweep in a circular pattern over the same spot, until the ring is removed.

of Contrariness

XP Value: — **GP Value:** 1,000

DUNGEON MASTER Guide

This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a *remove curse* spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. The *contrariness ring* will have one of the following additional magical properties:

Roll	Additional Property
01-20	<i>Flying</i>
21-40	<i>Invisibility</i>
41-60	<i>Levitation</i>
61-70	<i>Shocking Grasp</i> (once per round)
71-80	Spell Turning
81-00	Strength (18/00)

Note that contrariness can never be removed from the ring. The wearer uses his or her own powers, and those of the ring, to keep it on a finger. The wearer of the ring never damages him or herself. If, for example, other characters suggest that the wearer make certain that personal attacks are well-defended, or that the wearer should not strike his or her own head, the ring wearer will agree—possibly attacking or striking at the speaker's head—because obviously the result must be contrary in this case. If a *ring of contrariness* turns spells, the cumulative *remove curse* cast upon the individual wearing it must equal or exceed 100%.

of Coolness

XP Value: 1,000 **GP Value:** 5,000

DRAGON'S CROWN* Sourcebox

This green jade ring is similar in function to the *ring of warmth*, except that it protects against the heat of the desert sun. It protects its wearer from the effects of heat, even when fully exposed to the sun and wearing heavy armor. It provides restoration of heat-sustained damage at the rate of 1 point of damage per turn. It also increases saving throws vs. heat-based attacks by +2, and reduces damage sustained by -1 per die.

Corkitron's Ring of Human Influence

XP Value: 1,500 **GP Value:** 7,500

1992 Fantasy Collector Card 191

Corkitron's version of a typical *ring of human influence* is very similar to the normal one. Cork-

itron's Charisma is raised to 18 for all encounter reactions, and a *suggestion* and *charm person* spell can each be cast once a day. Corkitron's ring can charm up to 28 levels or Hit Dice of creatures (rather than 21). It also has the unfortunate effect of turning all failed encounter reaction checks against Corkitron to severely hostile.

Courtly Etiquette

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 73

The *ring of courtly etiquette* is a simple silver band. The wearer of this ring is able to speak and act in a courtly manner, regardless of upbringing or familiarity with social conventions.



Crius's

XP Value: 3,500 **GP Value:** 25,000

DRAGON Magazine 117

Crius is the greater titan of density and gravity, and was one of those thrown down from power by his descendants. Being jealous of the new (Olympian) gods that the mortals worship, and wanting to control the fate of those on the Prime Material Plane, Crius placed a portion of his power in a ring and cast it into the world. The ring is a plain copper band with the name Crius engraved on the inside. It performs simply as a *ring of featherfalling* until it

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is immersed in the blood of a priest (of at least 5th level) of one of the Greek gods, at which time its true powers become known.

At will it can:

- Decrease body density as per the psionic ability body Equilibrium (the wearer takes double damage from all attacks at this time).
- Create a gravity field around the wearer that causes all launched missiles (arrows, spears, etc.) to fall short and miss, if they fail to save.

Once per day it will:

- Increase body density to act as a triple strength *stone skin* spell (three attacks or attack sequences affected; the wearer is at half movement at this time).
- *Reverse gravity* as a 10th-level wizard.
- *Increase gravity* in a 40- by 40-foot area to such a degree that all creatures and objects within the area are immobilized. If a save vs. spell is made, creatures are still affected as if under a *slow* spell.

A select group of the priests of Zeus has been chosen to search for and destroy the *rings of crius*. This brotherhood will go to any length to carry out its quest, for the ring is thought to be linked to a possible rebellion of the titans against the Greek gods.

Cursed Ring of the Great Kingdom

XP Value: — **GP Value:** 2,000

GREYHAWK Adventures

This cursed magical item was created by a wizard who was loyal to the Great Kingdom. Though the ring has only limited power, its use to plague the diplomats of the Iron League was well known.

Once it has been placed on a character's finger, the ring causes problems when the wearer attempts to use the charisma reaction bonus. As the character tries to make a good impression, the victim commits an embarrassing faux pas instead. The effect depends upon the occasion: If the encounter requires manners, the character might belch; if it is a solemn event, the wearer may giggle; if it requires silence, a loud sneeze; if it requires the character's full attention, a long yawn might be produced, and so on.

A character making a successful saving throw vs. spell is unaffected and receives his normal charisma bonus. If the saving throw is failed, the character receives a -50% penalty to the reaction check. The ring itself can be removed from the unfortunate character's finger, but the curse remains until negated by a *remove curse* spell.

Note that the ring can be passed to many owners, and the ring can affect them all equally.

of Curses

XP Value: — **GP Value:** 1,500

Prince of LANKHMAR

These rings come in all varieties. They can be very dangerous items, or excellent contingency objects. A cursed ring occurs when the enchantments performed on a ring fail. When this happens, the ring tends to take on a property either exactly the opposite of the intended purpose, or a random, unguessable, property.

For example, if an evil wizard were attempting to make a *ring of regeneration*, the failed ring may end up as a *ring of degeneration*, or else the ring would take on a completely random property. Below, there is a list of optional effects that can occur with a failed enchantment.

Roll	Effect
01-50	No special effect. The item completely refuses to accept the enchantment.
51-70	The effect is exactly opposite.
71-80	The ring becomes cursed, and explodes when removed from the finger for 5d6 points of damage.
81-90	The ring can never be removed short of a <i>wish</i> .
91-00	The ring causes everyone within 15 feet to roll Wisdom checks, with failure meaning they attack the closest character for 1d6 rounds.

One thing to realize is that this ring does not register as cursed when an *identify* spell is cast upon it; nor does it register as evil with a *know alignment* spell. In that instance, there is a percentage chance equal to the wizard's level of detecting that there is something terribly wrong with the ring. Of course, if a result of 01-50 is achieved above, the ring does not register as being magical.

Dalamar's Ring of Healing

XP Value: 5,000 **GP Value:** 40,000

DRAGONLANCE Adventures

These rings were often used throughout the ages as wizards' last defenses against death. This ring works only for magic-users and must be worn upon the right hand. It can cure a light wound (less than 6 points of damage), completely and can heal a mortal wound sufficiently to prevent death (it brings the

character up to 1 hit point). It is activated by touch. Once used, the ring cannot be used again by that PC.

Dart

XP Value: 500

GP Value: 2,500

DRAGON Magazine 5

Created by sylvan creatures, the *dart ring* adjusts its size to fit the finger of any humanesque hand. The darts fired by this ring are thornlike points. When it hits, the dart causes 1 point of damage, but the victim struck dies of poisoning in two days unless a *neutralize poison* spell is used or a saving throw vs. poison with a -4 penalty is made. The ring fires once per turn (10 rounds) at distances up to 30 feet. The *dart ring* has 10d4 charges.

When fired, the dart attacks with a THACO of 10. It ignores all magical bonuses to Armor Class granted from rings, armor, or other items. A dart only takes Dexterity bonuses, and nonmagical bonuses from actual armor and shields. In other words, *rings of protection*, *robes of protection*, *potions of displacements*, magical bonuses from armor, and other items are ineffectual against the *dart*.

of Delusion

XP Value: —

GP Value: 2,000

DUNGEONMASTER Guide

A *delusion ring* convinces the wearer that it is some other sort of ring—whatever sort the wearer really wants. The wearer is completely convinced that the ring is actually one with other magical properties, and unconsciously uses abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the *delusion ring*. The DM determines how successful the self-delusion is, as well as how observers are affected and what they observe. The ring can be removed at any time.

Depetrification

XP Value: 1,000

GP Value: 10,000

DUNGEON MAGAZINE 25

This gold ring, set with a large red ruby, can cast the equivalent of a *stone to flesh* spell. The ring must be worn and touched to a stone in order to activate the effect. A successful *depetrification* uses up one charge.

The ring only works on creatures that have been *petrified* by magical means, such as a *flesh to stone* spell or the gaze of a basilisk. Touching the ring to a normal stone has no effect. The ring holds 15 charges and can be recharged.

of Disguise

XP Value: 600

GP Value: 3,000

POLYHEDRON Newszine 47

Three times per day, this ring can alter the wearer's appearance as though the 2nd-level wizard spell, *alter self* had been cast. Each change lasts for one turn. The ring can be used by any character.

Distraction

XP Value

GP Value

Normal: 1,000

5,000

Rare: 1,500

7,500

Cursed: —

1,000

DRAGON Magazine 117

This ring seems to be a normal ring. In combat, it is capable of generating a sudden burst of light and sound that is perceived only by one opponent in melee with the ring wearer (including those firing or hurling missile weapons within a 60-foot range). The burst of light and sound is heard by no one else, and the target victim is designated by the ring wearer's mental commands. This distraction causes the attacker to suffer a -4 penalty on all attacks for the current round. If the opponent saves vs. spell, the penalty is reduced to a -2 to the attack roll. This attack is made at the start of a melee round, regardless of all other circumstances, as it is a mental command. The ring may be used in this fashion up to five times per day. Once placed on a finger, the ring reveals its powers to its wearer. One out of five (20%) of these rings do not operate on a conscious mental command, however. These rings simply generate a flash and sound burst for the first five melee rounds in which the wearer is involved in combat in a day. As a result, the wearer might not immediately be aware that the ring is having any effect at all, though the ring wearer's opponents may appear to act strangely. Another 5% of these rings are *cursed* (and cannot be removed without a *remove curse* spell) to cause the flash and noise burst to affect the wearer himself and no one else.

of Dizziness

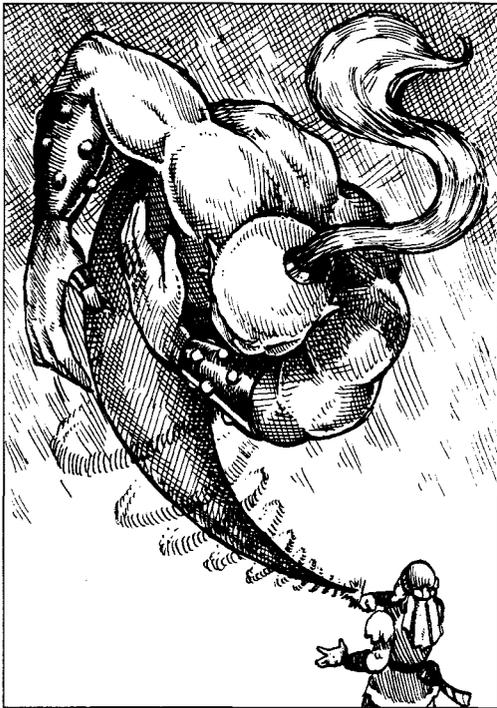
XP Value:

GP Value: 2,500

Old Empires

This cursed, magical item is sometimes found in the tombs of Mulhorand, placed there to punish grave robbers. This appears to be a normal magical ring, perhaps a *ring of protection*. When used in an actual combat where the wearer may be hurt, the

wearer becomes violently dizzy. The wearer must roll a successful saving throw vs. spell or be unable to attack. Even if the saving throw is successful, all of the victim's attacks suffer a —4 penalty to attack rolls, and all attacks against the wearer gain a +4 bonus to the attack roll.



of Djinni Summoning

XP Value: 3,000 **GP Value:** 20,000

DUNGEON MASTER Guide, 1st Edition

One of the many fabled rings of fantasy legend, a "genie" ring is a most useful possession. It is a special "gate" by means of which a certain djinni can be summoned from the Elemental Plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the MONSTROUS MANUAL accessory for details of a djinni's abilities.

In a **Dragonlance Campaign:** *Rings of djinni summoning* do not exist on Ansalon.

In **Ravenloft:** The djinni appears, and serves the wearer once. After that service, the djinni tries to return to its own plane—and cannot. This is a violation of the pact of the ring; the djinni is freed. If its former master was kind and reason-

able, the djinni leaves to find its own exit from the demiplane. If its former master was cruel and harsh, the djinni attacks.

Draupnir

XP Value: 4,000 **GP Value:** 20,000

Gods, Demigods, & Heroes

This artifact produces a similar golden ring of 1d6(x 10,000) gp value every night. Odin's avatar often gives these away to his faithful servants, the Emheriar, or those others that please him.

Draupnir II

XP Value: 4,000 **GP Value:** 20,000

DUNGEONS & DRAGONS Master Set

In Scandinavian legend, *draupnir*, the famed magical ring, was made by Odin for the dwarves. Every nine nights the ring produced eight nonmagical rings equal in size and beauty to itself, and is thus a fertility symbol. While this ring is worn, the user suffers only one-half damage from all attacks. Successful saving throws reduce the damage by 75%.

Drow

XP Value	GP Value
To Drow: 1,000	5,000
To Nondrow:—	1,000

DRAGON Magazine 117

This item is made of eight strands of different, unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The *ring of the drow* is only made in the drow homelands by the priests of Lolth. Its purpose is to keep drow-made items in possession of a wearer from deteriorating. To do this, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions.

As a side effect of the ring's magical aura, a *detect magic* spell reveals the wearer to radiate magic strongly. In addition, *detect evil* shows the wearer of one of these rings as evil, and *know alignment* indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the wearer uses the psionic power of Aura Alteration to try to change the aura, the wearer must save vs. spell or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails to save but is already chaotic evil, the psionic power functions normally,

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and the ring's aura is temporarily changed.

To possess one of these rings is considered a great honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a priestess favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.



of the Eagle

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 91

This ring allows the wearer, at will, to *shape change* into a giant eagle for an unlimited period of time. All of the wearer's clothing and personal possessions carried (except for live beings) are merged with the giant eagle form and are unusable while the ring wearer is in that form. The user may fly for up to 12 hours nonstop, but suffers from exhaustion effects after that, losing 1 hit point per turn until stopping to rest for 3-6 hours.

In eagle form, the user of the ring retains his or her normal hit points, Intelligence and Wisdom scores, and psionic abilities (if any). Spells cannot be cast (although the memory of spells already learned or prayed for is not affected), nor can weapons be wielded, other than the eagle's claw and beak attack. The user has all the physical and combat abilities of a giant eagle, includ-

ing superb vision (same effect as wearing *eyes of the eagle*). The eagle's Armor Class cannot be improved by any magical device; a *ring of protection* slipped on a claw, for example, has no effect. If the user of the ring drops to less than half of his or her full, normal hit points, any attempt to *shapechange* using the power of the ring fails until the user recovers enough hit points to bring the total back above the half normal amount. This applies whether the user is in eagle form or in normal form. If the user stays in eagle form for longer than 24 hours at one time, there is a cumulative 1% chance per day thereafter, for as long as the eagle form is maintained without interruption, that the ring's powers will fail, rendering the ring powerless, and causing the wearer to remain in eagle form permanently unless a *wish* is used to restore the wearer.

of the Ear

XP Value: 600 **GP Value:** 3,000

DUNGEONS & DRAGONS Rules Cyclopeda

This ring, worn on the ear as an earring, has no effect when worn. However, when removed and placed against any surface (a door, or a chest), the user may hear all noises occurring within 60 feet of the surface. Light breathing, heartbeats, and even faint breezes can be heard. The ring will function three times per day.

of Eelix

XP Value: 3,000 **GP Value:** 15,000

DRAGON Magazine 139

This magical ring bestows an increase of two levels for spellcasting when worn by a wizard; the power lasts one hour and can be used once per day.

of EelixII

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 139

This magical ring produces a suit of armor made of blue light around its wearer on demand. The armor is equivalent to chain mail, but weightless. This item may be used by any class for an unlimited duration.

of Elemental Adaptation

XP Value: 2,500 **GP Value:** 12,500

DUNGEONS & DRAGONS Rules Cyclopeda

There are seven different types of this ring; roll 1d100 to determine the exact type or select one as appropriate.

Roll	Element
01-21	Earth
22-42	Air
43-63	Fire
64-84	Water
85-91	Earth and Fire
92-98	Air and Water
99-00	All elements

The wearer of this ring can, when in the appropriate elemental plane, freely breathe and see through the gaseous element (the equivalent of air on the Prime Material Plane).



of Elemental Command

XP Value: 5,000

GP Value: 25,000

DUNGEON MASTER Guide

The four types of *elemental command rings* are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, this protection may be abandoned. Instead, the wearer can attempt to *charm* the elemental (saving throw applicable with a -2 penalty to the die). If the *charm* fails, however, total protection is lost

and no further attempts at charming can be made, but the secondary properties given below will then function with respect to the elemental.

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each Hit Die and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.
3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and they show a healthy respect for the wearer if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.
4. The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

Type	Saving Throw Penalty
Earth	-2 vs. petrification
Air	-2 vs. fire
Fire	-2 vs. water or cold
Water	-2 vs. lightning/electricity

5. Only one of the powers of a *ring of elemental command* can be in use at any given time. In addition to the powers described above, the ring gives characters the following abilities:

Earth

- *Stone tell* (once a day)
- *Passwall* (twice a day)
- *Wall of stone* (once a day)
- *Stone to flesh* (twice a week)
- *Move earth* (once a week)
- *Featherfall*

The ring will appear to be a *ring of feather falling* until the condition established by the DM is met.

Air

- *Gust of wind* (once per round)
- *Fly*

- *Wall offeree* (once a day)
- *Control winds* (once a week)
- *Invisibility*

The ring will appear to be a *ring of invisibility* until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

Fire

- *Burning hands* (once per turn)
- *Pyrotechnics* (twice a day)
- *Wall offire* (once a day)
- *Flame strike* (twice a week)
- *Fire resistance*

The ring will appear to be a *ring offire resistance* until the condition established by the DM is met.

Water

- *Purify water*
- *Create water* (once a day)
- *Water breathing* (5-foot radius)
- *Wall ofice* (once a day)
- *Airy water*
- *Lower water* (twice a week)
- *Part water* (twice a week)
- *Waterwalking*

The ring will appear to be a *ring ofwater walking* until the condition established by the DM is met.

These rings operate at the 12th level, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

of Elemental Metamorphosis

XP Value: 3,000

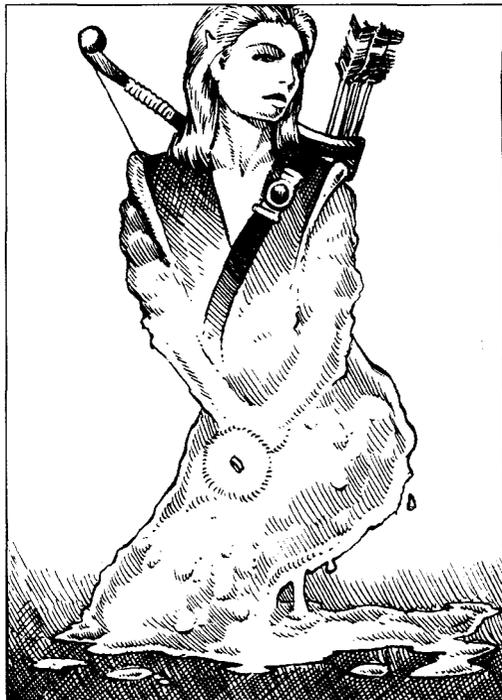
GP Value: 15,000

Tome of Magic

There are four types of these rings, each corresponding to one of the four elements. When one of these rings is discovered, the type is determined randomly.

Roll	Element
1	Earth
2	Air
3	Fire
4	Water

Each of these rings has the power to *polymorph* the wearer into an elemental of the appropriate type. When the transformation occurs, the sub-



ject's equipment is absorbed into the new form. The affected character retains all mental abilities, but cannot cast spells.

Characters who are not accustomed to the new form suffer a -2 penalty on attack rolls until they successfully strike an opponent in two consecutive combat rounds. After this occurs, it is assumed they have mastered their new shape.

The *polymorphed* character acquires the form and physical abilities of the appropriate elemental. This includes Armor Class, but the character is subject to attacks by weapons of less than +2 enchantments, movement rates, and attack routines (including special attacks). Hit points and saving throws are identical to those for the character's natural form.

Additionally, the character has immunity from damage by exposure to that element and may move and breathe freely within it. Thus, a character metamorphosed into a fire elemental could swim in a pool of nonmagical lava without risk of injury, but the same character could be damaged by magical fire, such as that from a fireball spell.

The ring may be used once per day for 1d4+1 turns, at which time the character reverts to his normal form. The wearer can end the metamorphosis at any time. When returning to his or her own form, the wearer regains 1d12 hit points.

If a successful *dispel magic* spell is cast upon the subject at any time while the PC is transformed, the character is forced back to normal form and must succeed at a system shock roll or die. The wearer returns to original form when slain or when the effect is dispelled, but no hit points are restored in these cases.

of Energy

XP Value: 500 **GP Value:** 6,000

DRAGON Magazine 99

This magical ring always has a gem of some sort in its setting. Upon command, a pencil-thin beam of energy can be made to shoot out from the gem toward a desired target. The beam automatically hits any selected target located along an unobstructed line of sight, within 60 feet of the ring wearer. A save vs. spell is allowed to avoid the beam and its damage, and if the intended target makes its saving throw, the beam continues along its straight-line path and may hit an unintended target that lies within range. The power beam of the *ring of energy* loses potency as it travels outward.

Target Distance	Damage
1'to20'	4d6
21'to 30'	3d6
31'to 40'	2d6
41'to 60'	1d6

The beam only affects living things; golems, undead, and creatures of similar sort are not injured by it, but it does hit such creatures and in so doing expends its energy. The *ring of energy* cannot be used more than four times in one day. The energy of the power beam is drawn from the Ethereal Plane and each usage has a 3% chance (noncumulative) of opening a passageway to that plane and causing a *terithran* to arrive on the Prime Material Plane. Any such creature "summoned" in this fashion appears 30 feet away from the ring wearer, intent upon destroying the ring (and its possessor, if necessary).

ESP

XP Value: 2,000 **GP Value:** 16,500

DRAGON Magazine 188

This plain brass ring is a magical item that enables an intelligent wearer of any class or race to use *ESP* as the wizard spell, up to three times a day, and up to a one turn duration per use; it can be stopped earlier by the mental command of the

user. The wearer of such a ring gains a +1 bonus to all saving throws against enchantment/charm spells, whether or not the ring is active when the spell strikes.

of Faerie

XP Value: 1,000 **GP Value:** 7,500

Unearthed Arcana

This specially dweomered ring is given by the grey elves to their closest associates and allies only. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). It enables the wearer to perform certain functions as if he or she were an elf:

Concealment in woodlands is such that the wearer can be detected only by those creatures able to detect invisible objects. If alone and not in metal armor, the wearer can move silently with a 66% chance of success, enabling him or her to achieve surprise on a roll of 1-4 on 1d6. An attempt to move silently will succeed on a roll of 01-67; if the number rolled is 68 or higher, then noise generated by the wearer's movement will be discernible up to a number of feet away from the individual equal to the die roll divided by 10 (rounded up).

Infravision to a range of 60 feet is bestowed by the ring.

Concealed doors are noted 16% of the time (roll of 1 on 1d6) when going past them, 50% of the time when actively searched for.

Secret doors are found 33% of the time (1-2 on 1d6) when actively searched for.

Rings of an alignment not corresponding to that of the wearer will not function.

Famulus

XP Value: — **GP Value:** 28,000

IMAGINE Magazine 10

This is a plain gold band that once belonged to a wizard named *Famulus*. It is highly magical, acting as a *ring of protection* +2 and conferring the power to *teleport without error* twice per day and *cause serious wounds* by touch once per day. The ring is not without its side effects, however. It pollutes any holy water within 10 feet, and the touch of its wearer kills green plants. The ring is cursed; once placed on a finger, it cannot be removed except with the aid of a *wish* or a *remove curse* by a Spellcaster of at least 18th level; the wearer cannot even detach the finger bound by the ring in order to remove it.

Fashion

XP Value

Normal: 1,000

Rare: 2,000

GP Value

3,000

6,000

DRAGON Magazine 117

The *ring of fashion*, when commanded with the proper key word, immediately dresses the user in any sort of clothing the character desires, short of true armor of any sort (all costumes are AC 10). One out of 10 of all such rings allows the wearer to create heavy clothing that can be counted as padded armor (AC 8).

Unfortunately, there is also a 1% chance that the ring will create a completely random set of clothing that lasts for 1d6 turns before fading. Such clothing appears in place of any other sort of clothing worn when the ring is activated. No metallic or metal-studded armor can be worn by the user when the ring is activated, or else the ring will not function. Magical metallic items of small size, such as rings, bracers, or jewelry, do not affect the function of this device. However, magical and normal suits of leather or cloth armor vanish once the ring is activated, returning only when the ring's effects are dispelled or negated. All magical girdles, boots, cloaks, and the like, similarly vanish and return later.

of Fearlessness

XP Value: 1,000

GP Value: 12,000

POLYHEDRON Newszine 90

A *ring of fearlessness* is a delicate band of silver set with a small ruby. Though dainty, it is a powerful magical item that can be worn by men or women of any class and race.

It is uncertain how many of these deadly rings exist. A Waterdhavian wizard, Julius Silverheart, made several of them in 762 DR. At the time, Silverheart was instructing a rather disappointing apprentice named Jed. Silverheart knew that Jed lacked courage, and Silverheart, who was known for his bravery, saw Jed's cowardice as a great failing. Wanting him to lead a full and adventurous life, Silverheart crafted a *ring of courage* for him, and was reported to have made a few more in the hopes of selling them to others like his apprentice.

Jed was given the ring on his birthday with no mention of its magical properties. He wore the ring constantly until his death 19 days later. Seeing a woman menaced by more than a dozen thugs, Jed charged to her rescue and was quickly slain. The thug's leader stole the ring, and a few

days later made the mistake of provoking a skilled adventurer, Bonecrusher Aulwait, who slew the fearless thug and acquired the ring.

During the next two decades, Bonecrusher killed seven dragons and many other monsters, and gained a reputation for deadly calm in the most lethal of situations. The ring was passed on to his son, who was more confident than capable in a fight.

In the centuries that followed, one or more of the rings found their way onto the fingers of the Realms' greatest heroes; the Paladin Sara of Tyr, Duke Milios, and the peasant hero, Bill.

The number of people who died because they did not have the ability to match the confidence the ring bestowed remains unknown.

A *ring of courage* makes its wearer immune to natural or magical fear and reduces the wearer's Wisdom by 2. The wearer believes that he or she can handle any dangerous situation and acts accordingly. To a skilled adventurer, such a ring can be an asset. To anyone else, the ring is a death sentence.

The ring can be removed at any time, though the Wisdom loss remains. There are no restrictions on who can use this ring.

of Feather Falling

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

This ring protects its wearer by automatic activation of a *featherfall* if the individual falls 5 feet or more. (See *TK, featherfall* spell in the *DMG*.)

of Fire Resistance

XP Value: 1,000

GP Value: 5,000

DUNGEON MASTER Guide

The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hellhound breath, or a *wall of fire* spell will cause 10 points of damage per round if the wearer is directly within the conflagration. Exceptionally hot fires such as red dragon breath, pyrohydra *breath*, *fireballs*, *flame strike*, and *fire storm*, are saved against with a +4 bonus to the die roll, and all damage is calculated at -2 per die, but each die is never less than 1 in any event. As a rule-of-thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

of Fire Starting

XP Value: 1,000 **GP Value:** 3,500

DRAGON Magazine 117

The beauty of this ring is obvious under even the most casual inspection. Its band is forged from a bright, silvery metal and has an intricate bas-relief of an ancient fire tending ceremony carved into its surface. The stone is a 5,000 gp diamond and glows with a faint inner light. When it is worn, a slight sensation of warmth can be felt emanating from it.

If the wearer touches the stone to any combustible substance and speaks the command word, the material must save vs. spell or burst into flame. The material need not be entirely dry or pure, and the conditions do not have to be temperate in order for the ring to function. This ring has an unlimited number of uses. It is itself immune to all fire- and heat-based effects, magical or otherwise.

of Flying

XP Value: 1,000 **GP Value:** 7,500

DUNGEON MAGAZINE 14

This magical ring allows the wearer, and up to 600 pounds of weight, to fly at will, as the 3rd-level wizard spell. The ring may be used for up to two cumulative hours of flight per day. If worn in flight past that limit, the ring ceases to function and the user falls. *One featherfall* spell (cast at 12th level) may be used from this ring per day, in addition to the powers of flight; however, the wearer should note that *the featherfall* spell has such a short duration, the wearer's descent is slowed for only 100 feet during that time. Thus, this spell should only be called upon when the wearer is about to strike the ground, or else he or she falls again when the spell's duration expires.

Flynn's Ring of Fire

XP Value: 1,000 **GP Value:** 5,000

DRAGON QUEST Game

This magical ring is fashioned from a spiraling band of copper and is set with a small fire opal. It is rumored that this ring was created by a lost race that served fire giants in the distant past. Once per turn, it can be commanded to fire a small bolt of fire up to 60 feet. Anyone hit by the fire takes 2d4 points of damage. Only wizards and elves may use this ring.

of Folly*

XP Value: — **GP Value:** +500

DRAGON Magazine 179

When donned, this *curse*d ring causes the wearer to lose 1 point of Wisdom and Intelligence per turn until the individual reaches a score of 3 in each ability. The loss is not noticeable until the character is called upon to perform some action that requires one of these abilities (such as gaining spells or proficiency checks). Once the abilities reach 3, the individual is under the effects of *afeblemind* spell and may not use the abilities of his or her character class, nor gain further experience. The *ring of folly* may be removed only by *remove curse*, followed by *dispel magic*. Intelligence and Wisdom are then returned at the rate of 1 point per day of rest. The *ring of folly* may have a secondary function, such as *feather falling* or *invisibility*, at the option of the DM.

of Fortitude

XP Value: 1,000 **GP Value:** 5,000

Tome of Magic

When worn, the *ring of fortitude* grants the wearer a bonus of +4 to one randomly selected ability score for the purposes of spell resolution only; roll 1d12:

Roll	Enhanced Ability
1-6	Dexterity
7-11	Wisdom
12	Constitution

It does not affect ability checks or other aspects of ability scores, except as a direct result of spells or magical abilities. For example, a character with a natural Constitution of 14 would have an enhanced score of 18 while wearing this ring. No extra hit points are acquired with its use, but the wearer's system shock when resolving the *polymorph other* spell is increased to 99%. With a Constitution enhancing ring, the bonuses even apply to the *raise dead* and *resurrection* spells. All effects are lost when the wearer removes the ring.

of Free Action

XP Value: 1,000 **GP Value:** 5,000

DUNGEON MASTER Guide

This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while underwater. The spells simply have no effect. While underwater, the individual moves at normal (surface) speed

and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), since the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

of Freedom

XP Value: 5,000 **GP Value:** 25,000

BLACKMOOR

The *ring of freedom* allows one to move in water as if the character were in air. It also allows normal (surface) damage to be inflicted upon opponents while underwater.

of Gargoyles

XP Value	GP Value
Gargoyle: 3,000	6,000
Margoyle: 5,000	10,000

The Ruins of Undermountain

This seemingly normal brass ring has two powers, both controlled by silent effort of will. It can summon one or two gargoyles at a time from within the ring to serve the wearer. It can also repel gargoyles. Each use of either power immediately drains 1d6+1 hit points from the ring wearer; these are regained by rest or healing.

Gargoyles summoned by the ring have 25 hit points, and are utterly loyal to whoever wears the ring. The gargoyles appear as if coming from another dimension, arriving within 20 to 40 feet from the ring wearer. They are in continuous *telepathic* communication with the ring wearer. This link prevents both gargoyles and the ring wearer from being successfully tricked or influenced by *charm*, *hold*, *sleep*, *suggestion*, and similar enchantment/charm spells and illusions. The wearer can see through the eyes of the gargoyles and gains their *infravision*. Control of the gargoyles and communication with them can be maintained to a range of 100 miles on the same world or plane.

Whenever the wearer desires (or whenever the ring is removed from the wearer's finger), the summoned gargoyles vanish. They can be summoned again, but each gargoyle can only be summoned once per day. If a gargoyle of the ring is slain, it is forever gone. A *ring of gargoyles* can summon only 6 gargoyles; when the last one is destroyed, the ring crumbles into nothingness. Injured gargoyles regain full hit points when "inside" the ring, ready at full strength the next day.

The ring wearer can also repel gargoyles by silent act of will, at any time. This power affects all gargoyles and margoyles; the ring wearer can specifically exclude loyal gargoyles summoned by the ring. This power is identical in effects to the 6th-level wizard spell *repulsion*, but no saving throw is allowed. The effects last for six rounds, but can be extended or started again at will.

A rare (5%) form of this ring is the *margoyle ring*. The ring wearer still gains all the above powers of the *gargoyle ring* with the exceptions noted below. This special type of ring calls forth only a single creature: a margoyle of maximum hit points (48). It also can be summoned and returned to the ring only once a day. For every creature of its own Hit Dice or greater that a "ring margoyle" slays or helps to destroy, it permanently gains 1 hit point (when it has so gained 8 hit points, it gains a Hit Die for THACO, saving throw, and experience point purposes). The margoyle can continue this progression up to a maximum of 12 HD, at which time it can grant a *limited wish* in exchange for its freedom.

of Gax

XP Value: 3,400 **GP Value:** 17,500

Eldritch Wizardry

This is a platinum ring set with an unusual stone, which cannot be identified even by a dwarf or jeweler. The stone has eight faces and can be turned so that any of the eight faces point forward. Each of these eight positions has a separate power, and can be used on command. However, the stone will frequently turn at random by itself, so it is necessary to try a random setting each time the ring is used. After that, the user must know how many faces the stone must be turned to the desired setting. It is impossible to mark either the stone or the band in any way, so the first try each time the ring is used must be a random try and is rolled for by the DM. The *ring of Gax* has the following abilities/penalties:

- *Fly*
- *Wizard eye*
- Detect traps and secret doors
- Conjure one elemental, djinn, efreet, or invisible stalker once per day.
- *Power word stun* once per day.
- User attacks anyone within 20 feet.
- The item destroys from 50% to 100% of the treasure of its owner by consuming it in order to sustain its own power.

- User cannot touch or be touched by any type of metal, it simply passes through him with no effect.
- *Finger of death* with no saving throw twice per day.



of Gaxx

XP Value: —

Book of Artifacts

The *ring of gaxx* is a nine-sided, blue gem mounted in a platinum base on a plain, 1/4 inch platinum band. Inside is a string of letters—the only legible word is "Gaxx."

While wondering among the Mountains of Storms, a luckless fighter named Krednel discovered some old buildings. Entering to take shelter, Krednel discovered the remains of a creature unlike any he had ever seen before. Krednel noticed an odd ring on one of the creature's fingers, and took for his own.

Four days later, Krednel awoke to find that his skin had hardened into a natural armor. Panic stricken, he raced for a pool of water, where he was horrified at his reflection. There in the watery mirror was a creature with 8-inch horns and scaled skin. He frantically pulled off the ring and ran to visit an old dwarf friend, Lorak Iron-

hand, an expert on gems. Lorak could not identify the ring but offered to buy it from Krednel. Krednel snatched the money and disappeared.

The *ring of Gaxx* is a good item for creating some unusual mysteries to solve. One possible adventure could unfold with a village seeking help in ridding itself of a fierce, hideous monster that is terrorizing the place, and at the same time solve the disappearance of the town's rare merchandise dealer.

Constant Powers: The wearer is immune to all forms of disease, both normal and magical.

Invoked Powers: Each of the nine sides of the gem has its own power. The active side faces the finger tip and the entire ring is impossible to mark. The gem rotates clockwise one segment when one of the following occurs: it is put on, worn while sleeping, or the stone is turned. Once all nine powers have been discovered, the wearer can use the powers with 90% accuracy. Two of the powers are *stoneskin* (twice a day) and *invisibility* (once a day).

Random Powers: Two from **Artifact Table 1-13: Healing**, two from **Artifact Table 1-17: Movement**, two from **Artifact Table 1-18: Offensive Powers**, and one from **Artifact Table 1-23: Protection**.

Curse: Once the ring is worn for more than 48 continuous hours, it begins to transform the wearer (over the next 96 hours) into a creature of unknown origin. A thick pair of horns grows 2 inches above the ears; the skin hardens into thick scales, providing a natural AC of 5. The eyes develop infravision (90 feet) and daylight becomes painful (-2 penalty to attack rolls). The lower canines extend an inch beyond the lips, Horn and bite attacks are possible, inflicting 1d4/1d4/1d6 points of damage.

To reverse an incomplete transformation, the ring must be removed for a number of hours equal to the number worn. However, once the change is complete, it is permanent. The wearer now needs the ring to survive—without it death occurs within 72 hours.

Suggested Means of Destruction:

- The ring must be taken by hand to the center of the sun.
- Return it to the alien culture who crafted it.
- The creatures that created the ring must be found and the ring returned to them.

of Genie Summoning

XP Value	GP Value
Djinni: 3,000	15,000
Dao: 3,000	15,000
Efreeti: 3,000	15,000
Marid: 3,000	15,000
Noble djinni: 4,000	20,000
Noble dao: 4,000	20,000
Noble efreeti: 4,000	20,000
Noble marid: 4,000	20,000

DRAGON Magazine 179

An expanded form of the *ring of djinni summoning*, this ring may summon a particular genie from its elemental plane; the genie will appear on the round after the ring is rubbed. The summoned genie will serve the master of the ring faithfully until slain, at which point the ring becomes nonmagical. The type of genie summoned is determined from the following table:

Roll	Genie
01-24	Djinni
25^8	Dao
49-73	Efreeti
74-96	Marid
97	Noble djinni
98	Noble dao
99	Noble efreeti
00	Noble marid

Noble genies serve to perform only three tasks. They use their *wish* granting abilities to complete these, at which point they are freed. A sha'ir of 10th level or higher (see *Arabian Adventures*) may free a common genie from its bondage to the ring. The sha'ir gains experience points equal to that of the genie that was freed. In addition, the genie will consult with its elders to grant the sha'ir a *wish*, free and clear of all entanglements. The ring becomes nonmagical in these circumstances.

Glyphs

XP Value: 2,000 GP Value: 10,000

DRAGON Magazine 50

This ring is akin to a *ring of spell storing* which has 1d4+1 predetermined glyphs in it. Each glyph may be cast once, but the ring may be recharged with the same glyphs it originally possessed. The ring automatically enables a priest to cast each glyph normally, but the glyph still needs to be learned in the usual fashion. The ring permits casting glyphs

that are beyond the power of a priest (it would permit a 7th-level priest to cast *Yaghsa* or *Zic*).

Gold Seal Ring of Al-Kalim

XP Value: 4,000 GP Value: 20,000

The Emirates of Ylaruam

This ring, crafted by the dwarves and enchanted by a Makistani sorcerer, was used by Al-Kalim to confine unruly efreet in containers. The efreet must enter the container at the ring bearer's command; if the container is immediately sealed, and the seal ring pressed into the seal, the efreet cannot leave the container until the seal is broken.

Efreeti know of this great seal ring and greatly fear being confined in a bottle. To avoid confinement, they will often offer to serve the ring bearer. The terms of service offered depend on the shrewdness and insincerity of the efreet, who are treacherous and malevolent servants.

Golden Ring of Healing

XP Value: 3,000 GP Value: 15,000

Tales of the Lance

This ring appears as a band of gold braided into an intricate knot. It provides a wizard with a last defense—protection from death. The schools of sorcery still produce these rings to this day. Dalar, the drow black wizard, used just such a ring to survive the deadly attack of his master, Raistlin.

The ring only affects the wearer. It can cure up to 6 points of damage once per day. Furthermore, it can save a wizard from one mortal blow by healing to 1 hit point. After saving a wizard's life, a particular ring will never work for that wizard again, but it may be passed on to another wizard.

Gordon's Magic

XP Value: — GP Value: 2,000

DUNGEON MAGAZINE 13

Gordon's magic ring can be both a blessing and a curse to its owner. Sages disagree as to the origin of the ring, but all feel that it has abilities not yet revealed. Levalsa of Enstad, in her much acclaimed *Treatise on Mystical Rings*, links the origin of the ring to an unnamed demigod who enjoyed toying with the lives of mortal men. Arrivas of Greyhawk, on the other hand, feels that the ring was once a powerful magical ring but was damaged by a curse.

This magical item appears to be a finely tooled gold ring with a human face carved on one side. The eyes of the ring are tiny red garnets (40 gp value

4258

each). On the inside of the band, the name "Gordon of Red Falcon" is inscribed in elvish script. The ring radiates magic but does not detect as good or evil. The intensity of the magic is always dim, and the type of magic can never be determined. *Identify* spells cast on the ring always reveal false powers (as if the saving throw were 1 point short).

Gordon's magic ring can speak elvish, gnome, dwarvish, halfling, thieves' cant, hill giant, ogrish, and the common tongue. It can even change the features on its carved face to smile, frown, grimace, etc. It has the power to *levitate* its wearer at the 12th level of ability. It is not a living entity, but it does display exceptional cleverness for a magical item (role-play as if it had an intelligence rating of 10). It is very friendly, even to known enemies, and strikes up a conversation whenever possible.

Sounds like a nice ring? It would be, except that the ring is a habitual liar. Always craving more adventure, it promises the world but never delivers. For example, it once belonged to a halfling who had unfortunately been captured by a troll. The poor halfling, critically injured and bound, sat awaiting a horrible fate in the troll's filthy lair when the ring proudly announced that it was a *ring of wishes*. "I wish I was back at home then," cried the hairfoot, "and that I had never crossed this stupid bridge!" The ring chanted a few impressive sounding words, closed its glowing red eyes, and even sweated a little. "Oops," it said. "I must have already used up that ability for this month. Anything else I could do?"

Although the ring claims to be able to do almost anything, if in danger of being destroyed or removed it may actually *levitate* the wearer (20% chance), whether that action helps or not. It never *levitates* on command, however, claiming it doesn't remember how to activate that particular ability.

The ring is cursed so that it can only be easily removed from dead creatures. A PC wishing to be rid of the ring, once put on, must have a *silence* spell thrown on the ring, followed by *dispel magic* and *remove curse*. The ring saves as a 12th-level fighter and operates at the 12th level of magic use. Of course, if the adventurer dies, the ring comes off easily.

of the Grasshopper

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 91

While wearing this ring, a character weighing up to 250 pounds *can jump* (like the wizard spell)

once per turn for a number of times per day equal to the character's Strength score. (A strength of 18, with or without an exceptional rating, will allow for 18 jumps per day.) If the wearer of a *ring of the grasshopper* attempts to jump more often than allowed by his or her Strength, a save vs. paralyzation must be made each time he or she lands. Failure to save indicates leg injuries, causes 1d4+4 points of damage, and reduces the victim's Movement rate to 3. A character injured in this manner will find running, leaping, and other strenuous activity involving the legs to be impossible for 6d6 hours afterward, unless a *heal* spell is applied to neutralize the ill effects.

Halaster's Teleportation

XP Value: —

GP Value: 1,000

The Ruins of Undermountain

These plain, brass finger-rings were once common in the Realms, but are now very rare. They enabled any wearer to *teleport without error* from any location to a predetermined spot on the same plane, either by speaking a command word or through force of will.

A *teleportation ring* affects only the creature wearing it. The few that are in Undermountain are placed there by Halaster. Unlike the more powerful *horned rings* of his devising, all the *teleport rings* found in these halls are cursed. They transport the wearers to a single location upon speaking a command word: "Athlas" (which means "lost" in a Northern dialect of long ago, one familiar to the wizard). The characters arrive facing the throne itself, at the bottom of the steps.

The *teleportation rings* in Undermountain are further tainted by Halaster's cruel sense of humor—the user arrives stripped of all clothing and belongings, including magical items such as the *teleportation ring* itself. The ring's magic scatters such objects at random all over Undermountain, where some may never be found. As always, these secondary effects are used at the discretion of the DM—of course, Halaster is not known for either discretion or fairness himself.

Harmlessness

XP Value: 1,000

GP Value: 5,000

DRAGON Magazine 179

This ring makes the wearer appear by illusion to be a small, thin, ragged peasant, very nonthreatening in appearance. He or she is unlikely to be attacked until all others in the group have been.

of Health

XP Value

Con 15: 1,000
 Con 16: 2,000
 Con 17: 3,000
 Con 18: 4,000
 Con 19: 5,000

GP Value

5,000
 6,000
 7,000
 8,000
 9,000

DRAGON Magazine 117

Wearing a *ring of health* brings many benefits. The wearer is allotted the ring's set Constitution, in as far as it pertains to health, recovery of hit points, ability to consume amounts of liquor, and system shock and resurrection percentages. This does not, however, pertain to hit points conferred by a high Constitution whenever a new level is attained. For example, wearing a *ring of health* (Constitution 16) would allot a 96% chance of successful revival if the wearer is killed, while a *ring of health* (Constitution 19) would give a +1 on saving throws vs. poison. Neither ring gives the wearer any additional hit points. The ring must be worn for at least a week before the wearer gains its benefits. No benefits are realized by placing such a ring on a dead person in an attempt to revive him. The type of ring is determined by rolling percentile dice and consulting the table below:

Roll	Effective Constitution
01-45	<i>Ring of health</i> (Con 15)
46-90	<i>Ring of health</i> (Con 16)
91-95	<i>Ring of health</i> (Con 17)
96-99	<i>Ring of health</i> (Con 18) •
00	<i>Ring of health</i> (Con 19)

of the Hierophant

XP Value

Earth: 4,000
 Air: 4,000
 Fire: 4,000
 Water: 4,000

GP Value

20,000
 20,000
 20,000
 20,000

DRAGON Magazine 187

There are only four of these powerful rings known to exist, one of each type. Their creation requires the efforts of a hierophant druid capable of entering the elemental plane that corresponds to the powers of the ring. Each of these rings enables a druid to speak and understand the language of the corresponding elemental plane, and once a week the wearer may *polymorph* into the form of an elemental of the associated type. In elemental form, the druid

retains normal hit points, but in all other senses is a 12-HD elemental. The *transformation* otherwise functions as the druid's 7th-level *shape change* ability, including the healing of lost hit points. The *transformation* lasts for a maximum of six turns and can be reversed at any time. The druid radiates strong alteration magic while in elemental form.

Finally, each of these rings gives the wearer the power to cast a certain spell once per day. The *ring of the earth hierophant* enables the wearer to cast *stone shape* at 17th level; the *ring of the fire hierophant* enables the wearer to cast *flame walk* at 18th level; the *ring of the water hierophant* enables the wearer to cast *water walk* at 19th level; and the *ring of the air hierophant* enables the wearer to cast *air walk* at 20th level.

Hoinbee's Ring of Truth

XP Value: 2,000

GP Value: 10,000

1992 Fantasy Collector Card 268

Hoinbee, an evil transmuter and pathological liar, experimented for many years before he finally perfected this peculiar *ring of truth*. Now he can *detect falsehoods* told by anyone else, but he can continually lie himself, without having to remove the ring. The ring now renders his lies so convincing that even a *detect lie* spell cannot expose him. There is one drawback to the ring's power—Hoinbee now believes every lie he tells, for one day after he tells it. Thus, he must be careful not to tell any lies that could influence his actions over the next 24 hours.

of Holiness

XP Value: 2,000

GP Value: 10,000

DUNGEONS & DRAGONS Rules Cyclopeda

This ring is usable only by a priest or druid. If the ring is worn while spells are gained (usually during morning meditation), the priest gains one extra spell each of levels 1, 2, and 3 as appropriate. (Extra spells apply only to spell levels obtainable. For example, a 4th-level priest would not gain any 3rd level spells.) If the ring is removed, the spells are forgotten (though this has no effect if the spells are already cast). In addition, a priest (but not a druid) gains a +1 bonus to any rolls to turn undead, including the roll determining the Hit Dice of undead turned. The ring does not affect turn attempts not requiring a roll.

of the Holy Slayer**XP Value:** 3,000 **GP Value:** 15,000

Land of Fate

This is a most deadly ring in the Land of Fate. Upon uttering a command word, it pumps a deadly toxin into the hand of the individual wearing the ring. A saving throw with a -4 penalty must be made, and failure to make the saving throw has the following results: (a) death, (b) the individual's body cannot be raised or resurrected, and (c) the individual's departed spirit cannot be contacted by *speak with dead* spells and similar divinations. These rings are used by holy slayers, but not against their intended victims. Rather, slayers wear them to avoid being questioned by their captors—carrying their secrets to the grave. The ring becomes nonmagical when used.

Horned**XP Value:** 3,000 **GP Value:** 35,000

The Ruins of Undermountain

Fashioned by Halaster, these iron rings are normally found only in Undermountain. Pairs of tiny curved horns rise of them, the horns curling out and back toward the wearer's finger.

Horned rings function as *teleportation rings* within the dungeons of Undermountain (see below), though the wearers can arrive at different locations. The wearers can specifically define their "arrival" areas. They also break all *wizard locks*, *walls of force*, *holds*, *webs*, and other magical barriers (except *prismatic sphere* and *prismatic wall*) on contact; no harm comes to the wearer while disrupting magical barriers. They absorb *magic missiles* and all electrical spells and natural effects to repower themselves, without allowing these effects to harm the wearer.

There are only eight of these rings known to exist, and nearly all are accounted for among Halaster's ex-apprentices. Jhesiyra Kestellharp also had a *horned ring* in her possession, but its current whereabouts are unknown.

of Human Control**XP Value:** 2,000 **GP Value:** 10,000

DUNGEONS & DRAGONS Rules Cyclopedia

A ring of *human control* has the same effect as the potion of the same name. The effect lasts until canceled by the wearer of the ring, the ring is removed, or until a *dispel magic* spell removes the charm.

of Human Influence**XP Value:** 2,000 **GP Value:** 10,000

DUNGEON MASTER Guide

This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also charm up to 21 levels or Hit Dice of humans and humanoids (saving throws apply) just as if he were using the wizard spell, *charm person*. The two latter uses of the ring are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3.

of Human Influence**XP Value:** 120 **GP Value:** 600

DRAGON Magazine 156

This jade ring is decorated with Oriental characters, including Fu Manchu and Charlie Chan. It affects all food eaten by the wearer; there is no noticeable change in the taste, but one round after being eaten, the food begins to burn for 1d4 points of damage per round. Water only makes the burning worse (+1 point of damage for one round). Only eating 1d6 plates of rice will ease the pain. However, no matter how much food is consumed, the wearer still feels hungry an hour later.

of Ice**XP Value:** 250 **GP Value:** 2,500

DRAGON Magazine 168

Hervmister was a famous archmage devoted to the cause of Good. When he had to enter the Elemental Plane of Fire to rescue a dear friend, he created a special *ring of ice*. It was designed to be used by any class and was activated simply by putting it on. This ring, however, was designed to protect against heat and flame never experienced on the Prime Material Plane. If an adventurer activates the ring anywhere except on the Elemental Plane of Fire, he or she is protected from any form of flame or heat, but also receives 1-3 points of frost damage for every round the ring is worn. The only known method of stopping the ring from producing cold (unless one owns a *cube of frost resistance*) is to take it off. However, the cold produced by the ring is so intense that the wearer must make a Dexterity check every round in order to remove the ring.

Icebolts

XP Value: 2,000 **GP Value:** 7,500

DRAGON Magazine 82

When a special command is spoken, this ring fires a bolt of solid ice at any target within 100 feet. The wearer chooses the target. The *icebolt* causes 2d6 points of damage to the target, half that if a saving throw vs. wands is made. Creatures or beings who use fire or are fiery by nature (salamanders, fire giants, red dragons, etc.) save at -4 against this effect; creatures who are cold-users or cold-resistant (frost giants, white dragons, etc.) save at +4. Each ring possesses 3d10 charges when found, and cannot be recharged.

of Immunity

XP Value: 1,000 **GP Value:** 5,000

Old Empires

When this ring is worn, the wearer becomes immune to all diseases and infections. This includes magical curses, such as lycanthropy and mummy rot. The character regains the maximum number of hit points per day (3 hit points) from rest, and is not bothered by fever or infection, regardless of the level of activity. This ring is a simple, silver circle, and is another creation of the incarnations of Thoth.

Impersonation

XP Value: 400 **GP Value:** 2,000

DUNGEON MAGAZINE 32

This ring functions as a *hat of disguise*. If the ring is removed, the *disguise* is instantly dispelled.

Infravision

XP Value: 1,000 **GP Value:** 5,000

DRAGON Magazine 82

This ring bestows *infravision* upon the wearer, as the spell of the same name, out to a 60-foot radius.

of Infravision Negation

XP Value: 950 **GP Value:** 7,000

POLYHEDRON Newszine 47

When worn, this ring creates a field around the wearer that hides his or her body heat from all forms of infravision, but negates the wearer's infravision.

Intier's Ring of Shooting Stars

XP Value: 3,000 **GP Value:** 15,000

1993 Collector Card 405

Intier's magical ring functions much as a normal ring of *shooting stars*, allowing the wearer to utilize

various light- and lightning-related spells, either underground or at night. Intier's ring, however, provides for a rather spectacular display whenever the ball lightning, shooting stars, or spark shower functions are used. All of the effects are bright blue and accompanied by loud whistling, crackling, and popping, along with billowing streamers of smoke.

Invisibility

XP Value: 1,500 **GP Value:** 7,500

DUNGEONMASTER Guide

The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is the same as the wizard *invisibility* spell, except that 10% of these rings have inaudibility as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

of Invisibility Negation

XP Value **GP Value**

Clarifier: 1,000 12,000

Killer: 1,800 20,000

Destroyer: 1,300 7,000

DRAGON Magazine 82

Some years ago, a wizard invented this ring because he disliked *invisible* surprises. When it is worn, the ring continually generates a powerful magical field 60 feet in diameter that negates *invisibility* within its confines. Any creature with natural or induced invisibility immediately becomes visible upon entering this field and remains so until leaving it. Furthermore, the creature becomes outlined in an *eeriefariefire*, a green luminous light that gives opponents a +2 bonus to hit. The effects of *potions of invisibility*, *dust of disappearance*, and spells of *invisibility* are negated and *dispelled* as soon as the creature using them enters the magic field. *Potions*, *dust*, or spells possessed but not being used will not be affected. The normal form of this ring is called the *clarifier*. In addition to this, there are two variations. The first, the *killer*, does 1d4+1 points of damage per round (no saving throw) to creatures in the magic field whose *invisibility* was affected. The second variation is the *destroyer*. It drains the magical properties of any invisibility-related device that remains in the magic field for more than one round. The magical item in question is allowed a saving throw vs. disintegration at +5 to avoid being *dispelled*. For random selection of one of the three rings, roll percentile dice: