

FANTASY HERO RANDOM MAGIC ITEMS

For the usual adventurer, treasure represents a reward for the hardship danger that each has experienced. The silver coins, the gems, and the weapons found are all well accepted, but the most valuable treasure for the adventurer and the best received is the magical item. Enchanted goblets, glowing mystical staves, and magic swords are all met with great enthusiasm. These charts are an attempt to make generating this treasure simpler and faster, and thus make the GM's job easier. The sources of treasure for Fantasy Hero are rather limited, and this is an attempt to increase the range of items available.

Following this section is a large treatment on the concept and construction of treasures, the placement and protection of them, and a fairly significant section that gives more detailed write-ups of the treasures in question. Many of the items do not require such work, but for the sake of completeness and to give vagaries such as Active Cost the construction is useful.

The GM may find it easier if the development of Treasure for a given creature is made a bit less arbitrary. Not all treasure found is totally significant to the plot and is there especially placed. These charts follow some basic guidelines for treasure allowance. First, the treasure that a given being has should not out-value the danger and risk in obtaining it, usually with the defeat of the creature. This means that the point value of the magic and other goods is rarely to be higher than the creature's own. The creature must never have treasure other than that which is logical and believable for it's situation (i.e., the peasant you kill will not have the Axe of Divine Power, and the mighty Dragon will not have only a spinning wheel and an old chair as his treasure). The treasure possessed must have come from somewhere; it cannot have spontaneously generated itself for the Dragon's bed. Somewhere, someone made the treasure, and may want it back.

A primary drawback of randomizing items is that if it is taken literally, one can end up with a Dragon having but a spinning wheel and a few coins while some mundane creature like a lion ends up with 4 magic items and a thousand gold. Care should be taken in what is randomly determined for a creature, weighing its situation and power level.

Something else to be considered is that treasure can be anything that is useful or of value to players, even if it isn't magical or monetary. A backpack or a cloak that protects from the cold can be more useful than a magical weapon to players in the right circumstances. Most treasure should be materials that are reasonable for the situation and the encounter.

The Jolrhos Bestiary has an extensive section dealing with the "body treasure" of creatures that are defeated, such as silk off spiders and pelts off wolves. That kind of treasure will be off nearly any kill, it consists of the body parts and product of various monsters.

However, in addition, even the merest beast may have things that can be used. That spider might have killed some very colorful birds with amazing plumage, feathers that will sell for decent money. That wolf might have killed creatures that have parts alchemists want, even bones.

In addition, there are the treasures that seem minor but can be very valuable. A bolt of silk, a cask of old wine, a block of salt, these things might be ignored by players, but can be quite expensive and turned into cold, hard cash. Their drawback being that they weigh more and take up more space than just coins. Scattering these treasures in minor encounters can make them more lucrative than the characters initially think, with the benefit of requiring them to make choices: carry this which weighs us down, or leave it and the money it's worth?

Depending on the amount of magic and availability of it in the game, you might want to avoid the magical portion of the treasures here and focus more on the mundane - or at least the minor magic. Most GMs want to avoid a situation where characters either have a quiver of swords for every special occasion or are passing up (or worse, simply selling) fancy new treasure because it just isn't an upgrade.

Like encounters, treasures are best added to the game as part of the story rather than heaps of goodies around for anyone to stumble upon. Still, random generation can be useful on occasion for no other reason than to simply save time.

NUMBER OF ITEMS

If a given number of treasure has not been predetermined, the GM can randomize the number of rolls using this section. In general, the more powerful and greedier the creature, the greater the number of items it will have, as well as the better the quality. Poor, weak creatures, or those in areas with little to offer will have significantly fewer and less valuable items, typically. As always with random tables, however, odd results can occur, and the GM's judgment is supreme.

The number of rolls for items that a creature might have varies widely by the type of creature, setting, power level of the campaign, location the items are found, and the situation. Adjust the roll on the Number of Rolls table by the Modifier given below, as applies. Other modifiers can be applied as the situation dictates. These modifiers are suggestions, individual campaigns naturally may have different sort of modifiers, such as magic rich and poor zones or specific sorts of ruins containing more or less treasure.

MASTER MODIFIER			
VALUE	MODIFIER	VALUE	MODIFIER
+1	well-defended/-concealed	-1	area never been civilized
+1	Intelligent creature	-1	nomadic, traveler
+1	lair or home	-1	not home area or lir
+1	collects treasure	-1	bank or vault in area
+1	old ruins	-1	uninterested in treasure
+1	civilized area	-1	subordinate (soldier, patrol, guard)
+1	more powerful creatures in area	-2	unintelligent creature
+2	greedy, hoards treasure	-2	highly destructive
+2	old, valuable ruins	-2	least powerful in area
+2	most powerful in area	-3	hates material goods
+3	rich and lofty	-3	very poor or lowly in stature

Using the above modifiers consult the table below for the number of Master Treasure Chart rolls that are made for the given creature's horde. Roll a D6 and adjust the roll by the modifiers from the Master Modifier chart, above.

NUMBER OF ROLLS			
ROLL	RESULT	ROLL	RESULT
up to 1	1 roll	9	D6 rolls
2	1-2 rolls	10	D3+3
3	3 rolls	11	D6+1 rolls
4	D3 rolls	12	D6+2 rolls
5	4 rolls	13	7 rolls
6	D4 rolls	14	8 rolls
7	D6-1 rolls	15	2D6 rolls
8	5 rolls	16+	2D6+2 rolls

You may also apply the modifier above to the roll on the Master Treasure Chart as well. This will reflect the kind of treasure that the horde holds as well. A total modifier of up to +15 and as low as -17 is possible with this system, which will tend to both keep rich creatures from having simply some commodities, and prevent any poor creatures from having very many items of any power at all.

MASTER TREASURE CHARTS

Roll on the master treasure chart below to begin the process, this will tell the charts required in generating the items desired for a given creature. When rolling on these tables, add the Master Modifier found above, this will bias the table to better reflect the type of creature with quality of the treasure it has.

MASTER TREASURE CHART		MAGICAL TREASURE CHART	
ROLL	RESULT	ROLL	RESULT
01-15	Commodities (roll a D3 for which chart)	01-06	Artifact Weapon
16-30	Herbs (roll a D6: 1-3= table one; 2-6= table two)	07-12	Major Magic Items Table One
31-40	Coins (randomize by adventure and creature)	13-18	Major Armor
41-55	Weapon ₁	19-24	Minor Magic Items Table One
56-65	Armor ₂	25-30	Minor Weapon ₁
66-70	Gems and Jewelry Chart	31-38	Minor Magic Items Table Two
71-75	Mundane Treasure Chart	39-46	Potions Chart
76-80	Charms Chart	47-54	Charms Chart
81-85	Runes Chart	55-62	Runes Chart
86-00	Magical Treasure (roll on the Magical Treasure Chart below)	63-70	Scrolls Chart
		71-76	Minor Armor ₂
		77-82	Minor Magic Items Table Three
		83-88	Major Magic Items Table Two
		89-94	Major Weapon
		95-00	Artifact Armor

Notes

- 1: Roll up the weapon type randomly using the tables below after determining the weapon treasure.
- 2: Roll up the armor type randomly using the tables below after determining the armor treasure.

For areas that you simply need fill treasure, not something highly valuable but items to make the treasure horde more complete, use this table, without the Master Modifier.

MONETARY TREASURE		MARTIAL TREASURE	
ROLL	RESULT	ROLL	RESULT
01-05	Magical Jewelry	01-10	Minor Magic Armor
06-25	Commodities (D3 for which table)	02-40	Armor
26-69	Coins	41-60	Commodities
71-90	Commodities (D3 for which table)	61-90	Weapon
91-00	Gems and Jewelry	91-00	Minor Magic Weapon

WEAPON AND ARMOR SUBTABLES

These tables are used to determine the exact kind and composition of armor and weapons that are discovered. Due to the various ores and types of materials that weapons and armor can be constructed from, this section can result in sub-par or extraordinarily fine weapons. Building specific weapons with this system can be rather complex, so GMs in a hurry might wish to simply find out the type of treasure and not bother with the materials it is made from.

WEAPONS

If any weapon is called for in the charts (such as commodities and weapon treasures) roll up the type using these tables. First, determine the basic type of weapon that is found using the Weapon Type Table. Most of these weapon types have a range of types within them that can be determined below (Axes, Swords, etc).

WEAPON CLASS	
ROLL	TYPE
01-25	Ammunition
26-00	Weapon

Once the basic weapon class is determined, roll on the Weapon Type table below for the exact weapon or on the Ammunition table for the type of ammunition found.

Ammunition will come in batches typically, although a very powerful arrow can be found (one major prefix and suffix off the minor magical weapon table, for instance) that could be single. In general, players should find at least 6+2D6 ammunition of any given type, or more.

AMMUNITION	
ROLL	TYPE
01-20	Sling Bullet
21-80	Arrow
81-00	Crossbow Bolt

WEAPON TYPE			
ROLL	TYPE	ROLL	TYPE
01-05	Nets	58-65	Hammers
06-11	Picks	66-73	Crossbows
12-17	Daggers	74-80	Pole Arms
18-23	Flails	81-87	Staves
24-30	Maces	88-93	Javelin
31-37	Bows	94-96	Clubs
38-46	Axes	96-98	Slings
47-57	Swords	99-00	Exotic Weapons

After the basic Type of weapon is found, most of the results require an additional roll below for the sub class of weapon found (Great Axe, Short Sword, etc).

WEAPON TYPE			
ROLL	TYPE OF AXE	ROLL	TYPE OF BOW
1-2	Battle Axe	1	Light Self Bow
3	Hand Axe	2	Medium Self Bow
4-5	Great Axe	3	Heavy Bow
6	Francisca	4	Light Long Bow
ROLL	TYPE OF CLUB	5	Medium Long Bow
1	Baton	6	Heavy Long Bow
2-3	Club	ROLL	TYPE OF CROSSBOW
4-5	Large Club	1-2	Arbalest
6	Great Club	3-4	Heavy Crossbow
ROLL	TYPE OF DAGGER	5-6	Light Crossbow
1-2	Dagger	ROLL	TYPE OF FLAIL
3-4	Stiletto	1-2	Battle Flail
5-6	Throwing Knife	3	Bladed Flail
ROLL	TYPE OF HAMMER	4-5	Flail
1-2	Hammer	6	Military Flail
3-4	War Hammer	ROLL	TYPE OF MACE
5-6	Maul	1-2	Heavy Mace
ROLL	TYPE OF NET	3-4	Light Mace
1-4	Net	5-6	Morningstar
5-6	Hooked Net	ROLL	TYPE OF SLING
ROLL	TYPE OF POLE ARM	1-3	Sling
1	Awl Pike	4-5	Staff Sling
2	Halberd	6	Slingshot
3	Lance (1-4 Light, 5-6 Heavy)	ROLL	TYPE OF SWORD
4	Lucerne Hammer	1	Short Sword
5	Military Fork	2-3	Long Sword
6	Pike	4-5	Bastard Sword
7	Pole Axe	6	Great Sword
8	Spear	ROLL	TYPE OF EXOTIC WEAPON*
ROLL	TYPE OF PICK	1	Dwarven Weapon
1-3	Pick	2	Elven Weapon
4-5	Battle Pick	3	Lengothian Weapon
6	Great Pick	4	Saurian Weapon
ROLL	TYPE OF STAFF	5-6	Other Exotic Weapons
1-3	Rod	*Roll on the sub tables below	
4-6	Quarterstaff		

If some exotic or other racial weapon is determined with the weapons type chart, roll on these subtables below:

DWARVEN WEAPONS	
ROLL	TYPE
1	Disk Axe
2	Dragontooth
3	Flying Fist
4	Prodd
5	Repeater Crossbow
6	Stone Hammer

ELVEN WEAPONS	
ROLL	TYPE
1-2	Elfin Bow
3	Steel Butterfly
4-5	Steelhands
6	Whipstaff

LENGOTHIAN WEAPONS	
ROLL	TYPE
2	Chain Whip
3	Chakram
4	Flying Claw
5	Iron Staff
6	Long Scythe
7-8	Rice Flail
9-10	Shuriken
11	3 Section Staff
12	Tiger Claws

SAURIAN WEAPONS	
ROLL	TYPE
2-3	Bhuj
4	Flying Claw
5	Hooked Net
6	Long Scythe
7-8	War Talons
9	Whipsword
10-11	Winged Star
12	Powder Gun

OTHER EXOTIC WEAPONS	
ROLL	TYPE
2	Blowgun
3	Boomerang
4	Bullwhip
5	Cestus
6	Dart
7	Flesh Pincers
8	Hooked Net ²
9	Katar
10	Scythe
11	Slingshot
12	Triple Dagger

WEAPON CONSTRUCTION

Once the type of weapon has been determined, the construction of it is randomly determined next. The construction of the weapon greatly affects its characteristics, especially how light and sturdy it is, as well as its value.

METAL WEAPON CONSTRUCTION			
D100 ROLL	MATERIAL	D100 ROLL	MATERIAL
01-03	Ebon	53-58	Steel
04-06	Aetherstone	59-64	Bone
07-11	Velune	56-69	Coral
12-16	Dragonbone	70-74	Obsidian
17-21	Blood Iron	75-89	Star Iron
22-26	Chitin	80-84	Vhaeth
27-31	Bronze	85-89	Felstone
32-37	Stone	90-94	Dragonscale
38-44	Dwarven Steel	95-97	Mithril
45-52	Iron	98-00	Adamantine

This chart shows the effects of various materials with wood weapons. This is for weapons made entirely of wood (such as a staff or a bow), not composite weapons like a spear.

WOODEN WEAPON CONSTRUCTION			
D100 ROLL	MATERIAL	D100 ROLL	MATERIAL
01-05	Entbone	57-65	Bone
05-15	Eilhas	66-75	Chitin
16-25	Vhaeth	76-85	Bloodwood
36-35	Coral	86-95	Helvorn
36-56	Wood	96-00	Felwood

BOWS AND CROSSBOWS

Like other weapons, Bows can be made of a wide variety of items. In fact, they can be made of such a wide variety of materials that are similar (ranging from Pegasus hair strings to dragon horn bows) that the results are more generalized. Roll any bow that results on the table below. The Bow and String must be rolled up separately (each one has a minor effect based on construction), thus rolling twice on the appropriate table. For Ammunition such as arrows and bolts, consult on the arrow component table below. There are three elements that go into making a bolt or arrow: Vane, Shaft, and Head. Thus, each element of the arrow as it is crafted may be of alternate construction.

BOWSTAFF	
D100 ROLL	MATERIAL
01-07	Major
08-17	Compound
18-37	Recurve
38-79	Simple
80-95	Composite
96-00	Artifact

STRING	
D100 ROLL	MATERIAL
01-08	Major
09-31	Minor
32-71	Normal
72-95	Elven
96-00	Artifact

ARROW COMPONENTS	
D100 ROLL	MATERIAL
01-05	Weak
06-30	Minor
31-80	Normal
81-95	Major
96-00	Artifact

CROSSBOWS	
D100 ROLL	MATERIAL
01-08	Major
09-31	Composite
32-71	Simple
72-95	Dwarven
96-00	Artifact

ARMOR AND SHIELDS

Armor may be full suits or partial, such as gauntlets, boots cuirass, helms, etc. This result varies by the whim of the GM, and certain types will not be well served by partial armor, especially major armor. The actual kind of armor can be randomly determined below with a die roll.

ARMOR COVERAGE	
ROLL	RESULT
01-20	Full Suit
21-50	One Piece
51-70	Partial (2D6 areas covered, roll on coverage table below)
71-00	Shield (D6, 1-2: small, 3-4: medium, 5-6: large)

PARTIAL ARMOR					
ROLL	PIECE	AREAS	ROLL	PIECE	AREAS
01-05	Full Helm	(3-5)	54-58	Cuirass	(8-13)
06-10	Coif	(4-5, 9)	59-63	Vest	(10-13)
11-14	Helmet	(4-5)	63-68	Breastplate	(9-13)
15-17	Cap	(5)	69-72	Skirtplate	(12-13)
18-21	Gauntlets	(6-7)	73-76	Chausses	(14-18)
22-25	Gloves	(6)	77-80	Leggings	(14-17)
26-28	Brassards	(7-9)	81-83	Skirt	(14)
29-32	Vambraces	(7)	84-87	Greaves	(16-17)
33-35	Rerebraces	(8)	88-91	Boots	(17-18)
36-38	Pauldrons	(9)	92-94	Knee Cops	(15)
39-43	Hauberk	(7-14)	95-97	Demigreaves	(16)
44-48	Corselet	(9-15)	98-00	Anklets	(17)
49-53	Byrnie	(9-14)			

ARMOR TYPE		
ROLL	TYPE	DEF
01-13	Padded Cloth, Quilted Cloth, Leather, Furs	1
14-26	Heavy Leather, Laminated Cloth	2
27-39	Cuir Boullis, Studded Leather	3
40-52	Brigandine, Ring Mail	4
53-64	Scale Mail, Bezainted, Splint Mail	5
65-76	Chain mail, Banded Mail	6
77-88	Field Plate, Plate and Chain (Plate Mail)	7
89-00	Plate Armor	8

ARMOR CONSTRUCTION

Once the type of armor or shield has been determined, the materials the armor has been constructed from may be determined. Soft armor rolls on the Soft Armor table and hard armor checks the Hard Armor table but composite armor checks the hard armor table and adjusts the result by the Composite armor table.

SOFT ARMOR	
D100 ROLL	MATERIAL
01-17	Wyrmskin
18-34	Fenen
35-54	Leather
55-72	Beasthide
73-87	Braided Fenen
88-00	Dragonhide

HARD/COMPOSITE ARMOR					
D100 ROLL	MATERIAL	D100 ROLL	MATERIAL	D100 ROLL	MATERIAL
01-03	Adamantine	31-37	Dwarven Steel	74-77	Helvorn
04-06	Dragonbone	38-47	Iron	78-81	Entbone
07-10	Aetherstone	48-53	Steel	82-85	Velune
11-14	Felwood	54-57	Coral	86-89	Mithril
15-18	Blood Iron	58-61	Bronze	90-93	Bloodwood
19-22	Eilhas	62-65	Felstone	94-97	Dragonscale
23-26	Star Iron	66-69	Wood	98-00	Ebon
28-31	Chitin	70-73	Vhaeth		

COMPOSITE ARMOR	
D100 ROLL	MATERIAL
01-17	add Wyrmskin
18-34	add Fenen
35-54	Leather
55-72	add Beasthide
73-87	add Braided Fenen
88-00	add Dragonhide

SHIELDS

Shields tend to be made of uncommon material or at least enhanced with it than armor, mostly due to the cost involved in a full suit of armor even of Star Iron. The of a Shield construction greatly enhances it's durability and weight.

SHIELD CONSTRUCTION			
D100 ROLL	MATERIAL	D100 ROLL	MATERIAL
01-05	Dragonscale	54-58	Leather
06-10	Dragonbone	59-63	Beasthide
11-15	Felwood	64-70	Helvorn
16-20	Fenen	71-75	Eilhas
21-26	Chitin	76-80	Bloodwood
27-31	Coral	81-85	Braided Fenen
32-36	Vhaeth	86-90	Wyrmskin
37-43	Bone	91-95	Entbone
44-53	Wood	596-00	Dragonhide

THE TREASURE CHARTS

These charts will determine the kind of treasure actually found, ranging from a bolt of canvas to a mighty artifact weapon such as Sentiel. Rolling on most the charts is done with a D66: two six sided dice (of different colors, treating one as the high number and one as the low number). If the dice result in a 4 and a 6, for example, this would mean number 46 on the charts below. This system gives a range of 36 numbers, and has no bell curve (any number is just as likely as any other to show up).

Each table contains a wide variety of items, many of which are themselves variable (such as coins, jewelry, charms, scrolls, and minor armor and weapons). This gives an enormous range of possible treasures, a myriad of possibilities.

As always, the given item must fit the concept the GM has, or at last not violate this concept. If the tables roll up an artifact weapon for a giant rat, the GM always has the option of ignoring it and rolling again. Of course, one could always take the result and work out an interesting scenario involving the rat's amazing treasure.

COINS

If a random number of coins are desired, this chart will give such. In general, monetary treasure should be based on the creature and it's setting, appropriate for the encounter. This table can give a very random range of coinage due to the sub rolling, and should be used with caution.

RANDOM COIN TABLE	
ROLL	RESULT
01-03	Roll Twice (re-roll if this result)
04-08	D6 in D6 Gold
09-13	D6 in Gold, 3D6 in Silver, 2D6 in D6 Copper
14-18	D6 Gold
19-29	2D6 Silver
30-40	2D6 in D6 Copper
41-61	3D6 Copper
62-72	2D6 Silver, 3D6 Copper
73-83	3D6 Silver, 2D6 in D6 Copper
84-88	D6 in Gold, 3D6 in D6 Copper
89-93	D6 in Gold, 3D6 Silver, 3D6 in D6 Copper
94-98	D6 in D6 Gold, 2D6 in D6 Silver, 4D6 in D6 Copper
99-00	Roll Three Times (re-roll if this result)



COMMODITIES

Commodities is a blanket term that covers non magical treasure that is not coin. It can be anything from jerky to blankets to iron ore to fuel wood. Most treasure found will fall in this category, and the most value actually will as well. Players will grow to appreciate a brick of Cinnamon as much as a bag of gold in time. The prices on these vary due to quality, condition, and market. In any case, the price rolled assumes a proper buyer or market, as some of the commodities are not commoner stuff.

COMMODITIES TABLE ONE		
ROLL	TYPE	DESCRIPTION
11	Mithril	Ingots or ore worth 9D6 silver (weight of 5 pounds per silver)
12	Herbs (non-magic)	cooking and aromatic herbs worth 6D6 copper
13	Ivory	worth 3D6 silver
14	Silk	bolt of D6x10 yards of silk, at 2D6 copper a yard
15	Cotton	bale of cotton worth 8D6 copper
16	Rye Flour	D6 bags worth 3D6 copper each
21	Iron	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
22	Gold	Ingots or ore worth 8D6 silver (weight of 5 pounds per silver)
23	Bronze	Ingots worth 6D6 silver
24	Copper	Ingots or ore worth 6D6 silver (weight of 5 pounds per silver)
25	Incense	4D6 copper worth of perfumes and scents
26	BloodIron	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
31	Coal	ore worth 5D6 silver (weight of 5 pounds per silver)
32	Oil	D6x5 gallons of fuel oil worth 15 copper each
33	Silver	Ingots or ore worth 7D6 silver (weight of 5 pounds per silver)
34	Corn Flour	2D6 bags of flour worth 3D6 copper each
35	Perfume	D6 bottles of perfume worth 3D6 silver each
36	Wheat Flour	2D6 bags of flour worth 2D6 copper each
41	Food stuffs	4D6 copper of cheese, dried meat, etc
42	Fuel Wood	D3 cords worth 3D6 copper each
43	Construction Wood	Wood boards (oak, maple, pine, ash, etc) D3 cords worth 4D6 copper each
44	Platinum	Ingots or ore worth 9D6 silver (weight of 5 pounds per silver)
45	Granite	2D6 slabs (500 pounds each)
46	Salt	3D6 pounds worth 4D6 copper each
51	Tin	Ingots worth 5D6 silver (weight of 5 pounds per silver)
52	Crystal	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
53	Adarcer	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
54	Star Iron	Ingots or ore worth 5D6 silver (weight of 5 pounds per silver)
55	Marble	2D6 slabs (500 pounds each) worth 2D6 silver each
56	Statuary	D6 pieces worth D6 silver each
61	Writings	D6 books and writings worth 2D6 silver each
62	Technology	Compasses, clocks, earthquake detectors, sextants, etc, D3 pieces worth 3D6 silver each
63	Ornamental Weapons	D6 pieces worth D6 silver each
64	Furniture	D6 pieces worth 8D6 copper
65	Wine	2D6 quarts worth 2D6 copper each
66	Glasswork	D6 pieces of glass sculptures and knickknacks worth 3D6 copper each

COMMODITIES TABLE TWO		
ROLL	TYPE	DESCRIPTION
11	Jewelry	3D6 pieces of jewelry worth 6D6 copper each
12	Carpets	D3 Carpets worth 3D6 silver each
13	Furnishings	tables, couches, chairs, etc, D6 pieces worth 6D6 copper each
14	Flatware	4D6 pieces, worth D6 silver each
15	Armor	Randomly determine a suit or parts of armor
16	Tapestries	D3 Tapestries worth 2D6 silver each
21	Charm	Roll on the Charms table below
22	Skins	D6 Skins worth 5D6 copper each
23	Pelts/Furs	3D6 pelts worth 3D6 copper each
24	Clothing	Ordinary clothing, 2D6 pieces worth 3D6 copper each
25	Fine Clothing	Noble clothing, fine silks and design, 1D6 pieces worth 2D6 silver each
26	Brassworks	Brassworks of a variety, 2D6 pieces worth 4D6 copper each
31	Bronzeworks	Bronzeworks of a variety, 2D6 pieces worth 3D6 copper each
32	Wax	2D6 blocks worth D6 copper each
33	Canvas	D6x10 yards worth D6 copper a yard
34	Leather	D6x5 yards worth 2D6+5 copper a yard
35	Beer	D6 gallons worth 2D6 copper each
36	Liquor	D6 quarts worth 2D6 copper each
41	Mead	D6 quarts worth 3D6 copper each
42	Ale	D6 gallons worth 3D6 copper each
43	Vinegar	D6 quarts worth D6 copper each
44	Fine Wood	Wood (Ironwood, Helvorn, Eilhas, Vhaeth, Ebon, etc) D3 cords worth 5D6 copper each
45	Syrup	D6 pots worth 2D6 copper each
46	Honey	D6 pots worth D6 copper each
51	Sugar	4D6 copper worth
52	Linen	bolt of D6x10 yards worth D6 copper a yard
53	Wool	D3 bales worth 3D6 copper each
54	Ink	D6 pots worth 2D6 copper each
55	Glassware	2D6 goblets, statuary, mirrors, etc, worth 3D6 copper each
56	Paint	2D6 pots of paint worth 2D6 copper each
61	Paper	4D6 copper worth of paper
62	Straw	D6 bales worth 2D6 copper each
63	Feed Grain	Sacks of feed for cattle or horses, D6 sacks worth 2D6 copper each
64	Seeds	Sacks of seeds for planting, D6 sacks worth 3D6 copper each
65	Tools	D6 items (hammers, planes, chisels, etc) worth 2D6 copper each
66	Paintings	D3 paintings worth 3D6 silver each

COMMODITIES TABLE THREE

ROLL	TYPE	DESCRIPTION
11	Cheap Oil	D6 quarts of oil worth 4D6 copper each
12	Expensive Oil	D6 quarts of oil worth 5D6 silver each
13	Cheap Dyes	2D6 pots of dyes (green, red) worth 2D6 silver each
14	Expensive Dyes	2D6 pots of dyes (blue, purple, metallic) worth 4D6 silver each
15	Fishing Gear	Pole, hooks, lures, string worth D6 copper
16	Arrowheads	6D6x10 worth D6 copper each (randomize type)
21	Arrow Vanes	8D6x20 worth D6 copper each (randomize type)
22	Arrow Shafts	6D6x10 worth D6 copper each (randomize type)
23	Bolt Heads	6D6x10 worth D6 copper each (randomize type)
24	Bolt Shafts	6D6x10 worth D6 copper each (randomize type)
25	Bolt Vanes	6D6x20 worth D6 copper each (randomize type)
26	Bow Strings	3D6x10 worth 2D6 copper each (randomize type)
31	Map to monetary treasure	Roll 4 times on monetary treasure table and 2 times on gems and jewelry master table, contents are shown location to on map
32	Map to magical treasure	Roll 3 times on magical treasure table and 3 times on master treasure table, contents are shown location to on map
33	Map to gems and jewelry	Roll 4 times on gems and jewelry master construction table and 2 times on coin table, contents are shown location to on map
34	Map to mix of treasure	Roll 6 times on master treasure table, contents are shown location to on map
35	Contact poison	D6 doses of contact poison (see table below)
36	Ingested poison	D6 doses of ingested poison (see table below)
41	Insinuitive poison	D6 doses of insinuitive poison (see table below)
42	Combination poison	D6 doses of combined delivery poison (see table below)
43	Incense	2D6 units worth 4D6 copper each
44	Soap	D6 pounds worth D6 copper each
45	Simple Instrument	D6 instruments (syrinx, recorder, drum, whistle) worth 3D6 silver each
46	Complex Instrument	D3 instruments (harp, lute, guitar) worth 5D6 silver each
51	Rope (cheap)	3D6 meters worth D6 copper per meter
52	Rope (quality)	3D6 meters worth 2D6 copper per meter
53	Chain	2D6 meters worth 4D6 copper per meter
54	Tent	D6 tents worth 4D6 copper each
55	Paint (most colors)	D6 quarts worth 3D6 copper each
56	Paint (valuable)	D6 quarts worth 5D6 copper each
61	Local Spices	Cooking spices worth 4D6 copper
62	Imported Spices	5D6 copper in spices for food
63	Exotic Spices	6D6 copper in spices for food
64	Transportation	Wagons, carts etc, D3 pieces worth 8D6 silver each
65	Rough Cloth	D6x10 yards worth D3 copper each yard
66	Fine Wine	2D6 quarts worth 5D6 copper each

POISONS

Although there are hundreds of poisons on Jolrhos, only a few really are feasible as something that can be found as ‘treasure’ in any given place. If an intelligent creature has and realizes what a poison is, they will most certainly use it if possible. If necessary, use this table to randomly determine the type of poison discovered.

TYPE OF POISON	
ROLL	TYPE
3-6	Contact
7-10	Ingested
11-14	Insinuitive
15-18	Combination

CONTACT POISON TABLE					
ROLL	NAME	VALUE	DOSES	EFFECT	STAGES
2	Demonblood	164	1	2D6 KA	4, turn apart, in seg
3	Delesgal	85	1-2	2D6 CON Drain	3, phase apart, in seg
4-5	Jeth	120	D6-1	1D6 KA, 1D6 COM Drain	2, min apart, in min
6-8	Umras	60	D6	-1DC weapon rust	3, turn apart, in turn
9-10	Red Bryony	105	D3	1D6 KA	5, min apart, in turn
11	Saklorn	105	D6-1	2D6 KA	2, turn apart, in phase
12	Mandrake	245	1-2	4D6 KA	1, phase apart, in seg

INSINUATIVE POISON TABLE					
ROLL	NAME	VALUE	DOSES	EFFECT	STAGES
01-06	Ancarak	155	1	2D6 KA	5, turn apart, in phase
07-13	Avens	80	1-2	1/2D6 KA	3, 5 min apart, in 5 min
14-20	Gurthcir	120	1-2	5D6 END Drain	1 in a minute
21-27	Eamwith	145	D3	3D6 KA	3, seg apart, in 5 min
28-35	Hellbore	65	D3	1D6 KA	1, instant
36-43	Angurth	35	D3	1D6 REC Drain	2, phase apart, in turn
44-51	Joseth	60	D6-1	1D6 BOD Drain	4, turn apart, in phase
52-60	Koren	90	D3	2D6 KA	1, in five minutes
61-68	Lothgalen	160	D3	D6 DEX, STR Drain	3, phase apart, in turn
69-76	Ochre	35	D3	1D6 PD Drain	2, min apart, in phase
77-82	Wynswid	85	1-2	1D6 KA	2, phase apart, in 5 min
83-88	Lleant	145	1	3D6 KA	3, phase apart, in 5 min
89-94	Thoth	80	1	2D6 PER Drain	1, in a segment
95-00	Wignoth	290	1	2D6 KA, 2D6 CON Dr	2, phs apart, in phase

INGESTED POISON TABLE

ROLL	NAME	VALUE	DOSES	EFFECT	STAGES
01-03	Arsenic	95	1-2	1D6 KA	5, min apart, in min
04-06	Bone Spider	170	1-2	D6 STR/CON/DEX Dr	2, turn apart in seg
07-09	Culfuin	85	1-2	2D6 STN Drain	2, turn apart, in seg
10-12	Demonstool	205	1	4D6 KA	3, phase apart, in 5 min
13-15	Gorlith	170	1	1D6 Unluck	3, 5 min apart, in turn
16-18	Antimony	85	D3	1D6 KA	3, min apart, in min
19-22	Black Spurge	75	D3	1D6 DEX Drain	4, min apart, in phase
23-26	Hemlock	80	D3	1D6 KA	3, 5 min apart, in turn
27-30	Kaoptis	40	D3	1D6 BOD Drain	2, 5 min apart, in min
31-34	Brithcam	75	D3	2D6 STR Drain	3, seg apart in seg
35-38	Klagul	50	D3	2D6 BOD Drain	1, in a segment
39-42	Magewort	80	D3	3D6 magic roll Drain	2, seg apart, in 5 min
43-47	Spores	30	D6-1	1D6 ED Drain	2, 5 min apart, in turn
48-52	Dwale	35	D6-1	1/2D6 KA	1, in a minute
53-57	Frithgar	125	D6-1	3D6 INT, DEX Drain	3, hour apart, in turn
58-61	Mienwort	80	D3	Cannot reproduce	1, in an hour
62-65	Snakeroot	80	D3	1D6 CON Drain	2, an hour apart, in min
66-69	Xomarti	90	D3	Cannot eat	1, in phase
70-73	Yast	125	D3	1/2D6 KA	8, min apart, in phase
74-77	Ysarlien	75	D3	Blinds	1, in phase
78-81	Foxglove	140	D3	1D6 STR, BOD Drain	3, seg apart, in 5 min
82-84	Hildwict	115	1-2	2D6 STR, DEX Drain	1, in a segment
85-87	Iocane	140	1	3D6 KA	1, in a minute
89-91	Joef	140	1-2	5D6 STR, CON Drain	1, in a turn
92-94	Quence	170	1-2	2D6 INT Dr, Berserk	1, in a turn
95-97	Urlath	180	1-2	1 1/2D6 Magic Drain	1, in five minutes
98-00	Veinfire	160	1-2	3D6 DEX, 2D6 CON Dr	2, min apart, in turn

COMBINATION POISON TABLE

ROLL	NAME	VALUE	DOSES	EFFECT	STAGES
01-03	Aethnard	120	D3	2D6 KA	4, phase apart, in min
04-06	Aldlac	105	D6-1	3D6 SPD, DEX Drain	1, in a minute
07-09	Black Mead	65	D3	1D6 DEX Drain	3, turn apart, in seg
10-12	Black Widow	105	D3	2D6 KA	2, 5 min apart, in 5 min
13-15	Curarae	110	D3	2D6 KA	2, seg apart, in seg
16-18	Cyanide	90	D3	1D6 KA	3, turn apart, in turn
19-21	Dewberry	105	1-2	1D6 KA	4, phase apart, in turn
22-24	Feeblewater	55	D3	2D6 STR Drain	2, turn apart, in seg
25-27	Gorfang	110	D3	(6D6) or 2D6 KA	2, seg apart, in phase
28-30	Hildman	130	D3	3D6CON, STR Drain	2, min apart, in turn
31-33	Hroth	190	D6-1	2D6 KA, 1D6 CON DR	1, in a turn
34-36	Ksarth	25	D3	x2 effect poison	1, instant
37-39	Laurel	60	D6-1	1D6 KA	2, min apart, in min
40-42	Mercury	140	D3	1/2D6 KA, D6 BOD Dr	8, day apart, in day
43-45	Mezereon	65	D6-1	D6 STR Drain	4, turn apart, in phase
46-48	Milkweed	45	D6-1	1D6 CON Drain	2, min apart, in turn
49-52	Mothsereg	110	D3	2D6 CON Drain	1, in five minutes
53-55	Nettel	70	D3	1D6 KA, 1D6 DEX Drain	1, in a segment
56-58	Nightshade	75	D3	1/2D6 KA	4, min apart, in min
59-61	Oxalic	250	D3	1D6 KA, 1D6 STR Dr	5, 5 min apart, in 5 min
62-64	Plasien	180	1-2	Flu, 10D6 STN Drain	2, 5 min apart in min
65-67	Red Clois	200	D3	2D6 CON/5D6 STN Dr	2, seg apart, in phase
68-70	Silthaur	125	1-2	1D6 KA	6, seg apart, in phase
71-73	Skullcap	145	D3	2D6 KA	6, 5 min apart, in turn
74-76	Strychnine	300	1-2	2D6 KA, 11D6 Paral	3, 5 min apart, in 5 min
77-79	Tilwiw	135	1-2	3D6 KA	1, in a minute
80-82	Trollblood	110	D3	3D6 KA	2, 5 min apart, in min
83-85	Viper	130	1-2	4D6 KA	1, in five minutes
86-88	Vleth	195	D3	1D6 Drain all	2, turn apart, in turn
89-91	White Scream	90	1-2	12D6 Mind Control	1, in a phase
92-94	Witch Hand	230	D6-1	3D6 KA, 2D6 CON Dr	1, in a minute
95-97	Zafens	160	D3	1D6 COM, PRE Drain	4, turn apart, in min
98-00	Zeflon	55	1-2	1D6 INT Drain	2, seg apart, in min

HERBS

Herbs are enchanted plants and other substances that can be used for their effects by those who are properly trained. Some can be used immediately, others require special preparation. GMs should keep in mind that most herbs do not store indefinitely, and some are only found in specific or limited areas.

HERBS TABLE ONE			
ROLL	NAME	DOSES	EFFECT
11	Alshaana	D3	Life Support: cold one day
12	Aligax	D6	6 Flash Defense one hour
13	Alormary	D6	+3 DCV vs demons, spirits 5 hours
14	Anserke	D6	Stops bleeding
15	Arfindas	D6-1	Heals impaired/disabled bones
16	Arlan	D6-1	Heal 3D6 Stun
21	Arrach	D6-1	drug (Euphoric)
22	Asarbacca	D3	drug (Aphrodisiac)
23	Attanar	D3	Heal 2D6 STR
24	Baalak	D6-1	Heal impaired/disabled organs
25	Baicheng	D6-1	+5 REC for a day
26	Bragolith	D6-1	repels insects 1 hour
31	Bryony	D6-1	heal 2D6 LTE
32	Camdeth	D3	Immune to normal poisons 5 minutes
33	Celesien	D3	Animal Friendship +2D6
34	Celethien	D6-1	Heal 2D6 Body
35	Draaf	D6-1	heal 5D6 Stun
36	Ebur	D6	Heals impaired/disabled muscles
41	Elegoth	D6-1	3D6 STN Aid, fade 5 pts/minute
42	Eram	D3	3D6 END Aid, fade 5 pts/minute
43	Fofhan	D3	+5 Climbing 5 hours
44	Gamring	D3	Heal 3D6 as damage
45	Garlic	D6+1	Wards off Vampires and evil spirits
46	Gylir	D6	LS: breath water 5 hours
51	Henuiel	D6-1	Heal 2D6 as damage
52	Hoth Beetle	D6-1	Second sight 5 hours
53	Iarfeg	D3	Heal impaired/disabled senses
54	Imhassil	D6-1	Heal impaired/disabled organs
55	Jilhien	D6-1	Heal 4D6 as damage
56	Juth	D6-1	1D6 COM Aid, fades 1 point per hour
61	Karkatu	D6-1	1D6 PRE Aid, fades 1 point per hour
62	Kathuska	D3	1D6 STR Aid, fades 1 point per hour
63	Khalid	D3	awakens unconscious people
64	Lestagii	D3	2D6 heal all at once below normal
65	Lhach-Ur	D3	Extinguish fires
66	Lloranth	D3	+5 Resistance one day

HERBS TABLE ONE

ROLL	NAME	DOSES	EFFECT
11	Loncath	D6-1	Heals impaired/disabled bones
12	Memsar	D6+1	+4 Paramedic
13	Mulith	D3	10 Flash Defense Aid, fade 1 pt/min
14	Myrhyinn	D6	Lowers injury level (disable to impaired, etc)
15	Oelsieth	D6	Heal 1D6 INT
16	Parnath	D6-1	2D6 EGO Aid, fade 1 point per hour
21	Pech Alar	D6-1	1D6 REC Aid, fade 1 point per hour
22	Pelasithan	D3	Clairvoyant trance for 5 minutes
23	Phelhas	D6-1	Stealth +5 (or 12-)
24	Qualis	D6-1	4D6 REC Aid, fades 1 point per minute
25	Quorst	D6-1	Awakens Unconscious
26	Rewk	D6-1	Heal 2D6 BOD, 2D6 STN
31	Sennal	D6-1	drug (Hallucenogen)
32	Shorlin	D6	Paramedic +5
33	Slirth	D6	Starts a fire
34	Ssenth	D6-1	LS: breathe any air (polluted etc)
35	Syenath	D6-1	Stops berserk/enraged rage
36	Tamring	D3	50 Power Defense one hour
41	Thalotic	D6-1	drug (narcotic)
42	Ulcaana	D3	1D6 PD Aid, fades 1 point per hour
43	Vinuk	D3	one day's food
44	Vyjolth	D6	heals and prevents paralysis 1 hour
45	Walthien	D6-1	+3 PER for one day
46	Wolfsbane	D6	Repels Lycanthropes, can cure immediately
51	Wylsain	D3	Immunity to poisons 1 day
52	Wylthian	D6	Strength and running cost 0 END one hour
53	Yaran	D3	LS: Breathe water 1 hour
54	Ycarth	D3	1D6 flash explosion
55	Zanarlees	D6	Purifies water
56	Zur	D6-1	3D6 END Aid, fade 5 pts/hour
61	Zyaw Seed	D3	+4" swimming
62	Casrac	D6-1	Paramedic +8
63	Den Habur	D3	Immune to magic poisons 5 hours
64	Klagul	D3	IR vision 5 hours
65	Nelethien	D3	Heal 2D6 REC
66	Aarl Cas	D3	Combat Sense 5 hours

GEMS AND JEWELRY

Gems and Jewelry have a value based on the situation and GM decision. In general the more valuable gems and larger, more prestigious settings are worth more, but one might find an exquisitely designed Amber Button worth many silver and a terribly damaged, poorly made cracked crown of diamonds and gold worth very little. For randomizing value, use the tables below. Given are tables to allow the GM to build items from scratch.

MASTER CONSTRUCTION TABLE	
ROLL	TYPE
01-20	Loose Gem (D6 gems)
21-50	Setting
51-80	Uncut Gem (D6 gems)
81-00	Gems in a Setting (D6-1 gems in the setting)

SETTING CONSTRUCTION TABLE	
ROLL	TYPE
01-04	Adamantine
05-08	Mithril
09-12	Gold
13-16	Aetherstone
17-20	Silver
21-24	Star Iron
25-29	Bronze
30-34	Dwarven Steel
35-39	Valuable Wood (teak, Eilhas, Helvorn etc)
40-45	Iron
46-51	Non Valuable stone (granite, obsidian etc)
52-57	Bone
58-62	Copper
61-67	Steel
68-72	Brass
73-76	Adarcer
77-80	Jade
81-84	Platinum
85-88	Crystal
89-92	Dragonbone
93-96	Ebon
97-00	Exotics (Pegasus hair, Phoenix Beak, etc)

RANDOM VALUE TABLE		
ROLL	CUT GEMS RESULT	UNCUT OR SETTING RESULT
01-10	D6 GP, D6 in D6 SP, 2D6 CP	D3 Gold
11-24	3D6 in D6 SP	D6 in D6 Silver
25-49	D6 in D6 SP, D6 CP	D6 in D6 Copper
50-75	D6 in D6 CP x5	D6 Copper x5 + D6 copper
76-95	D6 in D6 SP	2D6 Silver
96-00	D6 GP, 2D6 in D6 SP x5	3D6 in D6 Silver

RANDOM GEM AND SETTING TABLE

ROLL	RESULT	ROLL	RESULT
11	Amatrine	11	Arm Band
12	Amber	12	Amulet
13	Amethyst	13	Anklet
14	Aquamarine	14	Barrette
15	Beryl	15	Belly Ring
16	Bloodstone	16	Belt
21	Carnelian	21	Bracelet
22	Cat's Eye Agate	22	Brooch
23	Citrine	23	Button
24	Diamond	24	Cloak Clasp
25	Emerald	25	Comb
26	Fire Agate	26	Cornet
31	Garnet	31	Corsage
32	Hematite	32	Crown
33	Jacinth	33	Cufflink
34	Jade	34	Earring
35	Jasper	35	Engagement Ring
36	Lapis Lazuli	36	Charm (roll on Charms table below)
41	Malachite	41	Fan
42	Moonstone	42	Hair Net
43	Morganite	43	Hatpin
44	Onyx	44	Headband
45	Opal	45	Lapel Pin
46	Pearl	46	Large Ring
51	Peridot	51	Mirror
52	Ruby	52	Necklace
53	Sapphire	53	Nose Ring
54	Silver Topaz	54	Orb
55	Star Opal	55	Purse
56	Star Rose Quartz	56	Ring
61	Star Ruby	61	Scepter
62	Sunstone	62	Snuffbox
63	Turquoise	63	Tooth
64	Topaz	64	Torc
65	Tourmaline	65	Watch Fob
66	Velune	66	Wrist Chain

MUNDANE TREASURES

Many high-quality or exotic items are made that are not technically magical, but can have various bonuses and special abilities that players find useful. Many are rare or treasured due to their use, but only in specific areas.

MUNDANE TREASURE		
ROLL	RESULT	DESCRIPTION
11	Atl-Atl	+2 range modifier and +10 STR to throw javelins
12	Gladiator's Bracer	1 PD, ED armor on lower arm, stacks with other armor, +1 OCV block
13	Swiftarrow Quiver	+2 DCV while firing arrows
14	Crossbow Crank	Reduces reloading to ½ phase, +5 STR to crank crossbow
15	Enclosed Compass	Direction sense
16	Pocket Watch	Keeps accurate time if wound each day
21-26	High Quality Armor	90% weight, reduce PER penalty by 1
31-36	High Quality Weapon	90% weight and STR MIN, +1 Defense
41	Lockpicks	Removes -3 lockpicking penalty
42	Sextant	Navigation skill +3
43	Spyglass	Telescopic Vision +4
44	Magnifying Glass	Microscopic Vision +4
45	Wolfen Cloak	Ignore 2 temperature levels of cold, 2 ED armor versus cold attacks for areas 3-14
46	Desert Robes	Ignore 1 temperature level of heat, 2 ED armor vs heat attacks
51	Zhai Eyeshades	2 Flash Defense, ignore sunglare
52	Elencal Forest Cloak	+1 concealment rolls to hide in forests, -1 PER to see in forests (stacks)
53	Flash Bombs	3D6 flash explosion (half area), 14- activation, consumed, D6 found
54	Smoke Bombs	1" radius darkness, 1: turn-long charge each, high winds disperse, 14- activation, consumed by use
55	High Quality Rope	D6 in D6" of rope that holds 750 pounds and only weighs .1 kg/"
56	Dwarven Travel Rations	Food for D6 days, also gives +1 recovery and +4 END the following day
61	Ratman Gadget Kit	+1 to Engineering, Gadgeteer, Lockpick, and trap disarm/set skills
62	Climbing Pike	+2 to climbing, can be used to bridge 2" gaps
63	Snowshoes	Move on snow or ice at only -1", or half normal noncombat
64	Skeleton Keys	8- chance to open any key lock, can only try once
65	Equipment Harness	Reduces weight of carried material by 25%, +1 to quickdraw rolls
66	Book	Roll on Dungeon Features library book table

CHARMS

Charms are made of a very wide variety of common objects and devices. They are very minor magic enchanted for a single effect or a very small continuous effect. Few require a roll to activate as they are made for almost anyone to use. It should be noted that only one charm can be in effect at any given time; they simply are not potent enough to stack. Roll twice: once for each device and once for its effect.

CHARMS			
ROLL	RESULT	ROLL	RESULT
11	Spoon	11	Speak language for 1 hour a day
12	Ring	12	+1 DCV vs spirits and undead
13	Medallion	13	+1 with a skill for 1 hour a day
14	Bead necklace	14	+1 D6 luck once per day
15	Fingerbone	15	+5 DCV once a day
16	Coin	16	1 PD or ED (non resistant) while worn
21	Periapt	21	+1 OCV with one weapon 1 hour a day
22	Belt	22	5 power defense, lose 1 per attack permanently
23	Pouch of dried stuff	23	5 mental defense, lose 1 per attack permanently
24	String of beads	24	1" flight to cancel falling rate only one fall over 2"/day
25	Kerchief	25	+1 PER one sense for phase with -1 roll
26	Veil	26	-1D6 unluck when shaken
31	Key	31	+2 range modifier once per day
32	Hat	32	+1 DCV vs missiles 1 hour a day
33	Dice	33	Repeats sound up to 1 turn long, once per day
34	Pendant	34	2rPD vs missiles, hardened, 1 turn long per day
35	Dried corsage	35	Recovery +1 only to heal BOD
36	Scarf	36	Repels insects
41	Hair pin	41	Cools liquid a few degrees when dipped into (cupful)
42	Clasp	42	Mind link to twin of charm 5 minutes per day
43	Cap	43	Stops bleeding at +1 per die
44	Gloves	44	Lowers impairment/disable time by one step
45	Hose	45	+5 BOD vs poisons (damage done to this first)
46	Sandals	46	Life support vs cold 1 hour per day
51	Wristband	51	Life support vs disease 1 hour per day
52	Chain	52	+1 DCV vs demons and extradimensionals
53	Fob	53	+1 PER while sleeping
54	Locket	54	Cancels magic darkness in hex for 1 turn per day
55	Tiny skull	55	Unties knots touched to for 2 END and -1 roll, phase
56	Agate	56	Second Sight for 1 turn per day
61	Medal	61	Crossbow cranks and loads as ½ phase action
62	Headband	62	Need eat only half as much while held
63	Pin	63	Perfect pitch
64	Bandage	64	Absolute time sense
65	Pouch of dust	65	+1 Lightning Reflexes
66	Earring	66	+1 CON vs being stunned

SCROLLS

Magical Scrolls are not rare in Morien, although not common. All require a magic or invocation roll to use, and scrolls take a phase of reading out loud at 1/2 DCV, cost no Mana, and are consumed by the magic they channel.

SCROLLS		
ROLL	RESULT	DESCRIPTION
11	Protection: Air	20 minutes of +3 DCV and 5D6 suppress vs all air/gas special fx
12	Protection: Demons	20 minutes of +3 DCV vs demons and 10rPD/ED vs their attacks.
13	Protection: Earth	20 minutes of +3 DCV and 5D6 suppress vs all earth/metallic special effects
14	Protection: Elements	20 minutes of 4D6 Suppress vs all elemental based effects
15	Protection: Fire	20 minutes of +3 DCV and 5D6 suppress vs all fire special effects
16	Protection: Ice	20 minutes of +3 DCV and 5D6 suppress vs all cold special fx
21	Protection: Magic	20 minutes of 3D6 Suppress vs all magical effects
22	Protection: Poison	20 minutes of +3 DCV and 5D6 suppress vs all poison special fx
23	Protection: Undead	20 minutes of +3 DCV vs undead and 10rPD/ED vs their attacks.
24	Protection: Water	20 minutes of +3 DCV and 5D6 suppress vs all water special fx
25	Protection: Weapons	20 minutes of +3 DCV and 10rPD/ED vs non magical attacks.
26	Spell (Aether Magic)	A random spell from the Aether Magic
31	Spell (Air Magic)	A random spell from Air Magic
32	Spell (Castle Magic)	A random spell from Castle Magic
33	Spell (Commerce)	A random spell from Commerce Magic
34	Spell (Dark Magic)	A random spell from Dark Magic
35	Spell (Demonology)	A random spell from Demonology
36	Spell (Earth Magic)	A random spell from Earth Magic
41	Spell (Faerie Magic)	A random spell from Faerie Magic
42	Spell (Fire Magic)	A random spell from Fire Magic
43	Spell (Ice Magic)	A random spell from Ice Magic
44	Spell (Illusion Magic)	A random spell from Illusion Magic
45	Spell (Mysticism)	A random spell from Mysticism Magic
46	Spell (Nature Magic)	A random spell from Nature Magic
51	Spell (Shamanism)	A random spell from Shaman Magic
52	Spell (Summoner)	A random spell from Summoner Magic
53	Spell (War Magic)	A random spell from War Magic
54	Spell (Water Magic)	A random spell from Water Magic
55	Ritual (Light)	A random ritual from the Light Temple
56	Ritual (Creation)	A random ritual from the Creation Temple
61	Ritual (War)	A random ritual from the War Temple
62	Ritual (Justice)	A random ritual from the Justice Temple
63	Ritual (Purity)	A random ritual from the Purity Temple
64	Minor Scroll	A random spell of Real Cost 1-4
65	Greater Scroll	A random spell of Real Cost 5-10
66	Supreme Scroll	A random spell of Real Cost 11+

POTIONS

Most potions have but one use, and are expended by use, although some are made with D3 doses in the bottle. To use any potion, one simply must drink the contents or apply its material to their body or a device, as the case may be. Drinking a potion takes but a phase, at 1/2 DCV, and the effects start instantly. Only one potion functions at once (the last one used), although a lotion or oil can be combined with a potion. Lotions and Oils take longer, from a turn to over a minute, depending on their use (smearing one's body down takes a long time, smearing a weapon somewhat quicker) but take effect once the application is complete.

POTIONS		
ROLL	RESULT	DESCRIPTION
01	Potion of Flight	Gives 4D6 Flight Aid, fades 5 points per 5 minutes
02	Potion of Warding	10 PD, ED armor, +2 DCV, lasts 20 minutes
03	Skin Oil	Transform 12D6 Stone to Flesh (eliminates petrification)
04	Potion of Unfeeling	Numb (cannot be stunned or knocked out, but no feeling perception and -1 OCV) 1 hour
05	Berserker Draught	+5 STR, +1 OCV, 25% rPD damage reduction; -1 OCV, enraged at foes for 1 minute.
06	Wraithform potion	Desolidification, lasts 5 minutes, cannot turn off
07	Potion of Cleansing	Transforms 1D6 cumulative (24 body maximum effect) anything from dirty to clean, including any removal of rot, disease, and poison.
08	Potion of Giantform	Growth 3 levels, lasts one hour, cannot turn off
09	Oil of Sharpness	Gives edged weapons +1D6 HKA for 1 hour
10	Potion of Invisibility	Invisible to sight with no END Cost and no fringe for 1 hour
11	Oil of Darkness	Darkness 4" to all sight when poured out, works even if in an enclosed, transparent container (like anti-light). Cannot be turned off until duration ends in 1 hour.
12	Potion of Animal Form	Transform 2D6 Cumulative with 24 max body (drink and gradually change) into any animal form for up to 5 hours – requires 1 Body transform per 5 points extra gained by the animal form
13	Draught of Mending	Transforms 4D6 anything inanimate to mended and fixed
14	Stoneskin Oil	5 PD, ED Damage resistance, 5 PD, ED armor, 5 LOW for one hour
15	Potion of Flame	D6+1 RKA, hex effect continuous one minute, uncontrolled, volatile
16-17	Potion of Ironform	Density Increase 2 levels, lasts 1 hour, cannot turn off
18-19	Potion of Wizardry	+3 Magic Roll and 4D6 END Aid only for spells, fades 5 points per minute, MR ends when END does
20-21	Potion of Feyform	Shrinking 3 levels lasts 5 hours, cannot turn off
22-23	Potion of Haste	Aid +1 SPD, lasts one hour
24-25	Aethertouch Salve	Indirect on STR for one hour
26-27	Potion of the Sea	LS: Pressure, Breathe Water, +2" swimming, UV vision, 1 day
28-29	Draught of Health	4D6 CON Aid, fades 5 points per hour
30-31	Liquor of Will	4D6 EGO Aid, fades 5 points per hour
32-33	Elixir of Forest Travel	Invisibility to tracking and detect, +1" run
34-35	Draught of War	Regeneration 1 body/turn, +1 overall combat level, and +5 STR for twenty minutes
36-37	Potion of Drakesight	N-Ray, blocked by visible objects, lasts one hour
38-38	Potion of Farsight	Clairvoyance for 5 minutes range 500"
40-41	Anointment of Kings	4D6 PRE Aid, fades 5 points per hour
42-43	Crème of Beauty	4D6 COM Aid, fades 5 points per hour
44-45	Phial of Sturdiness	2D6 Aid to PD and ED at the same time, fades 5 points per hour
46-47	Elixir of Swiftiness	x2 NC run for 1 hour

POTIONS

ROLL	RESULT	DESCRIPTION
48-49	Potion of Magic	Heals 3D6 Mana
50-51	Healing Potion	4D6 Healing as damage
52-53	Potion of Health	Heals 3D6 Stun and END as damage (with each Body rolled healing 4 END each instead)
54-55	Potion of Sight	+2 Telescopic and night vision 5 hours
56-57	Potion of Charm	+2 all Presence-based skills, +6 Comeliness
58-59	Watchman's Draught	UIV Vision, Life support vs food, sleep for 5 hours
60-61	Potion of Speaking	Speak and understand any language for 1 hour
62-63	Weapon Wash	Makes weapons magical permanently, also gives +1 OCV for D6 minutes
64-65	Potion of Life	Heals 2D6 to any one stat below normal
66-67	Potion of Mana	2D6 Aid to INT and Mana at the same time, fades 5 points per hour (the INT Aid is only for Magic Skill Roll and because of the limitation each point on the die is worth 2 character points of INT)
68-69	Potion of Breath	Life Support: breathe tainted air 5 hours, 3 doses
70-71	Oil of Second Skin	Entangle 3D6, 5 DEF that does not hinder movement (ablative armor, in essence)
72-73	Potion of Beast Command	Animal Friendship +4D6, lasts one hour
74-75	Potion of Longears	Clairaudience for 5 minutes range 500"
76-77	Potion of Life	4D6 BOD Aid, fades 5 points per hour
78-79	Oil of Agility	4D6 DEX Aid, fades 5 points per hour
80-81	Unction of Might	4D6 STR Aid, fades 5 points per hour
82-83	Lotion of Intellect	4D6 INT Aid, fades 5 points per hour
84-85	Potion of Vigor	4D6 END Aid, fades/hour
86	Potion of Charisma	Gives Persuasion Skill +3, +10 PRE and mind control 5D6 to sway people only for one hour
87	Oil of Barriers	Creates a 10 hard PD force wall (transparent to energy) when poured in a line; can make maximum of 18 hex sides, and cover if ends connected
88	Oil of Arrowblock	Gives 10 PD armor, hardened and +2 DCV, only vs missiles for 5 min
89	Blade Oil	Grants +1 OCV, +2 Damage Classes of HKA to any edged weapon
90	Enchanted Grease	Covers an area of 4" radius with oil; in the area all running is reduced by 3", DEX rolls are -2 and it acts as a constant entangle of 1 1/2D6, 1 DEF vs Dexterity in the area. Lasts D6 minutes
91	Potion of Vitality	LS: aging, sleep, food, and 0 END cost running and STR for 2D6 hours
92	Phial of Light	When poured out creates a pool of glowing sunlight in a 4" radius that lasts one hour. This will work if in an enclosed, transparent container as well – usual effects apply to undead. Cannot be turned off until the duration is up.
93	Potion of Power	Adds 10 active points to all spells (where applicable) with no magic roll penalty for 10 minutes
94	Potion of Heroes	+2 CV overall, +3 DEX to go first, +5 STR for combat only, and +10 defensive presence; lasts one hour
95	Oil of Impact	Gives normal weapons +3D6 damage for 1 hour
96	Unmagic Wash	15D6 dispel all spells at once no range
97	Grand Antidote	Negates poisons totally in 1 liter of water per dose, has 2D6+2 doses
98	Love Potion (#9)	Transform 10D6, major, to love next person of opposite sex and similar race
99	Identify Potion	Poured on object reveals all powers, history, and special control requirements (words, etc) to the holder
00	Elixir of Youth	Transform to reverse one age disad category (or reverse aging by 10 years if the disad is not had)

RUNES

Runes are enchanted pieces of Narstone scribed with one or more runes. These runes give power to any item they are set in. Runes are martial devices of the Dwarven race, and are made for weapons and armor only. When a rune is set into a piece of armor or a weapon, it is permanent, changing nothing about the balance or weight of the weapon unless the enchantment does so. Runes cannot be removed from items without destroying the rune and possibly damaging the item. Attaching a rune is as simple as an Ego roll and a phase out of combat concentrating at 0 DCV on the item. Most items can only have one rune attached, although GMs may allow some more than one.

RUNES		
ROLL	RESULT	DESCRIPTION
11	Rune of Heat	+1-3 DC heat damage added to weapon
12	Rune of Frost	+1-3 DC cold damage added to weapon
13	Rune of Lightning	+1-3 DC electrical damage added to weapon
14	Rune of Venom	+1-3 DC KA NND does Body, delayed 1 phase, must do BOD with attack
15	Rune of Bite	+1-3 DC physical damage, bladed weapons only
16	Rune of Crushing	+1-3 DC physical damage, crushing weapons only
21	Rune of Aim	+1-3 OCV to a weapon
22	Rune of Acid	Weapon ignores 1-3 rPD
23	Rune of Shearing	Weapon becomes penetrating
24	Rune of Keenness	Weapon becomes piercing
25	Rune of Corruption	Weapon drains 1D6 rPD per hit (halved effect)
26	Rune of Spectres	Weapon affects desolidified targets
31	Rune of Silver	Weapon becomes silvered
32	Rune of Sturdiness	Weapon has x2 Defense and Body, defense is hardened
33	Rune of Clouds	Weapon has x.75 weight and Strength Minimum
34	Rune of Impact	Weapon has +1 stun multiple
35	Rune of Response	Weapon has damage shield of it's damage (riposte)
36	Rune of Concussion	Weapon does knockback
41	Rune of Targeting	Ranged Weapon has no range modifier
42	Rune of Reaching	Ranged Weapon has x5 range
43	Rune of Ease	Weapon has zero endurance cost
44	Rune of Piercing	Weapon has indirect (can attack through barriers)
45	Rune of Blessing	Weapon becomes holy, glows slightly
46	Impregnable Rune	Armor gains +1-3 rPD
51	Rune of Insulation	Armor gains +1-3 rED
52	Rune of Safety	Armor gains +1-3 DCV
53	Rune of Hardness	Hardens armor defenses
54	Shaded Rune	Armor grants Flash Defense equal to it's rPD
55	Soulward Rune	Armor grants Power Defense equal to it's rPD
56	Mindward Rune	Armor grants Mental Defense equal to it's rPD

61	Escape Rune	Armor gives +3 DCV vs grabs and entangles, and has 1/2D6 NND does Body aggressive damage
62	Rune of Breath	Armor grants Life Support: need not breathe
63	Rune of Life	Armor grants Regeneration 1 Body per day
64	Rune of Security	Armor grants Lack of Weakness equal to it's rPD
65	Rune of Durability	Armor grants 25% rPD damage reduction
66	Rune of Stance	Armor grants Defense Maneuver IV

MISCELLANEOUS TREASURES

Many magic items of a wide variety of type, construction, and power have been created, primarily by Dwarves and Elves, but also in great number by human mages, especially during the Edaincal war. There are various tables for this: three minor treasure tables and two major tables. These tables include jewelry, wands, staves, odds and ends – just about anything that's not already covered or is not armor or a weapon.

MINOR TREASURE TABLE ONE		
ROLL	NAME	DESCRIPTION
01	Pendant of Power	Roll on the random minor weapons and armor table for a suffix or prefix that the pendant gives any weapon wielded (only one prefix or suffix)
02	Ring of Regeneration	1 BOD/minute regeneration while worn
03	Anvil of Fury	+3 Blacksmithing skill, cuts work time in half, and gives all items 1 point for free to make magic items with (but only after 1 point spent). Adamantine anvil with mithril and Velune
04	Mageband	+2 Magic Roll; x2 spell slots on up to 30 INT, Felstone band
05	Card of Pelen Yvram	Enchanted card from a set of a full deck of 60. Effects vary, see below (full set has greater power)
06-07	Aether Paint	Makes an area of up to 10x10 desolidified for one minute, takes a turn at 1/2 DCV to apply.
08-09	Horn of Devestation	does 4D6 AP RKA vs walls and such, takes 10 END and a roll at -4, plus a turn to blow, in a cone
10-11	Belt of Giants	adds 10-20 STR, made of dragonhide
12-13	Hellfire Torch	inextinguishable light as a torch, lasts 5 hours per day with 8" radius, can fire 6 blasts of 2D6 RKA
14-15	Manacles of Pain	1D6 Ego and CON Drain per minute plus entangle 2D6, 3 DEF (only to restrain hands) of rusted
16-17	Horseshoes of the	15" fly (to run across gaps and liquids etc), x2 NC added, star iron horse shoes
18-19	Stone of Courage	set in a foundation, all inhabitants are +5 PRE defensively, and all offensive digging is halved (siege sappers for example)
20-21	ShadowCloak	Invisibility to sight and sound (roll at -4, 4 END per phase), +3 Stealth roll and +3 concealment roll
22-23	Incense of Meditation	+5 Magic Roll, speeds learning of spells to 1 minute/real point; delay of 5 minutes, lasts one hour.
24-25	Saddle of Feltir	+2 Riding, 1/2 END cost running for the horse
26-27	Triton Sail	Ship sails at x2 NC, or at 5" even with no wind
28-29	Watcher's Cinch	Defense Maneuver IV
30-31	Mana Jade	Heals 3D6 Mana once per day, while worn gives +1 Mana regen
32-33	Banishing Lens	Dispel 24D6 Summon, has 3D6 charges
34-35	Verifier	Detect lie ranged crystal, often in a setting

MINOR TREASURE TABLE ONE

ROLL	NAME	DESCRIPTION
36-37	Magic Torch	torch that never burns out, lights with command an -1 roll, goes out with command. Felstone torch holder
38-39	Fleaboots	Breakfall +5 (base +3), Leaping +2"
40-41	Bracers of Swimming	+3" swimming, x4 total noncombat, LS: breathe water
42-43	Dust of Visibility	Dispel Invisible 12D6 explosion effect no range
44-45	Unmagic Dust	Dispel magic, 10D6/gram of dust, comes in various amounts. Mithril and gem dust
46-47	Fire Circle	Starts a campfire with -2 magic roll, Felstone ring
48-49	Elf Cloak	LS: cold, +2 Concealment, +2 PD, ED nonresistant
50-51	Scrying Stand	Holds Crystal Balls and Palantirs, gives 1/2 END cost and x25 range on the clair powers
52-53	Arrowchain	Mithril loop, ammunition passed through becomes +1 OCV for 1 hour
54-55	Enchanter's Pages	Each page is blank, can be scribed with a spell using any ink for a scroll. Each page works once, and D6 pages are found.
56-57	SkyGazer	Mirror with detect weather, discriminatory +3 if outside
58-59	SpeakStone	5D6 Telepathy translation, place on table between people.
60-61	Waterboots	Swimming 8" surface only, only to walk on water, sharkskin boots
62-63	Featherpack	pack has no weight, material placed into it has no weight and half normal encumbrance (1/4 total when in pack)
64-65	Hidden Boat	Boat figurine that transforms to full sized boat and back with command, -3 roll, and 3 END
66-67	Closetbag	Shrinking 5 levels usable vs others max size that will fit in a bag.
68-69	Horseshoes of the Feltir	Mind Link with owner, 6 PD, ED armor on legs and feet, +3 DEX roll to move on uneven/unsteady ground, all for horse, steel horse shoes
70-71	Wizard Wand	Cast any spell up to 75 active points for 1/2 END (spells that are already 1/2 END are now 1/4 END, not 0)
72-73	Thief Slippers	Invisible to hearing while worn, +3 stealth roll, leaves no footprints (invisible to detect and tracking)
74-75	Mindstone	+6 INT, Velune lens
76-77	Warhorse Bridle	Transforms Horse to Warhorse (under control of bridle owner), grants a Warhorse it is placed on mind link with owner and sentient, made of wyvern hide and Mithril
78-79	Luckstone	+1 Overall level, 1D6 luck magnetite in a setting
80-81	Siege Banner	+10 PRE aid (+3 morale rolls for mass combat) in area constantly, 10" radius, for friends only, Fenen banner
82-83	Key Chime	Transform 4D6 locked to unlocked, no range, once per lock, requires a roll at -2, Aetherstone chime
84-85	Enchanted Item	Random item with random 1-5 real point spell in it (spoon of leafall, etc)
86-87	Mind Lens	x2 END mind attack, 1D6/5 Ego of the user.
88-89	Boots of Stealth	Images (sight, sound, not there) base level, Stealth +1 or +3 if skill had already
90-91	Swift Boots	+3" run, x2 NC added, rapid combat, rapid noncombat movement
92-93	Horn of Bravery	+10 PRE aid in any area, +10 Ego DEF aid vs fear effects area any (area is 5 hexes), fades 5/turn, dispel 15D6 mind control fear in area
94-95	Crystal Ball	Clairvoyance and Audience in 500", requires -4 roll, 4 END per phase, concentrate 1/2 DCV and PER roll is based on EGO roll.
96-97	Everfull Purse	Transform coins to duplicate of them in a day (doubles money each day), can only hold (and thus create) 20 coins total.
98	Doormaker	Carpet, placed on a wall causes desolidification to any who walk through to pass through the wall.
99	All the Kings Men	Chess set, each piece animates once per day to a creature with slavish amicability, varies by the piece
00	Ring of Power	Roll on the minor weapons and armor table for a prefix or suffix, ring grants this to any armor worn (can only have one suffix or prefix)

MINOR TREASURE TABLE TWO

ROLL	NAME	DESCRIPTION
01	Scabbard of Venom	Gives the sword or dagger (roll random type of sword) placed in it 1 charge of 1D6 BOD Drain continuous uncontrolled 1 turn. Can do this 3 times a day. Requires a roll of -4 and 4 Mana
02	Aqua Regia	Universal solvent, will dissolve anything except the element not used in creation (usually stone, but possibly insect chitin, lizard skin, etc). Does a 1D6 KA NND full damage per phase until 10D6 is reached when it is diluted to having no effect.
03	Wizard's Sash	Fenen Sash; Can recast the last spell cast within one phase at 0 Mana, 0 LTE, and no roll once a turn
04	Periapt of Life	Gives does not bleed, Regen 1 BOD/hour, and +4 Recovery
05	Horn of Winds	Cone Effect 10 STR TK push only wind, with -3 roll and 3 END when horn is blown at 1/2 DCV, full phase. Dragon horn.
06	Necklace of Fire	6D6 Fireball explosion, can be thrown 16" with running throw (8" with standing throw). 2D6 uses of red Velune beads
07	Jewelry of Ice	Random piece of jewelry that can cast 6D6 blast of cold, 16 uses
08	Jewelry of Lightning	Random piece of jewelry that can cast 6D6 blast of electricity, 16 uses
09	Ring of Resistance	One element (fire, ice, lightning, impact): +1 DCV, 8 ED or PD resistant and hardened and Life Support vs pressure or temp
10	Frost Totem	50% rED damage reduction vs cold effects, 30 Mana to cast Ice spells, Mrec 1
11	Khergaz Bust	Statue of a bust, becomes true face of whoever touches, grants 25% resistant damage reduction vs magic to that person if within 5".
12	Horn of Winds	Cone Effect 10 STR TK push only wind, with -3 roll and 3 END when horn is blown at 1/2 DCV, full phase. Dragon horn.
13	Alchemical Bond	glue, once hardened only Aqua Regia will break it. Transforms items to be bound together after one minute, enough for 20D6 of cumulative transformations.
14	Booster Ring	Gives 5 character points of one primary STAT (except COM) while worn.
15	Bracer of Warding	+1-3 DCV while worn
16-17	Earring of Words	+1 PER, +4 telescopic vision, 5D6 telepathy translation
18-19	Ring of Protection	from +1 DCV, +1 PD/ED armor up to +3 DCV, 3 PD, ED armor
20-21	Arid Dust	Transforms a hex of water into nothing each dose, this will kill an average elemental. D6-1 doses per bag.
22-23	Appraiser's Eye	Monocle; Detect value and true content of any item with one phase concentrate 1/2 DCV
24-25	Libram of Might	Gives +3 STR (subject to maxima) with a month of study and exercises
26-27	Book of Wisdom	Postcognition on an area or object, with 5 minutes study at 1/2 DCV, has 12 chapters (charges) and keeps the information found written with illustrations in the book.
28-29	Dust of Ice	Freezes water, each dose freezes a hex (as a transform, this will kill water creatures like elementals). D6 doses of Mithril dust.
30-31	Moodstone	Detect emotions of target, ranged, discriminatory (uses colors for simple emotions, must be learned)
32-33	Lothyn's Pen	Pen can use any liquid as any other liquid for writing (including enchanted inks)
34-35	Robe of travel	LS: temperatures, protects from rain, produces food for one person 3 times a day, and grants 0 END cost running
36-37	Belt of Elvenkind	Gives UV vision, +2 PER, light tread, lightsleep, and +1" running while worn.
38-39	Amulet of Armor	Instant Change on armor with -1 roll and 1 END
40-41	Horn of Plenty	Food for 4 people for a day each day, in the morning provisions are produced (pouring out).
42-43	Torch of Day	Heatless light in a 10" radius, lights up huge areas as if they are day, lasts 5 hours a day

MINOR TREASURE TABLE TWO

ROLL	NAME	DESCRIPTION
44-45	Dust of Untracking	Destroys all trace of passage, leaving nothing to track by scent or skill.
46-47	Candle of Mana	Burns one hour, providing 5 END per phase as long as it burns and the caster is within 5" of candle.
48-49	Candle of Sunlight	Burns one hour, providing pure sunlight in a 4" radius, thus affecting undead and such
50-51	Dust of Ice	Freezes water, each dose freezes a hex (as a transform, this will kill water creatures like elementals). D6 doses of Mithril dust.
52-53	Farlight	Candle that does not blow out, can send the light away to a place up to 100" away, under the control of the wielder, lasts 5 hours a day. Lights up area as much as a torch (3" radius)
54-55	Boots of Tracks	Leaves tracks of any appropriate creature (size and shape) instead of his own feet... or none at all
56-57	Enchanted Whetstone	Gives any edged weapon polished 1 turn a 1D6 OCV Aid per turn (max +2 OCV) and a 1D6 DC Aid (max 1 Damage Class for RKA or HKA that fades 5 points an hour. Has 16 charges, ever
58-59	Dagger Scabbard	Magically holds any size or shape sword in a dagger scabbard, transforming it into a dagger when sheathed (9D6 minor)
60-61	Boots of Battle	Kick attacks do 1D6 HKA at 0 STR Minimum with these boots on
62-63	Wrap of Sight	Scarf with +2 perception, x10 perception speed
64-65	Mage Charm	Eliminates one specific -1/4 or -1/2 limitation (gestures, incantation, gesture, side effect, concentrate, etc). Greater Mage Charm eliminates two.
66-67	Libram of Learning	Gives +3 INT (subject to maxima) with a month of study and exercises
68-69	Book of Learning	Gives Cramming with five minutes of reading for any subject
70-71	Libram of Health	Gives +3 CON (subject to maxima) with a month of study and exercises
72-73	Pendant of Shielding	10rPD hardened vs missiles
74-75	Enchanted Whetstone	Gives any edged weapon polished 1 turn a 1D6 OCV Aid per turn (max +2 OCV) that fades 5 points an hour. Has 16 charges, ever
76-77	Lens of Truesight	Magnifying Glass-like lens; N-Ray, blocked by visible objects and +3 Aura Vision when looked through (takes 1/2 DCV concentrate one phase)
78-79	Dolphin Pin	+3", x2 NC swimming, LS: breathe water, pressure, see underwater
80-81	Earring of Vision	IR, UV vision, +1 PER, +4 Telescopic vision
82-83	Bear Claws	Gloves with clinging +15 STR only to hold items, D6-1 HKA 0 STR min attack or +2D6 HTA punch.
84	Mage Wand	+1 OCV to spells, +1 Mana regen, works in place of mage's usual OAF
85	Choking Band	thrown, if it hits an extremity (3-8, 15-18), does 1D6 continuous AVLD RKA full damage vs rigid armor for one turn.
86	Enchanted Bandage	Regenerate 1 BOD/hour when put onto a wound up to 5 BOD; D6 bandages discovered at a time
87	Choking Band	thrown, if it hits an extremity (3-8, 15-18), does 1D6 continuous AVLD RKA full damage vs rigid armor for one turn.
88	Gloves of Thievery	+3 roll for DEX based skills and +3 Concealment. Also makes activities invisible to detect (so later spells find nothing). Gloves become invisible when worn and thus look like ordinary hands
89	Jewelry of (spell)	Random Jewelry with random spell of D6 real points, cast at will with magic roll and Mana.
90	Sleep Censer	Burns incense, causes a 6D6 CON based mind control in a radius to go to sleep, burns for 5 hours.
91	Fire Totem	50% rED damage reduction vs fire effects, 30 Mana to cast Fire spells, Mrec 1
92	Crest of Valor	Badge, gives +10 Presence aid to all friends (selective AE) within 20" (refreshes each hour, fades/hour) and +2 Morale rolls in mass combat in that area. Adamantine and gems.

MINOR TREASURE TABLE TWO

ROLL	NAME	DESCRIPTION
93	Horn of the Dead	When winded, summons loyal skeletons equal to EGO roll success
94	Ring of Force	4D6 double knockback blast of force, 12 uses
95	Jewelry of Fire	Random piece of jewelry that can cast 6D6 blast of fire, 16 uses (variants for cold, lightning, etc)
96	Storm Beads	D6+1 RKA electrical blast, if hits a target, does a chain lightning effect (radius effect, selective).
97	Dragon Scale Totem	+3 smithing rolls, Allows matching of 1 point of enchantment in smithed item
98	Lantern of Revelation	Shows invisible, negates illusions, and shows hidden items when shone
99	Berethelrim	Magestaff with 100 END reserve and 2 REC, x2 spell slots and +2 Magic Roll while held. Made of
00	Shadow Lantern	Summons 4 Shades that will do one task or serve as long as the lantern burns. It can only summon 4 a day, and the lantern burns human fat from executed criminals, one hour per person harvested.

MINOR TREASURE TABLE THREE

ROLL	NAME	DESCRIPTION
01	Spellstaff	100 Mana Reserve for spells, recharge by putting own Mana into staff (REC 1 costs 1 Mana to use), Oak staff
02	Wand of Collapse	Does 2D6 RKA AP vs stone or other hard materials (including golems, carapace, elementals), 100 Mana
03	Headband of Thought	+5 EGO, +2 INT based skills, Eidetic Memory and 10 Mental Defense while worn
04	Crown of Majesty	Detect lie, +5 PRE, +2 PRE based skills, gives Oratory, Conversation, and Persuasion.
05	Wand of Earth	tunnel 1" through up to 6 DEF, detect discriminatory: earth, transform rock to mud/mud to rock cumulative 1D6, with 100 END
06	Wand of Dismissal	2D6 AP RKA against Undead, X-D Travel vs others against elementals or demons, has 12 charges
06-07	Wand of Bolts	1.5D6 RKA energy bolt, 20 uses. Can be recharged
08-09	Wand of Cold	5D6 energy blast cold with 1/2 variable advantage, and 100 Mana (Variants for lightning, fire, etc)
10-11	Wand of Wind	15 STR telekinesis (all parts at once) wind effects 100 Mana
12-13	Staff of Striking	4D6 HTA (7D6 at 8 STR MIN and +1 OCV as a staff) of Eilhas
14-15	Brave Talisman	+10 presence (defense only), +3 Morale, +10 mental defense
16-17	Horn of Command	10D6 Mind Control, 1 use per day, lasts 1 hour
18-19	Wand of Dispelling	15D6 Dispel Magic vs any one spell, 100 Mana
20-21	Brooch of Fleeting Power	3D6 STR Aid (fade/turn) once per day; extra strength costs x5 END
22-23	Bracelet of Fleeting Speed	2D6 Running Aid (fade/turn) once per day
24-25	Libram of Charisma	Gives +3 PRE (subject to maxima) with a month of study and exercises
26-27	Libram of Magery	Gives +2 Magic Roll with a month of study

MINOR TREASURE TABLE THREE

ROLL	NAME	DESCRIPTION
28-29	Libram of Agility	Gives +3 DEX (subject to maxima) with a month of study and exercises
30-31	Pin of Venom	NND (hard armor) 1 pip HKA full damage, if does BOD then does a 1D6 continuous uncontrolled BOD drain for 1 minute. Works once per day.
32-33	Mind lens	Crystal cirlet, can do 1D6 ego attack/10 EGO at x3 Mana
34-35	Toughstone	+3 CON vs being stunned, +3 PD, ED (requires setting)
36-37	Everflowing Flask	Water Flask that never runs out of water, but will not pour out more than a liter at a time each time it is tipped.
38-39	Unmagic Ring	Silver ring with a constant 2D6 suppress all magic at once on the wearer
40-41	Arrow Tree	Each day this beechwood staff produces 3D6+6 arrows that are +1 OCV and +2 range modifier, if stuck one end in the ground overnight.
42-43	Feather of flight	Gliding 5" while held
44-45	Endless Quiver	Duplicates any bolt or arrow put into it of 30 active points maximum enchantment, each time the duplicate is taken, another is created. These disappear in 30 seconds unless held on a crossbow or nocked on a bow.
46-47	Staff of Warding	+1 OCV staff, grants +1 DCV while held, but also puts <i>Alarm</i> spell up if stuck in the ground by campsites
48-49	Swiftstone	+2 DEX gem (requires setting)
50-51	Speedstone	+3" running (requires setting)
52-53	Tunic of Styles	Will transform into any type of clothing from rags to finest nobility
54-55	Rope of Climbing	Flight 4" to climb and descend, self deploying rope
56-57	Wheelless Wagon	Disc 2 meters across that hovers by the one who speaks the command phrase, will float at whatever speed the PC goes and can carry up to 800 pounds of material on the concave surface. If it falls over an edge, it lands safely without losing the contents.
58-59	Candles of Purity	D6 candles that clear air out in an area as big as a 50' cube as long as they burn, up to an hour long maximum.
60-61	Bracers of Archery	+1 to hit with bows and crossbows, +2 range penalty levels
62-63	Mendstone	Whetstone that can repair broken weapons, has 20 charges of 1D6 minor transform (broken to fixed) cumulative, max effect 12 Body.
64-65	Warstone	+2 OCV with one weapon (requires setting)
66-67	Spell Wand	Wand with a random spell of D6 real points in it, and 100 Mana to cast spells with – does not recover.
68-69	Lucky Talisman	1D6 luck; 1/day +10 overall level, lasts 1 turn.
70-71	Skull Ring	+10 Power DEF, LS: disease, and +1 DCV all vs undead and undead effects only (also, see Death's Avenger sword)
72-73	Libram of War	Gives +1 OCV overall with a month of study and exercises
74-75	Libram of Will	Gives +3 EGO (subject to maxima) with a month of study and exercises
76-77	Jewelry of Energy	Random Jewelry; +10 END, gives half END cost STR and run, swim
78-79	Brooch of Spying	Scarab comes to life, acts as clairvoyance spy for 1 hour, moving at 1" a phase and requiring 1/2 DCV concentrate, is an IIF. Range 100"
80-81	Cirlet of Wrath	Enraged (recover 11-), +5 STR, +1 OCV, +3" move; once per day, bonus stats fade when enraged stops.

MINOR TREASURE TABLE THREE

ROLL	NAME	DESCRIPTION
82-83	Pick of the Deeps	Tunneling 1" through up to 6 DEF (one step up the time chart for each 1" tunneling through DEF above 4, with a maximum DEF of 10) for 2 END per phase.
84-85	Cord of Ensnaing	Entangle 1 recoverable use, 3D6, 3 DEF
86-87	Pouch of Critters	Can summon one creature a day from the pouch, up to 200 points – any animal, slavish amicability
88-89	Book of Spells	3D6 spells of D6 Real Points each randomly in the book, can either cast from the book (eliminating them) or learn
90-91	Wand of Bolts	1.5D6 RKA energy bolt, 20 uses. Can be recharged
92-93	Wand of Fire	5D6 energy blast fire with 1/2 variable advantage, and 100 END
94-95	Wand of Lightning	5D6 energy blast electricity with 1/2 variable advantage, and 100 END
96	Chime of Disruption	Stops spell casting in a cone with a 18D6 dispel, has 2D6 charges
97	Pouch of Star Pebbles	1D6 Flash explosion (range by STR) in D6 charges per day. This also does a 1D6 KA Explosion to any creature that is harmed by sunlight, and to ANY Undead or Demon.
98	Hornet's Nest	A nest that with a -2 roll once a day will summon a horde of hornets in an explosion effect, does D6 penetrating autofire, continuous one minute.
99	Brooch of Power	50 END, 1 REC/hour for any END usage, also gives +10 STR for 10 END. If all END is used, will no longer recharge. The END can be treated as Mana for spellcasting.
00	Buttons of Escape	1 charge per day of teleport 7" x8 NC (56") to the button, takes a -2 roll and 2 EMana to set up the jump, leave the button behind and jump to it.

MAJOR TREASURE TABLE ONE

ROLL	NAME	DESCRIPTION
01-02	Chaos Talisman	Each turn it is worn, roll D12: that is the character's speed for that turn, each phase costs 2 STN to maintain, cannot turn off without removing
03-04	Mirror of Enchantment	Indirect, Range x125 on up to 75 active cost and Clairvoyance to 1000" to target spells.
05-06	Codex of Magic	One Codex for each 'college' of spells, holding each spell, must learn the spells from the book (cant be cast from it) eg: Codex of Earth
07-08	Draught of Fathoms	Multipower of water based magical effects with END reserve, see writeup. Crystal and Adamantine Flask with seawater in it.
09-10	Flameswath	Multipower of fire based magical effects with END reserve, see writeup. Red robe that swirls with flames and heat that has no temperature.
11-12	Philosopher's Stone	Transforms one metal into any other metal. Has 32 charges of 1D6 Cumulative Transform, Alchemists can recharge.
13-14	Mageweb	20-foot tall latticework of Star Iron and mithril. Must be installed out doors, weighs 1.5 tons. Gathers LTM for use in spell casting and stores it in a gem. A gem can hold 1 LTM per sp value, the Mageweb gathers 1 LTM per hour, or in a thunderstorm 5 LTM per hour.
15-16	Testament of Vhass	Book; when held gives +5 EGO, +10 Mental Defense, Mind Scan 6D6, +4 roll (one turn concentrate, -6 roll, 6 Mana)
17-18	Nightshade Headband	10 Mental Defense, 10 Power defense against evil and spirits, 1/day 15D6 dispel evil magic (when first put on).
19-20	Ring of Invisibility	2 END per phase and -2 roll makes Invisible to all sight with fringe
21-22	Amulet of Warding	+1 DCV, 2 PD/ED Armor, 5 Power, Mental, and Flash Defense, Mithril and emerald amulet
23-24	Brazier of Cinders	Summon Fire elemental with slavish amicability, once a week
25-26	Crystal of Terrane	Summon Earth elemental with slavish amicability, once a week
27-29	Wizard's Cloak	Suppress 4D6 all side effects at once, +1 Mana recovery and +1 magic skill
30-32	Djinni Lantern	Summon a Djinni once per day to do one task of up to an hour long.
33-34	Zolyn's Cage	Creature can be placed into the birdcage (shrinking by up to 5 levels to fit it within (1/32 size), and while in the cage will stay at that size. Cage prevents teleport and affects desolidification. All attacks and STR are reduced by 1/32 while in the cage as well.
35-36	Whirlwind Boots	10" total running, 10" flight, only to match running speed: float 2 inches off the surface of anything, slows falling speed, 1/day: fly 1 minute; also gives +3 DCV, +10 hard rPD vs missile weapons.
37-38	Stalking Eye	Clairvoyance, concentrate 1/2DCV full time, 200", OIF, 10" movement, wind up – lasts one step up the time chart longer than the wind time, max wind time 1 minute.
39-41	Shawl of Acumen	+3 INT, +2 levels all knowledge skills, Scholar, Cramming
42-44	Oars of the Titan	X2 move in boat, cannot capsize, also acts as Eilhas Maul
45-47	Sash of Valiance	+5 STR for weapons only, +5 PRE, +1 level with any weapon
48-50	SoulGem	LS: immortal, Regenerate 1 BOD/minute at death only to 0 BOD
51-53	Spidersilk Veil	+3 Stealth, +3 Concealment, Images: not there –1 PER roll on sight and hearing, also LS: poisons and +10 Power Defense.
54-56	Brittle Bone Mask	Images (visual) any face, (sound) any voice, –5 PER all senses, also grants slight shapeshift ability to match contours. Also grants UV vision and 5 flash defense.

MAJOR TREASURE TABLE ONE

ROLL	NAME	DESCRIPTION
57-59	Deck of Pelen Yvram	Various cards, 4 suits of 15 cards each, full suits and sets gain in power. See Writeup for individual cards
60-62	Crystal of Kings	3' wide octagonal Velune crystal that displays a detailed map of the lands controlled by the owner. With a -2 roll and 2 Mana per turn, does a detect, radius, will detect any simple subject (life, monsters, etc)
63-65	Palantir	Crystal Ball of golden Velune that also gives PostCognition of up to a year, and allows speech through the link (images indirect, ranged) range is 1000"
66-68	Bowl of the Sea	Summon Water elemental with slavish amicability, once a week
69-71	Censer of the Zephyr	Summon Air elemental with slavish amicability, once a week
72-74	Mirror of Dreams	Summon Aether elemental with slavish amicability, once a week
75-77	Ring of Freedom	+3 DCV, +3 ECV vs paralyzing effects, LS: poison (paralytic effects), 3D6 AP HKA vs entangles, +15 STR to escape grabs
78-80	Mithril Eyepatch	UV vision, +5 INT for Magic Roll and spell slots, 2 PD, ED armor area 3 only. 1/day clairvoyance a turn 500" with concentrate.
81-82	Enchanted Item	Random Item with a 5-10 point spell in it (e.g. scarf of Fireblast)
83-84	Tapestry of Dreams	Depicts stylized map of area, can teleport to any spot in the area with -4 roll and 8 END self only. Fenen, Mithril, Gold, and Silk.
85-86	Mana Orb	50 Mana for casting spells only, recharges 1/hour; Blue Velune Orb
87-88	Orb of Power	holds LTE (6D6 total) which cannot be recharged, only for casting spells. While the Orb has LTE in it, it grants +1 active point of extra power (at the penalty of MR for each +10) per LTE stored, if the spell is channeled through the orb.
89-90	Veil of Aether	Multipower of Aetherial based magical effects with END reserve, see writeup. Veil of Mithril and Ithilnaur in spider silk.
91-92	Codex of the ArchMage	Has all spells in it, but requires a magic roll at -1 per Real Point cost to access that spell. Casting the spell erases it.
93-94	Igneous Gauntlet	Multipower of earth based magical effects with END reserve, see writeup. Gauntlet of Basilisk hide crusted with gems and stones
95-96	Eye of the Lune	Multipower of weather control with END reserve, see writeup. A crystal ball of Velune with an Aetherstone and Adamantine setting
97-98	Lens of Focus	+D6x10 active points (increases END cost) to spell cast through
99-00	Heart of Rime	Multipower of ice based magical effects with END reserve (see writeup) a large uneven crystal of Velune in Aetherstone

MAJOR TREASURE TABLE TWO

ROLL	NAME	DESCRIPTION
01-02	Staff of Typhon	Multipower of air based magical effects with Mana reserve (see writeup) a Helvorn and Ithilnaur staff of exquisite beauty
03-04	Robe of Darkness	Gives Nray blocked by visible objects all times, and +1 stealth, also for 2 END and -2 roll creates a 1" radius field of dark vs all sight. For each doubled END (4, 8, etc), increases this field by 1" radius (costs END only to start, the roll is -2 for each change). Darkness Lasts up to 1 hour a day at most
05-06	Scepter of Command	10D6 Mind Control, costs 5 ManaD per phase and a -5 roll to use
07-08	Jewelry of hardiness	Random Jewelry, grants Cannot be Stunned
09-11	Staff of Earth	Has all Earth 'college' spells, and 100 Mana for them, cast for free
12-14	Staff of Water	Has all Water 'college' spells, and 100 Mana for them, cast for free
15-17	Staff of Fire	Has all Fire 'college' spells, and 100 Mana for them, cast for free
18-20	Staff of Ice	Has all Ice 'college' spells, and 100 Mana for them, cast for free
21-23	Pearl of Power	+10-20 Active Points to spells cast while held, with +1-2 magic roll to offset additional power.
24-25	Staff of Purity	Priest can use for any Purity Ritual as if he had it personally, at x2 END cost.
26-28	Staff of Light	Priest can use for any Light Ritual as if he had it personally, at x2 END cost.
29-31	Staff of Creation	Priest can use for any Creation Ritual as if he had it personally, at x2 END cost.
32-24	Staff of Purity	Priest can use for any Purity Ritual as if he had it personally, at x2 END cost.
35-37	Staff of Healing	Healing Multipower, see below, with 100 END
38-41	Ring of Vanaith	+5 BOD, +20 STN, lose these stats first, regen 1 BOD/day and REC 8 for these stats only (recover post 12 only)
42-44	Jewelry of Unity	Random Jewelry, grants Has no Hit Locations
45-47	Wand of Transformation	Major Transformation (partial effect) target to any other creature (12D6) with 12 uses
48-50	Wand of Illusion	10D6 Mental Illusions or Images vs all senses -2 PER with 100 END
51-53	Bracers of War	+1-3 OCV, WF all weapons (literally ALL weapons)
54-56	Jewelry of Health	Random Jewelry, +5 REC, Regenerate 1 BOD/day, life support vs disease
57-59	Ring of the Gecko	Clinging +10 STR, Regeneration 1 BOD/day (even lost limbs)
60-62	Greater Spell Wand	Wand with a random spell of D6+3 real points in it, and 100 END
63-65	Wand of Paralysis	8D6 Mind Control (freeze) CON based, with 100 END
66-68	Jewelry of Blood	Random Jewelry, grants Does not Bleed
69-70	Staff of Light	Priest can use for any Light Ritual as if he had it personally, at x2 END cost.
71-73	Staff of Magi	Can cast ANY spell at x2 Mana, magic roll penalty, and side effect
74-76	Staff of War	Priest can use for any War Ritual as if he had it personally, at x2 END cost.
77-78	Staff of Justice	Priest can use for any Justice Ritual as if he had it personally, at x2 END cost.
79-80	Endless Scroll	Random spell on the scroll of D20 real points, an hour after being read, a new spell randomly appears to be cast again
81-82	Staff of Rulership	Summons target creature (specific creature) with slavish amicability. Can only be used once a day, has 2D6 charges
83-84	Ring of Magery	20-40+ point spell pool, cast spells at the ring and it stores them for one use each spell put in, up to the pool.

MAJOR TREASURE TABLE TWO		
ROLL	NAME	DESCRIPTION
85-86	Staff of Summoning	Summon up to 300 point creature of any type from Jolrhos, +3 Ego roll to control them
87-88	Staff of Fire	Has all Fire 'college' spells, and 100 Mana for them, cast for free
89-90	Staff of Ice	Has all Ice 'college' spells, and 100 Mana for them, cast for free
91-92	Staff of Wind	Has all Air 'college' spells, and 100 Mana for them, cast for free
93-94	Staff of Power	Eilhas quarterstaff; +3 Roll, +30 Active cost to spells cast, has 16 charges of boosting spells like this, while it has any charges gives +1 OCV with spells, does +2D6 HTA.
95-96	Jewelry of the Citadel	Random Jewelry, grants Cannot be Knocked Out (lose powers)
97-98	Neldorwyn	Mage Guild staff. 100 Mana, 5 Mrec, x2 spell slots, +2 to magic skill Eilhas and Mithril Quarterstaff
99-00	Sickle Staff	Multipower of plant based magical effects with END reserve, see writeup. Vhaeth and Eilhas staff with living vines on it

MINOR WEAPONS AND ARMOR

Minor Weapons are created with a suffix and or a prefix, attaching these titles to the armor (for example the Swift Axe of Thunder). Whenever a Minor Weapon or Armor result comes up on the table above, construct it by rolling randomly on the table below to determine the composition of the weapon:

MASTER COMPOSITION TABLE	
ROLL	RESULT
01-25	Roll a minor weapon or armor on the given table
26-00	Roll a random item using prefixes and suffixes below

RANDOM MINOR WEAPONS AND ARMOR TABLE	
ROLL	RESULT
01-05	Roll once on Major Prefix and Major Suffix Table
06-15	Roll once on the Major Prefix Table
16-30	Roll once on the Minor Prefix and the Minor Suffix table
31-49	Roll once on the Minor Prefix Table
50-69	Roll once on the Minor Suffix Table
70-83	Roll once on the Major Suffix table
84-93	Roll once on Minor Prefix and Major Suffix Table
94-00	Roll once on Major Prefix and Minor Suffix Table

Ranged weapons should use the Ranged Prefix and Suffix charts, although the general charts will work with most results.

This can result in some odd choices, so the GM's discretion is required to build the items. As would be expected, any item with both a Prefix and a suffix will result in being very powerful. The random method can be fun, but typically choosing the type of result will fit the adventure better.

Any weapon or armor with two majors (prefix and suffix) tends to be almost artifact level and is usually a named item. Care should be taken with certain combinations, which can be minor in and of themselves but become very potent when combined.

MINOR WEAPON PREFIXES

ROLL	NAME	DESCRIPTION
01	Guarding	Choose one each phase: 3 Physical Defense, Energy Defense, Power Defense, Flash Defense, Mental Defense, or Lack of Weakness
02	Dazzling	1D6 flash sight on a hit
03-04	True	Damage is +1 efficient (min roll +1)
03-04	Sheer	AP vs unarmored and lightly foes (not hard armor)
05-06	Piercing	Piercing (BOD done on normal dice count = DEF ignored)
07-08	Countering	Gives a Damage Shield for free when attacked of the weapon (automatic counter attack or riposte).
09-10	Ready	Fast Draw 14- to draw this weapon only, 2D6 Damage Shield KA against entangles while drawn
11-12	Sparking	+1DC electrical damage (energy)
13-14	Sharp	+1 DC Physical
15-16	Strange	random OCV D6 (1: -1; 2-3: 0; 4-5: +1; 6: +2) each hit
17-18	Flinty	+2 rPD hardened armor while held
19-20	Spirit	Affects Desolidified
21-22	Cooling	+4 rED hardened armor vs heat while wielded
23-24	Swift	of +3 DEX, only to act first
25-26	Elf Bane	+1 OCV; +2 DC vs Elves
27-28	Dwarf Bane	+1 OCV; +2 DC vs Dwarves
29-30	Beastman Bane	+1 OCV; +2 DC vs Beastmen
31-32	Armor Bane	+1 OCV; +2 DC vs armored foes
33-34	Were Bane	+1 OCV; +2 DC vs Lycanthropes
35-38	Accurate	+1 OCV
39-41	Valiant	+5 PRE, +1 DCV
42-44	Hardy	+10 STN while held
45-47	Seeking	Detect, ranged, roll D6: 1=life, 2=treasure, 3=enemy, 4=magic, 5=monster, 6=trap
48-50	Incandescent	Produces light equal to a lantern (+3 PER images light)
51-53	Sturdy	Defense and Body of weapon doubled, hard defense, x2 active points to dispel
54-56	Windy	CE: clean air in hex, and LS: not breathe for wearer.
57-59	Sentinel	LS: Need no sleep while on body/held
60-62	Rapid	Rapid Attack and +1 DEX to move first
65-66	Warding	+2 DCV
67-68	Goblin Bane	+1 OCV; +2 DC vs Goblins
67-70	Man Bane	+1 OCV; +2 DC vs Humans
71-72	Giant Bane	+1 OCV; +2 DC vs Giants
73-74	Dragon Bane	+1 OCV; +2 DC vs Dragons
75-76	Orc Bane	+1 OCV; +2 DC vs Orcs
77-78	Grounded	+4 rED hardened armor vs electricity while wielded
79-80	Keen	14- Find Weakness
81-82	Heated	+4 rED hardened armor vs cold while wielded

MINOR WEAPON PREFIXES

ROLL	NAME	DESCRIPTION
83-84	Purging	Life Support vs poisons while wielded
85-86	Ember	+1DC fire damage (energy)
87-88	Frost	+1DC cold damage (energy)
89-90	Mage's	Mana +10, Mana Recovery +1, +1 to magic skill roll
91-92	Pure	+1 OCV, +1 reliable (+1 minimum damage, max unchanged)
93-94	Odd	random DC D6 (1: -1; 2-3: 0; 4-5: +1; 6: +2) each hit
95-96	Aether	Indirect (one source, away from wielder) with roll of -2 and 2 END.
97	Alert	Defense Maneuver IV
98	Targeting	+3 OCV to call shots only
99	Venomous	D6 Drain BOD (rec/week) if does BOD damage to living tissue
00	Flashing	+1 lightning reflexes with this weapon, -3 STR MIN

MAJOR WEAPON PREFIXES

ROLL	NAME	DESCRIPTION
01	Pristine	Always Hits, half damage
02	Severe	Half damage AVLD vs hardened armor, does Body damage
03	Searing	Penetrating damage and +1 stun multiple (or +1 DC if normal damage)
04-05	Blood	+3 DC vs living targets
06-07	Sure	Damage is +2 efficient (min roll +2)
08-09	Dissolving	2D6 Drain DEF (rec/week)
10-11	Slowing	1D6 SPD Drain (recovery/minute) when hits
12-13	Numbing	1D6 DEX Drain (recovery/turn) when hits
14-15	Conquering	1D6 PRE Drain (recovery/minute) when hits
16-17	Hydra	does autofire attack with -2 roll at ½ END
18-19	Weird	random OCV D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4) each hit
20-22	Folc Slayer	+1 OCV, damage Armor Piercing vs PC races
23-25	Animal Slayer	+1 OCV, damage Armor Piercing vs animals
26-28	Demon Slayer	+1 OCV, damage Armor Piercing vs demons and evil spirits
29-31	Yrch Slayer	+1 OCV, damage Armor Piercing vs yrch races
32-34	Red	+2DC fire damage (energy)
35-37	Blue	+2DC cold damage (energy)
38-40	Jagged	+3 DC, all damage Reduced Penetration
41-43	Soldier's	+1 OCV and +1 DCV
44-47	Shielding	+2 DCV
48-52	Ancient	Unbreakable, infinite defense, x32 active points to dispel
53-56	Smiting	+2 OCV
57-59	Lord's	+1 OCV and +1 DC
60-62	Elemental Slayer	+1 OCV, damage Armor Piercing vs elementals of any kind

MAJOR WEAPON PREFIXES

ROLL	NAME	DESCRIPTION
63-65	Beast Slayer	+1 OCV, damage Armor Piercing vs Animals of all kinds
66-68	Unmagic	Does dispel on a hit in addition to damage (to spell with the highest active cost) equal to 3xDC of weapon in dice
69-71	Dragon Slayer	+1 OCV, damage Armor Piercing vs dragons and lizards of all kinds
72-74	Rot Slayer	+1 OCV, damage Armor Piercing vs undead
75-77	Golden	+2DC physical damage
78-79	Wild	Random DC, D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4) each hit
80-81	Thunder	+2DC lightning damage (energy)
82-83	Weakening	1D6 STR Drain (recovery/turn) when hits
84-85	Draining	1D6 END Drain (recovery/turn) when hits
86-87	Sleeping	1D6 STN Drain (recovery/turn) when hits
88-89	Whelming	2D6 HTA linked to damage (weapon STR Min applies)
90-91	Storming	Explosion effect damage with -2 roll and x2 END
92-93	Poison	2D6 Drain BOD (rec/week)
94-95	Spider	Does damage next phase again NND (only if does BOD, up to full amount done, max 6 BOD)
96-97	Dust	+3 DC vs unliving targets
98	Vile	D6 Drain Regeneration, ½ D6 Drain REC linked
99	Triumphant	11- activation Aid 1D6 to STR and DEX each swing, +6 max each, fades 1 point per phase.
00	Twin	Triggered automatic attack when any attack is made (two linked attacks when used, one 0 END).

MINOR WEAPON SUFFIXES

ROLL	NAME	DESCRIPTION
01	-of biting	Penetrating damage
02	-of Rogues	+3 to stealth and concealment, weapon is silent (invis to sound)
03-04	-of stunning	+1 stun multiple
05-06	-of mending	Self-repairing (Regeneration 1 BOD/minute for weapon)
07-08	-of Fortune	1D6 Luck
09-10	-of magic	One Random spell of (D6) real points once per day
11-12	-of haste	+2 DEX
13-14	-of seeking	+1 OCV, +2 vs a single target each fight
15-16	-of changing	Can do either KA or Normal damage
17-18	-of Parrying	+1 DCV while attacking
19-20	-of Wisdom	KS: one random topic 14- and +2 INT
21-22	-of true sight	Nray vision, blocked by solid objects
23-24	-of Sweeping	+3 OCV to sweep maneuver only
25-26	-of Blinding	6D6 Dispel normal sight with hit
27-28	-of Freedom	3 points Environmental Movement in water; 1D6 Drain DEF on entangle constantly while entangled
29-30	-of night	UV night vision while held

MINOR WEAPON SUFFIXES

ROLL	NAME	DESCRIPTION
31-40	-of (creature)	Roll on the Stat Bonus table below for 5 points total of characteristics
41-43	-of Balance	+15 mental DEF vs vertigo effects, Bump of Direction, Supreme Balance
44-46	-of War	Tactics skill at base roll (or +2 if had already), if roll made, gives +1 OCV for duration of fight
47-49	-of Ease	0 END cost to wield
50-52	-of the feather	Weight halved, STR MIN x.75
53-55	-of the Summer	Makes hex effect around weapon warm and comfortable
56-58	-of Nimbleness	Half penalties for clutter and cramped spaces
59-61	-of Vigor	+10 END
62-64	-of Warriors	+1 OCV or +1 DC damage, choose each attack
65-66	-of Insight	+5 INT
67-68	-of Leadership	+5 PRE
69-70	-of the Fish	LS: water and free action underwater
71-72	-of Tactics	Combat Sense 14-
73-74	-of Awareness	360 degree vision
75-76	-of Scouting	+2 PER vision, +4 Telescopic vision with turn concentrate
77-78	-of shielding	4 PD, ED damage resistance
79-80	-of sorcery	+1 magic roll, +1 OCV with spells
81-82	-of Endurance	30 END, 1 REC END Reserve, and STR, weapons, move all can pull from this or normal END
83-84	-of Ogres	+5 STR
85-86	-of Life	+3 BOD
87-88	-of Stealth	+3 Concealment and limited shapeshift to ordinary objects
89-90	-of the Tower	+5 CON vs being stunned only
91-92	-of Warning	gives Danger sense, in combat, 14-
93-94	-of Striking	+1 Maximum Damage to weapon
95-96	-of Willpower	+3 EGO
97-98	-of Detonation	Does damage hex effect
99	-of Gliding	1" gliding to slow falling and keep balance, +1 all DEX rolls, Position Shift
00	-of Survival	Life Support eat once per week, Regen 1 body/day

MAJOR WEAPON SUFFIXES

ROLL	NAME	DESCRIPTION
01	-of the Wraith	Does 2D6 BOD Transfer instead of damage, recovered 5 points per minute, strength does not add.
02	-of Sharpness	+1 OCV, Armor Piercing
03	-of Crushing	+1 stun multiple, -1D6 knockback for determining knockdown
04-05	-of Slaughter	+1DC damage for each 1 rolled better than needed to hit (does not work with moving hit locations), max +6DC.
06-07	-of (spell)	Random spell of up to 5 real points, cast at will with Mana but no skill roll
08-09	-of Ripping	+1 DC each hit, loses 1 DC each miss or turn, max +6 DC
10-11	-of the Citadel	+8 CON vs being stunned only, +10 STN
12-13	-of Swiftess	+1 SPD while held
14-15	-of deflection	Missile Deflection +2 vs arrows, gives 3 PD hard armor and +1 DCV vs arrows and other missiles
16-18	-of Protection	+1 DCV; 5 Power DEF, Mental Def, and 5 Flash Def
19-21	-of Bleeding	D6 NND full dmg for turn if does BOD, drain D6 REC per hit
22-24	-of Visions	Clairvoyance with concentrate, full turn, 5 END/phase
25-27	-of Rage	Causes enraged 11-/11- while in combat, if enraged gains +3 CON, +5 STR; plus +1 OCV to hit that foe but -1 DCV and -1 PER rolls
28-30	-of Health	+3 CON and +3 REC
31-33	-of Spellblight	4D6 Suppress on all spells on self, when held.
34-43	-of (creature)	Roll on major stat bonus table below with 10 total points of characteristics
44-47	-of Triumph	+2 EGO rolls, +10 Mental DEF vs fear, +10 PRE defensive, Psych Lim: Overconfident C/M
48-51	-of Life	+5 BOD while held
52-55	-of Hardiness	+15 STN while held
56-59	-of Deflection	+2 DCV while not attacking
58-61	-of Range	No Range Modifier on ranged weapon
62-64	-of Searching	Mind Scan 4D6 +3 roll
65-67	-of Giants	+8 STR
68-70	-of Impact	Does knockback
71-73	-of the Fortress	Gives 25% rPD, rED damage reduction
74-76	-of Command	+10 PRE, Tactics 14- (or +4 if already had)
77-79	-of Necromancy	Animate skeleton from touching skeletal body, costs 3 BOD (Summons, slavish amicability but cannot renegotiate with battle of wills)
80-82	-of Heaviness	1 level density increase while held
83-85	-of Carnage	Does Hex Effect damage, personal immunity.
86-88	-of Transport	Teleport 5" noncombat only, for 10 END
89-90	-of the wyvern	Does damage continuous uncontrolled for one turn if does BOD
91-92	-of Hunger	Heal 'damage' equal to damage weapon does (1 1/2D6 KA has 1 1/2D6 Heal). Heals damage of up to weapon damage after defenses (if it does 2 BOD, can heal up to 2 BOD).

MAJOR WEAPON SUFFIXES, cont'd		
ROLL	NAME	DESCRIPTION
92-93	-of Healing	+5 REC, 1D6 Heal any stat below normal each phase while held with ½ DCV concentrate full phase.
94-95	-of Sundering	Dispel rPD 2D6 per hit, cumulative (max 35 pts)
96-97	-of Shattering	+2 DC, AP vs inanimate objects
98	-of Gore	+2 Maximum Damage
99	-of Homing	+1 OCV on next attack for each 1 rolled better than needed to hit (does not work with moving hit locations)
00	-of Kings	+2 OCV and +1 DC or +2 DCV and +1 DC, choose each phase

MINOR RANGED WEAPON PREFIXES		
ROLL	NAME	DESCRIPTION
11	Targeting	+3 OCV to call shots only
12	True	Damage is +1 efficient (min roll +1)
13	Long	Range x5
14	Tearing	2D6 Drain BOD recover/min gradual effect one turn; only if Body done to creatures that can bleed
15	Mystic	+1 DC Magic
16	Agile	DCV +3 while firing (only to reduce DCV reduction)
21	Eagle's	Telescopic Vision +6, +2 range modifier
22	Sparking	+1DC electrical damage (energy)
23	Sharp	+1 DC Physical
24	Strange	Random OCV D6 (1: -1; 2-3: 0; 4-5: +1; 6: +2) each hit
25	Odd	Random DC D6 (1: -1; 2-3: 0; 4-5: +1; 6: +2) each hit
26	Spirit	Affects Desolidified
31	Aether	Indirect (one source, away from wielder) with roll of -2 and 2 Mana.
32	Swift	Lightning Reflexes +3
33	Elf Bane	+1 OCV; +2 DC vs Elves
34	Dwarf Bane	+1 OCV; +2 DC vs Dwarves
35	Beastman Bane	+1 OCV; +2 DC vs Beastmen
36	Serpent	+1 OCV; +2 DC vs Reptiles
41	Were Bane	+1 OCV; +2 DC vs Lycanthropes
42	Accurate	+1 OCV
43	Valiant	+5 PRE, +1 DCV
44	Hardy	+10 STN while held
45	Seeking	Detect, ranged, roll D6: 1=life, 2=treasure, 3=enemy, 4=magic, 5=monster, 6=trap
46	Speedy	+2 OCV for Rapid Fire attacks

MINOR RANGED WEAPON PREFIXES, cont'd

ROLL	NAME	DESCRIPTION
51	Sturdy	Defense and Body of weapon doubled, hard defense, x2 active points to dispel
52	Venomous	D6 Drain BOD (rec/week) if does BOD damage to living tissue
53	Sentinel	LS: Needs no sleep while on body/held
54	Rapid	Rapid Attack and +1 Lightning Reflexes
55	Pure	+1 DC, reliable (always does average damage, max unchanged)
56	Oyc Bane	+1 OCV; +2 DC vs Yrch
61	Man Bane	+1 OCV; +2 DC vs Humans
62	Giant Bane	+1 OCV; +2 DC vs Giants
63	Dragon Bane	+1 OCV; +2 DC vs Dragons
64	Beast Bane	+1 OCV; +2 DC vs Animals
65	Ember	+1DC fire damage (energy)
66	Frost	+1DC cold damage (energy)

MAJOR RANGED WEAPON PREFIXES

ROLL	NAME	DESCRIPTION
11	Pristine	Always Hits, half damage
12	Severe	Half damage AVLD vs hardened armor, does Body damage
13	Blood	+3 DC vs living targets
14	Dissolving	2D6 Drain rPD (rec/week)
15	Slowing	1D6 SPD Drain (recovery/minute) when hits
16	Numbing	1D6 DEX Drain (recovery/turn) when hits
21	Conquering	1D6 PRE Drain (recovery/minute) when hits
22	Hydra	does autofire attack with -2 roll at ½ END
23	Weird	random OCV D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4) each hit
24	Folc Slayer	+1 OCV, damage Armor Piercing vs PC races
25	Beast Slayer	+1 OCV, damage Armor Piercing vs animals
26	Demon Slayer	+1 OCV, damage Armor Piercing vs demons and evil spirits
31	Yrch Slayer	+1 OCV, damage Armor Piercing vs yrch races
32	Red	+2DC fire damage (energy)
33	Blue	+2DC cold damage (energy)
34	Ancient	Unbreakable, infinite defense, x32 active points to dispel
35	Smiting	+2 OCV
36	Lord's	+1 OCV and +1 DC,, +3 presence

MAJOR RANGED WEAPON PREFIXES, cont'd

ROLL	NAME	DESCRIPTION
41	Elemental Slayer	+1 OCV, damage Armor Piercing vs elementals of any kind
42	Jagged	+3 DC, all damage Reduced Penetration
43	Soldier's	+1 OCV and +1 DCV, +3 Lightning Reflexes
44	Rapid	+4 with Rapid Fire and Rapid Attack
45	Column	Damage is AE Line, no range (always)
46	Shattering	+1 OCV, +2DC damage versus unliving targets
51	Bursting	Damage is AE hex (always)
52	White	+2 DC damage (magic)
53	Golden	+2 DC damage (electricity)
54	Variable	+1/4 variable advantage
55	Seige	Damage is AE Explosion (always)
56	Painful	+1 stun multiple
61	Twain	Fires a linked identical shot (two shots) with -2 magic roll and 2 Mana
62	Dispelling	Dispel of (DC x3 of the weapon)D6 on a hit
63	Lethal	Find Weakness 12- with weapon
64	Sniper's	Invisible and Inaudible weapon
65	Conqueror's	Drain 1D6 Presence on a hit, grants +3 presence per hit, lasts a turn
66	Blinding	Sight flash attack of dice equal to weapon's damage classes on a hit

MINOR RANGED WEAPON SUFFIXES

ROLL	NAME	DESCRIPTION
11	-of true sight	Nray vision, blocked by solid objects
12	-of Rogues	+1 to stealth and concealment while held or on body, weapon is silent (invis to sound)
13	-of night	UV night vision while held
14	-of mending	Self-repairing (Regeneration 1 BOD/minute for weapon)
15	-of Fortune	1D6 Luck
16	-of magic	One Random spell of (D6) real points once per day
21	-of sorcery	+1 magic roll, +1 OCV with spells
22	-of seeking	+1 OCV, +2 vs a single target each fight
23	-of the Incantor	Grants 18- Invocation roll, +10 Mana, and +2 mana regeneration; only to non spell casters
24	-of cold	4 rED armor vs cold
25	-of (creature)	Roll on minor stat bonus table below for creature type
26	-of (creature)	Roll on major stat bonus table below with 5 total points of characteristics
31	-of (creature)	Roll on major stat bonus table below with 5 total points of characteristics
32	-of (creature)	Roll on major stat bonus table below with 5 total points of characteristics
33	-of war	Tactics skill at base roll (or +2 if had already), if roll made, gives +1 OCV for duration of fight
34	-of mages	Casts spell at point arrow hits (prepare by casting spell on arrow first)

MINOR RANGED WEAPON SUFFIXES, Cont'd

ROLL	NAME	DESCRIPTION
35	-of changing	Can do either KA or Normal damage
36	-of Gliding	1" gliding to slow falling and keep balance, +1 all DEX rolls, Position Shift
41	-of Survival	Life Support eat, once per week, Regen 1 body/day
42	-of Ogres	+5 STR
43	-of Balance	+15 mental DEF vs vertigo effects, Bump of Direction, Supreme Balance
44	-of Striking	+1 Maximum Damage to weapon
45	-of Ease	0 END cost to wield
46	-of the feather	Weight halved, STR MIN x.75
51	-of the Summer	Makes hex effect around weapon warm and comfortable
52	-of Nimbleness	Half penalties for clutter and cramped spaces
53	-of Vigor	+10 END
54	-of Warriors	+1 OCV or +1 DC damage, choose each attack
55	-of Endurance	30 END, 1 REC END Reserve, and STR, weapons, move all can pull from this or normal END
56	-of Precision	Never hits friends by accident
61	-of Bridging	Fires a line behind the arrow which always attaches to any surface with -2 roll and 2 Mana; line has 5
62	-of Tactics	Combat Sense 14-
63	-of Awareness	360 degree vision
64	-of the Tower	+5 CON vs being stunned only
65	-of Life	+3 BOD
66	-of Stealth	+3 for concealment of weapon and weapon has limited shapeshift to ordinary objects

MAJOR RANGED WEAPON SUFFIXES

ROLL	NAME	DESCRIPTION
11	-of the Wraith	Does 2D6 BOD Transfer instead of damage, recovered 5 points per minute.
12	-of Hunger	Heal 'damage' equal to damage weapon does (1 1/2D6 KA has 1 1/2D6 Heal). Heals damage of up to weapon damage after defenses (if it does 2 BOD, can heal up to 2 BOD).
13	-of Crushing	+1 stun multiple, -1D6 knockback for determining knockdown
14	-of Slaughter	+1DC damage for each 1 rolled better than needed to hit (does not work with moving hit locations), max +6DC.
15	-of (spell)	Random spell of 5-10 real points, cast at will with Mana but no skill roll
16	-of Ripping	+1 DC each time it hits, loses 1 DC each miss or turn, max +6 DC
21	-of the Citidel	+8 CON vs being stunned only, +10 STN
22	-of Swiftnes	+1 SPD while held
23	-of the wyvern	Does damage continuous uncontrolled for one turn if does BOD
24	-of Protection	+1 DCV; 5 Power DEF, 5 Mental Def, 5 Lack of Weakness, and 5 Flash Def (all senses)
25	-of Bleeding	D6 NND full dmg for turn if does BOD, drain D6 REC per hit drains recover/minute
26	-of Carnage	+2 Damage Classes damage, +1 OCV
31	-of Transport	Teleport 5" noncombat only, for 10 END

MAJOR RANGED WEAPON SUFFIXES (Cont'd)		
ROLL	NAME	DESCRIPTION
32	-of Impact	Does knockback
33	-of Visions	Clairvoyance with concentrate, full turn, 5 END/phase
34	-of Giants	+8 STR
36	-of Health	+3 CON and +3 REC
41	-of Spellblight	4D6 Suppress on all spells on self, when held.
42	-of Triumph	+2 EGO rolls, +10 Mental DEF vs fear, +10 PRE defensive, Psych Lim: Overconfident C/M
43	-of Life	+5 BOD while held
44	-of Hardiness	+15 STN while held
45	-of Guarding	Full DCV while firing weapon
46	-of (creature)	Roll on major stat bonus table below with 10 total points of characteristics
51	-of (creature)	Roll on major stat bonus table below with 10 total points of characteristics
52	-of (creature)	Roll on major stat bonus table below with 10 total points of characteristics
53	-of (creature)	Roll on major stat bonus table below with 10 total points of characteristics
54	-of (proc)	Roll on major stat bonus table below with 10 total points of characteristics
55	-of Shredding	Double damage to inanimate, non creature targets
56	-of Holiness	Does holy damage, +2 OCV vs undead and demons, grants 10 power and mental defense
61	-of Warding	2 PD, ED armor, 2 PD, ED damage resistance and +1 DCV always
62	-of Warning	gives Danger sense, in combat, 14-, +1 DCV always
63	-of the Pegasus	+1 DC, +2 range modifier; summon a slavish amicability pegasus once per day (cannot re-engage in a battle of wills)
64	-of Marking	Target hit loses 1 DCV and all are +1 PER roll to see them, stacks up to 3 times per target
65	-of Doom	Hits all targets of the same type in an area (area effect radius, selective, only targets of same creature type), always, costs x2 endurance to fire
66	-of the Medusa	Entangle vs CON 2D6, 2 DEF on a hit, if magic roll at -3 and 3 Mana spent

STAT BONUS TABLE					
ROLL	RESULT	STATS	ROLL	RESULT	STATS
01-04	Peacock	Presence and Comeliness	51-55	Anaconda	Dexterity and Constitution
05-08	Lich	Intelligence and Body	56-60	Gorilla	Dexterity and Body
09-12	Giant	Body and Presence	61-64	Eagle	Mana and Mana Recovery
13-16	Quetzalcouatl	Ego and Presence	65-68	Whale	Constitution and Body
17-20	Specter	Body and Ego	69-72	Troll	Strength and Recovery
21-24	Stone	Physical and Energy Defense	73-76		Constitution and Physical Defense
25-28	Falcon	Endurance and Mana	77-80	Titan	Strength and Presence
29-32	Lion	Strength and Energy Defense	81-84	Hawk	Recovery and Endurance
33-36	Rhinoceros	Strength and Body	85-88	Dragon	Intelligence and Presence
37-40	Owl	Intelligence and Ego	89-92	Elemental	Constitution and Ego
41-45	Tiger	Strength and Dexterity	93-96	Monkey	Dexterity and Intelligence
46-50	Elephant	Strength and Constitution	97-00	Nymph	Intelligence and Comeliness

MINOR ARMOR

MINOR ARMOR PREFIXES		
ROLL	NAME	DESCRIPTION
01-02	Safety	Does not Bleed while worn
03-04	Warrior's	+2 PD, ED or +1 DCV, choose each phase
05-06	Stalwart	+2 Knockback Resistance and +3 CON vs being stunned
07-08	Sparkling	+2 rED
09-10	Accurate	+1 OCV
11-12	Burning	½D6 RKA Damage Shield (energy)
13-14	Durable	3 PD, ED damage resistance
15-16	Hard	+5 Lack of Weakness (vs physical) and hardened
17-18	Folc Warding	+1 DCV, +3 PD, ED vs PC races
19-20	Were Warding	+1 DCV, +3 PD, ED vs lycanthropes
21-22	Blessed	+1 DCV, +3 PD, ED vs evil and spirits only
23-24	Grave	+1 DCV, +3 PD, ED vs undead only
25-26	Amber	+5 rED vs fire
27-28	Sapphire	+5 rED vs cold
29-30	Sudden	+2 Lightning Reflexes
31-32	Air	CE: clean air in hex, and LS: not breathe for wearer.
33-34	Padded	+4 normal PD
35-36	Sight	Night Vision and +2 telescopic vision
37-38	Agile	+1 DEX, +1 all DEX-based skills
39-40	Aware	Combat Sense 14-
41-42	Seeking	Detect, ranged, roll D6: 1=life, 2=treasure, 3=enemy, 4=magic, 5=monster, 6=trap
43-44	Valiant	+5 PRE, +10 total defensive only
45-46	Onyx	3 Flash Defense (sight)
47-48	Scouting	+2 PER, +4 Telescopic for sight
49-50	Brilliant	+5 INT
51-52	Triumphant	+5 PRE
53-54	Bold	+10 PRE defensive only, +3 ECV vs fear effects
55-56	Swift	Rapid Combat Movement on running
57-58	Shadowed	Nightvision
59-60	Dualling	Two Weapon Fighting (HTH)
61-62	Equestrian	Riding Skill +2, gives horse Rapid Noncombat Movement
63-64	Exquisite	+6 Comliness, +2 trading skill
65-66	Amber	5 Mental Defense
67-68	Freedom	Environmental Movement 3 in water, etc; +1 DEX roll hindered
69-70	Lined	+4 normal ED
71-72	Watchman's	LS: no need to eat, excrete, sleep, UV vision

MINOR ARMOR PREFIXES

ROLL	NAME	DESCRIPTION
73-74	Spellward	+2 DCV vs magic only
75-76	Dusky	+1 concealment, +1 stealth rolls, -1 PER to be seen
77-78	Stalwart	+5 STN and +1 CON
79-80	Crystal	+5 rED vs electricity
81-82	Crusted	+3 rPD, hardened, only vs acid
83-84	Elemental Warding	+1 DCV, +3 PD, ED vs Elementals
85-86	Dragon Warding	+1 DCV, +3 PD, ED vs dragons and wyrms only
87-88	Orc Warding	+1 DCV, +3 PD, ED vs yrch only
89-90	Forged	+2 rPD
91-92	Thorned	½D6KA Damage Shield (spikes)
93-94	Dexterous	Full Ambidexterity and +1 DEX Roll
95-96	Warding	+1 DCV
97-98	Shattering	+(D3+3) rPD armor ablative, recovers each dawn
99-00	Fleet	Rapid Noncombat acceleration/decelleration while worn

MAJOR ARMOR PREFIXES

ROLL	NAME	DESCRIPTION
01-02	Emberward	1D6 KA heat damage shield
03-04	Iceward	1D6 KA cold damage shield
05-06	Champion's	+1 OCV, DCV, +5 Presence
07-08	Sturdy	+5 CON and 3" knockback resistance, x2 defense and 6 power defense on the weapon
09-10	Weird	Random DCV, roll D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4)
11-12	Dazzling	2D6 Flash on attacker when BOD damage sustained
13-14	Lethal	+2 damage classes any weapons wielded
15-16	Knight's	+3 PD and ED or +2 DCV, choose each phase
17-18	Shielding	+2 DCV
19-20	Diamond	+3 rED
21-22	Folcbane	+2 DCV, +5 PD, ED vs PC races
23-24	Yrchbane	+2 DCV, +5 PD, ED vs yrch only
25-26	Werebane	+2 DCV, +5 PD, ED vs lycanthropes
27-28	Wyrmbane	+2 DCV, +5 PD, ED vs dragons and wyrms only
29-30	Wurm	+15 Power Defense hardened
31-32	Emerald	25% Damage Reduction vs normal weapons
33-34	Silver	25% Damage Reduction rPD vs magic
35-36	Tireless	2 Encumbrance Levels, ½ END cost Strength
37-38	Anodyne	Life Support: all non-magic poisons, 5 Power Defense
39-40	Glorious	Makes all gear have +10 rPD and difficult to dispel
41-42	Burly	Cannot be Stunned while worn
43-44	Thief's	Makes no noise, +2 Stealth and Concealment, ½ weight
45-46	Hunter's	+2 Stealth, Concealment, Tracking, and Survival, no PER mod
47-48	Shaded	+15 Flash Defense hardened, +1 PER sight
49-50	Mariner's	+2" swimming, LS: breathe water, no weight in water
51-52	Survivor's	Life Support: temperature extremes, eating, sleeping
53-54	Valiant	+5 PRE; +2 DCV, 10 Mental Defense vs fear effects
55-56	Gladiator's	+1 DC and +1 CV with all weapons, gives weapon familiarity with all weapons
57-58	Wizard's	Absorption 2D6 to END
59-60	Aseptic	Life Support: all non-magic disease, 5 Power Defense
61-62	Waking	2D6 Absorption to STN
63-64	Slate	+3 DCV vs non magic attacks
65-66	Obsidian	50% rPD Damage Reduction vs ranged weapons
67-68	Dragon	+15 Mental Defense hardened
69-70	Element Bane	+2 DCV, +5 PD, ED vs Elementals
71-72	Holy	+2 DCV, +5 PD, ED vs evil and spirits only
73-74	Crypt	+2 DCV, +5 PD, ED vs undead only

MAJOR ARMOR PREFIXES

ROLL	NAME	DESCRIPTION
75-76	United	No hit locations
77-78	Carbon	+3 rPD
79-80	King's	+2 PD, ED, +1 DCV
81-82	Shining	+3 DCV vs magic
83-84	Nemesis	Choose one enemy per encounter, against them the armor grants +2 PD/ED armor and +2DCV
85-86	Wild	Random PD roll D6 (1: -1; 2: 0; 3: +1; 4: +2; 5: +3; 6: +4) when hit
87-88	Ebony	25% Damage Reduction rED vs electricity
89-90	Azure	25% Damage Reduction rED vs fire
91-92	Golden	25% Damage Reduction rED vs magic
93-94	Resistant	+50% Damage Reduction rPD vs magic
95-96	Blessed	+2 Overall Skill Levels
97-98	Sparkward	1D6 KA lightning damage shield
99-00	Thornward	1D6 KA physical damage shield

MINOR ARMOR SUFFIXES

ROLL	NAME	DESCRIPTION
01-02	-of Unmagic	2D6 Suppress all spells on self
03-04	-of Strength	+5 STR
05-06	-of Gore	+1 Minimum Damage all weapons (up to 8 DC)
07-08	-of the Tower	+5 CON vs being stunned only
09-10	-of Magic	+1 magic roll, +5 INT for spell slots, +1 OCV with spells
11-12	-of Ages	Indestructible (infinite DEF), x32 difficult to dispel
13-14	-of Mending	Self-repairing (Regeneration 1 BOD/minute for armor)
15-16	-of the Tower	4 PD, ED Damage Resistance
17-18	-of Defense	Defense Maneuver IV
19-20	-of Stamina	½ END cost on STR, movement while worn
21-22	-of Striding	+3" run, x2 NC running
23-24	-of the Iron Will	+3 EGO rolls, +5 Mental Defense
25-26	-of the Troll	+2 recovery, Treat unconsciousness levels as 1 less severe (CON+20 becomes CON+10)
27-28	-of Night	UUV vision, +1 concealment, no PER mod to hear armor
29-30	-of Vapor	Affects Desolidified on STR and weapons or 2 END per phase
31-32	-of Vigor	+20 END
33-34	-of the Wolf	Multiform into a wolf for 2 END and -2 roll
35-36	-of the Eagle	Multiform into an eagle for 2 END and -2 roll
37-38	-of Granite	5 Power Defense
39-40	-of Readiness	Instant change to armor and back once put on
41-42	-of the Crypt	Simulate Death, +2 roll
43-44	-of Stability	+15 mental DEF vs vertigo, Bump of Direction, +2 DEX roll

MINOR ARMOR SUFFIXES

ROLL	NAME	DESCRIPTION
45-46	-of Shifting	change to different armor types, shapes, and sizes
47-48	-of the Feather	Weight halved
49-50	-of the Mule	+10 strength to offset encumbrance penalties
51-52	-of Telepathy	Mind Link with one target
53-54	-of Awareness	360 degree vision, +1 PER roll
55-56	-of the Sun	Glows like a torch, 5 Flash Defense, and LS: cold
57-58	-of the Folc	Shapeshift to any folc of roughly the same size
59-60	-of the Bear	Shapeshift to a black bear for 2 END and -2 roll
61-62	-of the Lion	Shapeshit to a lion for 2 END and -2 roll
63-64	-of True sight	Nray vision, blocked by solid objects and darkness
65-66	-of Fortune	1D6 Luck
67-68	-of the Fae	2 levels Shrinking (0 END) 2: 1 hour uses a day
69-70	-of Escape	Rapid Noncombat Acceleration/Deceleration
71-72	-of Levitation	3" flight ½DCV, only to float 1" off the ground and slow falling
73-74	-of the Spider	Clinging 10 STR, Extra limbs (2 more arms)
75-76	-of Sturdiness	-5 Knockback Resistance, +2 CON to prevent stunning
77-78	-of Theurgy	Lowers Casting Time of spells by one step
79-80	-of Deftness	Ambidexterity and +1 Lightning Reflexes
81-82	-of Crushing	+2D6 HTA punch
83-84	-of Archers	x5 range, +3 range modifier for all ranged attacks
85-86	-of Skill	1 overall level
87-88	-of the Bat	Absorb 1D6 to BOD
89-90	-of Alacrity	+2 Lightning Reflexes
91-92	-of Carnage	+1 Maximum Damage all weapons (up to 8 DC)
93-94	-of Structure	25% rPD Damage Reduction vs blunt weapons
95-96	-of Construction	25% rPD Damage Reduction vs edged weapons
97-98	-of Curing	Does not bleed
99-00	-of Blocking	Up to +4 SPD to double speed (for blocking only)

MAJOR ARMOR SUFFIXES

ROLL	NAME	DESCRIPTION
01-02	-of Supremacy	+5 DCV, +10 PD, ED armor, only to equal foe's defenses, +1 if possible
03-04	-of Healing	+5 REC, 1/2D6 Heal any one stat below normal each phase
05-06	-of the Troll	1 BOD/minute regenerate while worn
07-08	-of Transport	3" teleport for 5 END and -1 roll (no noncombat)
09-10	-of the Vampire	Absorb 1D6 to BOD and STN, heals
11-12	-of Hardness	25% rPD damage reduction and 10 PD armor vs blunt weapons
13-14	-of Winter	25% rED damage reduction and 10 ED armor vs cold only
15-16	-of Durability	25% rPD damage reduction and 10 ED armor vs edged weapons
17-18	-of Health	+3 CON and +3 REC, Regenerate 1 BOD/day
19-20	-of Earth	1 level Density Increase (0 END, persistent, ao)
21-22	-of the Fortress	25% rPD damage reduction
23-24	-of Warning	gives Danger sense (constant), out of combat, 11-
25-26	-of Protection	+1 DCV; 5 Power DEF, 5 Mental Def, and 5 Flash Def
27-28	-of Spellblight	4D6 Suppress on all spells on self
29-30	-of (spell)	Random spell of up to 5 real points at will with END
31-32	-of Rage	+1 OCV; Enraged 11-/11- while in combat, if enraged gains +10 STR and additional +1 OCV to hit that foe but -1 DCV overall
33-34	-of Deflection	Missile Deflection +2 vs arrows, gives 3 PD hard armor and +1 DCV vs arrows and other missiles
35-36	-of Triumph	+5 PRE, +2 EGO rolls, +10 Mental DEF vs fear, +10 PRE defensive, Psych Lim: Overconfident C/S, +1 DCV and 5 lack of weakness
37-38	-of Might	+10 STR
39-40	-of Shielding	+2 rPD, rED
41-42	-of Life	+5 BOD
43-44	-of Hardiness	+15 STN
45-46	-of Haste	+4 Lightning Reflexes
47-48	-of the Cloud	Zero weight, encumbrance
49-50	-of Endurance	0 END cost on STR and movement
51-52	-of the Cat	+2" leaping, Night Vision, +2 PER hearing, Lightsleep, ½ weight
53-54	-of Enchantment	Gives Invocation roll at base for INT and 30 END, 1 REC reserve for magic items only, if magic roll had, then gives +1 to roll and -1 mana cost all spells, plus the END and REC for spells.
55-56	-of the Wraith	+10 Power Defense, Desolidified 1 turn/day for 4 END and -4 roll
57-58	-of Mana	30 END, 1 REC Endurance Reserve for spells only
59-60	-of Pugilism	+4D6 HTA punch
61-62	-of Leadership	+10 presence radius effect (group only), Tactics and Oratory 14-
63-64	-of Mastery	2 overall levels
65-66	-of Proteus	Shapeshift to any shape of roughly the same mass and volume
67-68	-of Defiance	Cannot be stunned

MAJOR ARMOR SUFFIXES

ROLL	NAME	DESCRIPTION
69-70	-of Ogres	Multiform into an Ogre for 1 hour a day
71-72	-of the Furnace	25% rED damage reduction and 10 ED armor vs heat only
73-74	-of the Storm	25% rED damage reduction and 10 ED armor vs electrical damage only
75-76	-of Deflection	25% rPD damage reduction and 10 PD armor vs ranged attacks
77-78	-of Combat	+1 OCV, +1 DCV, +1 DC all weapons
79-80	-of Sorcery	+2 magic roll, +10 INT for spell slots, +1 OCV with spells
81-82	-of Power	+5 STR, +5 PRE, +10 END, +2 EGO Roll
83-84	-of Reflection	2D6 RKA Damage Shield (only to equal damage sustained)
85-86	-of Stature	1 level Growth when worn (0 END, persistent, ao)
87-88	-of Luck	2D6 luck, +1DCV
89-90	-of Holiness	Makes into a holy man, gives +2 DCV vs evil; damages evil if worn
91-92	-of Carrying	Shrinking 3 levels on others for inanimate objects, up to 100 kg
93-94	-of Guarding	+2 rPD, rED each 4 END spent per phase, max +10 each
95-96	-of Mercilessness	+2rPD each kill, fades 1 PD per hour
97-98	-of Magical Power	½ END Cost on magic items held, uses half as many charges
99-00	-of Many	Duplication once per day five minutes duration

GENERAL MAGIC WEAPONS

ROLL	NAME	DESCRIPTION
01-03	Firewhip	D6+1 energy RKA, no range, 1" reach, but the whip cannot be extinguished, whip of pure fire with adarcer handle.
04-06	Everstriking Weapon	Weapon with +1 OCV, always hits; does ½D6 full normal damage blast for each 1 the roll to hit missed by (NND) to the wielder (life force makes it hit). Sometimes called "cursed."
07-09	Spectral Arrow	2D6 BOD Drain (rec/week) Line effect (no range) 8"
10-12	Scatterbow	Random Self Bow; Does Autofire bow shot for 5 Mana and magic roll at -2
13-15	Thunder Bolts	Random Crossbow Damage is line effect (2.5" per DC in length) no range.
16-18	Mageblade	Random sword that requires INT instead of STR for damage
19-21	Nightblade	Adarcer shortsword; 1" radius darkness vs all sight, no range, personal immunity
22-24	Snare Arrows	Does entangle of equal to DC (1D6 entangle/2 DC) instead of damage.
25-27	Fireblast Arrows	Arrows that do Megahex effect fire damage ED
28-30	Inferno Arrows	Continuous energy damage one turn not armor piercing
31-33	Wyvern Bolts	Crossbow damage does 1D6 NND full damage poison if damage done
34-36	Venomblade	Dagger that holds 1 dose of poison in the hilt, delivers one dose with successful hit on 14- activation.
37-39	Sleepwood Staff	2D6 STN Drain added to Eilhas staff or rod
40-43	Minor Weapon	Random weapon with minor prefix <i>and</i> suffix
44-49	Magic Arrows	OCV (D6: 1-3 +1, 4-5 +2, 6 +3) Arrows (D6 in D6 total)
50-54	Magic Bolts	OCV (D6: 1-3 +1, 4-5 +2, 6 +3) Bolts (D6 in D6 total)
55-58	Procing Weapon	Random weapon with a chance to have a magical effect, roll on the Process Effect Subtable below; Activation 8- to 14- chance for all unless otherwise marked
59-61	Stunsword	Normal sword, +1 stun mod per 2 over needed to hit – but only to stun foes, not to do STN damage (the extra stun is compared to CON but does not do damage)
62-64	Sureflight Arrows	+1 OCV, +4 Range Modifier arrows
65-67	Lightning Javelin	Does javelin damage in Area Effect Line electrical damage, and is destroyed when used. D6 in D3 are found
68-70	Blade of Varkast	Star Iron Axe; +1 OCV, adds 20 STR to wielder only to disarm or take weapons away
71-73	Marshall Aren's Blade	Dwarven Steel Longsword; +1 DC for each hit by, up to +6 maximum.
74-76	Dragon Focus Staff	Eilhas staff, gives 2 levels with martial arts, +1 DC damage, and +5 STR for martial arts maneuvers.
77-79	Eyeseeker Arrows	D6 arrows with +8 OCV only to offset location modifiers
80-82	Enchanted Bolts	D6 in D6 arrows with randomized minor weapon enchantment
83-85	Enchanted Arrows	D6 in D6 arrows with randomized minor weapon enchantment
86-88	Arc Spear	Does damage in line effect of electricity, ablative chance to go off (starts at 15-).
89-91	Winged Axe	Dwarven Steel battleaxe; can be thrown to do its damage at range, returning to the PC automatically for the next phase. When thrown, the axe is +4 OCV, but 3 of that is only to offset unfamiliarity.
92-94	Conquerer's Lance	Eilhas lance; regenerates damage 1 Body/minute, +1 OCV, +1 increased knockback
95-97	Major Weapon	Random weapon with major prefix <i>or</i> suffix <i>and</i> minor prefix <i>or</i> suffix
98-00	Triumphant Fist	Star Iron Mace; +1 OCV and +1 DC each hit cumulative, -1 each if missed back to normal; maximum +5 OCV and DC.

PROCESS EFFECT SUBTABLE

ROLL	NAME	DESCRIPTION
11	Terrifying	Fear (D6+4 in D6 of mind control to flee)
12	Bright	Flash (based on weapon DC, roll D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
13	Flinging	Knockback: Does normal knockback, no activation roll
14	Dazing	Stun (+2 stun multiple on KA, double damage normal; only to stun target – does no additional damage)
15	Searing	Fire (normal damage modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
16	Wintry	Cold (normal damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
21	Powerful	Electricity (normal damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
22	Arcane	Magic (normal damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
23	Crushing	Physical (normal damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
24	Inferno	Fire (killing damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
25	Chilling	Cold (killing damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
26	Shocking	Electricity (killing damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
31	Rending	Physical (killing damage equal to DC of weapon modified by D6: 1=-2 DC; 2=-1DC; 3-4=equal DC; 5=+1DC; 6=+2DC; minimum 1)
32	Weakening	Drain STR at ½ DC
33	Baffling	Drain DEX at ½ DC
34	Sickening	Drain CON at ½ DC
35	Corrosive	Drain rPD at ½ DC
36	Sleeping	Drain STN at ½ DC
41	Slowing	Drain SPD
42	Exposing	Drain PD and ED
43	Venomous	Poison (½ DC of weapon NND normal damage over a full turn, does Body damage)
44	Lethal	Poison (½ DC of weapon NND killing damage over a full turn, does Body damage)
45	Poisoned	Poison (½ DC of weapon drain Body over full turn)
46	Drowsy	Poison (½ DC of weapon drain STN over full turn)
51	Varies (small area)	AE Hex with personal immunity equal to ¾ DC of weapon, Roll for type of damage: 1: Heated (Fire KA) 2: Brilliant (Flash) 3: Chilled (Cold KA) 4: Sparking (Electricity Normal damage) 5: Impact (physical normal damage) 6: Tearing (physical KA)

ROLL	NAME	DESCRIPTION
52	Varies (large area)	AE Megahex with personal immunity equal to ½ DC of weapon, Roll for type of damage: 1: Pyro (Fire KA) 2: Blinding (Flash) 3: Frosted (Cold KA) 4: Arcing (Electricity Normal damage) 5: Concussion (physical normal damage) 6: Shards (physical KA)
53	Rotting	Disease (Drain STR, CON, BOD, REC equal to ½ DC each, over a week)
54	Toughening	Aid normal PD and ED 1/4 weapon DC
55	Strengthening	Aid STR ½ weapon DC
56	Training	Aid OCV 1/3 weapon DC
61	Speeding	Aid Lightning Reflexes ¼ weapon DC
62	Protecting	Aid rPD armor 1/3 weapon DC
63	Dodging	Aid DCV 1/3 weapon DC
63	Wakening	Heal Stun ½ weapon DC
64	Curing	Heal Body 1/3 weapon DC
66	Envigorating	Heal END ½ weapon DC

GENERAL MAGIC ARMOR

ROLL	NAME	DESCRIPTION
01-02	Major Armor	Randomize armor with major prefix <i>or</i> suffix <i>and</i> minor prefix <i>or</i> suffix
03-04	Bracers of Dwarfkin	Gives IR vision, LS: disease and poisons, 6 POW Def, 1 PD 3 ED Damage resistance, Direction sense while worn.
05-06	Thunder Gauntlets	+4D6 HTA (electricity), +5 rED, +2 rPD armor hands only, can wear over armor
07-08	Shield of Walls	10 PD force wall (hard) transparent to energy four phases a day. Random construction
09-10	Longhands	4 PD/ED Armor on area 6, or Telekinesis with Fine Control 5 STR, with magic roll of -1, Fenen gloves
11-12	Boots of Warding	+1 DCV; +2 PD, ED armor for 15-18, random construction
13-14	Gauntlets of The Ogre	8 PD/ED armor on 6-7, STR +10, subject to characteristic maximum
15-16	Cloak of Warding	3 PD, ED armor, 11- (back only), no weight, can wear over armor.
17-18	Robe of Armor	Fenen Robes (4 PD, ED armor, areas 7-16), randomize magic as if normal armor.
19-20	Boots of Steadiness	+1 PD, ED armor gryphonhide boots, can wear over armor, gives environmental movement on unsteady terrain and tightropes
21-22	Steelsilk Armor	Silken clothes enchanted to D6+1 PD, ED armor
23-24	Cloak of Armor	Fenen Cloak (4 PD, ED armor, areas 3-4, 9-15), randomize magic as if normal armor.
25-26	Gauntlets of Return	TK on item to return object to hand after thrown, trigger, 0 END
27-28	Watchman's Cloak	IR vision, Danger Sense out of combat 11-, Fenen Cloak (4 DEF)
29-30	Hauberk of Might	Felstone full plate hauberk; ½ END cost on Running and STR, +3 STR, +3 CON, +10 END
31-32	Armored Clothing	Normal piece of clothing (or full set, roll coverage as if armor) with D6 PD, D6 ED armor
33-34	Enchanted Clothing	Normal piece of clothing (or full set, roll coverage as if armor) with D4 PD, D4 ED armor, plus random enchantment
35-36	Tabard of Protection	+1 DCV, 5 Power DEF and Defense Maneuver IV
37-38	Surcoat of Skill	+1 OCV, Familiarity with ALL weapons; spider silk surcoat
39-40	Superior Armor	Random armor piece with +D6 PD and +D3 ED armor
41-42	Hardened Armor	Random armor piece with hardened defenses and 25% less weight
43-44	Zhai Robes	Robes with 3PD, 3 ED armor (areas 7-17) that do not cause any restriction or encumbrance while worn. Also lowers heat by 1 temperature level
45-46	Menagerie Shield	Sculpted with various animals, can summon any animal 1 times a day, normal battle of wills applies.
47-48	Winged Shield	+1 DCV small shield; Can be commanded to float by the owner and carry weight as 20 STR telekinesis on it for 1 minute a day.
49-52	Minor Armor	Randomize armor with minor prefix <i>and</i> suffix
53-54	Arrow Ward Cloak	12 hard rPD vs missiles, no weight
55-56	Sea Armor	Coral plate armor, but has no weight or encumbrance restrictions while in water, gives LS: Breathe water and vs high pressure
57-58	Elf Chainmail	Chainmail suit (areas 3-4, 7-14) with half normal weight and hardened defenses only versus arrows and bolts
59-60	Dwarf Plate	Plate armor (random pieces or suit) of Dwarven Steel with +2 DCV vs missile attacks and +4" running, only to increase half move.
61-62	Spiked Shield	Has 1D6 KA Armor Piercing Damage Shield to weaponless attacks, can fire a spike for D6+1 AP RKA 6 times a day; Felstone and Entwood medium shield

ROLL	NAME	DESCRIPTION
63-64	Centaur Armor	Random armor with an enchantment that is crafted for a centaur, cost and weight x1.3; areas 3-14
65-66	Gauntlets of Striking	Plate gauntlets that grant +5 STR to wield weapons with (damage and str minimum), and +1 OCV, +2D6 punch
67-68	Ratman Rags	Cloth armor that grants +1 to stealth and concealment, +1 DCV and has 3 PD, 3 ED armor; filthy rags, fits only ratmen or small elves, full suit.
69-70	Wolfen Furs	Light leather armor with 3 PD, 4 ED armor, ignores 1 temperature level of cold, and grants +1 with stealth and survival
71-72	Treichese Mercenary Armor	Brigandine armor with +1 DCV and hardened defenses
73-74	Magical barding	Random armor for a horse with random enchantment, areas 3-4, 8-15
75-76	Bracer of Warding	Star Iron bracers, grant +1 to +3 DCV and +1 to +3 rPD, rED armor
77-78	Robe of the Archmage	+3 Magic Roll, 4D6 Suppress on all side effects at once (self only), +2 OCV with spells, 4 PD, ED armor.
79-80	Shield of Awareness	Enthone shield; Defense Maneuver IV, Combat Sense 14-, and Danger Sense (out of combat) 12-
81-82	Bracers of Blocking	Dwarven Steel bracers, gives +2 OCV block and hard armor to areas 6-7. Def 9 armor to area 7
83-84	Incanter's Gloves	Adds 10 active points to any spell if -1 roll and 1 more Mana is spent in casting (where applicable)
85-86	Ogre Wristband	Wyrmskin belt; +2 PD +1 ED armor, +2 INT rolls for memory, +5 STR
87-88	-of the (creature)	Roll on the Stat Bonus table for creature, grants 10 points of stats
89-90	Shield of Coverage	Medium Shield of Helvorn and Star Iron; +4 total DCV vs all attacks from any direction
91-92	Free Shield	Small shield of Eilhas; with a command floats free and gives protection without being held, +2 DCV
93-94	Iron Furs	Vorax fur armor, grants 25% rPD damage reduction and 5 PD, ED armor.
95-96	Chestplate of Chaos	Felstone breastplate; damage shield of 1D6 drain CV, with 0 END cost.
97-98	Shield of Vengeance	Medium Shield with Missile reflection 14- up to arrows, as damage shield
99-00	Windmail	Velune chainmail with zero weight and encumbrance, gives 8" gliding to match movement, only to slow falling and run on any surface.

MAJOR MAGIC WEAPONS

These are weapons of great power, items that single-handedly can change a party's power and will grant significant point value to any one character. They should be given to PCs with caution, best temporarily.

ROLL	NAME	DESCRIPTION
11	Amber Razor	+1 OCV, +1D6 damage golden Velune bastard sword; +2 DCV vs weapons, +2D6 HKA vs armor and weapons
12	Blood Razor	+1 OCV, +1D6 damage red Velune bastard sword; 3D6 Aid (+2 max) to BOD up to equal of BOD damage done by weapon each blow, loses 1 pt/minute
13	Black Razor	+1 OCV, +1D6 damage black Velune bastard sword; transform 10D6 slain opponent to zombie for one day
14	Emerald Razor	+1 OCV, +1D6 damage green Velune bastard sword; +2 DCV, +2 STN modifier, reduced penetration vs living creatures
15	Crystal Razor	+1 OCV, +1D6 damage clear Velune bastard sword; 4D6 suppress all magic at once, +3 DCV vs magic, +5 Flash, Power and Mind DEF vs magic while held
16	Cobalt Razor	+1 OCV, +1D6 damage blue Velune bastard sword; Autofire if 5 END spent, +1 OCV to hit more often with autofire strike
21	Ghost Razor	+1 OCV, +1D6 damage grey Velune bastard sword; LS: immortal, 1 BOD/phase regeneration, +5 REC while held
22	Violet Razor	+1 OCV, +1D6 damage purple Velune bastard sword; does damage in megahex for 4 END and 1 STN per phase, +2 DCV and 2 rPD armor while in effect
23	Soulsword	1DC KA AVLD (power def) /5 EGO, +1 OCV/ 10 EGO, requires magic roll at -1/DC and OCV
24	BloodAxe	+1 OCV, gains +1DC KA for each 2 BOD it does, up to +3D6, x2 END. Blood Iron battle axe. DCs fade 1/minute.
25	Mangler	+2D6 HKA to disable/impair locations struck and damage armor only. Felstone Mace.
26	Fel Blade	+1 OCV, Penetrating damage, 3D6 suppress all holy effects and magic on self. Ebon and Eilhas halberd
31	Dragon Sword	+1 OCV, does +1DC for each 1 rolled over needed to hit, up to maximum of +3D6 damage. Adamantine broadsword.
32	Staff of Wonder	+1 OCV, can be any weapon (either does 5DC normal or HKA or RKA), has variable sfx (any basic weapon fx and simple energy). Eilhas staff
33	Artifact Weapon	Roll on Artifact Weapon table below
34	Major Weapon	Randomize weapon with D2 major prefix and D2 major suffix, plus D2 minor (D6: 1-3 prefix, 4-6 suffix).
35	Nightscream	+1 OCV black Velune weapon, gets +2 more OCV and 1D6 ka at night
36	Wrack	Felstone Pick; +1 OCV, each hit drains 2D6 rPD, and does a 9D6 dispel vs any one magical defense per hit, 14- chance
41	Ruin	Bloodiron Hammer; +1 OCV, does +1D6 KA and all damage AP in hex effect vs structures only, 11- chance
42	Chaos Weapon	Random weapon; +1/2 variable advantage for 5 end and -3 magic roll
43	Stormfist	Mithril mace with +1 OCV, does linked attack of normal damage lightning with each hit
44	Life Taker	+1 OCV, +4 OCV to offset called shot penalty, +1D6 if hits vitals or head. Mithril bastard sword
45	Keening Fork	+1 OCV, +1D6 damage Felstone Military Fork; does NND equivalent of damage in AE megahex (personal immunity) 11- chance
46	Leaping Weapon	Random Weapon with Fast Attack and +4 OCV for sweep attacks only

ROLL	NAME	DESCRIPTION
51	Conwyn's Cypher	Felstone Mace with +10 DEX, +3 SPD, only to equal foe +1 DEX better; Detect Vulnerability, variable special effect, automatically selects vulnerability, if any
52	Fearsilver	Felstone Dagger; x2 AP, each hit drains CV 1D6 (fear)
53	Sunbow	Longbow of Dragonhorn and Velune; +1 OCV, gets +2 OCV, +2DC and no range modifier in daylight
54	Caranra	+1 OCV; for 8 END and -2 roll: +2 STN mod, double knockback, +2 DC KA, affects desolid. Felstone battle axe.
55	Aentethelian (Long Arm)	+1 OCV, range 3125", no range modifier, +10 telescopic vision. Elfwood bow (usually a pegasus hair string).
56	Rustbringer	Eilhas and Urlin hammer, does 1D6 cumulative dispel rPD each hit, maximum effect 96 character points (halved effect).
61	Miner's Friend	Dwarven Steel Pick; IR vision, Bump of Direction, +1D6 HKA, Armor Piercing vs rock and earth, Danger Sense 14- out of combat in area
62	Slayer Weapon	Weapon with +1 OCV; +1 OCV and +1D6 KA (all damage ap) against given type or class of creature such as dragon
63	Knight Diadem Lance	Heavy Lance of Eilhas with a Mithril point (can be removed to blunt it); gives +10 STR to stay mounted and hold on to weapon, +2 riding skill, and +5 presence for horse and rider (defensive only), lance is +10 DEF, defenses all hardened
64	Painsplinter	Felstone Dagger that is AVL D versus normal armor, magic armor protects, as does natural abilities like scales etc. Does full damage
65	Deathstorm Axe	Bloodiron Battle Axe; +1 OCV and +1 DC electrical damage, does damage in hex effect (personal
66	Manastorm	Helvorn and mithril staff; can directly channel Mana to damage, causing 1D6 damage per 1 LTM used up at -1 to magic roll per 2D6 damage. +2 OCV to hit with the blast, which is raw magical power.

MAJOR MAGIC ARMOR

ROLL	NAME	DESCRIPTION
11	Forged Lightning	Various pieces, when worn gives +1 speed only for combat (does not stack)
12	Trollskin Armor	4 PD/ED armor, +3 PD, ED (non resistant), regenerate 1 BOD/turn except damage from fire, acid and electricity, 8 KG, 12 BOD
13	Artifact Armor	Roll on artifact armor table, below
14	Einaem's Shield	+2 Block, +2 DCV, +1 DCV vs arrows, Missile Deflection (arrows), +5 BOD and +10 STN while held; damage done is taken off that first
15	Breastplate of Swiftess	Felstone plate; +1 SPD, x2 NC running, +3 DEX to act first. (10 PD, 7 ED armor)
16	Aetherplate	Aetherstone plate armor; Desolidified for 4 phases a day (cannot pass through walls), +2 DCV, hard defenses, gives Affects Desolid to weapons wielded.
21	Talon	Gauntlet (10 DEF for 6-7; one hand only) that can be used for a D6 HKA no STR MIN, or fly off and attack as a 1.5D6 RKA continuous uncontrolled. Also gives +15 STR clinging to hold a weapon.
22	-of Absorption	Random armor with 4D6 PD Absorb, goes to BOD and STN both at the same time
23	Dragonscale Targ	50% rED vs fire, dragonscale shield, protection and DCV in hex effect.
24	Surcoat of Warding	Mithril woven Velune and jewels; 50% rED, 50% rED, +3 DCV, 10 Mental Defense, 10 Power Defense all vs magic only.
25	Dragonwing Tabard	Dragonhide tabard; 4 PD, 6 ED (areas 10-14), +3 mana recovery, +1 OCV with magic
26	Major Armor	Randomize armor with D2 major prefix and D2 major suffix, plus D2 minor (D6: 1-3 prefix, 4-6 suffix).
31	Chaos Armor	Random Armor; +1/2 Variable advantage with -3 magic roll and 5 Mana
32	Sorcerer's Robe	Fenen Robe of +1 DCV, Absorption 2D6 body to Mana, +2 magic roll, +10 INT for spell slots, +1 OCV with spells
33	Revenant Armor	Random full suit of Enchanted armor; heals 8D6 as normal damage when knocked out, once per day
34	Coel's Armor Bracer	Ithilnaur and gold bracer, with a command it will absorb (destroying) a piece or suit of armor. The bracer then confers all benefits of the suit of armor it absorbed without the bulk and weight. It cannot be used on any named armor or artifact armor. Can only absorb a full suit, replacing previous pieces if more is absorbed.
35	Mithril Armbands	Each armband grants 1 PD, ED armor and +1/2 DCV to the wearer. Up to 4 can be worn at once; can be worn over other armor
36	Archer's Sleeves	Trapper Beasthide leather armor (areas 6-19) that grant +4 range modifier, fast draw with bows, eliminate the 1/2 DCV requirement while firing, and give 15 strength clinging to hold the bow
41	Dwarven Wall Shield	Black Wyrmskin and Adarcerc large shield; for 20 segments a day can create a 3" wide force wall of 10 hardened PD and ED (the shape is fixed, but will resize to fit smaller areas).
42	Captain's Helm	Star Iron plate helm; grants +2 to tactics and perception rolls, +15 presence only for command
43	Helm of Eyes	Aetherstone plate helm; grants 360 degree vision, 10 sight flash defense, IR vision, and +3 sight PER
44	Living Armor	Full suit of armor (made from better-than-normal material); For 10 phases a day can be commanded to fight on its own as if a Carapace (with defense equal to the armor), if the wearer is knocked out it will raise up and fight as if a Carapace for D6 phases
45	Twin Armor	Full suit of armor (made from better-than-normal material); able to summon a duplicate of the wearer once per day; stays and fights for one turn.
46	Legion Robe	Fenen robe; able to create illusory duplicates of the wearer once per minute. This grants +5 DCV, each time an attack misses that would have hit (without the bonus), one image is dispelled, reducing the DCV bonus by 1, until they are all dispelled. AE attacks dispel them all at once.
51	Citadel Shield	Leucrotta beasthide and Dwarven Steel medium shield; gives +2 PD, ED to bearer and all allies within 2"

ROLL	NAME	DESCRIPTION
52	Gauntlet of Fire	Felstone gauntlet; adds a 14- fire proc to any weapon of normal damage equal to weapon's DC, grants 5 rED armor and 10 ED versus heat and fire (left gauntlet)
53	Gauntlet of Frost	Star Iron gauntlet; adds a 14- cold proc to any weapon of normal damage equal to weapon's DC, grants 5 rED armor and 10 ED versus cold and ice (right gauntlet)
54	Crafted Shadow	Random piece of armor with no weight or encumbrance, 3 PD, 5 ED armor, grants 10 power defense and UV vision, +1 to stealth and concealment rolls, looks like smoky shadow on the area.
55	Boots of Speed	Fenen boots; Grants noncombat acceleration and deceleration, +5 DCV to avoid attacks of opportunity, and +8" running only to make half moves equal to full move.
56	Soldier's Armor	Star Iron plate armor; +1 OCV, +1 DCV, +1 PD, ED armor, +5 PRE, +1 DC with all weapons
61	Lion's Skull Helm	Dwarven Steel plate helm, grants +10 presence and Tactics +2, and +5 CON vs being stunned
62	Knight's Armor	Star Iron plate armor, extends to mount as barding, grants +3 DCV while mounted to negate halving effect, grants mount +5 presence and +1 INT rolls to use skills and understand commands.
63	Warrior Cloak	Spider silk cloak; grants Combat Sense 14-, Defense Maneuver IV, Rapid Attack, and +1 rPD, rED
64	Brute's Armor	Plate armor, grants 1 level Density Increase and 1 level Growth while worn, costs 2 END/phase
65	Scoundrel's Armor	Black Nightcat hide leather, grants +2 PD, ED armor, +2 DCV versus ranged attacks, +3 concealment rolls in shadows or darkness, +1 to stealth, lockpicking, sleight of hand, and shadowing skills
66	Spider Armor	Star Iron Chainmail; grants 2 extra limbs (arms), ambidexterity, and two weapon fighting

ARTIFACT WEAPONS

These are all unique weapons of various design and history. Some are so precious they are relics to races and peoples and some are simply powerful items of which several have been made over the centuries. They all are very powerful weapons, the kind that change the face of a campaign in the hands of a character. Most have drawbacks and disadvantages which helps to balance out their power and all carry a reputation as well as are distinctly valuable.

ROLL	NAME	DESCRIPTION
11	Bow of Ichnaatik	+2 OCV, indirect any direction and any source with arrows, teleport 10", range x625 (range is 115 miles). Eilhas and Aetherstone unique bow
12	Soaring Blade	+1, +4 OCV to use with sweep, 20 STR TK uncontrolled, 0 END to fight on its own. Golden Velune bastard sword
13	Bloodlust	+1 OCV, gives Enraged 14-/11- in combat, while enraged gives +1D6 damage and +1 OCV, -1 DCV; ¼ rPD damage reduction, and +5 EGO rolls. Area Effect Radius 5D6 mind control when drawn to increase hostility. Bloodiron Axe.
14	Truesteel	AP damage, mithril bastard sword. Elven Relic
15	Vane's Splinter	+2 OCV, +1 variable advantage Eilhas/Mithril spear, indestructible.
16	Alkharg	+1 OCV detect elves ranged, when any elf is within 7" gains +1 OCV and +2DC energy damage. Felstone and Eilhas spear treated with Heth, bad reputation. Orcish Relic
21	Excalibur	+2 OCV, Mithril Bastard Sword, +2 DCV while held, Regenerate 1 BOD/turn in combat, cannot be stunned, hardens armor
22	Grand Holy Blade	+1 OCV, 4D6 suppress evil magic all at once, +1 to hit evil, +1D6 damage, 1" radius light, heal 1D6 with concentrate 1 turn 1/2DCV. Evantine greatsword
23	Sentiel	3D6 BOD Transfer (heal matches BOD gained), +3 DEX, +1 SPD while held, +2 OCV. Ebon greatsword, sentient, evil.
24	Whelm	10 Power and Mental Defense, +3D6 HKA vs doors and walls, does 6D6 suppress on magic on portals/doors and walls. Mithril and Eilhas warhammer
25	Rimefist	+1D6 cold HKA (3 times per day continuous 1 minute), gives LS: Heat, +20 ED armor and +20 nonresistant ED vs heat in 1" radius. Velune warhammer
26	Tsunami	Aid LS: pressure and breathe water fades/day, +6" swimming, for 6 END does damage in an explosion electrical or line effect, IR vision, 20 STR TK effects with water 3 times per day one turn long. Mithril trident

ROLL	NAME	DESCRIPTION
31	MageBane	3D6 suppress all spells at once, hex effect; 15D6 dispel all spells each hit, +1 OCV and AP vs opponents using magic actively. Red Velune and mithril greatsword
32	Death's Avenger	+1 OCV, 1½D6 HKA, +1 OCV, +1½D6 damage and all damage AP, ignore damage reduction vs undead, affects desolid. Obsidian blade 5' long, unique weapon. <i>See also skull rings</i>
33	The King's Sword	+2 OCV, affects desolid, +5 PRE while drawn, 15 hardened rPD vs missiles (deflection). Adamantine bastard sword
34	The Great Scythe of K'ros Achuin	9D6 Telepathy translation, suppress 5D6 all hostile spells, +1 stun multiple on 14-. +2 OCV, 1 1/2D6 HKA, 1/2D6 BOD drain (rec/day) continuous one turn, Nray blocked by visible, summon skeleton from fallen foe, affects desolid, +15 PRE, 10 Power DEF. Ebon great scythe
35	The Great Scythe of Talon Skrahne	9D6 Telepathy translation, armor piercing damage x2, teleport 7" (x32 NC). +2 OCV, 1 1/2D6 HKA, 1/2D6 BOD drain (rec/day) continuous one turn, Nray blocked by visible, summon skeleton from fallen foe, affects desolid, +15 PRE, 10 Power DEF. Ebon great scythe
36	The Great Scythe of Yëarch Thâv	9D6 Telepathy translation, Mind Control 15D6 to control undead (AP, radius x4). +2 OCV, 1 1/2D6 HKA, AVLD vs hard armor full damage, for 10 END does cone effect), 1/2D6 BOD drain (rec/day) continuous one turn, Nray blocked by visible, summon skeleton from fallen foe, affects desolid, +15 PRE, 10 Power DEF. Ebon great scythe
41	Blackshard	Felstone Bastard Sword, +1 OCV, +1D6 KA duplication on the wielder, including a Blackshard without the duplicate ability. Also UV vision and 10 Power Defense.
42	Temblor	for +3 END and -3 roll does damage in explosion effect (personal immunity); for +7 END and -3 roll does 10D6 HTA with double knockback explosion earthquake effect. Star Iron and Eilhas war hammer.
43	Bane	+1 Stun Modifier, +1 to Knockback (D6), 2D6 NND (def hard defenses or force field) explosion each hit. Felstone greatsword
44	Sureblade	Dwarven Steel bastard sword, +3 total OCV, +2 minimum damage and reliable (5 damage per D6 each hit)
45	Swiftwind	Eilhas Quarterstaff with +1 SPD and +3 DEX, +3 additional DEX to move first. Also gives Rapid Attack, and +2 OCV with sweep.
46	Chaotic Claw	Ebon Mace. Each attack roll D6 for OCV and DC damage: 1 = +1, 2 = +2, etc; Gives 14- Combat Sense and Defense Maneuver IV
51	Darkspike	Felstone Pick with +3D6 HKA, +2 OCV, Transfer 1D6 STR each hit, each attack uses 1 BOD instead of END. Indestructible
52	Bloodrage	Red Velune Greatsword; Berserk 14-/8- in combat; while berserk: cannot be knocked out, +5 STR, +1 speed, +1 OCV
53	Old Reliable	Battered Dwarven Steel longsword, always hits and does full damage, +30 STR clinging to hang on to sword, teleport up to 125 miles to hand
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THE BAD GUYS

Sometimes as a GM you'll want to give the NPCs, especially very powerful and notable ones, special gear to use against the PCs. None of this gear is fit for the use of PCs, all of it is designed for the bad guys alone. The GM should strongly consider making the material cursed so that it cannot be used by anyone but a worshipper of demons for example, or is hunted by demons. Other options are to make the material so distinctively awful and evil that it instantly causes hatred and fear in others, and even makes them hunted by the church.

This is not to rip off the PCs and gyp them of treasure, there ought to be plenty of that available for them to earn by defeating such a significant enemy. It is to make the bad guys able to use special gear that is a part of them, and not just equipment. It sets the bad guys apart, gives them unique equipment that is distinct from the PCs and makes them more impressive and threatening.

The GM should give one of these, choose by the type of monster involved, to any bad guy to give them flavor and to be a more challenging encounter. If you want the encounter to be very dangerous and epic, give them two or three, such as one from each – but be careful, these are very powerful items. Some of these items only make sense for spellcasters, others only make sense for warrior types.

EVIL WEAPONS

These make good demon weapons, as well as just weapons for that big evil knight or sorcerer that the PCs must fight. Each one should be considered unusual, requiring a unique familiarity to be learned just to wield them (that the bad guys naturally have learned). They are distinctly and unmistakably evil, and quite powerful; GMs should be cautious giving their bad guys access to any of these in terms of balance and what happens to the threat level of their wielders.

ROLL	NAME	DESCRIPTION
11	Spine Whip	1D6 HKA vs Ego (requires resistant ego defense, does not harm creatures without Ego). Made of a baby's skull on a long, flexible spinal column, 1" reach, +1 OCV grab, does damage continuously with a grab, does Body damage.
12	Skull Flail	Light Flail of dragonbone with fanged skulls; does an autofire attack with +2 OCV to hit more often with the autofire, and is indirect to ignore shields.
13	Scythe of Horror	Felstone Poleaxe in the shape of a scythe; +2 OCV for sweep maneuvers, any character hit must make a Presence Roll or be affected by a 1D6, 2 DEF Ego-based entangle, frozen in terror.
14	Tombstone Hammer	Hammer made up of a small tombstone on a stick, treat as a maul. This weapon is +1 OCV, and for each point an Ego roll missed by the victim, it is +1 additional OCV. The weapon does +1D6 KA versus barriers, doors, force walls, and entangle-based structures.
15	Staff of Screams	Felstone and blackwood staff with red glowing runes; this staff causes incredible pain with just a touch of the screaming tortured face on the end: +2 OCV and does a 2D6 stun drain in addition to the 4D6 damage for it's 10 STR minimum.
16	Axe of Nagal	Felstone battleaxe; does a random drain each hit, from one stat (roll 2D6 for stats, 11 and 12 are OCV and DCV)
21	Dread Blade	In addition to being an Felstone greatsword, this weapon is +2 OCV for sweep attacks and at the end of each phase does a megahex effect Body drain of 1D6 to all but the wielder. This Body is recovered per hour.
22	Tomb Blade	Felstone broadsword; gives +1 DCV and if anyone is stunned or knocked out by this weapon, they suffer a 1D6 NND drain of Body, recover per year. This can only be stopped against by some holy item on the player. Also has +1 stun multiple, only to stun targets
23	Grave Ripper	Star Iron halberd; its jagged edge does penetrating damage and it does a linked 2D6 AP attack against the armor of the target it hits

ROLL	NAME	DESCRIPTION
25	Bleeding Blade	Red Velune broadsword with Felstone skulls inlaid; does 1D6 Body drain per phase for a turn after it successfully does body damage to a target unless they are immune to bleeding. Any successful paramedic roll will stop this effect.
26	Cutting Edge	Felstone handaxe; does 1DC damage total for each point of OCV the wielder has before levels.
31-36	Ebon Weapon	A favorite of demons, these weapons are accursed and poison their foes. Typical weapons are scythes, daggers, swords, picks and axes.
41	Sword of Distortion	Clear Velune broadsword; this weapon weaves illusion around the wielder, giving them +2 DCV and 25% rPD and rED damage reduction
42	Fist of the Damned	Felstone heavy mace with +2 stunx total and penetrating damage
43	Cursed Pick	Star Iron pick with Piercing and Armor Piercing (the armor is halved after the piercing effect).
44	Winged Hammer	Felstone warhammer that can be thrown, doing its damage at up to 12" range, then returning to the hand of the wielder unerringly. Also +1 OCV
45	Tongue Blade	Writhing constantly, this edged weapon is not made from any earthly metal and dissolves when its master dies. Has +2 OCV to block, disarm, and grab, and +10 STR for both maneuvers. It also gives +1 DCV, leaping in the way of attacks.
46	Fist of Bitterness	Aetherstone heavy mace; until this weapon hits a victim, the wielder is desolidified, losing that ability only against victims they have struck.
51	Staff of the Void	Aetherstone staff; causes a D6 DEX drain from the cold of the void on each hit.
52	Echo Blade	Star Iron axe; this weapon seems to have an afterimage, doing a linked attack each time it hits (identical to the original attack). Also does Penetrating damage.
53	Wizardbane Blade	Felstone bastard sword; does AVLD damage (defense is normal, mundane armor), does Body, +3 OCV to hit people with magical DCV.
54	Scimitar of Haste	Aetherstone broadsword; +2 OCV, does an autofire attack each time for 0 END cost.
55	Coward's Blade	Aetherstone shortsword; +1 DCV and gives +8 DCV to the wielder on 11- each phase, but only to anyone that the weapon has done damage to that combat.
56	Frenzy Axe	Blood Iron Axe; Causes berserk in combat 14-/8-, and while berserk gives +2 OCV and +10 STR, plus a 1D6 AP damage shield to break out of entangles, and +3" running.
61	Immolation Star	Felstone Flail that causes a hex effect fire damage rather than physical KA
62	Lifetaking Bow	Darkwood medium longbow (same as Eilhas, but black); imbues arrows with extra power, doing 2DC more damage and +1 to hit; heals 1/2D6 Body each time the bow causes body damage to a victim
63	Thunderhammer	Dwarven Steel warhammer; does double knockback and has +2 total stun modifier
64	Dagger of Assassins	Felstone dagger; grants invisibility to all sight and sound for 4 END per phase, any attack breaks the invisibility, but that first attack is +1 stun mod and +1D6 KA.
65	Plague Censer	Felstone Flail; constantly emits a explosion-effect personal immunity 1D6 Drain CON and Recovery when wielded in combat, rec/day
66	Chaosbringer Sword	Aetherstone Greatsword; every phase roll, 1= -1 DC and -1 to hit, 2= no change, 3=+1 DC and OCV, 4=+2 DC and OCV, 5=+3DC and OCV, 6=+4 DC and OCV.

EVIL ARMOR

This material ought to be of a size and shape it simply does not fit the PCs in most cases. Even armor that does fit the PCs ought to be slightly the wrong size and few NPC armorsmiths will work on the evil, cursed stuff.

ROLL	NAME	DESCRIPTION
11	Chaosbringer Armor	Felstone Plate; +1 DCV, 25% rPD, 20% rED damage reduction against magic, gives weapons a linked 10D6 Dispel magic with each hit
12	Cursed Iron Armor	Star Iron chainmail; Adds up to 21 character points to DEX, maximum DEX bonus equal to the strength of the character.
13	Venom Armor	Zeissting Chitin plate and chain; grants Life Support versus all normal poisons and constantly oozes venom. Any physical contact with the armor causes an immediate 1D6 Body Drain damage shield (weapons or non-skin contact are immune) and all weapons gain a D6 Body Drain linked attack.
14	Armor of Carnage	Blood Iron Chainmail breastplate; Grants Cannot be Stunned and Does not Bleed to the wearer, +10 Body and +20 STN while worn.
15	Ethereal Armor	Aetherstone plate Hauberk; shifts in and out of reality each phase, roll a D6: 1= totally desolid, cannot attack or be hurt, 2=75% damage reduction 3-4=50% DR 5-6=25% DR (all DR resistant)
16	Armor of Giants	Gigantic suit of iron plate armor; causes creatures to fill it with 3 levels of growth.
21	Menacing Shield	Beasthide and Felstone large shield; grants +2 DCV against sentient creatures due to its fearsome aura, also gives +15 offensive presence
22	Bloodthirst Armor	Blood Iron chainmail hauberk; if the wearer does any Body damage, it gains 1 Body/turn regeneration - each time an attack does body damage, add +1 Bod/turn to this regeneration, fading in a minute.
23	Bloodthirst Coif	Blood Iron chain full helm; for each body the wearer sustains, it gains 1 PD, 1 ED armor for the next phase only. Each time this effect goes off, the armor keeps 1 PD, 1 ED armor permanently when the extra defense fades, up to +5 of each maximum.
24	Basalt Armor	Unique suit of plate armor weighs the same as iron, but has 8 PD, 10 ED. The first hit of each phase it grants 75% rPD damage reduction against.
25	Cursed Mail	Felstone Plate and Chain; cannot be removed once it is put on, but grants 5 Power defense and Flash defense. Has a 1D6 OCV Drain damage shield, cursing anyone who hits it.
26	Charred Gauntlets	Star Iron Plate Gauntlets and Armplates (area 6-9); Grants Life Support vs heat, +10 rED armor versus fire and heat, and the ability to throw fireballs doing D6 in D6 damage explosion effect up to 12" distant.
31	Silver Plate Armor	Mithril plate armor; any magic used on the wearer causes a flash explosion of 1D6 per 10 active points in the spell, with personal immunity.
32	Blighted Shield	Beasthide and Star Iron medium shield; any attack that the shield blocks (if it would have hit other than the shield's DCV or if used to block) absorbs 4D6 damage and adds to the Body of the wearer, and does 1D6 CON drain on the attacker that fades per day (disease).
33	Fell Helm	Felstone Helm shaped like a demon's head; any person attacking the wearer must make an Ego roll or suffer a 1D6 drain on OCV and INT due to madness the helm causes, recover per turn
34-36	Ebon Armor	Popular with the evil types, usually with beasthide if combo armor or just the metal for hard armor.
41	Armor of Blight	Varies; Any attack that hits the character wearing this armor (or section of armor) takes a 1D6 CON drain from the damage shield and the armor absorbs 4D6 to Body for the wearer.
42	Manastorm Robes	Every time the wearer of these black spidersilk robes (3 PD, 3 ED armor, +1 DCV) casts a spell, it causes a no range explosion effect 2D6 Endurance transfer to the caster.

ROLL	NAME	DESCRIPTION
43	Living Mail	This armor is made up of what looks like still-living, dismembered body parts. It acts as a 20 Body, 5 defense entangle (does not restrain in any way), and gives 30 STN to the wearer. While the armor is undestroyed, it gives <i>cannot be stunned</i> and <i>does not bleed</i> to the wearer as well – it takes the stun and Body damage then falls to chunks of meat.
44	Runic Armor	Spellcaster only - Laminated Cloth armor; has runes all over it in blood. Eight runes grant 16 rPD, another 8 grant 16 rED, and the rest are one for each spell the caster knows and can be cast instantly, one per phase without a roll or any requirements, erasing the rune by casting. Each hit the wearer takes removes either a physical rune (2 rPD) for physical damage or an energy rune (2 rED), reducing armor accordingly
45	Demon Hide Armor	Does 1D6 per phase NND full damage to anyone who has not sold their soul to a patron Demon lord. To a demonologist in that state, it grants +2 to their spell rolls, +20 points spell pool for storing more spells, and +5 Ego for will battles, plus is 5 rPD, 8 rED armor with 10 power defense.
46	Mask of Dragonfire	Felstone Plate armor Helm; can breathe a no range cone of fire 3" long that does 2D6 KA, but uses 1 Body instead of any END. Also gives Life Support vs heat.
51-56	Felstone Armor	Although not as powerful as Ebon, it still is dark and menacing, and is more often enchanted – for a more potent encounter enchant it, but this armor will not be cursed or restricted from the players in any way.
61	Cloak of Bones	Grants +5 rPD and rED armor to all locations, over any armor, but to back only. Gives +10 Presence for offense only, and 10 power defense
62	Coat of Scorpions	Goes over armor, giving 2 rED and life support immunity to normal poisons. It also gives 360 degree vision. The coat can detach (losing these benefits) and act as a crawling insect swarm to attack anyone indicated, or return to the owner.
63	Cloak of Darkness	Gossamer black cloak, causes 2" radius no range darkness to all sight, personal immunity, and gives
64	Screaming Armor	Felstone Plate armor, faces all over it begin to scream in combat, causing a 2D6 Suppress of OCV and DCV Explosion effect around the wearer, and making a horrendous racket
65	Evil Twin Armor	Star Iron Plate, gives duplication once a day for D6+2 phases
66	Armor of Swiftess	Blood Iron Chainmail Hauberk; Grants +5 speed, only to double normal speed, only for combat. Also causes aging at 4 times normal rate and x2 END Cost while active for all physical activity

EVIL MAGIC ITEMS

Many of these items will be useful for players to wear or use, but are so distinctly evil looking they will at the very least have distinctive, negative looks. They should be given bad reputations as well, at the very least priests should refuse to assist anyone brandishing materials of this sort. Many of these items simply are destroyed when the evil creatures wielding them perish.

ROLL	NAME	DESCRIPTION
11	Ring of Resistance	Jade band; grants 50% damage reduction to magic as well as 10 power defense, 5 flash defense, and +10 ego defense.
12	Cloak of Shadows	Gives +3 concealment rolls, +2 DCV, and +5 DCV total against ranged attacks.
13	Warp Talisman	Ruby and Felstone neck piece; Missile Deflection 14-, reflection, any attack, damage shield.
14	Doomfire Ring	Mithril ring; can be used to launch a black firey column 2D6 HKA Line effect energy once a turn.
15	Mask of Terror	bone mask; gives +15 presence for offense only and once a turn can do a 8D6 cone effect (no range) mind control for fear only.
16	Collar of Vengeance	Torc of wrought bronze and obsidian; At the end of each phase if the wearer is hit in combat, does 1D6 KA poison damage to all adjacent creatures while in combat (megahex with personal immunity).
21	Charm of Confusion	Aetherstone amulet on silver chain; Randomly once per phase chooses two targets and swaps their positions, if they are both within 10".
22	Crystal Charm	Makes the caster desolidified at random, each phase 11- chance. The desolidification lasts until next phase. While solid, +2 DCV
23	Sharpening Charm	Worn on the wrist, Felstone skull charm IAF; all attacks by the wearer are armor piercing; shatters with wearer's death
24	Unholy favor	A scrap of silk tied on somewhere; gives +10 DCV only to negate levels and bonuses for equipment.
25	Amulet of Distraction	Glittering crystal in a gold chain; tends to hypnotize anyone fighting the wearer unless they don't look at him, ECV attack at 2 does an ego-based Entangle of 2D6, 1 DEF to anyone in the adjacent hexes the wearer is facing
26	Wraps of Speed	Tattered rags; destroyed when removed. These give +6" movement, +1 DCV, and +15 STR to escape grabs and entangles
31	Chime of Sloth	Aetherstone Chime (shatters when used); when rung (full phase), does explosion 3D6 run drain and 3D6 DEX drain, personal immunity.
32	Pendant of Invulnerability	Ebon amulet; Grants 75% rPD, rED damage reduction against all attacks by a random person each phase.
33	Ring of Rime	White Velune Ring; can fire a beam of cold doing 5D6 damage and draining 2D6 run. This beam is a
34	Magic Siphon	Bronze urn 2 feet tall; by cutting ones self and bleeding into the urn, you activate it and gain personal immunity to its 4D6 constant suppress of all spells cast within 6" of the urn.
35	Token of Curses	Ebon pendant; Curses anyone who misses the wearer with a 1D6 Drain DEX at +4 OCV, triggered automatically
36	Gem of Revenge	A pure black gem that glows with red malice only if the bearer dies, erupting in the next phase they would have taken with a 9D6 explosion fire damage and autofire D6 armor piercing shards of the gem in an explosion
41	Ring of Swift Doom	A simple iron ring that once a day gives +10 speed, only to equal 12 speed. This lasts for one turn,
42	Scarab of Sorrow	Ebon scarab pin; Any spell cast within 5" of the wearer suffers a 2D6 END Drain
43	Pouch of Spiders	Ordinary pouch; Once per day it will erupt with spiderlings after a single segment delay when thrown This is a summon that works at range by STR (about 10" range), summoning 2D6 Spiderlings that all attack whoever they are nearest

ROLL	NAME	DESCRIPTION
44	Cloak of Illusion	Spidersilk cloak; can create images around the wearer to look exactly like one enemy, all senses at -5 PER; takes 5 END per phase
45	Tome of Vileness	Ancient tome that holds all dark magic and demonology spell. Acts as a +3 magic roll focus for these spells, and any spell in the book can be cast as if it was in the wielder's spell pool.
46	Ring of Night	Ebon ring; grants +3 DCV and 50% rPD damage reduction versus ranged attacks
51	Tabard of stars	Arachtaur black silk tabard; grants N-Ray vision blocked by solid objects, 10 Flash Defense, and gliding 3", destroyed by combat by the time the wearer dies
52	Ebon Icon	Ebon statuette 6" tall; The bearer is so frightening that he is +3 DCV and DECV versus all sentient creatures, and he has +20 presence
53	Void Pendant	Ebon pendant; Absorbs 4D6 any magical spell as if healing (stun gives Body, Bod gives END), and gives 50% damage reduction against one spell a turn
54	Igneous Wand	Red Velune and Ebon wand; Reeks of brimstone. Any spell cast using this wand is 1/2 END (or body) cost, and does not require gestures or concentrate.
55	Life Fetish	Causes the bearer to be duplicated upon death, springing back to life to kill once more. Made of hair, skin, fingernails etc of the bearer.
56	Book of Curses	Once per phase, this book chooses a foe of the caster and casts one spell he knows automatically, at the caster's base OCV for 0 Mana and with a 18- magic roll.
61	Malachite Bracers	These bracers choose the target's vulnerability (if any), and causes any spell cast or attack to change special effect to match that vulnerability
62	Scroll of Devastation	Written in a script only the evil caster can read on human skin with blood, this scroll requires a phase at 1/2 DCV to read out loud. It causes the next turn's worth of spells to do increased minimum damage (+4D6 normal, 1D6+1 KA, 2D6 drain, and 4D6 flash only to increase minimum damage). Destroyed by reading
63	Staff of Conquest	Bone staff (not for combat); Gives the wielder and all his allies +1 OCV, +2 rPD armor, and +10 defensive presence
64	Tome of Horror	Book that puts a suppress on all side effects the caster might face of 8D6, and heals 1D6 END and 1D6 Body per phase while held
65	Staff of Demons	Demonskin wrapped ebon staff (not for combat); gives +5 Ego roll to control demons, doubles the number summoned by any summoning spell for no additional magic roll modifier
66	Tombstone Talisman	Miniature Marble tombstone; Heals 1D6 Body per phase, halves Body cost of any spells cast, gives +3 Ego roll to control undead - can summon D6 skeletons once a turn.