TREASURE TYPES

Treasure can consist of any, some or all of the following coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks, and magic items. Treasure can be found in lost dungeons, hidden in a merchants pocket, or serve as the bed for an ancient red dragon.

Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair. The following charts may be used to *generate* treasure for monsters and other adversaries.

Table: Monster Treasure by Hit Dice

Roll d% three times, once each for coins, goods, and items depending upon the HD of the monster. Further sub-tables for gems, art, mundane items, and magic items appear below.

HD	d%	Money	d%	Gems/Art	d%	Items
1	01-14	--	01-90	--	01-71	--
	15-29	1d6x1,000 cp	91-95	1 gem	72-95	1 mundane
	30-52	1d8x100 sp	96-100	1 art	96-100	1 magic
	53-95	2d8x10 gp				
	96-100	1d4x10 pp				
2	01-13	--	01-81	--	01-49	--
	14-23	1d10x1,000 cp	82-95	1d3 gems	50-85	1 mundane
	24-43	2d10x100 sp	96-100	1d3 art	86-100	1 magic
	44-95	4d10x10 gp				
	96-100	2d8x10 pp.				
3	01-11	--	01-77	--	01-49	--
	12-21	2d10x1,000 cp	78-95	1d3 gems	50-79	1d3 mundane
	22-41	4d8x100 sp	96-100	1d3 art	80-100	1 magic
	42-95	1d4x 100 gp				
	96-100	1d10x10 pp				
4	01-11	--	01-70	--	01-42	--
	12-21	3d10x1,000 cp	71-95	1d4 gems	43-62	1d4 mundane
	22-41	4d12x1,000 sp	96-100	1d3 art	63-100	1 magic
	42-95	4d10x10 gp				
	96-100	1d8x10 pp				
5	01-10	--	01-60	--	01-57	--
	11-19	1d4x10,000 cp	61-95	1d4 gems	58-67	1d4 mundane
	20-38	1d6x1,000 sp	96--100	1d4 art	68-100	1d2 magic
	39-95	1d8x100 gp				
	96-100	1d10x10 pp				
6	01-10	--	01-56	--	01-54	--
	11-18	1d6x10,000 cp	57-92	1d4 gems	55-59	1d4 mundane
	19-37	1d8x1,000 sp	93-100	1d4 art	60-99	1d2 magic
	38-95	1d10x100 gp			100	1 magic
	96-100	1d12x10 pp				

HD	d%	Money	d%	Gems/Art	d%	Items
7	01-11	--	01-48	--	01-51	--
	12-18	1d10x10,000 cp	49-88	1d4 gems	52-97	1d3 magic
	19-35	1d12x1,000 sp	89-100	1d4 art	98-100	1d4 magic
	36-93	2d6x100 gp				
	94-100	3d4x10 pp				
8	01-10	--	01-45	--	01-48	--
	11-15	1d12x10,000 cp	46-85	1d6 gems	49-100	1d4 magic
	16-29	2d6x 1,000 sp	86-100	1d4 art		
	30-87	2d8x100 gp				
	88-100	3d6x10 pp				
9	01-10	--	01-40	--	01-43	--
	11-15	2d6x10,000 cp	41-80	1d8 gems	44-91	1d4 magic
	16-29	2d8x1,000 sp	81-100	1d4 art	92-100	1d6 magic
	30-85	5d4x100 gp				
	86-100	2d12x10 pp				
10	01-10	--	01-35	--	01-40	--
	11-24	2d10x1,000 sp	36-79	1d8 gems	41-88	1d4 magic
	25-79	6d4x100 gp	80-100	1d6 art	89-99	1d6 magic
	80-100	5d6x10 pp			100	1d2 magic
11	01-08	--	01-24	--	01-31	--
	09-14	3d10x1,000 sp	25-74	1d10 gems	32-84	1d4 magic
	15-75	4d6x100 gp	75-100	1d6 art	85-98	1d6 magic
	76-100	4d10x10 pp	99-100	1d2 magic		
12	01-08	--	01-17	--	01-27	--
	09-14	3d12x1,000 sp	18-70	1d10 gems	28-82	1d6 magic
	15-75	1d4x1,000	71-100	1d8 art	83-97	1d6 magic
	76-100	1d4x100 pp	98-100	1d4 magic		

Table: Gems

d%	Value	Average	Example
01-25	4d4 gp	10 gp	Banded eye or moss agate
26-50	2d4x10 gp	50 gp	Bloodstone
51-70	4d4x10 gp.	100 gp	Amber I
71-90	2d4x100 gp	500 gp	Black pearl
91-99	4d4x 100 gp	1,000 gp	Emerald
100	2d4x1,000 gp	5,000 gp	Green emerald

Table: Art Objects

d%	Value	Average	Example
01-10	1 d10x10 gp	55 gp	Silver or ivory
11-25	3d6x10 gp	105 gp	Cloth of gold
26-40	1d6x100 gp	350 gp	Large well-done wool tapestry
41-50	1d10x100 gp	550 gp	Silver comb with moonstones
51-60	2d6x 100 gp	700 gp	Carved exotic wood
61-70	3d6x100 gp	1,050 gp	Gold dragon comb w/garnet eyes
71-80	4d6x100 gp	1,400 gp	Fire opal pendant
81-85	5d6x100 gp	1,750 gp	Embroidered silk
86-90	1d4x 1,000 gp	2,500 gp	Embroidered and bejeweled glove
91-95	1d6x1,000 gp	3,500 gp	Golden circlet with four aquamarines
96-99	2d4x1,000 gp	5,000 gp.	Jeweled gold crown
100	2d6x1,000 gp	7,000 gp	Gold and ruby ring

Roll on the chart below to determine how powerful the magical weapon found is. Once the magical bonus of the weapon is determined, roll on the below chart to determine the type of weapon. As with any magical item the CK should feel free to choose one of the following if that suits the game purpose.

Table: Weapons

d%	Weapon Bonus	d%	Weapon Type
01-50	+1	01-50	Swords
51-85	+2	51-100	Miscellaneous Weapons
86-100	+3		

Table: Swords

d%	Sword Type	d%	Special Sword Type
01-15	Bastard Sword	01-15	+4 Defender
16-30	Broad Sword	16-30	+3 Wounding
31-50	Short Sword	31-60	+1 Flaming Sword
51-80	Long Sword	61-90	+2 Frost Sword
81-90	Two Handed Sword	91-95	Vorpal Sword
91-100	Special Sword *	96-100	Dragon Slayer

* Roll again on Sword chart to determine what type
  of sword the special blade is, ignoring rolls 91-100.

Table: Miscellaneous Weapons

d%	Weapon Type
01-05	Arrow *
06-10	Bolt *
11-15	Bow *
16-20	Club
21-25	Crossbow *
26-30	Dagger
41-45	Hammer *
46-50	Hand Axe
51-55	Javelin
56-60	Lance
61-65	Mace *
66-70	Morningstar
71-75	Quarterstaff
76-80	Scimitar
81-85	Sling
86-90	Spear *
91-95	Trident
96-100	Roll on Special Weapon Table

Castle Keepers Choice

d%	Special Weapon Type
01-15	Dagger of Venom
16-30	Dwarven Thrower
31-60	Javelin of Lightning
61-90	Mace of Terror
91-95	Trident of Fish Command
96-100	Slaying Arrow

Table: Potions and Scrolls

d%	Potion Type	d%	Scroll Type
01-10	Healing	01-10	1 Spell Level *
11-20	Clairaudience/Clairvoyance	11-20	2 Spell Levels *
21-30	Flying	21-30	3 Spell Levels *
31-40	Giant Strength	31-40	4 Spell Levels *
41-50	Invisibility	41-50	5 Spell Levels
51-60	Neutralize poison	51-60	7 Spell Levels
61-70	Longevity	61-70	Restoration Spell
71-80	Levitation	71-80	Protection Spell
81-90	Protection from Alignment	81-90	Anti-Magic Field
91-100	Speed	91-100	Heal

* The CK can choose any number of magic spells that equal the number given. For example for the 3 spell levels the CK may choose to have 1 first and 1 second level spell.

Table: Rings

d%	Ring Type
01-10	Animal Friendship
11-24	Invisibility
25-40	Protection (+1-3)*
41-50	Regeneration
51-60	Spell Storing (6 Spells)*
61-70	Spell Turning
71-80	Telekinesis
81-90	Teleportation
91-100	Three Wishes

* *Castle Keepers Choice*

Table: Miscellaneous Magic

d%	Item Type
01-10	Amulet of the Planes
11-24	Bag of Holding
25-34	Boots of Elvenkind
35-44	Brooch of Shielding
45-59	Crystal Ball
60-69	Decanter of Endless Water
70-74	Gauntlets of Ogre Power
75-84	Horn of Valhalla
85-100	Robe of Useful Items

Table: Rods, Staves & Wands

d%	Item Type
01-14	Rod of Cancellation
15-20	Rod of Lordly Might *
21-30	Rod of Rulership
31-44	Staff of Divination
45-59	Staff of Healing
60-69	Staff of Size Alteration
70-79	Wand of Fireballs
80-89	Wand of Dispel Magic
90-100	Wand of Suggestion

* *Fighter Only*

MAGIC TREASURE

Magic items are divided into categories armor, weapons, potions, rings, rods/staves/ wands, scrolls, and miscellaneous magic items. In addition, some magic items are cursed or intelligent.

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is an elixir concocted with a spell like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell. Rods cast as 6th level casters.

Staves: A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges. Staves cast as 6th level casters.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges. Wands cast as 5th level casters.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Miscellaneous Magic Items: These are various types of items with unique special powers.

Using Magic Items
To use a magic item, it must be activated. Some items, once donned, function constantly. In most cases, using an item requires an action, either by command word, using the item, or triggering or casting a spell with the item. Command word activation means that a character speaks the word and the item activates. Use activation is self-explanatory, simply use the item to activate it. The casting time of the corresponding spell is the time required to activate the same power in an item, unless the item description states otherwise.

Limit on Magic Items Worn
Only so many items of a certain kind can be worn and be effective at the same time. The limits include the following 1 helmet; 1 cloak, cape, or mantle; 1 amulet, brooch; 1 suit of armor; 1 robe; 1 pair of bracers; 1 pair of gloves or gauntlets; 2 rings; 1 belt; 1 pair of boots.

Size
When an article of magic clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many magic garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using magic items. There may be rare exceptions, especially with racial specific items.
Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01-30), a 60% chance of being Medium (31-90), and a 10% chance of being any other size (91-100).

Charges and Multiple Uses

Rods, staves and wands an possess charges. Each of these items can have up to 50 charges. Some can be recharged by casting similar spells into them, while others cannot be recharged and simply dissolve when the last charge is expended.

Armor & Weapons

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses never rise above +3, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses).

Magic weapons have bonuses ranging from + 1 to +3. They apply these bonuses to both attack and damage rolls when used in combat. Weapons come in two basic categories, melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special Swords

+4 Defending: A defending weapon allows the wielder to transfer some or all of the sword's bonus to his AC.

+3 Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature.

+2 Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1 d6 points of fire damage.

+2 Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponents head (if it has one) from its body. Some creatures, such as many aberrations and an oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

Dragon Slayer: The dragonslayer is normally a +2 sword, but when pitted against any dragon it becomes +4.

Special Miscellaneous Weapons

Dagger of Venom: This black + 1 dagger has a serrated edge. It allows the wielder to use a poison effect upon a creature struck by the blade once per day.

Dwarven Thrower: This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional + 1 (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown. It is consumed in the attack.

Mace of Terror: On command, this +2 mace causes the wielders clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot radius become panicked as if by a fear spell.

Trident of Fish Command: The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to charm up to 14 HD of aquatic animals, no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a speak with animals spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident.

Slaying Arrow: This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a save or die instantly. The CK determines the particular type of creature.

Potions

A potion is a magic liquid that produces its effect when imbibed. Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect --the caster who brewed the potion has already done so. The person applying an oil is the effective caster, but the object is the target.

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. Vials hold 1 ounce of liquid.

In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory.

Healing: The CK should roll a d6 to determine which type of potion the healing potion is:
> 1-2 cure light wounds
> 3-4 cure serious wounds
> 5-6 cure critical wounds

The potion acts as the spell if the entire flagon is consumed.

Clairaudience/Clairvoyance: Drinker can hear or see known locale at any distance for 5 min./level of the potions creator.

Flying: Quaffing this potion allows the character to fly at a speed of 90 for 10 minutes.

Giant Strength: This potion conveys a strength of 19 or higher, determined by rolling a d6. It lasts 10 minutes. Roll 1d6 to determine the strength score granted:
> 1 STR 19 (+3)
> 2 STR 20 (+4)
> 3 STR 21 (+4)
> 4 STR 22 (+5)
> 5 STR 23 (+5)
> 6 STR 24 (+6)

Invisibility: A potion of invisibility can be used up to three times. Drinking a third of the potion makes the character invisible for 1 hour or until it attacks. Drinking the whole potion makes the character invisible for a full day.

Neutralize Poison: Detoxifies venom in or on target.

Longevity: An elixir of youth. If an entire potion of longevity is consumed the character becomes younger, shedding 2-12 years off of their age. There is a small percentage chance that the potion will have the reverse affect and age the character 1-6 years.

Levitation: Drinking a potion of levitation allows the character to move up and down at their own direction. It lasts 10 minutes.

Protection from Alignment: (i.e. Protection from Chaos/Evil/Good/Law) Once drank the character gains +2 AC and saves against chosen aspect for 2 rds/lvl. It lasts 10 minutes.

Speed: Drinking this potion allows the recipient to move at twice their normal speed and to make one extra attack per round. It lasts 10 minutes.

Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring. A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal--usually precious metals such as gold, silver, and platinum.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast charm animal.

Invisibility: By activating this simple silver ring, the wearer can benefit from invisibility, as the spell.

Protection: This ring offers continual magical protection in the form of a bonus of +1 to +3 to AC.

Regeneration: This ring continually allows a living wearer to heal 1 point of damage every hour rather than every day. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Spell Storing: A ring of spell storing contains up to six levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus to cast the spell.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next five levels of spells cast at the wearer

Telekinesis: This ring allows the caster to use the spell telekinesis on command.

Teleportation: This ring allows the wearer to use the spell teleport 3 times per day.

Three Wishes: This ring is set with three rubies. The wishes must be dealt with carefully in order to not unbalance the game. Characters should be required to recite their specific wishes and the CK should be very strict in interpreting the wishes themselves. Any manner of harm can be caused by this device, and rarely little good. When an the wishes are used, the ring becomes a nonmagical item.

Rods

Rods are scepter like devices that have unique magical powers and do not usually have charges. Anyone can use a rod. Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of an magical properties. The item touched must make a successful save to prevent the rod from draining it. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by wish.

Rod of Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rods buttons is equivalent to drawing a weapon.) It weighs 10 pounds. The following spell-like functions of the rod can each be used once per day.

- Hold person upon touch, if the wielder so commands. The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- Fear upon an enemies viewing it, if the wielder so desires. Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with hold person.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 light mace.
- When button 1 is pushed, the rod becomes a + 1 flaming longsword. A blade springs from the ball, with the ball itself becoming the swords hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 battle-axe. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 spear. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielders choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rods base 30 feet or less from the portal to be forced and in line with it, then pushes button 4.

- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Rod of Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to saving throw. Ruled creatures obey the wielder as if they were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken.

Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staffs are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes.

Staff of Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:
- Detect secret doors (1 charge)
- Locate object (1 charge)
- Tongues (1 charge)
- Locate creature (2 charges)
- True seeing (3 charges)

Staff of Healing This white ash staff, with inlaid silver runes, allows use of the following spells:
- Lesser restoration (1 charge)
- Cure serious wounds (1 charge)
- Cure blindness/deafness (2 charges)
- Cure disease (3 charges)

Size Alteration Stout and sturdy, this staff of dark wood allows use of the following spells
- Alter Size (1 charge)

Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wands spell one time. A wand that runs out of charges is just a stick.

A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes.

Fireballs: Exploding ball of fire causing 1d6 HP/lvl in 25x25 ft area; save for half damage.

Dispel Magic: Cancels magical spells and effects on creature, object, or 25x25 ft. area.

Suggestion: Compels subject to follow stated course of action.

Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell, though a spell caster of any level can cast the spells on the scroll IE a first level cleric could cast a 3rd level cleric spell scroll.

A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 10 inches wide and 12 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather.

To decipher a scroll with arcane magic spells on it, a wizard must first cast read magic. Once the wizard successfully casts read magic, they can attempt to add the new spell to their spell book, or, use the scroll by casting the spell from it.

Restoration: This spell acts as the 4th level cleric spell.

Protection: A scroll of protection contains a magical spell which serves to protect the caster. The nature of the magical protection is only limited by the CKs imagination. The protection can be, but is not limited to, one of the following types of protective spells evil/good/chaos/law, the undead, Lycanthropes and magic. The spell acts as the first level cleric spell but for 8 turns.

Anti-Magic Shell: This spell acts as the 6th level wizard spell and negates an magic within mobile 20-ft. diameter sphere around caster for 10 turns.

Heal: The heal spell scroll heals an damage to the recipient, including broken bones.

Miscellaneous Magic

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a miscellaneous item (unless specified otherwise in the description).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an Intelligence check in order to get the amulet to take them to the plane (and the specific location on that plane) that they want. If they fail, the amulet transports them to a random location on that plane (01--60 on d%) or to a random plane (61-100).

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space; its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount of 10 lbs. The bag can hold up to 1000 lbs of weight.

Boots of Elvenkind: These soft boots enable the wearer to automatically move silently in virtually any surroundings.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from magic missiles before it melts and becomes useless.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.
- Stream pours out 1 gallon per round.
- Fountain produces a 5-foot-long stream at 5 gallons per round.
- Geyser produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, raising the characters STr score to 19. Both gauntlets must be worn for the magic to be effective.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horns type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a horn of Valhalla but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned
01-40	Silver	2d4+2, 2nd level
41-75	Brass	2d4+1, 3rd level
76-90	Bronze	2d4, 4th level
91-100	Iron	1d4+1, 5th level

Summoned barbarians arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches
- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16-22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side--must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100 gp value each)
31-44	Ladder, wooden (24 ft. long)
45-51	Mule (with saddle bags)
52-59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60-68	Potion of cure serious wounds
69-75	Rowboat (12 ft. long)
76-83	Minor scroll of one randomly determined spell
84-90	War dogs, pair (treat as riding dogs)
91-96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97-100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Experience Points

After characters defeat monsters or acquire treasure, they earn experience points (xp). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

Monsters: Using the table below, the CK adds the value of an monsters defeated or overcome on the adventure. Each monster has a base xp value, and a bonus value should be given for each special ability of the monster. The total xp are then divided by the number of characters that defeated the monsters.

Money: Although not an Cks do so, some award xp for non-magical treasure. The CK should award 1 xp to the party for every 1 gp value of non-magical treasure such as money, gems, art, and other items acquired during the adventure.

Magic Items: Like monsters, magic items have a xp value. The CK should award a magic items xp value to a character who possesses and uses the item for a period of time, based upon the table below, awarding the bonus value for each special ability.

Story: The CK should assign a xp value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story xp value is by assigning the adventure a HD and then referencing the monster table below.

Role-Playing: The CK can also award specific characters xp bonuses for good role-playing (or penalties for bad). Like the story award, using the special ability bonus in the monster chart is a good measure for bonus xps, with the HD column in the table reflecting the level of the adventure or the characters involved.

Table: XP for Monsters

HD	Base Value	Sp. Ability Bonus
1	15	10
2	30	20
3	50	30
4	75	45
5	110	60
6	175	75
7	250	90
8	350	125
9	650	175
10	950	225
11	1300	300
12	1600	37

Table: XP for Magic Items

Item Type Base		each "+"	Each Special Ability	
Armor	250	100	100-300	
Weapon	100	100	100-300	
Potion	50		100/spell level	
Ring	350	100	100/spell level	
Rods, etc.	150	10/charge	100-1000	
Scrolls	50		100/spell level	
Misc. Magic	500	--	100-1000	35